The Broken Kingdoms

by Jason Vester

HERO PLUS™

The Broken Kingdoms™

Version 1.0

by Jason Vester

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Author's Dedication

This work is a chorus; its harmony would not have been possible with one voice alone.

Thanks to:

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Avalon's first heroes, and the best players that any gamemaster could hope for: Dan "the Mutant" Brophy, Brian "Marhaus" Bunin, Marcus "Hyllus" Hodges, Jack "Prince Kyle" Kiserow, James "Dice o'Doom" Mueller, Sara "Skinny Albino" Mueller and Randy "Jonathan" Reinhardt.

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My second chorus—lightning struck twice, they were as fine as the first: Mykel "That's just *wrong*" Alvis, Gary "I am MIGHTY" Ciaramella, Issak "Kendra Izadore" Haywood, Jerry "Y'know, that would have killed Morrandir" Johnson, Rex "Ares" King, Bob Kostrubal, Marty Milford and Chris "Hassar Ibn-Ali" Rathjin

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The Council of Kings (Part One)

Lucius Glorianos, Lord Regent of the Kingdom of Allemaine, and arguably the single most powerful man in Ahrivine, nonetheless glanced helplessly at the men that surrounded him. He saw Princes, Dukes and Warlords, Wizards and oracles. But their debate had gone on for too long—they were as divisive as ever. Sometimes he wondered if the High Kingdom would remain forever sundered.

"Prince Commander Carados," he tried, turning his gaze to the Tarsan delegation. "The Warlords are well known as the masters of battle in all its forms, and it cannot be denied that warfare is what confronts us. Your riders repel Fekeshi invasions every season, and Calabrian shipping is preyed upon unmercifully by foreign corsairs. My own land battles the Host of the Doomed on the walls of the Last Bastion. Tell me—what is your advice in this, our darkest hour."

All eyes were upon the dour Prince. He was not a handsome man—his black hair and brutish features were largely hidden under his helm, and when he spoke his voice was hindered by an old wound to his throat. He sounded like a man in pain. "I say," Carados said, rising to his feet in a slow jingle of barmail, "that we draft every man in the Provinces, that we spend every bit of gold in your treasuries to arm ourselves with Dwarf-made steel, and march on the Fekesh with an army five hundred thousand strong."

The Council of Kings erupted in cries of outrage and protest. Carados continued to elaborate but no one heard him. Provincial Counts insisted that such a draft would stop all food production, starving the other Kingdoms. Calabrian Sea-Princes scoffed at such a waste of money on untried troops. But within the din a single voice spoke, and when he did, everyone else fell silent as a stone.

"Do this," barked the dark wizard Blaise, wrapped in black cloaks and hugging his staff to him, "and your entire Kingdom will fall to ruin. Fekesh will drink deeply of Tarsan blood, and the first crown to set foot in that land, will be the first crown to fall."

Suddenly the Council of Kings was less than enthusiastic about the Tarsan plan. Carados saw his dismissal in the eyes of the Dukes and Princes. Even the Ministers of the island cities had turned away from him, to whisper amongst each other and plan without him. He smashed his table on the wooden table, and raged at Blaise.

"Damn you and your kind! What crime did we commit that the Gods should curse us with Wizards, who take the will to fight from men!"

Suddenly, a boy was standing. Well, perhaps a young man if the audience was gracious. Count Richard was the son of the Duke of Lanahaut—host of this council—and it was only by virtue of his parentage that Richard, or his sister Olivia, had been included at all.

"He's right," Richard protested, weak at first. "The Prince is right. We don't have to listen to him," with a finger he thrust at the prophetic Wizard. "He's just an old man."

"Yes," whispered Blaise. "An old man am I." His voice became richer, humorous, as if he found the young Count quite amusing. "Older than you." His gaze turned across the Council, to the white-haired Lucius. "Older than you." Finally he looked to Farland the Giant, whose immortal feet had walked Ahrivine since before any man. "Older even than you." With a final chuckle he blurted, "Listen not to me!"

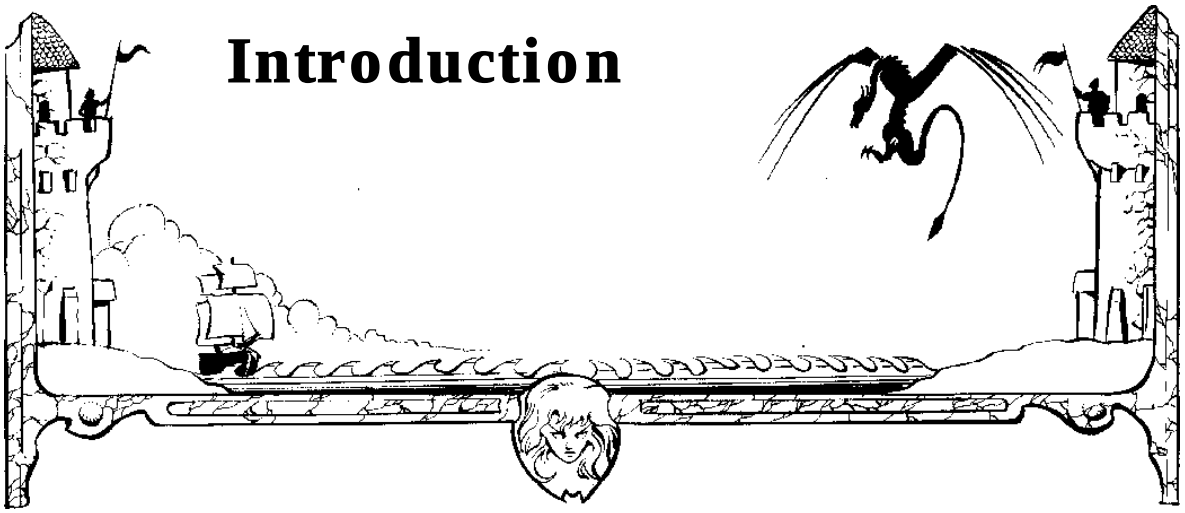
Richard collapsed to his chair, red-faced and beaten. Olivia gripped his arm firmly, but he paid her little attention.

Another young man arose to take the floor. The son of the King of Calabria, Harrison was a dashing and charismatic figure. He opened his arms wide as if in supplication. "All of us know of the ancient prophecy of the Pallean Sibyl, who told us a millennia ago that only one man could reforge this Kingdom and defeat our enemies. All of you know that, as the heir to the crown of Calabria, I am that man. I do not know the way in which we will defeat this evil and bring peace to our lands, but I am ready for it, whatever you decide."

Before anyone could react, Richard's father cleared his throat.

"You lie."

Introduction



"Has it got any sports in it?"
"Are you kidding? Fencing, fighting, torture, revenge, giants, monsters, chases, escapes, true love, miracles …"
"Doesn't sound too bad; I'll try and stay awake."
—The Princess Bride

The Broken Kingdoms is the first in a series of ever-expanding campaign settings for your *Fantasy Hero*™ game. Within it you will find the brave knights of Allemaine, the swashbuckling Sea-Princes of Calabria and the Tarsan Warlords, masters of all forms of physical combat. Sail with the demigod heroes of the Pallean Free Cities, or struggle against oppressive overlords in the urban squalor and trackless forests of the Provinces. Fencing and fighting, true love and miracles, the Broken Kingdoms have enough to keep any company of adventurers busy.

The people and places within this book are in turmoil, awaiting new champions. A thousand years ago they were forged into a single High Kingdom, a weapon that destroyed the menace of the Dark Titan forever. But time and internal struggle broke the Kingdom apart into five smaller lands, each too weak to resist the return of evil. Darkseeker is dead, yes, but his servants and Hosts live still, and breed in the darkness, waiting to flow upon the green fields of the Broken Kingdoms in murder and destruction.

What's Inside

Broken Kingdoms (or BK) contains everything necessary to play in and gamemaster a fantasy hero campaign set in the eastern half of Ahrivine, one continent in the larger world of Alia. The Kingdoms presented here are intended to fit with future FH releases, which will expand the campaign setting, interlocking to form a limitless world of adventure. This book is organized like so:

Introduction: This section.

Player Chapters: Creating Characters and Playing the Campaign, are meant to give all the package deals, skills, powers, perks, talents and disadvantages that players will need to make their characters, as well as discussions on how to build successful characters, character goals, player-to-player interaction and encouragement on how players can contribute to the Broken Kingdoms background, making it grow faster and larger than any single GM could ever manage. Players and gamemasters will also find the "campaign limits" on OCV, Damage Classes and the other numbers necessary for character creation in the Hero System. These chapters are for players and gamemasters alike.

Gamemaster Chapters: This section discusses the style and themes of Ahrivine adventure as well as plotting story lines—Broken Kingdoms adventures flow like a novel, and advice on how gamemasters can do this is included here. Essays on the long-term challenges, along with the use of player character "preludes" to establish the setting, follow. These chapters are meant exclusively for gamemasters, and players who read it will be spoiling the surprise.

The Broken Kingdoms Source Book is the largest part of this book, and begins with a brief overview of the setting including history, geography, cosmology, the Ahrivine calendar and time keeping. Each of the five Broken Kingdoms has its own fully developed section, detailing more history, government and the daily life of its inhabitants. Social structure, the military and unique elements of each realm are also treated. Famous figures are included for each Kingdom, with full game statistics for the ones that player characters might encounter. Each Kingdom has broad political divisions which are then dealt with in sequence, detailing the Dukedoms, Sea-Ports and Free Cities that player characters will visit in their quests. Finally, each Kingdom has a discussion on weapons, armor, equipment and other treasure which might be found there, and notes on the sorts of adventure found in each land.

Several other Kingdoms and lands are treated in more cursory detail, including both the realms most firmly under the sway of evil, as well as those who have struggled to remain neutral in the great wars. These include the Dwarven Holdfasts and the enchanted forest of the Elvenkind, as well as the oriental Fekeshi, the desert nomads of Mu-Jahdin, Viking Northrons, the ancient river valley of Kekutchiau and the mysterious Crying Jungle. A few notes on those beings who defy national boundaries—Giants, Wizards and the hideous Doomed—follow.

The information on the individual lands should be read by the gamemaster, and players should read the lands that they find interesting.

Martial Arts: The Broken Kingdoms maintain a strong martial arts tradition in the form of the Sword Arts of Ambrosius and the Steel Path. Other influences from oriental cultures and the Pallean settlers have brought unarmed combat forms as well. Modern variations have resulted in Calabrian Swordplay and Cloakwork. Full descriptions of new martial arts are included here, as well as notes on what styles from the *Hero System Rule Book* and *the Ultimate Martial Artist* may be used. This information is mostly related to game mechanics, and can be read by both players and gamemasters.

Religion: Alia was created by one god, given life by another, and may be destroyed by yet a third. This chapter details the two primary religious institutions of the Broken Kingdoms. The Pallean Sibyls are composed entirely of women, and use their prophetic gifts in the service of the goddess Rhea. They have risen to dominance over the Brotherhood of Augelmir, which suffered a Diabolism scandal some centuries ago and has not yet fully recovered. Both gamemasters and players should read this chapter.

Magic: The Magic chapter is one of the longest in this book, and includes not only general guidelines on the various colleges of Ahrivine magic, but also has detailed character creation material and spell lists for two of the most interesting. The demonologists and black mages of Diabolism will serve the gamemaster well as villains, while Sky-Lore and its twin branches of Celestial magic and Astrology will be most useful to player character mages. The religious Gifts are also treated briefly, as well as the awesome power of Wizardry, known to be possessed by only a handful of immortal beings and their Doomed counterparts. The chapter on magic should be read by any player who plans on making a magician in the Broken Kingdoms. Gamemasters should also be familiar with its contents.

Bestiary: This chapter contains game statistics or notes on some of the most common or unusual inhabitants of Ahrivine. Specifically, it includes descriptions of the Tarsan wyrms, the Inach, Dogs of War and Trolls which make up the Host of the Doomed, and the various horse breeds which are used by knights and Warlords alike in battle. Mention is also made of the Banelights and the Wandering Flames, strange magical forces whose true nature remain unknown at this time. Since knowing the capabilities of the opponents tends to take fun away from the game, players should not read this chapter.

Miscellaneous Characters: A handful of individuals that might prove useful in a campaign—either as antagonists, allies or simply obstacles—are included here. They are meant primarily for the gamemaster to use, and do not fit into any of the five major Kingdoms. Thus they have been given their own chapter. They are used in the adventure suggestions included throughout this book, but most especially in ....

Scenarios: This chapter includes story lines in each of the major formats of the Broken Kingdoms: the short story (one game session) the short novel (three or four game sessions) and the long novel (ten to twelve game sessions). They use all the Kingdoms presented, and many of the characters that are included elsewhere. Players should not read these story lines—they are for the gamemaster only!

Appendix One: This timeline relates some of the salient dates from the Broken Kingdoms and Alia in general, taken from the famous "Histories" of Queen Evaine. It may serve as a useful handout to new players.

How to Use This Book

If you are planning to play in a Broken Kingdoms campaign, and need to know where to start, go directly to the first Player chapter. You will find what you need to make a character. When you have a question, ask the gamemaster.

Gamemasters have probably read books like this before, and will skim over it before finding a chapter or two that particularly interests them. Once the gamemaster has a handle on the material, he may be overwhelmed by exactly where to start. Well, with a nod to Chris Cloutier and *Golden Age Champions*, where the concept first appeared, here is the BK 12 Step Program ™. Just follow it and your *Fantasy Hero* campaign troubles will vanish!

Step 1) Go directly to "The Two Sorts of Fantasy Campaigns" and "Campaign Rules" at the beginning of the Player Chapters, and the "Styles" section at the forefront of the Gamemaster Chapters. Decide whether you want to run a Heroic Fantasy Campaign or an Epic Fantasy Campaign, and which of the Broken Kingdoms you want to start with. You may do high adventure in Allemaine, swashbuckling in Calabria, a Provincial outlaw campaign, mythological adventure in the Pallean islands, or never-ending war on the fields of Tarsus.

Step 2) Tell the players what you have decided, and ask them to make characters.

Step 3) When the players look at you with dazed and confused expressions, lost and unable to begin, tell them to buy their own copy of this book. If they refuse, loan them yours. Tell them to read the Player Chapters, and the description of one of the Kingdoms that catches their interest. If they are interested in the martial arts, magic or religion (and most players will be interested in one of those three areas) they should read that chapter, too. If you have campaign restrictions in mind, such as "everyone starts off in Sugales" or "no Wizards, so don't ask," this is a good time to make them known.

Step 4) Collect character sheets and review them all. Make some notes on future story lines involving the characters, and what loose ends they have in their backgrounds. Notice the Hunteds and DNPCs you will have to create. Talk to the player who created the assassin and remind him that you are playing *Fantasy Hero*. Tell him to make a new character, or at least get a motivation other than experience points. Wax rhapsodic to your players, telling them how great this campaign will be, once it gets off the ground.

Step 5) While the players revise their characters, forcing them to be heroes of some form or another, give them the lowdown on the setting. Tell them about the creation of the High Kingdom over a thousand years ago, about the death of the King and the breakup of the realm. Speak of Wizards and Doomed, Prophecies that are close to fruition.

Step 6) Final character check. You should be happy with everybody. You are nearly ready to begin. Stock the refrigerator.

Step 7) You may already have a scenario idea, but if you don't, take a look at the Adventure section of the Kingdom that you have chosen to start the campaign in (remember Step 1?). Also scan the Famous Figures section—most adventures in the BK are character-driven, and these people will suggest story lines to you. Finally, the Scenarios chapter should have something for you.

Step 8) Remember the ever-increasing point value of your heroes. Certain of the Broken Kingdoms lend themselves to a lower power level of adventure than others. Inach, Quartermen and pirates are dangerous and exciting, but their danger level is nothing compared to enemies like the Doomed, the great wyrms or a Fekeshi host. So make sure that your low-power adventure ideas get play early on, or else your players will get too powerful for them.

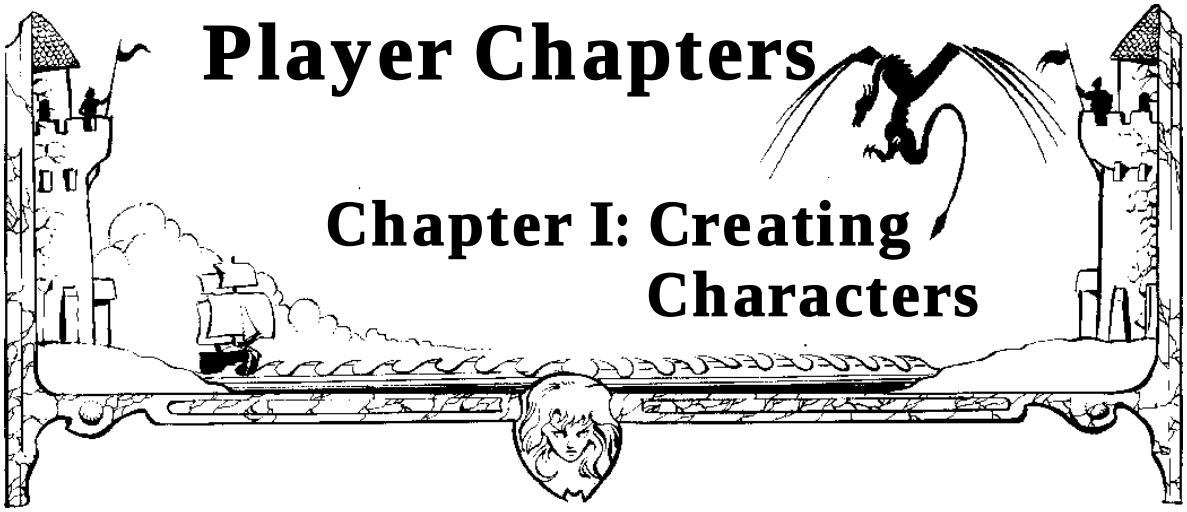
Step 9) Prophecy is powerful in the Broken Kingdoms, but your players need to know that they can affect things in the world. The Broken Kingdoms have a backstory that the players should be a part of. Perhaps a martial artist has been raised from birth to defeat the Dark Titan in battle, or maybe a PC is a secret bastard child of King Synmark, and heir to the prophecy of the Boy King. Back story doesn't have to mean Epic though; players might serve some role in the Oak Men's rebellion against the rule of the Counts and the Provincial Governor, or stymie Prince Castillo's plans for Calabrian hegemony. Players are much easier to motivate when they know that their actions make a difference.

Step 10) Many gamemasters already have fantasy settings that they use for their games. Some of these are home-made, others are published by other game companies. Think about placing the Broken Kingdoms in that world, or allow for magical travel between the two campaigns. This permits characters and story lines from one land to overflow into another. With the conversion notes in the Appendix, even characters from other game systems can travel to the Broken Kingdoms, and anything that makes the campaign setting expand is usually a good idea.

Step 11) Set the mood. Mood music, miniatures and other props are easier to find for fantasy games than for anything else. Movie soundtracks and period orchestras has been complemented by music made especially for fantasy role playing. The selection of 25mm lead figures is truly overwhelming. Don't be afraid of going overboard—a little enthusiasm on your part will go a long way towards giving the Broken Kingdoms a mood all its own.

Step 12) A bit of a secret—these is no Step 12. You're done. Run your first adventure.

Player Chapters



Chapter I: Creating Characters

This is the first player chapter, in which we'll discuss how to make characters appropriate for the Broken Kingdoms. It begins with a discussion of the two most common sorts of Broken Kingdoms campaigns, with the character creation limits on skills, combat values and magic power level. A brief overview of the human and nonhuman races of Ahrivine follows, followed by racial package deals and human professional packages. Following this are notes on particular skills, perks and powers that have unique applications in this setting. A brief essay on successful character building follows, hopefully giving players some good advice on making characters that fit the genre and the gamemaster's plan. Another short essay discusses the important element of character goals. Finally, some notes on equipment and weaponry, specifically touching on magical items and some alterations to the standard rules on STR minimums, are discussed.

For Players New to the Game

or, How to make a legendary Fantasy Hero in 10 (and a half) easy steps

Just a few words for players who have never done *Hero System* before, or whose experience may be with other *Hero System* genres. You may be overwhelmed on where to start.

1) The first rule is very simple: don't let the game intimidate you.

2) Ask the GM what kind of a campaign he is running. At some point he will probably define the game as either Heroic Fantasy or Epic Fantasy. Make a note of the limits on combat value and power level given in the "Campaign Rules" section, just after this one. Don't violate these guidelines.

3) Read through this chapter on Creating Characters. If you have some extra time, scan through the second chapter, Playing the Campaign. If you still feel like reading, skip to the second half of this book, the Broken Kingdoms Source Book. Read the Overview chapter and any part of the Lands chapter that strikes your fancy. If you want to play a martial artist, a magician or a priest you will probably want to skim over the corresponding chapters on Martial Arts, Magic and Religion, but don't worry about memorizing anything. Much of these chapters deal with game mechanics that your gamemaster can help you through when you get to that point.

4) Now that you are done reading , you need a character concept. You may already have one. If so, great. If not, turn to the Package Deals section in this chapter and see what catches your eye. If you have access to the *Fantasy Hero* Genre Book, also look at the Package Deals in there.

5) With a Package Deal you've got a list of skills and some basic disadvantages. Now is the time to choose the level of your Characteristics. Save some points for more skills or perhaps some magic. Always remember that you can go back and change something if you run short of points.

6) Go through the next sections of this chapter in order. Skills are next, followed by Perks, Talents, Powers and Disadvantages. Work with your GM and the *Hero System Rule Book* to resolve questions.

7) Take a look at the "Successful Character Building" essay and check to see if your character qualifies. If he doesn't, consider going back and tweaking him until he does.

8) Think about some goals for your character. What does he want out of life? What does he want to do tomorrow? What about in between?

9) Go to the part of the Lands chapter that includes your character's homeland, and choose some equipment that looks appropriate. Don't go overboard, because you'll just have to go back and do it over when the GM tells you to put back that suit of Excellent Royal Plate Armor.

10) You should have a hero ready to adventure in the Broken Kingdoms. Congratulations. Pass him to the gamemaster for a once-over. If you're feeling particularly helpful, give him a permanent copy of the character. And if he tells you some changes that need to be made, don't take it personally.

10½) Remember, its only a game. But it can be a **lot** of fun.

The Two Sorts of Fantasy Campaigns

Fantasy adventure in the Broken Kingdoms of Ahrivine tends to fall into one of two broad general headings. Both have great potential and a wide variety of adventure possibility, but they require different sorts of characters. The gamemaster must decide which sort of campaign he wishes to run, and the players will make their characters accordingly.

A table is presented after this brief discussion, showing the recommended combat values, damage classes, skill levels and SPD scores for player characters.

The Heroic Fantasy Campaign

This is the "normal" *Fantasy Hero* campaign level, and the sort most common to fantasy role playing in general. Player characters in this type of campaign are built with 150 points, and while they are certainly hero material they are not incredibly powerful. Combat Values are limited to around 9, with experienced or powerful characters reaching as high as 12 or 13. Skills will be in the average range of 11-13 and most characters will have a Speed of 3.

In a campaign of this sort, the player characters will be important and competent. However, they will not be so important that, should they fail, the world will end. Perhaps they are the pre-eminent heroes of one of the Broken Kingdoms, or the chosen champions of a Sea-Prince. Even if they are only wandering mercenaries or adventurers, their actions have impact on their immediate area, and many of the locals will look to them for help.

In matters of campaign tone, Heroic Fantasy tends to stay in the middle of the scale. Although good and evil are usually clear-cut, some moral questions are not easily resolved. The campaign is usually realistic without being overly cruel. Dramatic action is rewarded, while overly rash or foolish actions invite disaster. Although the players often win, sometimes they lose and things don't work out as they planned. Heroic Fantasy games are never too serious—a little levity is always there to break the mood. Finally, although some effort is made to create an overall story line, the players often engage in episodic adventures during which little actually changes.

Magic in Heroic Fantasy games is generally limited, so that it is seldom more powerful than ordinary weapons. True Wizards will be virtually unheard of, and are not likely player characters. Occasionally a powerful magic item will show up in the game, but they tend to be of limited duration and meant for a specific adventure.

Player characters in Heroic Fantasy campaigns will seldom purchase special powers, such as HKAs with Area of Effect, Damage Field or other advantages. They will be dominated by skills and forced to rely on them to survive. In combat no opponent, even a common thug or a single Inach, can be dismissed lightly. A single lucky hit on a player character could spell his demise.

Examples of Heroic Fantasy Campaigns can be found in the Ahrivine Campaign chapter, and include chivalrous adventure in the Kingdom of Allemaine, swashbuckling in the Sea-Ports of Calabria, mythic adventure in Pallea, war on the fields of Tarsus or a criminal campaign in the Allemaine Provinces.

The Epic Fantasy Campaign

This is a campaign style more in accordance with fantasy literature, instead of fantasy role playing games. The heroes are usually the most important heroes in the world. Their actions determine the fate of Kings and Wizards; they wrestle dragons and Doomed. Epic Fantasy characters start out with 200 points, 100 of which is base points and the remainder of which are balanced out with Disadvantages. Combat values hover around the 10-12 range at start, but often rise to 15 or beyond. Skill levels are usually high, and can go over 20 or less. Most characters will have a Speed of 4. Indeed, the power level is open-ended. As powerful as the players get, however, the opposition will always be at least as powerful.

Adventure in an Epic Broken Kingdoms campaign tends to have a lot to do with the "big picture." Namely: reuniting the High Kingdom to oppose the nearly overwhelming might of the powers of darkness. The players might be a company drawn from each of the Kingdoms, bound together through prophecy, fate, chance or royal command. Should they succeed, then the Doomed and their hideous master will be forever destroyed. But should they fail, the entire land will be flung into a shadow from which it may never emerge.

As opposed to Heroic Fantasy Campaigns, which tend to hover in the middle of issues concerning tone and outlook, Epic Fantasy Campaigns go from one extreme to the other. Morality is usually very clear—the heroes are good, the villains are irredeemably evil, and never (well, almost never) the twain shall meet. Realism is occasionally sacrificed in the name of high adventure—extraordinary skill levels and martial arts powers make the players capable of actions that are extremely unlikely in "real life." Epic Fantasy games are more serious than their Heroic counterparts; while humor is certainly present it is no longer required, and many subplots are tragic or angst-ridden. Finally, Epic Fantasy is very tightly scripted. That is, every element of the plot fits into the overall story line, and the player's actions always have repercussions down the line. About the only area in which Heroic and Epic Fantasy cam-

paigns are alike are in outlook: although the Epic Fantasy game usually works out for the best in the end, in the meantime things can often look very grim indeed. This gives it a mixed outlook very comparable to that of Heroic Fantasy.

Magic is very powerful in an Epic Fantasy campaign. In fact, it is often more powerful than combat skills. Some players may wield powerful magical artifacts, and magical themes such as prophecy will be much more common in campaigns of this sort. Players may find themselves ruled by magic. Such is the price to pay for meddling in the affairs of giants and gods.

With the points to spare, characters in Epic Fantasy games often have one or more of the unusual abilities discussed later under "Powers." With magical weapons and higher levels of martial arts, without corresponding increases in armor DEF, warriors will often buy Damage Reduction or Healing powers to compensate.

The entire map of the Broken Kingdoms, and beyond, is the playing field for Epic Fantasy adventures. Players and gamemasters will seldom confine themselves to the problems of one Kingdom. Instead, they travel from Allemaine to Calabria, Tarsus to Pallea as the need takes them. This requires quite a bit more work from the gamemaster, and is sometimes less rewarding for players, as they never get the chance to build up a core of familiar NPCs.

A note on the upper limit of Epic Fantasy Campaigns: The maximums given above are for comparison only. Gamemasters may choose to waive them, allowing player characters to attain truly dizzying levels of power and glory. This is not normally a problem, provided that players and gamemasters remember that the heroes will always be challenged by opponents of equal power level. Indeed, players must exceed the restrictions listed above if they wish to combat Ahrivine's ultimate evils.

Campaign Rules: Hero System

	Heroic Fantasy		Epic Fantasy	
Base Points	75		100	
Disad Points	75		100	
Points from a single Disadvantage Category	25		35	
	Start	Max	Start	Max
Combat Values	4-9	13	7-12	16
Damage Class	4-8	10	6-12	15
Skill Rolls	8-13	18	11-16	21
Speed	2-4	5	3-4	6
Magic				
Active Points	20-40	50	30-60	75
rDEF	1-6	8	3-9	12

Campaign Rules: Fuzion

	Heroic Fuzion	Epic Fuzion
CPs:	35	55
OPs:	35	45
Maximum Complications:	35	45
Human Stat Max:	6	8
Rule of X:	16	20

Archetypes and Package Deals

All of the most common character archetypes are gathered here as Package Deals. They include not only professions such as Knight of Allemaine and Skald, but also detail the racial and cultural package deals of certain non-human races.

Players should use Package Deals as a jumping-off point for their characters, or to give inspiration when a character concept is slow in coming. They should not be considered the be-all and end-all of character creation. These Package Deals function exactly as the Package Deals in the *Fantasy Hero* campaign book do, and the GM may add, subtract or otherwise modify them as he sees fit. Players are encouraged to check with the GM on a particular package deal before using it.

Racial Archetypes

This section begins with a discussion of the various races of men which inhabit the Broken Kingdoms and its surrounding areas. Following this are the racial, cultural and professional package deals for the most common non-human races: Elves, Dwarves and Giants.

Men

The race of Men descended from an original racial stock on an island called Albion, where they were created by Elves and the goddess Rhea. But in the thousands of years since that time they migrated and explored into countless other lands. As a result there are many different linguistic and cultural mixes of the human race. Here are just a few that are seen in Ahrivine.

Albionesse

The original men, Albionesse have virtually died out culturally and linguistically in Ahrivine today. Physically they were very tall and strong, with pale skin, dark hair and blue or gray eyes. Physically superior to other humans, their life span was three times that of a man today. They inhabited the original isle of Albion and founded the First City. Science, magic and scholarship as well as warfare and trade were all mastered by the Albionesse. But their pride and xenophobic hatred of other races proved to be their downfall, and the Isle of Albion was sunk in the Age of the Moon Gibbous. All other races of man are descended from the Albionesse race, though many have become so distanced from their origin that they bear little resemblance to it.

Mezini

The purest remnant of Albion culture, the Mezini were initially comprised of the refugees who fled the sinking of the Isle. They are generally evil and only rarely seen as player characters (an example of such a character is found in the Miscellaneous Characters chapter, but a full description of Mezina will not be found in this book). They maintained much of what was worst in the original race of man, including ha-

tred for the Elven peoples, a vain arrogance and a firm belief in their own destiny of ultimate rulership over all of the world. They have been led since their arrival in the north of Ahrivine by their Prince, Tor-Mezin, who is the pre-eminent instrument of evil in Ahrivine. The Mezini, also called the Black Albionesse, maintain their knowledge of science, magic, seamanship and war, and physically bear a close resemblance to their forebears in Albion. However, their life span has naturally shortened to become more like that of other men. To answer this problem, they have resorted to magic and breeding programs with enslaved Elves.

Allemaini

The Allemaini people settled the north east of Ahrivine, and have made good account of themselves since becoming independent of Albion. They remain physically similar to the Albionesse, though possessing a more diverse character, and are well known for their courage, skill at scholarship and war, and their stubborn pride. Allemaini are a likely player character race. A full description of the Kingdom of Allemaini, including its people and culture, can be found in the Lands chapter.

Calabrian

To the south of Allemaine is a nation of sea-farers. They have evolved a metropolitan character, and it is almost impossible to define the Calabrian cultural mix except to say that it enjoys great diversity. Calabrians are known as pirates and poets, cutthroats and Kings. They were once a part of the larger High Kingdom of Allemaine, but broke free in bloodless civil war three centuries ago. They also are a common player character race. For a full description of the Calabrian people and culture, see the Lands chapter.

Northrons

The Northrons left Albion early in its history, seeking independence. They found it in the bitter cold. They retain much of the Albion physical strength, but with fairer hair and eyes than their forebears. Their written language is runic, and their culture is very different from its original roots. The Northrons are a Viking-inspired culture of traders, sea-borne raiders and brave warriors. Their political structure is based on the family, with many lesser Kings and no single ruler. Northron refugees fleeing the influence of the Dark Titan and his servants sailed south into Ahrivine and claimed the land of Tarsus over a thousand years ago. Northron virtues include courage, hospitality, loyalty, honesty (to other Northrons) and generosity. The North is treated only in brief within this book, and full details on creating Northron characters will not be found here. Players wishing to play someone of this sort are encouraged to look at the chapter on the Tarsan Warlords, whom the Northrons closely resemble.

Tarsan

The Tarsan people are descended most closely from the Northrons, and they maintain much of their northern character. But they have become a horse culture, and their lives are dominated by their relationship to the great herds and their constant warfare with their Fekeshi neighbors. The Tarsan Kingdom and its inhabitants are fully described in the Lands chapter, and they are likely choices for combat-proficient player characters.

Jahdetta

Mu-Jahdin, which lies outside the borders of the Broken Kingdoms and in northwestern Ahrivine, is an Arabian culture that has become corrupted by evil. The dark-skinned people of Mu-Jahdin came to this land many centuries ago, and have grown into a very unique culture quite unlike that of other lands in the Broken Kingdoms. They are famous sailors and horsemen, and Mu-Jahdin is known to be a land of powerful and unpredictable magic. The Mu-Jahdin were once semi-nomadic desert tribesmen, but their civilization flourished under the advent of a new religion. Unfortunately, this religion's precepts have become distorted under the rule of a Doomed sorcerer-king, and the Jahdetta people are now obsessed with warfare and bloodshed. Their sea-faring corsairs have made the Demetian Sea a very dangerous place, and their vast army is well on its way to conquering it neighbors. Although individual Jahdetta may be suitable as player characters, details on the culture as a whole will not be found in this book.

Fekeshi

Another unique culture which has been turned to war and conquest in the service of the Doomed, the Fekeshi are a feudal Japanese culture in the south east of Ahrivine. Ruled through a complex bureaucracy with an Emperor as a figurehead and a Great General making the decisions, the Fekeshi are known for their developments of the martial arts as well as many artistic achievements in the fields of drama, painting and social ritual. They are smaller in stature than other men, and almost universally possessed of dark skin and eyes. They are engaged in frequent warfare with the Tarsans and remain allied to Mu-Jahdin and Mezina. Like the Jahdetta, unique individuals might be suitable as player characters in the Broken Kingdoms, but the people as a whole are beyond the scope of this book and are not treated.

Palleans

The people who now inhabit the Isles of Pallea came from far outside the Demetian several centuries ago. They are a classical Greek people with elements of Cretan civilization and later Hellenistic culture. Their original home is unknown to Ahrivine scholars. Physically they possess a unique reddish skin tone coupled with dark hair. They are a generally peaceful and mod-

est culture, more interested in trade than war, though violent elements of their culture remain. Their technology remains at a generally primitive level compared to other cultures, but their developments in philosophy and self-government are considered very advanced. For a full description of Pallean culture and people, see their entry in the Lands chapter. They make a likely race for player characters.

Fuzion Note

Fuzion does not have the concept of characteristic maximum. Players are free to create characters with characteristics up to the maximum value you set for the campaign. In the package deals below, some characteristics are listed as +1 or -1 meaning that your campaign limit should be changed for characters of this type.

Example: *A mountain dwarf is STR +1. If your characteristic maximum for the campaign is 6, mountain dwarves would be allowed a STR of 7.*

Dwarves

The race of Dwarves found in the Broken Kingdoms are not unlike the common fantasy archetypes. They are short (4-5 feet tall), strong and hardy, well known for their love of craftsmanship and of gold. Theirs is a practical, honorable and proud culture. However, in the millennia since their creation the Dwarves have gradually split into two distinct but related cultures. Mountain Dwarves are those of the race that have remained in the Holdfasts under the mountains, where they could best preserve their culture and remain insulated from the other inhabitants of the Broken Kingdoms. The remainder of the race, driven out of the mountains by war or simple wanderlust, dwell with Men in towns and cities and are called Common Dwarves. They have lost much of their original culture and their hardiness, but have multiplied and become accepted elements of human civilization.

The Dwarves were created by the Giants, with the power and assistance of Augelmir the Creator. Their first home was the City of Vaults, where they learned language and other lore at the foot of the Giants. Although they began as assistants and apprentices to Giant craftsman, they soon demonstrated their own natural talents and became blacksmiths, miners, architects and jewelers. If they had a flaw, it was their natural tendency to value objects of craft over all else. They never understood the ways of the Goddess, and remain stubborn materialists.

Seven great families of Dwarves left the City of Vaults and founded their own cities underground. In time, however, many of these cities were abandoned or destroyed and only two remain. The northernmost is in the Rydion Mountains between Allemaine and Doomhault and is called Kominkadu ("City under Snows"). The southernmost is in the Pennine Mountains not far from the sealed City of Vaults and conducts trade with both Tarsus and the Provinces. It is Zomun-Katar ("In the Shadow of Darkness").

Mountain Dwarves are those who remain in these two cities. They are a long-lived, stalwart people, slow to form friendships but equally slow to give them up. They retain much of the racial strengths of the race, including a general resistance to disease, heat and cold. More details on the Mountain Dwarves of the Holdfasts can be found in the Lands chapter.

The Dwarven people who left the Holdfasts by choice or under duress became integrated into human culture and lost much of their distinguishing character. They have also grown out of many of their earlier prejudices against non-Dwarves, and their relationship with humans has generally been a profitable one. They live in small towns composed only of their kind, or else in quarters of larger cities, generally built to suit them.

It should be noted that unlike the Dwarves common to many fantasy role-playing games, Dwarven magicians do exist. Many of the magical forms were first created by Augelmir, and reached the Dwarves through him or his children the Giants. Artificery is of course a common Dwarven field of interest, but Illusion, Sky-Lore and Alchemy are also well known. Gifts of the sort commonly attributed to Rhea—such as prophecy and miraculous healing—are very rare among the Dwarven peoples.

Players wishing to create a Dwarven character should take either the Mountain Dwarf or Common Dwarf Racial Package and the corresponding Cultural Package (Holdfast or Dwarftown). The other Package Deals presented are primarily for use by Mountain Dwarf characters, and detail various members of their military structure. Other Package Deals suitable for members of either race, and taken from the *Fantasy Hero* Campaign Book, include the fighter, barbarian (these Dwarves should not take a Cultural Package Deal, they would come from a "lost tribe"), leader, duelist, bard, sage, adventuring wizard, wizard for hire or adept.

Mountain Dwarf Racial Package Deal

This racial package deal reflects the increased hardiness and strength of the Dwarves, who were after all fashioned as assistants to the hard-working Giants. All Dwarven characters with strong family lines to the ancient Clans should take this Package, and for this reason it is sometimes seen outside of the Holdfasts, among town Dwarves who have kept their bloodline pure. Mountain Dwarves are generally taller than Common Dwarves; they are highly resistant to temperature extremes and typically live for three centuries. They fear water, and for good reason—thanks to their dense bodies and short limbs, they are terrible swimmers.

Ability	Cost
Increased CHAR Maxima:	
STR 25	5
CON 25	10
BODY 25	10
PD 10	2
ED 10	2
REC 12	4
END 62	6
STUN 62	12
Damage Resistance, 4 ED, Only vs. heat or cold attacks	1
Infrared Vision	5
LS (Resistance): Extreme temperatures, aging and disease, hunger and sleep.	9
-1" Running	-2
-2" Swimming	-2
Disadvantages	
Package Bonus	-3
Decreased CHA Maxima: DEX 17, COM 16, SPD 3, 8" Running	-12
Psychological Limitation: Materialistic	-10
Psychological Limitation: Stubborn	-10
Distinctive Features: Dwarf	-10
Cannot Swim	-10
Package Cost:	**7**

Fuzion Characteristics:
Str +1, Con +1, Body +1, Move -1, Dex -1
Fuzion Powers:
Infravision, Armor 4 KD only vs. heat/cold

Common Dwarf Racial Package Deal

Though the reasons remain unclear, there is no question that as Clans of Dwarves left their ancestral homelands and were forced—by famine, war or sorcery—to find a niche in the world of Men, their strength and hardiness have waned. Perhaps it the relative ease of town life which has weakened them. Common Dwarves whose bloodlines do not remain true to the most elite of ancient Dwarven families should take this racial package deal. While the physical characteristics are higher than those of men, they are not as impressive as Mountain Dwarves. Common Dwarves rarely live to be more than seventy years old.

Ability	Cost
Increased CHAR Maxima:	
STR 23	3
CON 23	6
BODY 23	6
PD 9	1
ED 9	1
REC 11	2
END 58	4
STUN 58	8
-1" Running	-2
-2" Swimming	-2
Disadvantages	
Disadvantages	
Package Bonus	-3
Decreased CHA Maxima: DEX 18, COM 16, 8" Running	-6
Distinctive Feature: Dwarf	-10
Cannot Swim	-10
Package Cost:	**2**

Fuzion Characteristics:
Str +1, Con +1, Body +1, Move -1, Dex -1

Holdfast Cultural Package

Nearly all Dwarves of the Holdfasts should retain the Mountain Dwarf Racial Package Deal. This Cultural Package reflects the training, education and lifestyle of a Dwarf who has spent most of his life in the mines and armies of the mountain strongholds, whether north in Kominkadu or south in Zomunkatar. Mountain Dwarves are also more likely to hold to the old, traditional ways of earning money and making a living; that is, by forging, mining or smithing items of great value and worth. Such Dwarves are likely to be armed and equipped with weapons and armor of strong steel and good quality. Gamemasters note: Dwarven characters can make an excellent case for possessing Excellent quality weapons at the start of play.

Ability	Cost
Tactics	3
Craft skill: Mechanics, Weaponsmith, Inventor or PS	3
AK: Mines	2
KS: Dwarven History	2
PS: Mining	2
Language: Allemaini or Tarsan	2
WF: Common Melee	2
+1 Level with Axes/Maces and Picks	3
+1 MIA Level/Plate or Chain	5
Disadvantages	
Package Bonus	-3
Psychological Limitation: Racial prejudice/loyalty (common, strong)	-15
Package Cost	**6**

Dwarftown Cultural Package

It is common to find, in the towns and cities of the Broken Kingdoms, a certain part of town where the buildings are all built shorter, and the narrow streets

Fuzion Note:

Skills in Fuzion and Hero are readily convertible. Your Fuzion skill level is directly related to the cost in the Hero system where:
Fuzion 1 = Hero 1,
Fuzion 2 = Hero 2,
Fuzion 3 = Hero 3,
Fuzion 4 = Hero 5.

Conversion of skills will not be listed unless it differs from this scale.

Hero combat levels should be translated to Fuzion attack skills. A +1 in Hero translates to a Fuzion 2, Hero +2 = Fuzion 3, Hero +3 = Fuzion 4. Combat level conversion will not be listed unless they differ from this scale.

echo with the sounds of metal hammers clanging and banging away. This is Dwarftown, and the small shops which line its cobbled byways are homes to keen Dwarven merchants, making money the new-fangled way—buy cheap, sell dear. While craftsmanship, metal and stonework are still common amongst the town Dwarves, more and more of them are turning to capitalism as the source of their wealth, and their keen instincts for money have made them very successful in this regard. Dwarven merchant houses are already a powerful mercantile force throughout Allemaine and Calabria.

This cultural package deal reflects life in the Dwarftowns. It should be taken by all Dwarven characters who grow up in this environment, and is usually accompanied by the Common Dwarf Racial Package Deal.

Ability	**Cost**
Trading	3
Language: Calabrian or Allemaini	2
A Craft skill: Mechanics, Inventor, Weaponsmith or PS	3
WF: Common Melee	2
Disadvantages	
Package Bonus	-2
Psychological Disadvantage: Insular	-10
Package Cost	**-2**

Axeman

Nearly all male Mountain Dwarves have spent some time in the armies of the Holdfasts. The most common arrangement is for a seven year term of active service, followed by two terms of equal length in the mines as reservists, before returning to the standing army. Thanks to the long life span of Dwarven warriors, this pattern can be repeated many times before the warrior is too old to fight. Axemen fight, of course, with the heavy single-bladed axes which made them famous, usually well balanced for throwing. Strong, double-linked mail with plate reinforcement, with a stout, round shield, gives them formidable protection. This high-quality equipment, combined with nearly unshakable morale and long-time experience in battle, makes the Dwarven legions a fearsome force.

Note that this package is almost exclusive to the Holdfasts, Common Dwarves no longer train their military in so structured a manner, preferring to adopt more "mannish" techniques. Many Dwarftowns are so small that they rely on Men for all defense needs, though Dwarven miners or siege engineers may attach themselves to human military units on an ad hoc basis.

Ability	**Cost**
Demolitions/Sapping	3
Weaponsmith/Melee	3
WF: Thrown Axes	1
+2 Combat Levels with Axes, Maces and Picks	6
+1 MIA Level/Plate	5
Disadvantages	
Package Bonus	-3
Reputation as single-minded warriors 11-	-10
Package Cost	**5**

Crossbowmen

Although the Dwarven hosts prefer a stand-up fight to trickery or guile, they acknowledge the need for missile weapons, particularly during a siege. Therefore, large bodies of crossbowmen have been trained to accompany Dwarven hosts, providing covering and counterfire. However, Dwarves are not known for the accuracy of their missile troops, and when compared to Allemaini longbowmen or Calabrian musketeers, Holdfast Crossbowmen come up ... short.

Ability	**Cost**
Weaponsmith/Missile	3
WF: Crossbows	1
+1 MIA Level/Chain	5
Disadvantages	
Package Bonus	-2
Reputation as mediocre archers 8-	-5
Package Cost	**2**

Elves

Like the Dwarves, Ahrivine Elves do not differ largely from the common fantasy archetypes. However, Elven characters are much rarer, thanks to the fact that the entire race is isolated from humans in a magical wood called the Forest Savage. The Elves retreated there almost two millennia ago to hide from xenophobic persecution.

Elves are an ancient and immortal race created directly by the gods. With divine help, they created men and passed on much of their knowledge and wisdom to them. The Elvenkind are possessed of a calm, peaceful disposition. They have great respect for nature and generally try to live in harmony with it. The Elvenkind are an inherently magical people, and like their brothers the Giants they are vulnerable to the power of True Names. This is perhaps their greatest weakness, but they are excellent magicians, and rare indeed is the Elf without some command over the powers of nature.

Shaped with all the care of a divine mother, Elves are a beautiful and graceful race. They are taller but more slender than men, with pale skin. Rare indeed is the Elf who would be called "handsome"; their eyes are usually green, blue or hazel, their hair black, gold or brown. Although they do have arched eyebrows, they do *not* have pointed ears. Sometimes, by starlight, they seem to glow.

Players wishing to play an Elven character should take the Racial package deal detailed below. Unless they

are from a lost tribe of the Elvenkind they should also take the City of Stars cultural package immediately following.

Additional information on the Elves of the Forest Savage, along with examples of characters, can be found in the Lands chapter.

Elf Racial Package Deal

This Racial Package Deal will give a character the increased CHA maximums and natural gifts of Elven heritage—it should be used not only for all pure-blooded Elves, but also for those Half-elves who take after their Elven heritage. Elves are physically superior to mankind—possessed of an unearthly beauty and supernatural grace which sets them instantly apart from their mortal children. This makes it very difficult for them to hide their true nature from those who would do them harm. Mezina slavers can make a fortune off of a healthy Elf of breeding age, and superstitious villagers will chase these luminous beings off through simple fear of the unknown.

Ability	**Cost**
Increased CHA Maxima	
DEX 23	9
INT 25	5
EGO 23	6
PRE 23	3
COM 26	3
SPD 5	10
Animal Handler	3
Magic/Hedge	1
Stealth	3
Lightsleep	3
Perfect Pitch	3
Running +1"	2
LS: Immune to aging, disease	6
Mental Defense	2
Ultraviolet Vision	5
Disadvantages	
Decreased CHA Maxima: STR 18, PD 7, REC 9, STUN 47	-4
Package Bonus	-3
Distinctive Features: Elf (concealable with effort, causes major reaction)	-15
Hunted by Inach and Mezina slavers (MoP, 11-, Limited geo, imprisonment)	-10
Physical Limitation: True Name (Uncommon, Total)	-15
Reputation as malicious, supernatural creatures 11-	-10
Package Cost	**7**

Fuzion Characteristics:

Dex +1, Int +1, Ego +2, Pre +1

Fuzion Powers:

Lightsleep, Perfect Pitch, Longevity, Immunity Disease/ Temperature, Mental Defense 5, See in the dark

City of Stars Cultural Package

All Elves who dwell in the Forest Savage—the last remnant of the original Elves culture in the Broken Kingdoms, should take this package. It includes the skills and education that such individuals acquire in their timeless stay within the enchanted woods. Note that certain skills are passed down from parent to child, even though they are little used in the Forest—this includes sailing and weapon skills. Tradition is highly valued by the conservative Elven people, no lore is forgotten by these immortal lords. Also note that every citizen of the City of Stars knows at least a little magic—spells should be designed by the player and GM, and be suited to the character's primary pastime.

It is not easy for Elves to leave the forest. Most are highly insular and care little about the affairs of the outside world. Worse, King Elenriuth actively discourages such 'field trips' by virtue of royal command. Player characters will probably have to reduce the value of either or both of these Disadvantages to make a workable Elven character.

Ability	**Cost**
AK: City of Stars	2
High Society	3
Languages: Native Old Elvish, Forest Elvish; Completely Fluent Albionesse; Fluent Allemaini.	5
Magic/Hedge	+2
Paramedic/Healer	3
PS: Any artistic skill	2
PS: Any musical skill	2
PS: Current occupation	2
TF: All Sea	2
WF: Blades, Bows	2
Hedge Magic Spells	25
Disadvantages	
Package Bonus	-3
Psychological Limitation: Insular, will not leave forest (very common, strong)	-20
Psychological Limitation: Proud	-10
Watched by Elenriuth Elvenking (MoP, NCI, 8-, Limited geo.)	-10
Package Cost	**7**

Giants

The Giants of the Broken Kingdoms differ in many ways from the common fantasy stereotypes. They are, of course tall (12-18 feet for adult males), quite tough and extremely strong. Giants are very intelligent, and many of the greatest thinkers in history have been Giants. They are known for their craftsmanship, especially of complex devices and architecture. Giants are often inventors and builders.

Even rarer than the Elves, the Giants of the Broken Kingdoms are but a tiny remnant of their former culture. They have no homes and instead wander alone or in pairs or small groups. Giants avoid contact with humans as general rule, and rarely meet with Dwarves or Elves.

Halfelves

Humans and Elves can interbreed, and although they are exceedingly rare, at least one noble family of the Broken Kingdoms is of Halfelven descent. However, players and gamemasters will find no Halfelven racial or cultural packages here. Halfelves always take after one of their parents. They have no unique cultural or racial identity in the Broken Kingdoms.

Physically, Halfelven individuals are either Man or Elven (though their appearance may be a mix of the two). In the latter case the character should take the Racial Package Deal described for Elves, below. Culturally, most Halfelves are raised in human society, and would have any of the Human Package Deals discussed later, or a Package Deal from the Fantasy Hero Rule Book. In the rare circumstance of a Halfelven individual who was raised in the Forest Savage with the Elves, that character should take the City of Stars Cultural Package detailed below. Note that it perfectly acceptable for a Halfelven character to be physically human, but raised as an Elf in the Forest.

Everyman and Rare Skills

Throughout this section, players will find the "Everyman" skills for the various Broken Kingdoms. Often, more than one selection of Everyman skills is provided, often divided by social class. For instance, nobility in Allemaine have different skills than the peasants in the fields. Players should take the Everyman skills that correspond to their background. Note that some Kingdoms have more Everyman skills than others. These lists are meant to be accurate to the culture, and one or two additional 8- skills are unlikely to unbalance a campaign.

Also, a short list of Rare skills is given for each Kingdom. This list does not include those skills which are universally rare in a Fantasy setting, such as Computer Programming. It includes only those skills which, for cultural reasons, are rarely seen in the inhabitants of a particular domain. PC may still purchase such skills, but they should have a reason for the skill in their background.

Giants are an immortal race created by the Gods, much like their brothers, the Elves. Like them, they are vulnerable to the power of the True Name. With divine assistance they created the Dwarves, passing along their love of creation and some degree of their hardiness.

In temperament the Giants are the kindest of creatures, and they strive constantly to achieve harmony with their environment. They love nature and respect it greatly. Giants have an affinity for Illusion and especially Artificery. Many of the things they create are magical, or at least so marvelous to other races as to seem magical.

Players wishing to play Giants should first consult with their GM to make sure that this race is approved for Player Characters in the campaign. They should then take the Racial Package Deal described below **and** the cultural package deal. Giants take their sense of community very seriously even though they do not live in communities any longer, and there are no rogue or wild Giants.

Giant Racial Package Deal

Ability	Cost
Increased CHA Maxima	
STR 50	30
CON 30	20
BODY 30	20
PRE 25	5
PD 16	8
ED 12	4
REC 14	8
END 70	10
STUN 70	20
Running +5"	10
LS: Immune to aging, disease and extreme temperatures	9
Damage Resistance: 4 PD, 4 ED	4
20 points of Growth. 0 END Cost Persistent, Always on	27
Disadvantages	
Package Bonus	-3
Decreased CHA Maxima: DEX 18, SPD 3	-8
Physical Limitation: True Name (infrequent, total)	-15
Package Cost	**149**

Fuzion Characteristics:

Str +3, Con +2, Body +2, Pre +2, Move +2

Fuzion Powers:

Longevity, Immunity Disease/Temperature, Armor 4KD, 2 Levels of Growth

Giants Cultural Package

Ability	Cost
Demolitions/Sapping	3
Mechanics or Inventor	3
Survival	3
KS: Giant History	3
Languages: Native Giant, Completely Fluent Dwarf, Elf.	4
Disadvantages	
Package Bonus	-3
Distinctive Features: Giant (not concealable, causes major reaction) -20	
Psychological Limitation: Protective of Life (very common, strong commitment)	-20
Reputation as mythical, supernatural creatures 11-	-10
Package Cost:	**-37**

Total Cost for Giant Packages **112**

Human Package Deals

Here are a selection of package deals common to characters in the Broken Kingdoms. They are presented first by Kingdom, with religious and magical occupations following after. Note that these Package Deals do **not** replace the Package Deals given in the *Fantasy Hero* book. They are intended to supplement those and give more specific examples of Ahrivine warriors, magicians, criminals and priests. Players should feel free to choose Package Deals from either source as they desire.

Kingdom of Allemaine

What follows are the most common package deals for characters from the Kingdom of Allemaine. They include the knight, the traditional clan warrior of North Umbria, the professional legionnaire, the mercenary knight and the common foot soldier. Players looking for other options might try the fighter, knight, leader or sage packages from the *Fantasy Hero*

Everyman Allemaini Skills: Nobles

- Conversation
- Concealment
- Deduction
- High Society/Courtier
- Oratory
- Paramedic/Healer
- Survival/Hunting
- Tactics
- AK: Duchy 8-
- Language: 4 points of Allemaini
- PS: Occupation 8-
- TF: Horses

Clan Warrior

Before the feudal Barons and Kings came to Allemaine, the land was a collection of petty domains, generally divided by tribe and ruled by local chieftains. This structure was particularly common in North Umbria. To this day a handful of such tribes still remain, stubbornly clinging to the old ways. Clan Warriors typically dress in clothing that they or their kinsmen have made themselves—leather and wools, occasionally dyed or decorated. Their are rich in courage, not coinage; their long, heavy swords are probably passed down through three generations, and the best armor they can find is strong, sturdy leather and a round shield of wood. Likewise, they take to traffic with organized fighting formations or military discipline—they announce their intention with an earth-shattering shout and a berserk charge.

Ability	**Cost**
+1 Enhanced Perception	3
Paramedic/Healer	3
Survival/Hunting	3
Tactics	3
WF: Common Melee, Shield	3
2 Combat Levels with Swords	6
1 Combat Level in Hand to Hand	5
Disadvantages	
Package Bonus	-3
Proud	-10
Vengeful	-10
Loyalty to Family	-5
Package Cost:	**-2**

Knight of Allemaine

The flower of Allemaini knighthood is a well-armed and armored fighting machine, who nonetheless is a highly cultured paragon of chivalrous virtue. He lives by a simple but strict honor code, and enjoys a resplendent lifestyle in his family manor. His wealth may support a large household including grooms for his many horses, squires to assist himin war, servants to take care of the house, not to mention a wife and children to carry on the family line and honor. Few men are knighted before the twenty-one years of age, having spent their early life as a page, and then typically six years as a squire. However, only sons who need to inherit are occasionally knighted as young as 18. During these many years of education the knight learns the Sword Arts of Ambrosius, manners, field medicine, horsemanship, hunting, and the rules heraldry as well as strategy.

Ability	**Cost**
Wealth	5
Fringe Benefits: Vassal Knighthood	3
High Society/Courtier	3
Paramedic/Healer	3
Riding	3
Survival/Hunting	3
Tactics	3
KS: Heraldry	2
KS: Royal Allemaine Fighting Style	2
WF: Common Melee, Lance, Shield	4
Martial Arts: Sword Arts of Ambrosius, Royal Allemaine Substyle, usable with sword and shield.	15
2 Combat Levels in Hand to Hand Combat	10
1 Moving in Armor level/Plate	5
Disadvantages	
Package Bonus	-3
Allemaine Code of Honor	-15
Proud	-10
Reputation: proud, honor bound noble warriors	-10
Style Disadvantage	-10
Package Cost:	**13**

Everyman Allemaini Skills: Peasants

Animal Handler
Climbing
Concealment
Stealth
Survival/Hunting
Tracking
Trading
AK: Home Town 8-
Language: 4 points of Allemaini
PS: Occupation 8-
TF: Wagons

Legionnaire

High King Vertigane formed the Legions, and although there once were over a dozen, now only three remain. They remain notable for their professional character—while knights fight out of feudal obligation, and clan warriors for honor and tribal loyalty, legionnaires fight because they are paid in silver. The typical legionnaire is a long-time veteran of the legions, and his father and grandfather may have served before him. Legions are tight-knit groups of soldiers who back each other up and typically take great pride in their unit. Most drill every day in full gear, including layered steel armor, short sword, throwing spears, field packs and digging equipment. They march 21 miles every day, rain or shine, and no night passes that a Legion in the field does not build a full fortified camp including palisade. They are rugged men, hard as nails.

Fuzion Notes:

Hero's Wealth translates straight to the Fuzion Perk Wealth. The translation is as follows:
Hero Wealth 1 = Fuzion Wealth 1, Hero 2-3 = Fuzion 2, Hero 3-4 = Fuzion 3, Hero 5+ = Fuzion 4+.

No wealth conversions will be given unless they vary from this norm.

Hero's Fringe Benefits are the same as Fuzions Perks & Privileges. All of the Fringe Benefits below should be treated as a Fuzion Membership with a level equal to the Hero cost.

Rare Allemaine Skills

The following skills are very rare in Allemaine.

Criminal Skills (crime is virtually unheard of here): Bribery, Forgery/ Counterfeiting, Lockpicking, Security Systems/ Traps, Sleight of Hand/Pickpocket, Streetwise.

Other skills:
Acrobatics
Combat Driving/ Charioteer
Inventor
Lipreading, Mimicry and Ventriloquism

Allemaine Names

Female: Ade, Albiona, Anna, Argante, Belekane, Branwen, Chelinda, Clarine, Clarissant, Dummonia, Elaine, Elsa, Enid, Fenice, Florete, Ganieda, Gwendolen, Iblis, Lausanne, Lidoine, Lunette, Lyonet, Matilda, Melissa, Olwyn, Sebille, Viviane

Male: Alain, Alexandre, Andret, Avalloc, Balin, Bertram, Bliant, Branor, Cadwallon, Celidon, Clarion, Crudel, Dagonet, Dinadan, Druas, Elidure, Erec, Evrain, Galeron, Galverium, Girard, Griffith, Hoel, Lludd, Loc, Lucan, Mabon, Madoc, Malduc, Marrok, Melchior, Mordrain, Ocvran, Petrus, Pheredin, Rion, Saffire

Ability	Cost
+1" Running	2
+1" Swimming	1
Tactics	3
PS: Field Engineer	2
WF: Common Melee, Shield, Javelin	4
2 Combat Levels with Javelin, Sword and Shield	6
1 Moving in Armor Level/Plate	5
Disadvantages	
Package Bonus	-3
Code of Honor: Never show fear	-10
Reputation as professional soldiers	-10
Package Cost:	**0**

Mercenary Knight

Many a man, and even some women, have laid claim to the status of a knight without having the wealth or noble blood to back up the claim. Ignoring oaths of fealty altogether and selling their swords to the highest bidder, these mercenaries occupy the gray area in Allemaine society. While all real knights disparage them, most nobles have hired mercenaries at one time or another, and would do so again when the need arose. They travel from one battlefield to the next, throughout Allemaine and even Calabria, with no home, family or tie. Some mercenaries have managed to build solid, enviable reputations as men of courage and integrity, but such men are rare. A mercenary's mount, weapons and armor are typically scavenged from the field of battle, and are highly variable, but are usually inferior to those of a true knight.

Ability	Cost
Riding	3
Survival/Hunting	3
Tactics	3
WF: Common Melee, Shield, Lance	4
+1 Hand to Hand Combat Level	5
+1 Common Melee Combat Level	3
+1 Level MIA/Mail or Plate	5
Disadvantage	
Package Bonus	-3
Mercenary, works for money	-15
Reputation as untrustworthy	-10
Package cost:	**-2**

Soldier

Bodies of common men raised to serve primarily as a defensive force, foot soldiers man the walls and patrol the roads of every fortress and highway in Allemaine. Most serve out of obligation to the local lord, their weapons and armor are provided, along with simple food and clothing. Others are actually paid a small fee, though such men do not have the strong discipline and training of the true legionnaire. Few nobles can afford to outfit their foot soldiers in metal armor (chain or plate). Most make do with tough leather jerkins, shields, swords and spears. Common foot soldiers can be from any background, rural or urban, and their performance in the field is highly variable. In battle, they are usually called upon to hold the line while the knights charge the enemy.

Ability	Cost
Survival/Hunting	3
Tactics	3
WF: Common Melee and Shield or Bow	3
1 Level with Common Melee or with Bows	3
Disadvantages	
Package Bonus	-3
Loyalty to Liege	-10
Package Cost	**-1**

The Allemaini Provinces

What follows are the Package Deals for the Allemaini Provinces, a generally lawless rural environment more fully described in the Lands chapter. Note that the Package Deals presented in the *Fantasy Hero* book—in particular the Scoundrel, Cutpurse and Burglar—are particularly appropriate for the Provinces. Included here are the city guard package, the Quartermen organized crime package, and the sheriff's ranger package.

Everyman Provincial Skills

Nobles from the north should take the Noble package from Allemaine.

Rural characters should take the Peasant package from Allemaine.

Town dwellers have the following Everyman skills:
Bribery
Bugging/Eavesdropping
Climbing
Concealment
Gambling
Shadowing
Stealth
Streetwise
AK: City or Town
Language: 4 point Allemaine
PS: Occupation
TF: Wagon or Horse

Guardsmen

Provincial towns are often hotbeds of crime, with the twin dangers of local urban villains such as the Quartermen, and the occasional rural highwayman or outlaw who has decided to hide out in the twisted alleys of Achenbury or Twekshurst. Such problems require a large number of city guard, and the sheriffs and constables of the Provinces have responded to the crisis by hiring hordes of cheap law enforcement. Most guardsmen are armed with short sword and a light crossbow, armored in leather and wearing a steel cap. Uniform colors will vary depending on the city and local jurisdiction; guardsmen usually wear their insignia clearly, however, on the chest and shoulder. Officers within the guard are overworked and in high demand, they will have the package below, with the addition of skills such as Streetwise, Persuasion and Criminology.

Ability	Cost
KS: Town and environs	2
Familiarity: Streetwise	1
WF: Common Melee Weapons, Crossbows	3
+1 Level with Common Melee Weapons	3
+1" Running	2
Disadvantages	
Package Bonus	-3
1d6 Unluck	-5
Reputation as helpless buffoons	-10
Distinctive Features: Livery	-5
Package Cost:	**-12**

Rare Provincial Skills

Again, these guidelines do not generally apply to noblemen or rural farmers. They are intended for urban provincials.

Woodland Skills: Navigation, Survival/Hunting, Tracking (city living)

Technical Skills: Demolitions, Forensic Medicine/ Embalming, Inventor, Mechanics (too sophisticated)

Upper Class Skills: High Society, Oratory

Combat Driving/Charioteer (no chariots)

Tactics (no formal military training)

Quartermen

The Quartermain is the single, largest organized crime network in the Broken Kingdoms. Its members, referred to variously as Quartermen, Bit Men or Two-bit Men, are vicious, merciless killers. This package is provided for NPC Quartermen that the players may encounter, as well as for the occasional PC with a shady past. The Quartermain reap the benefits of crime, including wealth, fear and obedience from the local community. Most Quartermen have specialties that they perform, and on which they will rely for advancement within the syndicate. Tradition insists that they carry at least a knife on their person at all times. They are expected to treat superiors in the organization with profound respect, and to avoid the use of the illegal drugs which the syndicate peddles. Violations of this code is punishable by death. Quartermen are usually well-known within their area, and the fear and respect that they have earned usually shows in their stance and mannerisms. This is reflected in *Fantasy Hero* as a Distinctive Features disadvantage.

For more details about the Quartermain, its activities, organization and membership, see the chapter on the Allemaine Provinces.

Ability	Cost
Concealment	3
Streetwise	3
AK: City	3
KS: Local Quartermen	3
WF: Blades	1
Pick two specialty skills	6
Bribery, Forgery, Gambling, Interrogation, Lockpicking, Security Systems/Traps, Shadowing, Sleight of Hand/Pickpocket or +1 Level with three related attacks.	
Fringe Benefits: Quarterman	2
Wealth	5
Contacts, criminal or business	6
Disadvantages	
Package Bonus	-3
Code of conduct: loyalty, respect and no drugs	-10
Distinctive Features: Quarterman	-15
Package Cost	**3**

Riders should also possess the Riding skill and another 3 points of Wealth.

Fuzion Powers:

Membership 2, Wealth 2, Contacts 2

Ranger

Provincial Rangers are not the rural do-gooders of standard fantasy fiction. Rather, they are the hired woodsmen that Sheriffs and other notable use to keep the forests well-maintained. While officially on the payroll of these corrupt officers, the Rangers still manage to maintain some perspective about their job, and many aid the locals in resistance movements or petty guerrilla actions when they can. Most rangers operate singly or in small groups, have detailed knowledge of the land they care for, and are lightly armed with a short sword, longbow, and axe (for cutting back brush).

Ability	Cost
Running +2"	4
Swimming +1'	1
Animal Handler	3
KS: Forests	2
Stealth	3
Survival/Hunting	3
Tracking	3
WF: Common Melee Weapons, Bows	3
+1 Level with Bows	3
Disadvantages	
Package Bonus	-3
Protective of the Woods	-10
Package Cost	**12**

Provincial Names

Female: Aedre, Alodia, Ashley, Audrey, Bliss, Bysen, Cate, Cathryn, Chelsea, Coventina, Cwen, Daisy, Darline, Dawn, Devona, Edith, Edlyn, Elda, Ellette, Estra, Hilda, Juliana, Linette, Lora, Lynn, Mayda, Megan, Moira, Odelia, Rheda, Rowena, Sibley, Shelley, Whitney, Wilona

Male: Arth, Abrecan, Acwellan, Aelle, Aglaeca, Aidan, Alden, Algar, Anson, Arian, Avery, Bana, Bar, Borden, Brecc, Broga, Cedd, Chad, Colby, Cynric, Derian, Dougal, Drew, Edgard, Edmund, Edric, Eldred, Faran, Galan, Garrett, Gordon, Graham, Ham, Holt, Irwyn, Isen, Jeffrey, Kendric, Lucan, Maxwell, Newton, Nyle, Ord, Osric, Perry, Pierce, Ramm, Rand, Rice, Russell, Scur, Seaton, Shelby, Stefn, Stewart, Strang, Tamar, Tedmund, Tellan, Tracy, Wade, Wallace, Wurt, Wulf, Wyman

Rare Calabrian Skills

Almost anything can be found in Calabria; they have very few Rare skills:

Combat Driving/ Charioteer (again, no chariots)

Forensic Medicine/ Embalming (medical science has been lost, not gained)

Lip Reading, Ventriloquism (still not invented)

Calabrian Names

Female: Adriana, Aida, Albinia, Alessandra, Aletta, Anita, Antonia, Beatricia, Belinda, Cadenza, Cara, Carmela, Catarina, Clarice, Constanza, Clorinda, Donna, Elena, Emilia, Evelina, Francesca, Leonora, Liliana, Lucianna, Maria, Maura, Mona, Oriana, Patrizia, Rachele, Rosalie, Rosetta, Sabrina, Serena, Teresa, Trista, Viviana

Male: Aberto, Alessandro, Antonio, Armanno, Arnaldo, Bernardo, Bruno, Carlino, Daniele, Edmondo, Enrico, Ernesto, Frederico, Gilberto, Gregorio, Leone, Lorenz, Lucan, Marco, Michel, Roberto, Salvatore, Tommaso, Valentino, Vincezio

Sea-Ports of Calabria

The Sea-Ports of Calabria are a Renaissance culture with gunpowder weapons and a strong navy. The Package Deals here include the mounted and well-armored cuirassier, the Calabrian gentry or nobility package, light horsemen, musketeers, pikemen and sailors. Other appropriate Package Deals from the FH Rule Book include the swashbuckler, leader, duelist, bard, scoundrel, cutpurse, burglar and sage .

Everyman Calabrian Skills: Nobility and Gentry

Acting
Concealment
Conversation
Deduction
High Society/Courtier
Navigation
Seamanship
Seduction
AK: Sea-Port
Language: 4 points of Calabrian
PS: Occupation
TF: Boats
TF: Horses

Cuirassier

The remnant of Calabrian knighthood, the Cuirassier is a faster-moving and less heavily-armored version of his Allemaine equivalent. Cuirassiers are trained to charge a line of musketeers after their firearms have been discharged, and to this end they wear proofed breastplates and carry lances and swords. Like the rest of the Calabrian military, Cuirassiers are professional soldiers, and while most can trace their family lines back to one Sea-Prince or another, a few are just common men getting paid for a military life. Flamboyant and romantic on their charging steeds, cavalry such as this are much better paid, and more glorified, than the foot. Cuirassiers are often welcome in elite social circles simply by virtue of their occupation, and it is one of the best ways for a man of common birth to rise above his station.

Ability	**Cost**
Fringe Benefits: Knighthood	3
High Society/Courtier	3
Riding	3
Tactics	3
KS: Calabrian Swordplay	2
WF: Common Melee, Lance, Early Firearms	4
Martial Arts: Calabrian Swordplay, Slash, Parry and Fleche	14
2 Combat Levels in Calabrian Swordplay	6
Two of: Acting, Gambling, Persuasion, Streetwise, PS: Dancing, PS: Musical Instrument, PS: Storytelling or other social skills.	6
Two of: Bureaucratics, Conversation, Oratory, Seduction, PS: Hawking, KS: Fashion, KS: Poetry or other courtly skills.	6
Disadvantages	
Package Bonus	-3
Gentleman's Code of Honor	-10
Subject to Orders	-10
Style Disadvantage	-10
Reputation: Flamboyant, proud, overconfident cavalrymen	-10
Package Cost:	**7**

Everyman Calabrian Skills: Townsman

Concealment
Conversation
Deduction
Shadowing
Stealth
Trading
AK: Sea-Port
Language: 4 points of Calabrian
PS: Occupation
TF: Boats or Horses

Gentry or Nobility

Ability	**Cost**
Fringe Benefit: Gentle or Noble Birth	3
Gambling	3
High Society/Courtier	3
Persuasion	3
Riding	3
Social court skill: Seduction, Oratory, Conversation or other	3
Courtly hobby skill: KS: Politics, Hawking, Fashion, Poetry or other	2
WF: Blades, +1 OCV with preferred weapon (Male only, females substitute second social skill)	3
Disadvantages	
Package Bonus	-3
Psychological Limitation: Gentleman's Code of Honor (or at least maintain the appearance thereof)	-10
Package Cost	**7**

Light Horseman

Calabrian light cavalry units are bodies of professional soldiers, usually common men without nobility of blood. As horsemen they enjoy a slightly higher status than the oft-beleaguered infantry, and they are trained to hunt, scout and fight in loosely ordered formation. Heavy armor is sacrificed for speed and comfort; the typical light horseman will spend days or weeks in the field and has no time for encumbering plate armor. Thanks to months or years of experience in their home terrain, they usually know the area very well and some find additional income as messengers or spies.

Ability	**Cost**
AK: Stationed Area	2
Riding	3
Survival/Hunting	3
Tactics	3
WF: Blades, Early Firearms	2
+1 Combat Level: Hand to Hand	5
+1 Enhanced Perception	3
Disadvantages	
Package Bonus	-3
Subject to Orders	-10
Package Cost	**8**

Musketeer

The Calabrian musketeer is not the swashbuckling elite guard of Alexandre Dumas, but rather the common missile troops of the Calabrian army. One third of Calabrian infantry are armed with the heavy matchlock musket, and are trained in its use. At the same time, quartered in close, often foul barracks, paid low wages and usually embittered by drink, the common musketeer quickly learns how to fight, brawl and gamble away what few pennies he earns. Some Princes maintain elite musketeer units more in the expected mold; they would have this package along with additional skills both courtly (High Society) and combative (Calabrian Swordplay).

Ability	**Cost**
Gambling	3
Streetwise	3
Tactics	3
AK: Stationed Area	2
WF: Early Firearms, Blades	2
+1 Combat Level with Early Firearms	3
+1 Combat Level with Unarmed Combat	3
Disadvantages	
Package Bonus	-3
Subject to Orders	-10
Package Cost	**6**

Everyman Skills: Tarsus

This list applies to all inhabitants of Tarsus, male and female, of all professions.

Animal Handler
Breakfall
Persuasion
Survival/Hunting
Tactics
AK: Ward
KS: Family Line
Language: 4 points of Tarsi
Languages: 2 points of all languages with 4 point similarity
PS: Occupation
TF: Horses
WF: Blades (men) or Spear (women)

Rare Tarsan Skills

Crime is virtually unheard of in Tarsus, and their simple semi-nomadic culture ensures that many "high-tech" skills are also rare.

Criminal Skills: Bribery, Bugging/ Eavesdropping, Criminology, Demolitions, Disguise, Forgery, Security Systems/ Traps, Sleight of Hand, Streetwise.

Forensic Medicine/Embalming (primitive medicine)
Inventor (conservative culture)
Lipreading, Mimicry, Ventriloquism (not invented yet)

Pike

As with the common musketeer, pikemen are hard, embittered men. Amidst all of the armed forces, navy and army, cavalry and foot, none enjoy a lower social position than these hard-working soldiers. Most will remain in the army for their entire lives, drawing just enough pay to support themselves and, if they are very fortunate and she doesn't mind doing work around the barracks, a wife. They are trained to stand firm in the face of a massed cavalry charge of fully armored knights, and are usually skilled at battlefield maneuvering. Their primary role is to provide cover for massed volleys of muskets. This package can be used for the common guardsman and foot soldier throughout Calabria.

Ability	**Cost**
Gambling	3
Streetwise	3
Tactics	3
AK: Stationed Area	2
WF: Blades, Polearms	2
+1 Combat Level in Hand to Hand Combat	5
Disadvantages	
Package Bonus	-3
Subject to Orders	-10
Package Cost	**5**

Sailor or Marine

Life at sea is a bit of a paradox. Though the subject of romantic tales of high adventure, the truth is that life at sea in a Calabrian man-of-war is a feat of heroic endurance, not romance. Bad food, merciless discipline and mind-numbing boredom takes its toll on the men, but when they reach a friendly port all is forgotten in favor of beer and tales of recent exploits (imagined or no). Most of the greatest heroes of Calabrian folklore were pirates, privateers or professional sailors, and this package covers the basic knowledge acquired by nearly anyone intentionally serving aboard ship (pressed men and other shanghaied sailors sometimes suffer a lack of education in the niceties of naval life).

Ability	**Cost**
Climbing	3
Seamanship (or Tactics)	3
PS: Sailor (or Soldier)	3
WF: Early Firearms, Ship to Ship, Blades, Polearms	4
+1 Level with Swords	3
Disadvantages	
Package Bonus	-3
Superstitious (or Subject to Orders)	-10
Package Cost	**3**

Tarsus

There are not many Package Deals from the *Fantasy Hero* campaign book which will suit Tarsan characters well. Players might look at the fighter, leader and duelist for more options. These include the common rider, the horse archers, storytelling skalds, martial artist weapon masters, and the legendary wyrm hunters.

Horse Archer

Trained in the use of his composite bow from horseback, the Tarsan archer is a highly mobile, dangerous individual. Most are young and relatively inexperienced in battle, since the older and wealthier Tarsans seek the greater glory of hand to hand confrontation with the enemy. Without the long training in the Sword Arts, horse archers often avoid melee combat, but if forced they will do their best, typically armed with a longsword and protected by a hauberk of strong chain mail. The most challenging aspect of life as a horse archer is exchanging missile fire with the withering fire of Fekeshi musket troops, who have greater power and range by virtue of their firearms. But the Tarsan coursers are not frightened by the blasts and smoke of the weapons, and a trained archer can fire more than a dozen shafts in the time it takes the Fekeshi peasant to reload his weapon, far more accurately, and this more than makes up the balance.

Ability	**Cost**
Survival/Hunting	3
Riding	3
Tactics	3
+1 Combat Level in All Combat.	8
+2 Combat Levels with Bows.	6
WF: Common Melee, Common Missile	4
Disadvantages	
Package Bonus	-3
Reputation: Abilities and tactics known on 11-	-10
Tarsan Code of Honor	-10
Package Cost	**4**

Rider

The bulk of the Tarsan Army of the Dragon is made up of Riders, highly trained warriors, often young but with at least one major battle to their credit. Most all are armed with longsword and spear, protected by chain mail and a round, wooden shield. When not called to repel a Fekeshi raid, or hunt a dangerous wyrm, he maintains his family farm, herds animals or hunts, but response time to the call to arms is always rapid. Tarsan riders are trained in the Sword Arts of Ambrosius, and their most common tactic is a slashing strike from horseback (their Running Stroke). Man for man, the Tarsan warrior is the best fighter in the Broken Kingdoms.

Experienced and wealthy Tarsans often don heavier armor and mount larger horses, fighting as heavy cavalry. Full statistics for these elite horsemen can be found in the section describing the Warlords of Tarsus, in the Source Book chapter.

Ability	Cost
Animal Handler, Survival or PS: Farming	3
Riding +1	5
Tactics	3
+3 Combat Levels in Hand to Hand Combat.	15
KS: Sword Arts of Ambrosius	2
Martial Arts/Sword Arts of Ambrosius: Strike, Parry, Running Strike.	14
WF: Common Melee, Shield.	3
Disadvantages	
Package Bonus	-3
Reputation: Abilities and tactics known on 11-	-10
Style Disadvantage	-10
Tarsan Code of Honor	-10
Package Cost	**12**

Tarsan Names

Female: Amma, Anrid, Arna, Asta, Astrid, Audney, Bera, Brenda, Dahlia, Dalla, Disa, Dyrfinna, Eldrid, Elin, Elle, Erika, Gala, Gudrid, Haldis, Halla, Ingemar, Ingrid, Jorunn, Katla, Kelda, Kelsey, Kirsten, Kolfinna, Lin, Maeva, Mista, Nanna, Rana, Randi, Sangrida, Sigrid, Sinmora

Male: Aevar, Alfarin, Alvis, Ander, Aren, Armod, Arvid, Audolf, Bekan, Blund, Booth, Brand, Bryan, Brondolf, Davin, Egil, Eldgrim, Erland, Fell, Frode, Garth, Geirrod, Gudmund, Gunnar, Hall, Hamund, Hermund, Ingram, Johanne, Keldan, Kirby, Kirk, Kol, Konal, Lamont, Magne, Oliver, Orm, Oscar, Ragnor, Reynard, Runolf, Sigvard, Solmund, Starkad, Stein, Svan, Torrad, Turpin, Valbrand

Skald

Tarsan skalds are the bards and storytellers of the horse plains. Skalds tell tales of heroic exploits, enlivening their stories with clever puns, turns of phrase and some old-fashioned party songs. Some of the primary requirements for a career as a skald include a fine, resonant voice with strong rhythm, a quick wit, an excellent memory, and a handsome appearance. Most skalds dress as handsomely as they can, with gifts of gold and rich clothing received from thankful hosts. A skald wears his skills and his reputation; if he is poor, he will have to prove himself all the harder. Skalds are welcome in the court of any earl, and can earn food and shelter easily in most any inn, usually by complimenting their host with a stirring and humorous tale concerning them or their family. Skalds are the custodians of Tarsan values, including courage, hospitality and honesty—their tales remind everyone of the value of honor, the rewards of good conduct, and the embarrassing penalties of failure.

Ability	Cost
High Society	3
KS: History and myth, 11-	2
Oratory	3
PS: Musical Instrument, 11-	2
PS: Poet, 11-	2
PS: Singing, 11-	2
Disadvantages	
Package Bonus	-3
Tarsan Code of Honor	-10
Total Cost	**1**

Weapons Master

Many Tarsan men dedicate themselves exclusively to the achievement of perfection in the martial arts, forsaking traditional roles of farmer, herder and huntsman for a life of constant practice and bitter rivalries. This package represents such dedication. It includes training in both of the two primary martial arts forms of Tarsus—the Sword Arts of Ambrosius and the Kinckfighting styles recently adopted in the plains. Schools of this sort can be found throughout Tarsus, but especially in Sarwick and, to a lesser extent, Penigstein. Wandering teachers and pilgrim students sometimes forsake schools altogether.

Life in such a focused environment often breeds very obsessed individuals, and the weaponmasters have a reputation for being overly concerned with their own skills, and the inevitable rivalries that spring up between schools. Some of these rivalries have been carried on for centuries, as students of each school battle to show which technique is superior, or to redress some ancient wrong so long forgotten than it is never even spoken of any more.

Weaponmasters can wield a dizzying array of weapons and armor. Most have colors and symbols that represent their school or technique, openly inviting challenges by other martial artists.

Ability	Cost
Breakfall	3
KS: Sword Arts of Ambrosius	2
KS: Tarsan Kickfighting	2
Martial Arts/Sword Arts	10
Martial Arts/Tarsan Kickfighting	10
Weapon Elements	2
WF: Common Melee, Common Missile, Staff, Shield	6
One of: Combat Sense, Ambidexterity, Fast Draw or Defense Maneuver	3 or 5
Disadvantages	
Package Bonus	-3
Style Disadvantage	-10
Psychological Limit: Obsessed with being the best	-10
Rivalry or Hunted: Rival School	-10
Package Cost	**5 or 7**

Wyrm Hunters

The dragons very nearly exterminated the Tarsan people, and it was only through a fortuitous alliance with the horses of the plains that they managed to turn the tables. Ever since, a small number of Tarsus' cleverest warriors have found their life's work in the hunting of the great beasts. Many Tarsans think the wyrm hunters mad, surely no sane man would pit himself against a reptilian, magical monster the size of a house. But the wyrm hunters have continued, passing down their knowledge from master to student, or learning their skills the hard way—through a lifetime of hunting the great beasts.

The wyrm hunters are so much on the fringes of Tarsan culture, that this is one fighting career that Tarsan women have been able to enjoy some limited acceptance in. That is, most Tarsans consider the hunt-

Everyman Skills: Pallea

Concealment
Conversation
Deduction
Shadowing
Stealth
Trading
AK: Free City
Languages: 4 points of Modern Pallean
Languages: 2 points in all other languages with 4 point similarity (see chart)
PS: Occupation
TF: Chariots, Wagons or Boats

Rare Pallean Skills

A combination of very little low-class crime and a lack of sophisticated mechanical devices makes certain skills very rare in the Isles.

Criminal Skills: Lockpicking, Security Systems, Streetwise.

Demolitions, Forensic Medicine (technology doesn't exist)

ers to all be a little crazy anyway, women are just a little more crazy than the men. Many of the most famous wyrm hunters have been hardened and clever women, relying—as most wyrm hunters do—not on strength of arm, but in deceit, trickery and the wyrm's often predictable psychology.

Ability	Cost
Deduction	3
Scholar	3
Stealth	3
AK: Pennine Mountains	2
KS: Any three relating to dragons	3
WF: Common Melee, Bows, Shield	4
Find Weakness with one attack on 13-, Only vs. dragons (-1)	10
Disadvantages	
Package Bonus	-3
Rivalry with other Wyrmhunters	-5
Psychological Limitation: Dedicated their lives to the destruction of dragons and their kind	-15
Package Cost	**5**

Fuzion Powers:
Find Weakness, Skill of 12 (Only vs. Dragons, -2 PP)

Pallea

Pallean package deals include the athlete, the demigod of divine offspring, democratic politician, hero and spear-carrying hoplite. Package Deals from the *Fantasy Hero* book include the fighter, leader, traveling priest, bard, sage and sailor.

Athlete

Pallean slaves who compete in the Great Games recieve training in the martial arts, in chariot driving, and in long distance running. They should also have high physical characteristics, especially STR and DEX. Although technically property belonging to a wealthy citizen, successful Pallean athletes are legendary figures who enjoy a hghly pampered lifestyle. Freedom is a common reward for victory in a tightly-contested event, and the exploits of a great athlete brings fame and political influence to his owner. Slaves in Pallea are branded on the foot, and athletes being trained for the Games further wear their hair in a distinctive ponytail fashion. Once freed, characters may reduce this disadvantage in point value, but should not buy it off completely, since the scar will remain.

Ability	Cost
Combat Driving/Charioteer	3
KS: Boxing	2
KS: Wrestling	2
Martial Arts/Boxing	10
Martial Arts/Wrestling	10
+1 Combat Level with Hand to Hand Combat	5
+1 Level with Martial Art of Choice	3
Running +1"	2
Disadvantages	
Package Bonus	-3
Distinctive Features: Slave.	-10
Style Disadvantage	-10
Package Cost	**14**

Demigod (child of the gods)

The Incarnates which have adopted the Pallean people seem to spend a great deal of their time meddling in human affairs (so to speak). As a result, a surprisingly large number of Pallean men and women can trace their lineage back toone or another of these divine ancestors. This package represents the divie blood that accompanies such a claim.

The Increased CHA Maxima reflect the superhuman physical attributes of the semi-mortal children of the Pallean Incarnates. Gamemasters may choose to create alternate packages to allow for different CHA Maxima. For example, the child of a god of wisdom or prophecy might have INT 30 and EGO 30 instead of the attributes listed below. This is at the discretion of the GM, and players should not be permitted to design their own Maxima.

The Luck and Watched disadvantages reflect the interest of the character's divine ancestor or ally. Unluck and Hunted represent the attentions of a divine enemy or rival.

Ability	Cost
Increased CHA Maxima	
STR 30	10
CON 25	10
BODY 25	10
2d6 Luck	10
Disadvantages	
Package Bonus	-3
Watched by friendly god (MoP, NCI, 8-)	-10
Hunted by minions of enemy god (AsP, 8-)	-10
Unluck 2d6	-10
Package Cost	**7**

Fuzion Characteristics:
Str +2, Con +1, Body +1

Fuzion Powers:

Fuzion does not have a counter-part to Hero's Luck. Here's one way you could play it: Allow the character to roll their dice in luck before each game session. The amount rolled can be used to adjust that player's die rolls after the fact during the game.

Democrat

Pallean politicians and orators are often hailed as high as any demigod or athlete. Through their words, and their clever political ploys, they lead entire nations, and the Pallean people respect this kind of greatness. Citizens who aspire to be leading members of the community enjoy the best in education, physical fitness, and rich lifestyle. Most have served in the military, and may have additional combat skills. Alas, the fortunes of the rich and powerful are often flighty, and a man who was King one night can wake up the next morning to discover himself an exile. Politicians must always be on their guard against the machinations of their rivals.

Ability	Cost
Bureaucratics or Persuasion	3
KS: Classical Education	2
Language: Ancient Pallean	1
Oratory	3
PS: Athletics	2
Fringe Benefits: Citizen	3
Money	10
Running +1”	2
Disadvantages	
Package Bonus	-3
Political Rival	-5
Reputation 11-, Limited geography	-5
Package Cost	**13**

Hero

This is the standard package for the traditional Pallean hero, who busies himself with exploring the world, raiding nearby city-states and stealing magical treasures that don’t belong to him (all for noble purpose, of course). Heroes of this type are nearly always well-born and wealthy citizens, and probably serve as guards and warriors to the King when they are not on epic adventure. Their traditional weapon is the double-bladed axe, and many are also skilled archers as well.

Ability	Cost
Combat Driving/Charioteer	3
High Society	3
KS: Classical Education	2
Survival/Hunting	3
+1 Combat Level in Hand to Hand Combat	5
+2 Combat Levels with Axes, Maces and Picks	6
WF: Common Melee, Common Missile, Shield	5
Fringe Benefits: Citizen	3
Money	5
Running +1”	2
Disadvantages	
Package Bonus	-3
Pallean Code of Honor	-10
Total Cost	**24**

Hoplite

Well armored in bronze plates, armed with sword, spear and a heavy shield, the hoplites form the primary means of defense within the Pallean city-states. They are taught to fight in dense formation, making their spears into an unassailable wall of deadly points. The best hoplites are trained in Emniria and their close ally states, where every boy is indoctrinated into the military life for nine years of training in isolation. The resulting warrior is a hardened survivalist, able to do anything for victory, and with unshakeable morale. Such warriors should have additional combat skills added to those given below, perhaps including Boxing, Wrestling or Pammachon training, and certainly including high physical characteristics.

Ability	Cost
Survival/Hunting	3
Tactics	3
+1 Level in Hand to Hand Combat	5
+1 Level with Polearms	3
WF: Common Melee Weapons, Shield	3
Disadvantages	
Package Bonus	-3
Pallean Code of Honor	-10
Package Cost	**4**

Religious Professions

This collects the many religious Package Deals from the Broken Kingdoms. Full details on religion can be found in the chapter by that name. There are many packages presented here, but all generally fall into two religious orders—the Pallean Sibyls (represented by the Sibyl and Huntress packages) and the Brotherhood of Augelmir (the priest, inquisitor and knight guardian packages). Other appropriate package deals from FH include the traveling priest, village priest and sage.

Sibyl

The Pallean Sibyls are the most visible religious folk of the Broken Kingdoms. They can be found in nearly every village and township, seeing to the needs of the people, teaching the ways of Rhea, and counselling its rulers. Sibyls are trained for many years on the Isle of Cumae, where they refine their prophetic and healing gifts and prepare themselves for their future assignment in the wider world. As can be seen from the long list of assigned skills, the training is intensive and comprehensive. The sibyls are readily recognized by their traditional purple robes. They come from all racial stocks throughout the Broken Kingdoms, from Tarsus to NorthUmbria, and a few even have Mu-jahdin or Fekeshi blood.

Full details on the Pallean Sibyls can be found in the Relgion chapter.

Pallean Names

Female: Acacia, Adara, Agalia, Alyssa, Amarantha, Andrea, Ariana, Asta, Basham, Briseis, Caitlin, Calantha, Ceto, Charissa, Cipriana, Clymene, Cora, Cynthia, Damaris, Deianira, Desmona, Diona, Erianthe, Evadne, Hedia, Inatha, Iolantha, Irena, Ismene, Ivanna, Kalika, Kara, Kristin, Lydia, Lysandra, Madora, Melantha, Melissa, Metanira, Monika, Neoma, Nerina, Pamela, Pelicia, Petra, Phaedra, Pythia, Rena, Rhodantha, Sandra, Sophia, Tessa, Thia, Tynet, Taryn, Venessa, Zelina

Male: Abydos, Acastus, Adrastus, Agenor, Alastor, Amphiaraus, Ancaeus, Asopus, Biton, Cadmon, Calchas, Capaneus, Cercyon, Cetus, Cleobis, Corybantes, Demodocus, Egidio, Elpenor, Erechtheus, Eurystheus, Galinthias, Glaucus, Halirrhothius, Icelos, Idas, Inachus, Jeno, Kadmus, Kedalion, Leandro, Lycurgas, Machaon, Melampus, Neleus, Nisus, Palaemon, Pelius, Phaon, Phorcys, Polyeidus, Pontus, Sinon, Talus, Thyestes, Xanthus

Ability	Cost
AK: Assigned locale	2
Deduction	3
High Society	3
Jack of All Trades	3
KS: History	1
KS: Prophecy	1
KS: Herbalism	1
Languages: Ancient Pallean	1
Paramedic/Healer	3
PS: Midwife	1
PS: Philosopher	1
PS: Psychiatrist	1
Scholar	3
Survival/Hunting	3
TF: Boats	1
WF: Common Melee, Bows	3
One social skill: Conversation, Oratory or Persuasion	3
Fringe Benefits: Pallean Sibyl	3
Mental Defense +5	5
Mental Awareness	3
Clairsentience with one sense (usually sight) also into past or (usually) future, No Conscious Control, Activation Roll 12- (may vary, equal to EGO Roll), Increased END Cost: x5, Cannot see Wizards or the Doomed (-¼).	7
Swimming +1"	1
Disadvantages	
Package Bonus	-3
Distinctive Features: Dress	-5
Watched by agents of evil (MoP, NCI, 8-)	-10
Psychological: Abstinence from men	-10
Reputation as chaste order of Pallean seers 11-	-10
Package Cost	**16**

Fuzion Powers:

Membership 3; Mental Defense 5; Mental Awareness; Clarsentience, Sight, Future & Past (12 PP), No Conscious Control (-8 PP), x5 END Cost (-10 PP), Can't see Wizards or the Doomed (-1 PP) Cost: 1 PP.

Huntress

Although Rhea is often seen as a pacifistic goddess of healing and nature, she also has a forceful side that few ever see. The Huntresses are a small band of women in the Pallean order who have forsaken the traditional paths of advancement in favor of this violent side. They are occasionally employed as assasins and agents of the Sibyls when this sort of work must be done, and in the meantime they are kept busy keeping the island of Cumae free of the many monsters and beasts which crawl to its surface from the deep labyrinthes underneath the ground. Huntresses are feared fighters and matchless hunters. They retain the prophetic gifts which first permitted them entrance into the Order, but without sophisticated training it remains unreliable. Armor and armament is highly variable amongst them, but most prefer light armor if any at all.

Ability	Cost
AK: Cumae	2
Breakfall	3
Climbing	3
Language: Ancient Pallean	1
Paramedic/Healer	3
Security Systems/Traps	3
Stealth	3
Survival/Hunting	3
Tactics	3
Tracking	3
TF: Boats	1
Weaponsmith: Melee, Bows	4
WF: Common Melee, Common Missile, Shield	5
+2 Combat Levels with preferred weapon	6
Fringe Benefits: Huntress	2
Clairsentience with one sense (usually sight) also into past or (usually) future, No Conscious Control, Activation Roll 8- (lack of training), Increased END Cost: x5, Cannot see Wizards or the Doomed (-¼).	5
Running +1"	2
Swimming +1"	1
Disadvantages	
Package Bonus	-3
Hunted by creatures from the pit (MoP, 8- Limited geo.)	-10
Psychological Limitation: Abstinence from men	-10
Reputation as loyal instruments of the Pallean Sibyls 11-	-10
Package Cost	**20**

Fuzion Characteristics:

Move +1

Fuzion Powers:

Clarsentience, Sight, Future & Past (12 PP), No Conscious Control (-8 PP), Activation 14+, x5 END Cost (-10 PP), Can't see Wizards or the Doomed (-1 PP) Cost: 1 PP.

Priest

The Brotherhood of Augelmir is an order of men who have devoted their lives to the teachings of the Creator. They typically choose a single field of knowledge to concentrate on, and spend much of their days assisting in the spiritual stability of the people of the Broken Kingdoms. Priests are given this rank only after years of educations and dedicated service, and a single Priest is usually responsible for an entire church. They are clothed in white, with a blue scarf and a golden sash. Those that have not completed their own education are referred to as Pursuants, and due to their roving nature they are likely roles for players to take. Pursuants would have only some of the skills listed below.

Full details onthe Brotherhood, Priests and Pursuants can be found in the religious chapter.

Ability	Cost
KS: Augelmir's traditions	2
KS: Personal field of interest	3
Language: Any one	1
Paramedic/Healer	3
PS: Priest	2
PS: Teacher	2
One social skill: High Society, Bureaucratics or Cultural KS	3
One "people skill": Conversation, Persuasion or Oratory	3
One travel skill: Riding, Survival or AK	3
Fringe Benefits: Priest	3
Disadvantages	
Package Bonus	-3
Devoted to service	-10
Reputation: ex-Diabolists, 8- extreme	-10
Package Cost	**2**

Knight Guardian

The Knights Guardian, or more accurately, the Holy Brother Guardian Knights of the Healing Hand, began when a handful of monastic healers risked life and limb to use their curative Gifts on the front lines of battle. Several knights, impressed with their courage and dedication, swore oaths to protect them, and over the years the two organizations merged into a single monastic brotherhood of warrior knights. Most of the Knights Guardian perished in the seige of Rybonek three centuries ago, and now the Order is all but destroyed. A handful of Guardians survived and passed on their traditions, and the Brothers can still be occasionally found, riding to and fro across the Broken Kingdoms, performing good deeds, safeguarding travellers, and teaching the ways of the Creator.

Knights Guardian are armed and armored as standard knights, with charger, royal plate armor, lance and sword of war. Most have religious gifts which enhance their fighting prowess—common examples include increased physical strength, the "armor of honor" or natural healing powers.

Ability	Cost
Fringe Benefits: Vassal Knighthood	3
Fringe Benefits: Pursuant	2
High Society/Courtier	3
Paramedic/Healer	3
Riding	3
Survival/Hunting	3
Tactics	3
AK: Any	2
KS: Heraldry	1
KS: Royal Allemaine Fighting Style	1
KS: Augelmir's Traditions	1
PS: Doctor	2
PS: Teacher	1
WF: Common Melee, Lance, Shield	4
Martial Arts: Sword Arts of Ambrosius, Royal Allemaine Substyle, usable with sword and shield	15
2 Combat Levels in Hand to Hand Combat	10
1 Moving in Armor level/Plate	5
Disadvantages	
Package Bonus	-3
Allemaine Code of Honor	-15
Oaths of Poverty, Chastity and Obedience	-10
Reputation: monastic knights	-10
Style Disadvantage	-10
Package Cost:	**14**

Inquisitor

The Inquisitors of the Brotherhood are chosen from amongst all the subsidiary branches of the larger order, and thus may have previous careers as Priests, Guardians, monastic brothers or even the cloistered sisterhood. They are charged with seeking out and destroying Diabolism and devil worship wherever it may be found, but especially among the Brotherhood's own ranks. Though generally relying on deductive reasoning, physical evidence and their trained intellect, some are overly zealous in their pursuit of guilt, and must be brought to heel by the more enlghtened members of the Order.

Inquisitors are recognized immediately by their distinctive black habit, worn over other clothing.

Ability	Cost
KS: Diabolism	2
Deduction	3
Concealment	3
One of: Criminology, Cryptography or Interrogation/ Inquisition	3
One of: Bugging/Eavesdropping, Conversation or Shadowing	3
One of: Acting, Persuasion or Streetwise	3
Fringe Benefits: Inquisitor (added to other Fringe Benefits from previous package)	+2
Disadvantages	
Package Bonus	-3
Psychological Limitation: Hunts Diabolists	-10
Change Reputation from previous package to "feared demon-hunters"	-0
Package Cost	**6**

Magical Professions

The many magic workers of the Broken Kingdoms are grouped here in Package Deal form. Many of these are specific to individual Kingdoms, but others are more widespread, and these are noted in the individual packages. Players who want other packages to choose from are directed to the druid and witch package, the sage, adventuring wizard, wizard for hire, adept, wild talent, hermit or apprentice packages from the FH campaign book. Note that due to the peculiarities of Ahrivine and the Broken Kingdoms, the title of "Wizard" is reserved for a handful of specific immortal spell casters, and the majority of player characters will be referred to as "mages" or "magiciennes."

Aetherium Mage

The Aetherium is the foremost magical institution of Allemaine, and its members are largely found there or in the Provinces. An extremely diverse institution, the Aetherium boasts members from every recognized form of magic, from Alchemists to Necromancers. They use their pooled influence and resources to educate both mage and mundane, research new techniques for the manipulation of magic, protect each other and serve the crown. The package below is suitable for any mage trained as an apprentice within the halls of the Aetherium, no matter what his style of magic or personal specialty.

Aetherium mages are highly individual in manners of dress, speech and conduct. Each works hard to fashion and maintain a unique appearance and reputation. More details on the Aetherium can be found in the Allemaine section of the Lands chapter.

Ability	Cost
Magic Skill/Any one, but usually Sky-Lore or Artificery	3
Language: Albionesse	2
KS: Other mages	2
KS: Aetherium tradition and law	2
PS: Teacher	2
Spell Research	3
Fringe Benefits: Aetherium Membership	3
Disadvantages:	
Package Bonus	-3
Oath of fealty to local lord	-10
Package Cost	**4**

Court Astrologer or Alchemist

While the Sea-Ports of Calabria have no "mages guild" like the Aetherium, their mages instead find stability and influence within the confines of the Prince's courts. Every baron, count and other nobleman with a shred of self respect has an astrologer or alchemist on board to impress visitors, and the quality of these courtiers reflects greatly on the success and fame of the noble in question. Competition for the best courts can be extraordinarily fierce. The package below can also be added to the Aetherium package above to represent a highly-placed Aetherium mage with connections in noble society.

Ability	Cost
High Society	3
Magic/Sky-Lore or Alchemy	3
KS: Court Figures	2
Language: Any	2
Sci: Astronomy or Chemistry	2
One of: Acting, Sleight of Hand or Concealment (either to spot a fake or to be one)	3
Money	5
Disadvantages	
Package Bonus	-3
Watched by other court figures (AsP, NCI, 8-, x½)	-8
Reputation 8-	-5
Package Cost	**4**

Healer

Wandering holy men blessed with natural healing gifts are uncommon but well documented within the Broken Kingdoms, and many outlying villages or border towns rely upon such self-sacrificing personages to tend their most greviously sick and injured. Some may have religious training, or even magical expertise, but otherslead simple lives of service and quiet humility, exercizing their powers for the glory of the gods.

Ability	Cost
AK: Any	3
Paramedic/Healer	3
KS: Medicine	2
Survival (or Persuasion if he begs for food)	3
Healing Gift; either the Cure Disease listed in the magic chapter under "Gifts" or something similar. Example: 10d6 Healing, Activation 12-, Concentration: 0 DCV, Extra Time: 1 Turn, Increased END Cost: x5.	10
Disadvantages	
Package Bonus	-3
Reputation as a wandering healer, 11-	-10
Package Cost	**8**

Hedge Magician

The eccentric, often irritable hedge magician is a staple of Broken Kingdoms folklore. Village wise women and reclusive mage hermits should take this package deal instead of the more structured Aetherium one, above. Provincial Aetherium mages, in fact, are more likely to have this package than any other. If a common peasant or villager has contact with a mage at all, it is probably a mage of this type. Sometimes they find apprentices in the nearby populace, providing a home for boys and girls ostracized because they are somehow "different." Otherwise, they live alone in quiet seclusion, performing subtle experiments or just communing with nature.

Ability	Cost
Animal Handler	3
Magic/Hedge	3
Paramedic/Healer	3
Survival	3
AK: Surrounding area	2
KS: Local superstition and lore	2
Disadvantages	
Package Bonus	-3
Distinctive Features: generally irritable or unsociable behavior	-5
Reputation: Local hedge magician, limited geography 11-	-5
Package Cost	**3**

Pallean Enchantress

The most powerful mages in Pallea always seem to be female. Many trace their lineage through the goddess of the moon and magic, a powerful, mysterious and dangerous incarnate. They are recognized instantly by their flashing eyes, signs of their divine heritage. Their spells are impossible to predict, but often take the form of weather control or the creation of single use, expendable items (usually cursed).

Note that this Package does not include the Children of the Gods Package Deal. Those Pallean enchantresses who have a divine ancestor should take that package as well, but change the Increased CHA Maxima to INT 30 and EGO 30, for the same point value.

Ability	Cost
Magic/Usually Sky-Lore, Alchemy, at +1	5
Language: Ancient Pallean	2
Language: Other	2
Inventor/Spell Research	3
PS: Priestess	2
Disadvantages	
Package Bonus	-3
Distinctive Features: flashing eyes	-10
Package Cost	**1**

Wizard

These are the greatest of magic-workers. Only five have been known to exist, and one of them is dead. They are not human, but rather are immortal beings with unbreakable links to the raw power of magic itself, and this is both a benefit and a curse. Wizards are immune to much of the effects of prophecy, but they can be bound by the proper use of their name. They are possessed of an indefinable aura which brands them as something other than normal; most people do not recognize this aura for what it is and simply label the Wizards as "odd" or "different." Those in the know can sense the Wizard for what he is—an ancient, implacable power in the shape of a mortal man.

Player character wizards should only be created with GM approval and assistance. Many gamemasters will simply not permit them. They will often have access to Elemental Controls and Multipowers—power frameworks denied to most players. Their magic also includes three branches that ordinary mages may not use—Forces, Names and Disciplines. Wizards may have any of the other magician package deals, as well.

Each Wizard should be crafted to be unique and instantly recognizeable, with a style of magic, dress and mannerisms all his own. They are not to be taken lightly.

Ability	Cost
Magic/Any one as a specialty at +1	5
Magic/All others as latent familiarities	9
LS: Immune to aging	3
Disadvantages:	
Package Bonus	-3
Distinctive Features: somehow "different" (not concealable, but not always noticed)	-10
Physical Limitation: True Name (infrequent, total)	-15
Watched by other Wizards (MoP, 8-).	-8
Package Cost	**-19**

Skills

There are a few unique uses and notes that apply to skills in Ahrivine. These skills are noted below.

In addition, skill changes noted in the *Fantasy Hero* campaign book should generally be applied to characters used in the Broken Kingdoms. These include skill changes such as Bugging to Eavesdropping, Paramedic to Healer, and others. Such skills are listed in this book by both names, separated by a slash. For example: Combat Driving/Charioteer and Survival/Hunting.

Bureaucratics/Administration

This skill is fairly common in Ahrivine, particularly among military officers or nobility. It represents an ability to properly oversee an organization, be it a noble manorhouse, a cavalry regiment or a merchant house.

Demolitions

Gunpowder does exist in the Broken Kingdoms. In particular, it sees extensive use in Calabria. Dwarven and Giant miners and siege engineers might also have this skill. It should generally be prohibited for other characters except in special circumstances (that is, the character has a really good story).

KS: Forest Symbols

This is the knowledge of codes and symbols used by rangers and other woodsmen for communication. These symbols may be carved on trees or represented in stone. They generally warn of dangers in the area, such as poisonous wells or predatory beasts, but can be used for other messages in the right circumstances. Many rangers have a peculiar sign or sigil which denotes them individually, and these can be used to leave word of their passage to allies. Alternately, the skill of Cryptography might include a general knowledge of Forest Symbols.

Language

Each of the cultural and racial divisions of Ahrivine have their own language. Note that the languages of Allemaine, Calabria, Pallea and Tarsus are so closely related that any native speaker automatically has fluent conversation (at the 2 point level) in all others.

Literacy is relatively common in the Broken Kingdoms. Characters are assumed to be literate unless they take a disadvantage stating otherwise.

Also note that there is no such thing as a "common tongue" in Ahrivine.

Language Notes:

Albionesse: The language of ancient Albion is still spoken by the Mezini peoples, and remains an excellent choice for a "scholarly" tongue. It is common in ancient writings and texts, particularly magical tomes.

Ancient Pallean: The original speech of the Pallean peoples, as spoken before their mass exodus to their current home in Ahrivine. Ancient Pallean is occasionally seen as a text for scholarly and dramatic writings.

Black Speech: The language created by the Dark Titan and spread throughout his lands, it is common in Mezina and has heavily influenced other languages that have come into contact with it, including Nachlah and Northron.

Dwarvish: Another runic script, developed in cooperation between Dwarves and Giants, the Dwarvish language is virtually unknown outside of their own culture.

Forest Elvish: After their arrival in the Forest Sauvage the Elvish language underwent minor alteration. This new dialect is referred to as Forest Elvish.

Giant: The original Giant language was runic in nature and is all but unknown to men. Dwarven characters or Brothers of Augelmir are the character types most likely to know it.

Jahdetta: The language of the Mu-Jahdin desert dwellers, derived from Albionesse but heavily altered thanks to the Mu-Jahdin's insular culture.

Nachlah: The language of the Inach (for more details on the Inach, see the Bestiary chapter).

Old Elvish: The original pure form of the Elvish language, as spoken in Albion. Old Elvish served as the root tongue for all human languages.

Latent Magic

Magicians in the Broken Kingdoms are born, not made. If an individual does not have the critical ability to manipulate the magical energy flows (whatever form that energy may take for him, from Alchemy to Necromancy) then he, or she, will be forever denied its power.

For this reason, players who anticipate ever branching out into magical skills should invest at least one point in the Magic skills that they require at character creation. This undeveloped magic skill is listed as "Latent Magic: Sky-Lore" (or whatever type of magic is appropriate). Players may raise Magic skill according to standard means, but they may never buy entirely new ones, barring GM exception or bizarre magical accidents.

Latent magic is occasionally useful. The 8- skill roll normally associated with Skill Familiarity does apply to Latent Magic, and reflects a sort of inborn empathy with that sort of Art. A character with Latent Sky-Lore might be able to sense that a storm was artificial, for instance, or recognize a fellow Celestial Mage through an unspoken kinship.

Latent magic can be detected and analyzed through a variety of magical tests. All of the Arts have their own

methods, however, and many of them are time-consuming and expensive. Often a latent mage will live forever in a small country village, haunted by strange dreams, forever labelled as 'strange' or 'different' by his fellows, unaware of his potential destiny.

Latent Magic costs 1 point for every Art with which the character has future potential.

Magic

Each variation of Magic is its own skill, and is always based on INT. Magic skill is used in conjunction with the "Requires a Skill Roll" limitation found on nearly all Ahrivine magic, and in addition to general spell-casting ability it also includes a knowledge of the particular magic style and its basic philosophy. The list of magic styles is not definitive but includes: Alchemy (the making of potions and other disposable magical formulas), Artificery (the creation of permanent enchanted items), Hedge Magic (nature lore of beast and plant), Illusions (sense manipulation), Necromancy (spiritualism and the animation of dead bodies), Diabolism (demonology and the black magician) and Sky-Lore (celestial magic and astrology).

Wizards have additional access to the magic of Names (invoking the true names of beings to alter reality), Forces (manipulating the elements) and Disciplines (mind-reading, telekinesis and other mental feats).

Martial Arts

There are a wide variety of martial art forms available in the Broken Kingdoms including Dirty Infighting, Ancient Wrestling, Ancient Boxing from the Hero Systems Rulesbook and the *The Ultimate Martial Artist*. Additional styles include Calabrian Swordplay (a fencing variant), Tarsan Kickboxing (a form of Muay Thai), Pallean Pammachon, the Sword Arts of Ambrosius and the Steel Path (the first sword combat techniques of ancient Albion).

A full description of these styles can be found in the Martial Arts chapter.

Seamanship

This General skill was first presented in the *Fantasy Hero* Companion II. It is the sea-going equivalent of Combat Driving or Riding. Seamanship automatically includes TF: Boats, and may additionally include one other sea-going TF such as Round ships or Long ships (in the Broken Kingdoms, round ships are by far the more common choice).

Seamanship is used by ship officers to coordinate the complicated motions of rigging, oar and sail. It includes a broad knowledge of provisioning, logistics, crew management, piloting and ship tactics.

Note that Professional Skills or Knowledge Skills might overlap with elements of seamanship. In this case Seamanship might be considered a complementary skill.

Spell Research

In many games, Inventor skill is used to double for Spell Research. However, there are true mechanical inventors in the Broken Kingdoms (mostly Dwarves, Giants and Calabrians) and so this new skill must be invented. It governs a character's ability to invent new spells, and also his ability to find and understand magical texts through research. If a magician was confronted with an obscure magical text he might roll Spell Research to understand it. Likewise Spell Research could be used to locate a particular spellbook in a large library, or to identify a particular variation of "Call lightning", tracking it to a particular spell caster.

Spell Research is based on INT.

Transport Familiarity

An adjusted Transport Familiarity chart for the Broken Kingdoms follows:

Riding Animals
- Horses, Donkeys, Mules, etc.
- Camels (unknown outside of Mu-Jahdin)
- Huge Beasts (such as elephants, again unknown outside of Mu-Jahdin)
- Flying Beasts (currently unknown)

Ground Vehicles
- Chariots
- Wagons and Carts

Water Vehicles
- Round Ships (Fore-and-aft rigged or masted ships)
- Long Ships (Pallean triremes or Northron longships)
- Boats (automatically included with either Round Ships or Long Ships)

Weapon Familiarity

This is a modified version of the standard Weapon Familiarity chart. It includes all the weapons common to Ahrivine, including Calabrian guns.

Common Melee Weapons
- Unarmed Combat
- Clubs
- Fist Loads
- Axes, Maces and Picks
- Pole Arms
- Swords and Knives
- Two-Handed Weapons

Uncommon Melee Weapons
- Flails
- Lances
- Quarterstaff
- Whip
- Shield

Common Missile Weapons
- Bows
- Crossbows
- Javelins
- Thrown knives/axes

Uncommon Missile Weapons
- Sling
- Thrown Sword

Small Arms
- Early Firearms

Heavy Weapons
- Siege Weapons (catapult, ballista, trebuchet)
- Emplaced Weapons (cannons)
- Ship to Ship (naval cannon)

Weapons Element: Armor

Many of the martial art forms used in the Broken Kingdoms are designed for use by unarmored opponents. The complex wrestling moves of Palleans and the quick precision fencing techniques of Calabrian Swordplay are just two examples. The descriptions of each martial art detail the use of armor with its combat maneuvers.

Characters attempting to use unarmored martial arts moves while armored will have a -3 OCV penalty. Armor that weighs less than 3.2 kilograms (therefore causing no encumbrance penalty) does not count as "armor" for this purpose, however. Weapons Element: Armor costs 1 character point.

Some martial arts are meant to be used both in and out of armor. For these art forms, this Weapons Element is free.

Perks

The recommendations on Perks found in the *Fantasy Hero* campaign book should generally be applied to characters in the Broken Kingdoms. A few specific notes on Perks follow:

Followers: Mount

Many famous heroes had trusty steeds which seem to defy the normal abilities of ordinary horses. They constantly travel in barding, never seem to go lame, are perfectly healthy eating grass when oats or other diet should be necessary, and have little qualm confronting magical beasts that would quickly cause ordinary mounts to panic. Such horses should generally be bought with character points as followers.

However, player characters in most *Fantasy Hero* campaigns cannot afford to spend many points on a mount, particularly when horses are not built very efficiently in terms of points. Gamemasters are forced to either allow players to have exceptional mounts for free, or else force players to allocate large portions of their points to pay for them.

A recommended solution is to cut the cost for a Follower: Mount in half. That is, the player pays 1 character point for every 10 base points the mount possesses. This point cost has been used for all character write-ups in this book, and is recommended for use in Broken Kingdom campaigns. However, GMs may decide that this rule is inappropriate for their game. In this case mounts cost the standard number of points, and the point cost for mounts shown in this book should be doubled.

Several varieties of horses are unique to Ahrivine, and are particularly sought after as war-horses. These mounts are fully described in the Bestiary chapter.

Fringe Benefit: Aetherium Membershp 1-6 points

The Aetherium is the organized magical institution of Allemaine and its Provinces. Composed of over 400 magicians and magiciennes, it serves the Crown, wields considerable political influence, and works constntly for the benefit of its members. Aetherium members rely on each other, providing food, shelter and aid whenever possible. Much of these service is in the form of mutual back-scratching and the exchange of favors. Aetherium membership is a sort of super-fraternity which can facilitate careers with remarkable ease.

Point cost for membership reflects the mage's status within the organization. Even apprentices have some priviledges, since they are very valuable to the order and its members. Most characters will not start with more than 2 points in this particular perk, reflecting full membership in a Chapterhouse. Those with enough royal connections to speak for a Duke, Baron or Count at Aetherium meetings may purchase 3 points of this Perk, representative of the increased influence the character commands, and the greater value placed on him by the Aetherium itself.

Higher point levels should generally be reserved for experienced player characters and NPCs. Archmages have speaking powers at the House Council, but no official vote. There are only 15 Housemasters at this time, one in every Duchy of Allemaine; they vote at Council and select one amongst their number to serve as Grandmaster. The current Grandmaster is Huidemar, who is more fully described in the Kingdom of Allemaine section of Chapter VIII, where the Aetherium is also detailed. Further notes can be found in Chapter XI: Magic.

1 point	Aetherium Apprentice
2 points	Aetherium Membership
3 points	Royal Advocate
4 points	Archmage
5 points	Housemaster
6 points	Grandmaster

Fringe Benefit: Bardic Immunity

According to ancient tradition, a bard anywhere in Ahrivine has permission to sing whatever he likes—or whatever he is commanded to sing—without fear of serious reprisal. If a bard sings an insulting song about the King, and does it to his face, he may be banished but he will not be killed or imprisoned. In fact, any kind of harm is forbidden.

However, Bardic Immunity is not automatically granted to every harper or minstrel. They must prove themselves worthy of a true bard's exalted status. This means that he must be able to perform songs and epic poems quite beyond the reach of common musicians. They are granted this protection because they are the repositories of ancient lore and epic saga; they are expected to live up to these criteria.

Nobles or others who injure a bard in violation of Bardic Immunity will suffer social reprisal. Their reputation will be spoiled by other harpers and bards, and those cultures who value hospitality will look very poorly on the offender's behavior. In extreme cases, satire and provocational poems may be composed and sung, ridiculing the culprit in every court across the land.

2 points Bardic Immunity

Fringe Benefit: Quarterman 2 points

The Quartermain is the chief instrument of organized crime in the Broken Kingdoms, being based in the Provinces and with over 5,000 full members. This perk reflects the power, respect, influence, prestige and control over others that is associated with membership in the organization. For a full description of the Quartermain, their membership and their activities, see the Provinces section of the Lands chapter.

2 points Quarterman

Fringe Benefit: Social Status and Heirs

The structure of the nobility is different in every one of the Broken Kingdoms. Therefore, individual charts for Fringe Benefits have been created and can be found in the Lands chapter. Players should look there to learn how many points it will cost to be, for example, a Calabrian Count (7, in this case).

Some characters may be heirs to royal title, but have no direct title themselves. This status should be purchased as a Fringe Benefit, reduced in value, according to the following chart:

Eldest son/daughter:	-1 point
Second son/daughter:	-3 points
Third son/daughter:	-5 points.

For example, Count Francesco has three children, all daughters, Aella, Beatrice and Cordelia. As Count, Francesco has a 7 point Perk, so his eldest daughter's Fringe Benefits will cost her 6 points. Beatrice, the middle daughter, will have a 4 point Frine Benefit. Cordelia could take a 2 point Fringe Benefit to reflect the family status, but since she has been granted the title of Baroness by the local Prince, a 5 point Perk, she will purchase that instead. She does not need to buy both.

Note that wealth is not included in the cost for nobility within the Broken Kingdoms—wealth is not always associated with rank. Therefore characters who are both high in status and rich should spend additional character points on Money (discussed in further detail below).

Fuzion Note

In Fuzion, treat each level above Middle Class as Wealth 1. Middle class is the standard and worth 0 points. Anything less than middle class should be considered a complication.

Money

There are some changes in the standard point cost for money in the Broken Kingdoms. This is for three reasons. First, wealth levels in modern society are much higher than in a standard medieval setting, where a rich man is anyone wealthy enough to own their own horse and armor. Even the mightiest Kings are poor compared to modern millionaires. Secondly, the standard Hero Systems wealth chart does not allow for enough minor variation between one wealth level and another. Each 5 points is a very impressive jump in wealth, and covers a very broad financial range. Finally, wealth in Hero games is quite inexpensive in terms of points and, since wealth is so often a major goal for player characters, it is advisable to make it more difficult for players to purchase.

The following wealth levels are recommended for use in the Broken Kingdoms, and have been used in all character write-ups in this book. Gamemasters who decide to use the standard Hero Games wealth levels should not have much difficulty finding an equivalent wealth level below and simply changing the point cost (as a general rule, the point cost for this perk has been doubled, while at the same time providing less money).

All money figures are presented in copper farthings, most appropriate for Allemaine and Provincial characters. Calabrians would instead begin with an equal number of groats, while Tarsans will have simple "coppers" and Palleans use silver obol, all of approximately equal value.

Talents

Most of the standard Talents can be very useful in a Broken Kingdoms campaign.

Literacy Talents: Cramming, Eidetic Memory and Speed Reading

Thanks to widespread literacy, these Talents should perform most of their normal functions in the Broken Kingdoms. Scholars and mages might find them very useful.

Combat Talents: Combat Sense, Defense Maneuver, Fast Draw, Find Weakness

These Talents distinguish the truly great warriors in Ahrivine. Provided that the GM understands their use and is willing to permit them in a campaign, player characters should not be discouraged from purchasing them. Fast Draw in particular is very common. Knights and other warriors who are often forced to fight while outnumbered—a circumstance which seems particularly common in epic fantasy games—will have Defense Maneuver to reflect their skill in these situations.

Wealth Level	Perk Cost	Yearly Income	Example
Destitute	-10 pts.	50	
Poor	-5 pts.	200	
Middle Class	0 pts.	1,000	Tarsan Rider
	3 pts	3,000	Poor Knight
	5 pts.	5,000	Knight, wealthy House Guard
	8 pts	10,000	Warlord
Well Off	10 pts	25,000	Head of a minor Tarsan line
	13 pts	50,000	Knight Banneret, Tarsan Earl
	15 pts	100,000	Earl Commander
	18 pts	200,000	Allemaini Barons, Prince Commander Carados
Wealthy	20 pts	300,000	Provincial Count, King Ector
	23 pts	450,000	Siegfried, Duke of Lanahaut and Constable
	25 pts	600,000	Archduke Breuse
	28 pts	750,000	Lord Regent Lucius Glorianos
Filthy Rich	30 pts	1,000,000	None (High King ?)

In Fuzion, treat each level above Middle Class as Wealth 1. Middle class is the standard and worth 0 points. Anything less than middle class should be considered a complication.

Note that the "Expanded Defense Maneuver" from *The Ultimate Martial Artist* should be available to characters in the Broken Kingdoms.

Magical Talents: Simulate Death, Universal Translator

Talents of this sort are really better bought as spells. However, they are not unheard of among ordinary characters, and should generally be permitted.

Powers: Heroic Fantasy Abilities

Although heroic fantasy character seldom possess "powers" in the literal sense of the word, they often possess amazing combat skills or other techniques which can be represented as powers in the Hero System. Here some of those abilities are discussed. It is worth mentioning at the start, however, that these rules should be considered a starting point for players and gamemasters alike—that no rulebook can devise all the myriad approaches that a creative player may come up with. Creativity—within the bounds of play balance and rules abuse—should be encouraged.

After a discussion of powers from *The Ultimate Martial Artist* and other Hero sourcebooks, players will find a few new heroic fantasy powers that are available in Broken Kingdoms campaigns.

Powers From *The Ultimate Martial Artist* and Other Hero System Books

The Ultimate Martial Artist presents a vast array of martial arts powers which are common in that genre, and are also appropriate to the Broken Kingdoms. Such techniques might be displayed by Tarsan Warlords, Calabrian fencers or the great Knights of Allemaine. Additional powers can be found in Eye for an Eye and other Hero Games products. These powers have been grouped into large categories and are discussed below.

Note that these categories are by no means meant to be definitive or to spark debate among players and gamemasters over which power might be "combat mastery" and which "speed-related." They are meant merely to ease discussion and provide examples of which powers are common to individual character types in the Broken Kingdoms.

Agility Related Abilities

This category includes powers such as DCV Levels, Knockback Resistance or Superleap (all dependent on Acrobatics skill rolls), Clinging as "super-climbing," Missile Deflection or "Walk without Trace." They are most likely to be found in Pallean athletes or acrobatic Provincial thieves, but would not be unheard of in Calabrian fencers or other lightly-armored warriors.

Note that "Walk without Trace" is particularly appropriate for Elven characters, who often run so swiftly and lightly that they leave no traces of their passage, and fail to sink into dangerous terrain such as snow or quicksand.

Combat Mastery Powers

While nearly all martial arts powers could be loosely defined as displaying "combat mastery," in this case the term is specifically reserved for powers which display superior technique and fighting skill, in addition to any speed or strength requirements.

These powers include, but are not limited to: analyze style, feints, stances, OCV Levels to cancel out hit location penalties, HtH Levels that cost END, crippling blows (bought as Transformation attacks), HtH Levels bought against specific enemies (rival schools or even individual opponents), two weapon fighting, "Ultimate Defense" techniques such as Force Wall (a perfect parry) or Desolidification (a perfect dodge) and HtH or HKAs with the advantages of Damage Field, Area of Effect, Indirect or Trigger.

Combat Mastery powers in their unarmed forms are almost exclusive to Pallean athletes and Tarsan kickboxers. Weapon use (probably swords) would be possible in Tarsus, Calabria or Allemaine—anywhere that the Sword Arts of Ambrosius are taught.

Experience Abilities

These powers are perhaps the most common to characters of Ahrivine, and reflect the general experience that a character can gain after many years of adventure or military exploit. By far the most common Experience-related ability is Moving in Armor levels, described fully below. Other similar powers include "teamwork" abilities such as Arrays or HtH Levels used for coordinated attacks.

Abilities of this sort can be found nearly anywhere in Ahrivine, and are particularly appropriate for companies of adventurers who have worked together over many years.

Heightened Awareness

The many enhanced senses discussed in *The Ultimate Martial Artist* are usually appropriate for experienced martial arts masters or those with semi-magical training. Infrared vision or Ultraviolet vision may be used to represent a character whose eyes adjust rapidly to darkness.

Note that Ultraviolet Vision is also commonly used for Elves, who see naturally by starlight. Infrared Vision is common amongst Inach, who see in darkness as well as a man does in the day (and are nearly blind in daylight).

Internal Power (Pneuma) Related Abilities

The concept of Ch'i is well known in Ahrivine, and was first developed by Albionesse swordmasters. It is referred to as "Pneuma," or "internal power." It can be used for a variety of effects, described in *The Ultimate Martial Artist*.

These powers include: Aid (usually STR, CON, BODY or EGO), Mental Defense, Power Defense, blows

that shatter weapons (bought as a Dispel), the "war shout" PRE-Aid power (called a "kiai shout" in UMA) and the dreaded Death Touch (or "Dim Mak"). The Frenzy power, described in full below, should also be considered a Pneuma-related ability.

With the exception of Mental Defense—which is a good measure of trained magical resistance and strength of Pneuma—all of these powers should be exceptionally rare. The war shout and frenzy will be seen in Allemaine or Tarsus, but the rest should be reserved for the "pure" martial artists of Pallea.

Speed Related Abilities

A relatively narrow category, Speed related powers include Lightning Reflexes (from the Eye for an Eye Sourcebook) and HtH or HKAs with the advantages of Area of Effect, Autofire or Invisible. These sort of powers are much more common to the Calabrian swashbucklers than the Internal Power abilities, and would be less common in the heavily-armored Knights of Allemaine.

Toughness Powers

These powers are generally related to a character's ability to absorb punishment or otherwise act under physical duress. They include damage reduction, damage resistance vs. unarmed martial arts killing attacks and lack of weakness. They would be common among any of the warrior cultures of the Broken Kingdoms, and Damage Reduction in particular can separate a mere adventurer from the true hero.

Analyze Style (revision)

There are two common ways to purchase an "Analyze Style" power. The effect of each is approximately the same—with a successful skill roll the character with the power gains increased OCV and DCV against a particular observed opponent. Some gamemasters prefer the "simplicity of play" method of representing this power: HtH Combat Levels with limitations. Other gamemasters lean towards the "realistic and random" method: a DEX Aid that only raises DEX for the purposes of OCV and DCV. In the author's experience, the first method is best for players new to the Hero System, and has been used in this book for the few characters who possess such an ability. However, experienced Hero gamers will be comfortable enough to use the latter method without slowing play. The final decision is usually up the GM.

Regardless of the method, Analyze Style powers have always had one thing in common: the character using the power must observe his foe fighting someone else. This is not true for all Ahrivine warriors, some of whom have learned to analyze an opponent's fighting style while the fighting takes place.

To reflect this additional advantage, Analyze Style powers in Ahrivine may avoid (or take, as the player chooses) the limitations of Extra Time, Concentration and Must Watch Target Fighting Someone Else.

Frenzy (new power)

This is the ability to enter an unpredictable battle-rage, an ability often attributed to Vikings and certain "evil" races such as Orcs or Trolls. In the Broken Kingdoms the power can be found among the Warlords of Tarsus or the warriors of Allemaine, and in particular seems to be "in the blood" of the royal family of Vertigane.

A character in a Frenzy can absorb tremendous amounts of damage, make single-minded and relentless attacks, and is so ferocious that he surprises the victim. Frenzy is bought as a group of powers, all gained at once. These powers include:

1) Damage Reduction, up to 50% Resistant, Physical only.
2) Hand to Hand Combat Levels, up to +2 OCV.
3) STR Aid, up to 4d6, but never to more than double the character's normal STR.

The following additional modifiers apply.

1) Characters in Frenzy must obey certain restrictions: they receive no DCV benefit for shields or levels, and may not Dodge or Block (-½ limitation).
2) The Frenzy must have an Activation roll that must be rolled when the Frenzy is entered and when a character is trying to escape Frenzy, but not on intervening rounds. Either roll requires a half-phase action and ends the character's action for the phase (-1 ½ to -¼). This limitation's value depends on the roll (which can never be higher than the character's EGO roll).

Roll	Limitation	Roll	Limitation
8-	-1 ½	11-	-¾
9-	-1 ¼	12-	-½
10-	-1	14-	-¼

3) The OCV skill levels and Aid also receive the Linked limitation (-½).
4) The STR Aid also receives the limitation Self Only (-½) and Points fade instantly if the Frenzy dissipates (-¼).
5) Additional limitations which could be taken on Frenzy include Concentration or Increased END Cost. The Aid could also be moved further down the Time Chart, so that the STR wore off more slowly.

To use this power, a characters simply states that he wishes to enter a Frenzy. This will take a half-phase and end the character's action for that phase. He rolls the STR Aid and immediately gains all the benefits and restrictions of his Frenzy power. To exit Frenzy the character must spend a half-phase action trying to "cool off". To succeed in exiting the Frenzy the character must succeed in his Activation Roll. The character cannot violate the combat restrictions of the Frenzy until he succeeds with this roll. The Frenzy dissipates instantly if the character is dazed, knocked out, or stunned.

Note that a Frenzied character is not Berserk, but due to the fact that the STR Aid is visible, it is noticeable by others. The Frenzied character can choose his targets at will and does not attack his friends (unless he chooses to, of course). He may pick whatever attack maneuver he wishes, and is assumed to be in full control of his mental faculties. However, there is no reason why a character could not be both Berserk and in a Frenzy. In such a case, the character would be forced to fulfill all restrictions of both states.

Here's an example of a power bought this way, for a character with a 20 STR and EGO roll of 11-:

Example: *a) 50% Resistant Physical Reduction; combat limitations (-½); Requires a Frenzy roll of 11- to enter or exit (-¾). Total limit: -1 ¼, Cost: 13 points.*

b) +2 Hand to Hand Combat Levels; same limits as above (-1 ¼); Linked (-½). Total limit: -1 ¾; Cost: 4 points.

c) 3d6 STR Aid, maximum 20 STR; same limits as Reduction (-1 ¼); Linked (-½); Self Only (-1); Points fade instantly if Frenzy dissipates (-¼); Total limit: -3 ; Cost: 4 points, END Cost: 3.

Total Cost: 21 points, END Cost: 3.

Note that in certain Epic Fantasy campaigns the Gamemaster may permit Frenzy to be purchased at a higher power level. This might include adding Energy Damage Reduction, and doubling the number of HtH levels which can be purchased (to a maximum of four). The limits on STR Aid should not be raised.

Fuzion Notes:

Frenzy does not translate well into the basic Fuzion Rules. This simplified Frenzy system could be used in Fuzion:

+1 STR, +1 REF, +4 KD Armor (4 PP), Requires a COMPETENT ego roll to enter or exit Frenzy (-2 PP). Cost: 2 PP.

Herbal Medicine Healing (clarification)

The Kingdom of Allemaine is well known throughout the Broken Kingdoms for the skill of its healers and the power of their herbal cures. This healing lore can be purchased by player characters, and is one of the few reliable medical technologies in Ahrivine. It should be purchased according to the guidelines given for "Chinese Medicine Healing" presented in *The Ultimate Martial Artist*. The Focus for this power is expendable and expensive herbs.

Life Support/Resistance (New Power)

It is very common for certain non human races in fantasy role playing to have increased resistance to harmful environments, such as heat or cold, or to circumstances such as disease or age. Normally such effects would be purchased with the Life Support power. However, LS grants full immunity, something that is generally beyond the scope of the races in question.

In the Broken Kingdoms, this is resolved by taking a limitation on the Life Support power and labeling it as "Resistance Only." This is a -½ limitation. Resistance applies over the short term only, and generally extends the amount of time that a character may survive in the environment by a factor of x3 to x5.

For instance, Mountain Dwarves are very long-lived, as are certain noble lines of Allemaine and Calabria. This is purchased with LS: Immune to Aging (Resistance Only) for 2 character points. Thus, Mountain Dwarves age from 3 to 5 times more slowly than ordinary men, generally living to be 200 years or more. Similar resistance to heat, cold, disease and the effects of starvation are also seen in Dwarves (they are particularly hardy).

Life Support is commonly used as the defense for certain No Normal Defense attacks. For instance, a Hedge Magician might brew up a plague or pestilence that caused disease in his foes. Resistance grants increased defense against attack forms such as this, but not complete immunity. Assume that it extends the necessary exposure time by one level on the Time Chart. That is, if the magic disease normally took effect in 1 phase for ordinary characters, a Dwarf with Disease Resistance must be exposed for a full Turn before suffering the effects.

Fuzion Notes:

Treat this as a Fuzion Immunity that only costs 2 Option Points.

Moving in Armor (MIA) Levels (New Power)

Experienced warriors—particularly knights of cinema and certain nonhuman warriors such as Dwarves—seem to ignore encumbrance penalties despite the use of heavy armor, quite in violation of the Hero System rules on Encumbrance. Many players, anxious to play such characters, despair without a way to avoid the DCV and DEX penalties invariably associated with wearing armor in the Hero System. Moving in Armor Levels seek to address this situation.

Moving in Armor (or MIA) Levels represent the skill of veteran warriors to learn and adapt to the movement restrictions of their armor, partially negating the effects of Encumbrance. MIA Levels are seen frequently in knights and professional soldiers who spend much of their time in armor, and is also common in long-time adventurers. MIA Levels are also known to rogues and thieves who routinely wear heavy leather garb but value their agility. MIA levels may be purchased according to the following guidelines:

1) Each MIA Level must be bought for one of three general armor types—Leather, Mail or Plate. Characters may freely purchase Levels from more than one category, but only one sort of level will apply at any give time and characters may never combine MIA levels from two different categories at any given moment. The decision of whether a suit of armor is leather, mail or plate can generally be determined by special effect and mutual agreement between the player and the GM. If in doubt, use the DEF of the character's torso locations (9-13) as a guide. DEF 1-3 is leather, 4-6 is mail, and 7+ is plate.

2) MIA Levels cost 5 points each. This is based on the calculation of 2 separate 5 point levels, one for DCV and one for DEX-Based Skills, with the limitations "Can only cancel encumbrance penalties (-½)" and "Plate (or Mail or Leather) Only (-½)."

3) Without specific special dispensation by the GM, no player may ever purchase more than two MIA Levels in a given category, usually canceling out all encumbrance from leather armors, leaving mail-garbed soldiers with a -1 to DCV and DEX Rolls, and plate armored knights with -2.

4) One MIA Level cancels out a -1 penalty to DCV and DEX rolls. They can only cancel penalties—the final effect of MIA Levels can never raise a character to higher DEX Rolls and DCV than his unarmored state without a shield. However, the DCV bonus for shields **can** raise a character to a positive value, up to the DCV level of the shield.

Example: *Sir Sagramore wears royal plate armor in the traditional Allemaini style, granting him 8 DEF and weighing in at 40 kilograms. He also bears a large shield for 7 more kilograms and a +3 DCV bonus. Ordinarily Sagramore would be at -4 DEX Rolls and -1 to his DCV. However, he has +2 MIA Levels/Plate. This reduces his DEX penalty to -2, and makes his final DCV a +1. Should he drop his shield his DCV penalty would become -2 as well.*

Certain individuals who spend most of their waking lives in armor—legendary knights errant, Dwarven heroes, etc.—may buy up to 4 MIA Levels, effectively canceling out the limiting effects of armor all together. This is only recommended for epic fantasy campaigns, and always with the GM approval.

In Fuzion we would treat this as a Talent, which would cost 3 Option Points for each "MIA Level" the player wants..

Two Weapon Fighting (clarification)

This skill first appeared in the *Dark Champions* sourcebook, *An Eye For An Eye*, but is equally applicable for this setting. It is reprinted below, with some minor modification to reflect the substitution of the melee weapons and the Sweep maneuver for firearms and Rapid Fire.

The character has learned to fight with two weapons. Two Weapon Fighting costs 5 Character Points. With this maneuver a character ignores the first -2 OCV modifier when Sweeping with two weapons. The character using the Sweep maneuver can attack two targets at no OCV penalty, three targets at -2 OCV, four times at a -4 OCV, etc. Each weapon must be useable in one hand. Attacks from the character's off hand take the -3 OCV penalty (in addition to any Sweep modifiers) unless the character is Ambidextrous.

Note that this maneuver is effectively 2 Combat Skill Levels with Hand to Hand Combat (5 points each) that only counteract the OCV minus for attacking a second target in a sweep (a -1 limitation).

Remember, a character performing a Sweep is ½ DCV, and the Sweep requires a a full phase to perform. The multiple attacks cannot be aimed at the same target.

Two Weapon Fighting Cost: 5 Character Points.

In Fuzion, this Talent that would cost 3 Option Points. Limitations for off-hand still apply.

Disadvantages

Most Disadvantages will work exactly as they are presented in the Hero System Rulesbook. However, a few disadvantages unique to the setting should be noted here.

Age

Note that certain family lines of Men and Dwarves—now quite rare—are possessed of extended life spans. It is not uncommon for them to live 200 or more years. They may take the Age Disadvantage to reflect general physical deterioration, but it should not be taken until the character has reached an age of 150 years or so.

There are two immortal races known in Ahrivine: the Elves and the Giants. They should not be allowed to have the Age disadvantage.

Berserk

Players who wish to turn their characters into killing machines, with increased strength and fighting skill while Berserk, are encouraged to see the Frenzy ability described under "Powers."

Distinctive Features: Noble Bearing -10 points

Certain family lines of Allemaine can trace their lineage back to the first families of men in Albion. The Albionesse were sometimes called "High Men," and the label was not undeserved. They were taller, stronger and more handsome than most humans today, and this disadvantage reflects their common racial characteristics. Hair is usually black, and eyes are blue or gray. Characters with Noble Bearing have, in addition to these attributes, a certain aura about them that stands out and is often recognized.

Distinctive Features: Style Disadvantage -10 points

This disadvantage functions exactly as described in the *The Ultimate Martial Artist*, and can be taken by masters of any one of Ahrivine's formal martial arts combat forms. Characters are not required to take it, however.

Distinctive Features: Wizard -10 points

The strange aura which surrounds Wizards and distinguishes them from mere magicians can be detected even at a very early age. Common folk unfamiliar with magic will mark the young boy (or girl, there are two known female Wizards) as somehow "different." He will generally be avoided by other children and even his parents may treat him with a certain caution. Later, as the child develops, he may come across other magic workers, who will recognize the latent power and know that it is great, but may not be able to exactly identify its nature.

This "difference" is not concealable, and even when wrapped in disguise strangers will notice something unusual and undefinable about the Wizard. However, because people will not always pay attention to these feelings, or will simply dismiss them, it is worth only 10 points.

Normal Characteristic Maxima

All player characters should automatically have this disadvantage without receiving points for it, unless the GM has declared otherwise. Note that certain Pallean heroes, as well as nonhuman races, have Increased CHA Maxima.

Physical Limitation: Illiterate -10 points

As mentioned earlier, characters in the Broken Kingdoms are assumed to be literate in the languages that they speak. Those who are unable to read and write may take this additional Disadvantage.

Physical Limitation: True Name -15 points

This disadvantage is universal among certain magical beings of Alia—it reflects the ability of mortals and immortals to command those magical beings through the use of the victim's true name. The mechanism for this process—called "Binding"—is detailed in the Magic chapter and is based on the Prescence Attack.

Player characters will not usually have this limitation. It is intended for Devils, Incarnates, and other beings of magic origin. However, Player Character Wizards, Elves and Giants are subject to the limits of True Name and must have this disadvantage. It is considered to be Uncommon, but Totally Limiting.

Public Identity

Public Identity is the ultimate reputation. It can be taken in addition to that disadvantage to represent an individual whose face is recognized instantly wherever he goes. This is very rare in a fantasy environment, but does occur when certain Kings or heroes have become famous over many years. For this reason, it is seldom appropriate for a beginning player character.

Reputation: Limited geography

Many reputations are local, and do not extend into nearby Kingdoms (or sometimes even over the next hill). One example of this is the young hero who may have performed a great deed or two in his home town, but is largely unknown outside of it. Another is the retired hero or hermit, who generally stays in one place.

These characters can purchase a Reputation with "limited geography," similar to the Hunted disadvantage. Like that disadvantage, it lowers the value of the Reputation by 5 points.

Reputation: Bastard (extreme, limited geography)

This reputation reflects the prejudice held against bastards in the Kingdom of Tarsus, where family and lineage are very important. A bastard has no family to back him up when he needs help, and if killed he will have no one to avenge him. The unqualified disrespect given to bastards in Tarsus makes this disadvantage "extreme reaction." However, most other Kingdoms would not have such a powerful reaction to a character's bastardy, and the chances of it even being known outside of Tarsus are slim. Therefore this reputation should take the "limited geography" modifier mentioned above.

Secret Identity

This disadvantage is used in the Broken Kingdoms perhaps more often than in other fantasy environments. It is used to represent some great and terrible secret which a character might keep hidden from those close to him—not just his identity, but anything which might be dangerous if revealed. For instance, a character who learned that he was the secret object of a great prophecy might try to hide or deny that fact, and this could be represented with a Secret Identity. Perhaps a famous knight actually committed treason against the King in his youth, or struck down a foe dishonorably. He might try to conceal this fact in an effort to maintain his reputation. Secret loves and romances—particularly common in Allemaine—might be represented with Secret Identity.

Option Points for Fuzion Complication:

Distinctive Features: Noble Bearing: Constant frequency, Mild intensity, Minor importance, 4 OP.

Distinctive Features: Style Disadvantage: Infrequent frequency, Strong Intensity, Major Importance, 8 Ops.

Distinctive Features: Wizard: Constant frequency, Severe Intensity, Minor Importance, 6 OP.

Physical Limitation: Illiterate: Contact frequency, Severe Intensity, Major importance, 15 OP.

Physical Limitation: True Name: Infrequent frequency, Extreme Intensity, Extreme Importance, 25 OP.

Public Identity: Constant frequency, Strong Intensity, Major importance, 13 OP.

Reputation: Limited Geography: Infrequent frequency, Strong intensity, Major importance, 8 OP.

Reputation: Bastard: Infrequent frequency, Severe intensity, Extreme importance, 20 OP.

Secret Identity: Infrequent to Constant Frequency, Strong intensity, Major importance, 8 - 12 OP.

Successful Character Building

Five things to keep in mind when you are making your character. A note to experienced Hero Games hacks: do **not** skip this section.

Make A Character You Want To Play

This may seem incredibly obvious, but it surprising how many players make characters for the GM or for the group instead of for themselves. The gamemaster and the other players will not be playing your character. You will. If you do not like him, it will show. Is there something about this character that you are looking forward to playing? Can you identify with this character?

Often the gamemaster gives the players additional restriction on character creation. He may require all players to come from one Kingdom, or perhaps they must all be mercenaries, or nobility. Usually the GM has good reasons for these restrictions and players should try to work within them. If the gamemaster has limited your character so much that you cannot make him enjoyable, now is the time to approach the GM with the problem and resolve it, before the campaign starts.

Be Action Worthy

As entertaining as it can sometimes be to make the befuddled scholar or the child character, remember that this is an adventure game. Danger is a common circumstance, and your character will have to be able to handle himself in these situations. This does not mean that every character you make has to be a weapon master, but some basic combat skills will probably come in handy.

Three Is A Company

Remember that you will be part of a company of adventurers (the other players). Don't make a character who cannot get along with others. If your character insists on being a loner, it will rapidly complicate the gamemaster's life and take away from everyone's enjoyment of the game. Player interaction and cooperation is the soul of role playing. Note that this does not mean that your character has to be a "warm fuzzy." Rivalries and secrets are encouraged. But they should not be so violent or so secret that you cannot associate with the other player characters.

Take It With A Twist

Don't let your character fall into stereotypes. Put a twist on him that makes him unique. Even if you are using a Package Deal, there is a lot of room for individuality. For example, all knights are not the same. They can be young and inexperienced or aging and world-weary, enthusiastic or alcoholic, inveterate punsters or giant-killers, harpers, jousters or hunters. This book is a spur to your imagination, not a limit to your creativity.

What's Your Secret?

There are many secrets in the Broken Kingdoms—secret prophecies, secret identities and secret motivations. Sometimes it seems that everyone important has one. Pick something about your character that few (if anyone) will know. Perhaps the GM has some secrets in mind for you, in which case your character might not even know the secret (though you should give the GM some suggestions, just to make sure that the two of you are playing from the same sheet of music). Secrets get the characters involved in intrigue, and promise future revelations or plot complications, as they are kept hidden or revealed.

Character Goals and the Plot

In the author's opinion, there is nothing so wonderful in a role-playing game as a player character with a really good goal.

Player character goals give the GM material to work with. They get the players more involved in the direction of the game, making it what they want, instead of just the Gamemaster's playground. And because it turns players into motivators instead of followers, it raises player interaction and therefore role-playing. As players pursue their own goals, the game becomes more spontaneous and unpredictable, and thus more fun.

No gamemaster has an endless supply of adventure material (though the best ones present a convincing illusion). When the well of ideas is dry, and there are no convenient source materials to crib from, player character goals become a ready made solution. A player is hunting down the Baron that killed his wife and stole his lands? Now is the time for the local peasants to stand behind him in revolt. Perhaps the Baron sends assassins after the PC, or maybe the wife had a sister that shows up, sending the player into all new depths of angst and tortured memory. In this respect, the best goals should be midterm goals—the sort of goals that take a few months of game time to accomplish. Then, when the goal is resolved (one way or another) the player can choose another, and the whole procedure starts up again. When a whole company of adventurers have their own goals, the GM has it easy. All he has to do is sit back and throw speed-bumps in the players' way, as they motivate themselves into creating their own adventures.

Players have more fun when they're doing what they want to do. And while most gamemasters are experienced at probing their player's likes and dislikes, nothing beats the feeling a player gets when he takes the campaign in his own direction. They become partners with the gamemaster, writing a script tailor-made to themselves. Of course, all of the players will sometimes compete for the limelight, but competition like this is more often good than bad. As long as the gamemaster shifts the focus between all the characters, the entire company wins. The game becomes based around their personal conceptions of the environment and their own tastes, with a little of

the GM thrown in for balance and "artistic vision."

How many gamemasters have worked hard to motivate player characters into participation in the latest plotline, only to tear their hair out when the players are stubborn? If the players are the motivators, that doesn't happen. Or at least, it doesn't happen to the GM. Instead, the player gets to convince the rest of the company that they all need to go help him defeat the Baron (and his personal army, and his duelist bodyguard, and his ...) to reclaim his ancestral home. The rest of the company may want payment of some sort—payment that it is up to the player to provide. Again, the GM can sit back and throw obstacles at them, or get his combat charts ready for the next horde of Inach.

Finally, many campaigns get a sort of monotony to them. Players without goals tend to act as the gamemaster wants them to act, leading to predictable responses that the gamemaster knew would happen all along. While this keeps the campaign safe, it also makes it dull. When six players all have goals, some of them are bound to conflict with the gamemaster's plan. This creates a spontaneity that makes the campaign totally unpredictable. Gamemasters who looked forward to taking it easy while players pursue their own goals will be forced to confront that fact that their lives will get even more complicated than they have been, because players will be taking the campaign all over the map of the Broken Kingdoms, pursuing their own goals quite at the expense of the carefully laid out script the GM has prepared.

And that is just as it should be.

So think a little about a goal for your character. What does he want? What is he trying to accomplish? A good goal gets the character involved in plots, but remember the Don'ts of goals: 1) do not dominate the entire game; 2) do not go overboard, creating a character who is obsessed with attaining his goal to the exclusion of all other activity; 3) do not make a goal that is too easy.

If your goal is the sort that is impossible to attain (perfectly acceptable—some of the best heroes fought wars that they could never win) set some lesser "markers" along the way. Goals may be as vague as "to become rich and powerful" or as specific as "master the seven enchantments of Ringolor the Unholy." Make sure your GM knows your goal and, if it doesn't fit in with what he has in mind for the campaign, work with him to come up with a new one.

Equipment and Weaponry

The individual sorts of weapons, armor and other equipment necessary for characters can be found in the descriptions of the five Kingdoms. It is recommended that players equip themselves at start only with items available in their homeland. For instance, a Calabrian could not start the game with Superior Plate Armor, since the only people capable of making such a suit are in Allemaine. However, he could start off with a matchlock musket. Individual exceptions (for world-travelers, for example, or characters who begin play far from home) are of course possible and should be discussed with the GM. Also note that the weapon and equipment lists given in the Lands chapter are meant to be examples only, and not definitive lists. If a player wishes to purchase some item of equipment which makes sense for the culture but is not on the price list, the GM will have to decide on a price based on the information given.

Magical Items

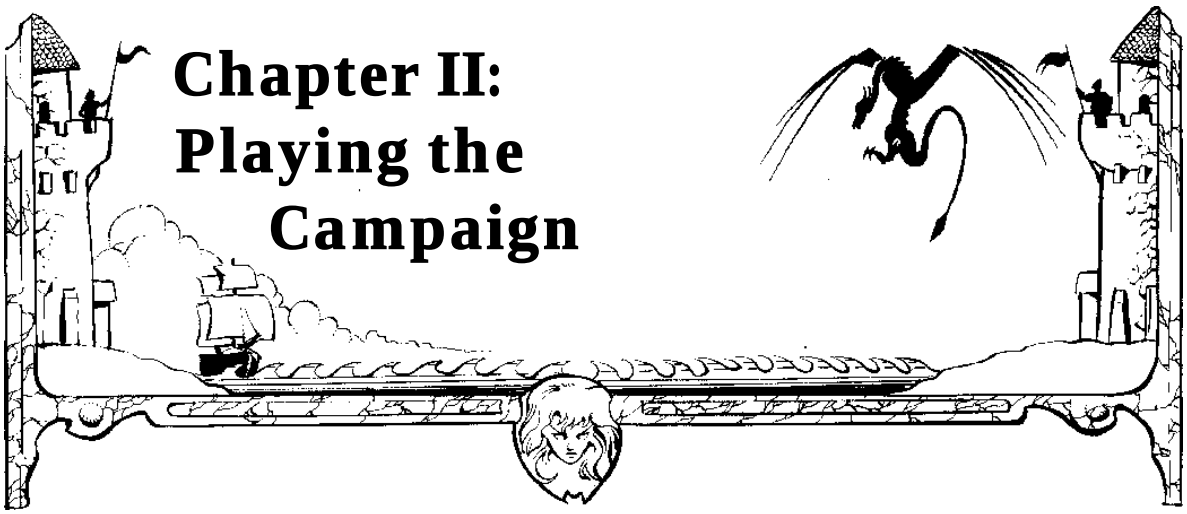
Magical items are generally not available for players at the start of play. This includes Superior quality equipment. If magic items are allowed to characters, they should always be paid for with character points. Gamemasters may allow players to start with items of this sort, and should do so if the player has a good story behind the acquisition of the item, or especially if the item itself provides plot or adventure hooks. For instance, if a player wants his character to start play with a suit of magical Dwarven chainmail the GM might be hesitant. But if the mail is actually an royal heirloom of the Dwarves, and they want it back (thus providing a useful subplot that the player will eventually have to deal with) then there is much less difficulty in allowing the item.

Weapons and STR Minimums

STR minimums for weapons in the Broken Kingdoms are calculated slightly differently than the normal procedure, as shown in the Hero Systems Rulebook. STR minimums for weapons are calculated based on the base points for the HtH attacks or KA, without any added points for OCV or Advantages.

OCV bonuses (or penalties, for that matter) for Ahrivine weapons reflect the weapon's balance, ease of use, and flexibility in combat. A sword is a cut and thrust weapon, for example, much more flexible in combat than, say, an ax or a spear. It is for this reason that a sword has a +1 OCV bonus, and there is no reason why such a tactical benefit would make the sword heavier or harder to whip around. In fact, the opposite could be argued. Therefore, OCV modifiers are never included in Ahrivine weapon STR minimums. The same argument holds for RMod bonuses in matters of ranged weapons—the bonus is considered to be due to superior design or better materials, and does not raise the necessary STR. Power advantages also do not apply to weapon STR minimum calculations, for similar reasons. Magical effects which give additional advantages likewise do not usually raise the necessary STR.

After your character has been made and the campaign has started up, players and gamemasters can start to actually enjoy themselves (some players just like making characters—those folks can go back to the Character Creation chapter and start all over again). The general advice on character and game play given in the *Fantasy Hero* Campaign Book applies in the Broken Kingdoms, too, but there are a couple of additional things to remember. These two concepts—player to player relationships and player contributions to the background—will help to make Ahrivine more than "just another fantasy world."



Chapter II: Playing the Campaign

Player Relations

In the best role-playing games, players relate and play off of each other, instead of just to the gamemaster. This is perhaps best explained with the "spokes of a wheel" analogy. Pretend that the gaming group is a wheel—one of those old-fashioned wagon wheels, not a rubber tire. The gamemaster sits in the middle, at the hub, and the players are around the outside. In many games, players only relate to each other by going along the spoke and through the hub, the gamemaster. Then the gamemaster returns the energy back out whichever spoke is necessary. The players don't play with each other, they all play with the GM. The ideal situation has the players breaking free of this analogy—they communicate along the rim, and ignore the spokes and the hub all together. They role play and plot and scheme, and sometimes even roll dice and resolve combats, without ever needing the GM at all. There are a variety of things that the players can do to assist this process, and this essay deals with three of them. They are: promoting conflict without preventing cooperation, the roles of players within the company, and the creation of player partnerships.

When two player characters argue or debate their next course of action or the results of a recent effort, or work towards mutually opposing goals, that is "character conflict." Conflict does not have to be bad. If everyone gets along all the time, the game can be very boring. Players that have their own agendas and their own ideas of what is right and wrong pull the group in different direction, creating tension and drama. The trick here is to create conflict without preventing the company from cooperating. Players need to be able to work together, resolving conflicts in a way that enhances the storyline and permits everybody to have a good time. Don't take character conflict personally, and don't let your characters come to blows over the matter. This usually signifies a permanent break in the company, and somebody will have to either make a new character or else leave the game. That goes beyond simple "conflict" into "confrontation."

Companies often benefit from the right mix of character roles. One character should have a Leader personality. He or she gives the orders and generally decides what the company will do. He is assisted in this effort by a Lieutenant, who stands beside him and helps to execute the orders. The Leader should generally be opposed by a Rebel. This is the guy who is always arguing with the Leader's chosen course of action. Interplay between the Rebel and the Leader keeps things interesting. Finally, the rest of the company are Soldiers, generally obeying the Leader and enjoying themselves, without telling other players what to do. Companies without one or more of these roles tend to flounder. Without a leader, the company wanders without direction, blindly seeking whatever they perceive as the gamemaster's plotline. Without a Lieutenant, the Leader can seem overbearing—not only giving orders constantly but also making sure that they are obeyed. The other players often get tired of this kind of behavior and player conflict results. Companies without Rebels may work like well-oiled machines, but they can also be very tedious, since there is no drama within the team. Think about what role your character should take in the company. Is he a take charge kind of guy? Perhaps he lacks the stability of the true leader and is a better Rebel. If you don't want to give orders but still want to help out, accept the role of the Lieutenant. Finally, be careful about having too many people in the roles of Leader and Rebel. This will cause the company to fracture or argue constantly, and nobody will have any fun.

Once the company gets together and starts adventuring, take a look at your fellow characters. Which of them might your character take a particular liking to? Are some of them better friends than others? Think about forming partnerships with a player or two; working together in the future. Two fighters can agree to watch each other's back, or use complementary fighting styles to become more than the sum of their parts (shield walls, for example, or a pankrationist who legsweeps opponents to set them up for the Tarsan Warlord). Magician characters may take on apprentices, or expand their knowledge with skills learned from the other members of the company. Elderly or seasoned veterans can adopt the young characters, be-

coming father figures. All of this stimulates the player characters to role play with each other, instead of relying on the GM for all communication.

So after all the points are spent, and the numbers crunched and the company assembled, after the preliminary tavern brawl is over and the players are looking at each other and the GM with expressions of "who are these other guys?", take a look at yourself and see where you fit in. By adopting roles such as Leader, Lieutenant and Rebel the company will gain direction. Players who conflict without blocking cooperation give the company drama. And partnerships between players help them to work, talk and play together, enhancing each other and the game, while at the same time allowing the GM to do what he does best—creating adventure.

Contributing to the Background

Fantasy literature remains popular for a wide variety of reasons. These reasons include the wonder of the fantasy worlds created, the heroic exploits of the protagonists, the magic, the monsters, and the skill of the telling. Fantasy role-playing enjoys the same success, for largely the same reasons. And while the author will not try to debate which of these elements is the primary cause for the success of fantasy role-playing over other genres, it is appropriate to discuss one which is certainly in the top ten. This is the engaging detail of the background, detail which is meant to bring the reader—and the player—deep into the environment and to keep him there. It makes the world seem real.

This level of detail takes many forms. Perhaps the most famous remains the 16 fully developed languages created by J.R.R. Tolkien for his epic fantasy world of Middle-Earth. Other authors have explored their own fields, including sociology, mythology, military science, economics, geography and geology in an attempt to create a world that is as realistic as possible. This, despite the presence of wizards, dragons and other elements of fantastic literature.

Sadly, this book has not achieved that goal. No matter how hard we try, no single volume can bring you all the tiny details that will make the Broken Kingdoms of Ahrivine come alive. Completely aside from the sheer volume of history that might be required, it is a fact that every player has his own expectations and his own interests. How can a single book answer all the details of linguistics, social custom, legend and religious organization that thousands of fantasy role-players might have. No, that job has been reserved for someone much closer to the problem; someone who knows exactly what is needed in this book, someone with ideas of their own about how the Broken Kingdoms should be.

You.

That's right, you. The GM has his own work to do; we'll get to that in the Gamemaster Chapters, but here we are talking about the players. If the players take that bold step of contributing to the background, suddenly the engines of creation are multiplied, and the world breathes to life all the faster. Much of this book was, in fact, created by players in the author's campaigns. Examples of such contributions include journals, letters, histories, legends, social customs, even monsters, antagonists and other NPCs. Completely aside from the added level of detail that player contributions grant, they have other benefits as well. First, however, let's look at the forms that player contributions can take. Then we'll talk about the added benefits and what rewards the players can hope to see, along with a discussion of the GMs role in all this mess. Finally, an example of a player contribution is provided, for a little inspiration.

Perhaps the easiest player contribution, and the most common one for players who role-play a lot anyway, is the character diary. These usually start off as a simple record of the campaign, recording the events from the player character's point of view. But they don't have to stay that way. Use the journal as a method for getting into character, and try to get inside the character's head. What does he, or she, think about your current mission? What do you want to get out of this adventure? A good way to start is to record your observations of the other player characters, and any NPCs that you meet. What do you think of them? Do you like them, or find them interesting? Feel free to create details about them that the GM may have overlooked. For that matter, make whole conversations. As long as you don't seriously injure anyone, the GM will probably let it slide. A common addition to journals are Letters, usually sent to NPCs back home or far afield. Letters can make a marvelous way to record events, simultaneously adding characterization to both writer and reader. Gamemasters should always respond to player letters—it helps develop the NPC and passes on current events to the player, adding to the reward.

Once the journal is mastered, or if your character isn't the type to keep a journal, move on to other forms of contributions. Perhaps you can write up an old legend from your homeland. It could be anything, legends are often pretty wild. And if the legend has a magic weapon in it, or a famous hero, the Gamemaster can add this to his mix of possible plot elements. It can be pretty exciting to come across the Sword of the Hooded Viper or the Hero of Liauren in a campaign, particularly if you are the one who created it! In a similar vein, players can often write entire sections of the campaign history, usually from an up-close and personal standpoint that broad overviews (like this book) cannot easily duplicate.

Many players consider themselves to be poor at writing. They are "Game Mechanics" instead of "Role Men." Do not think that this is an easy way out of contributing to the background. Players who would rather juggle points than plots can create monsters, magic treasures

and spells, antagonists and supporting cast members to join the GM's arsenal. The gamemaster, or the player and the GM in cooperation, will make whatever alterations are necessary. Artist players are valuable indeed, and are used to frequent requests by other players to draw characters. Putting that talent to work for the GM by drawing NPCs, maps, "group photos" and memorable scenes can be lucrative in terms of points, and all players get to enjoy the results.

Whatever form they take, player contributions do more than just fill in the blank spots on the map. They also provide tangible benefits and even, depending on the GM, experience points. When players are traveling all across the Broken Kingdoms, letters can bring them news from home, clueing them in to all those behind-the-scenes schemes that the GM is brewing. When a player creates a magic item that he later comes across in play, it can be nice to have some knowledge of its abilities (GMs often have to change these a little, but not enough to make a player's knowledge useless—just enough to restore some mystery). Players can create special titles or offices to which the character can later aspire (and are often strangely suited to—look at the King's Champion of Tarsus for just such a contribution). And when the company faces a monster hatched by the fevered brain of the Game Mechanic, he will have some inclination of its capabilities (and the other players will know who to blame!). NPCs and heroes can be called upon for aid by player characters in need (not too often, of course, and seldom without repayment).

One tangible reward for player contributions are actual character points, which can then be used to improve the character's abilities. Under good conditions, this procedure is highly recommended. Nothing gets the players writing better than points. But the GM must be stingy, or else the power level of the game will explode, and players who submit contributions will rapidly outstrip those who do not. Gamemasters should be very wary of giving out more than a point a week for player contributions. Half-points will need to be used for frequent letters, just to keep the players from getting too big, too fast. Epic stories and large canvasses would earn more, of course, but gamemasters should always err on the side of caution. And if players have trouble working at differing power levels, it is often best not to award points at all.

This brings up the role of the Gamemaster in player contributions. The GM is like the President, only better. He has the line item veto power. That is, he can accept portions of a contribution, and reject others, sending them back to the players for revision. Magic widgets that are too powerful can be toned down, with or without the player's approval or knowledge. Monsters with convenient weaknesses (which their creator may exploit unfairly) can be adjusted. But if the GM accepts a player's work, he has to keep the commitment. Someday, not necessarily soon, that contribution should become part of the plot. Magic items should be sought after or found, antagonists should be faced, and letters should always be answered (quickly, too). Otherwise the GM is letting the player down and not keeping his end of the contribution bargain.

No fantasy role-player can be in the hobby for long without getting ideas of their own—people, places, sometimes an entire world. Player contributions are the escape route for those ideas, and they make the entire campaign richer for it. Try it; you'll like it. Especially if the GM gives out points.

Here's one such contribution, written by a player in the author's first Broken Kingdoms campaign, back when it was called "Avalon." It's from James Mueller, the creator of Farland the Giant. Readers will take note of the names in this story—you'll see many of them again later in this book.

The Tale of Cloudwalk and Starchaser

One evening after dinner, the little group gathered on the foredeck to admire the stars. Out of politeness they often came to Farland to hold their conversations, as he found their talk quite pleasing. Under the silver moon and glittering stars, the talk came around to romance as it sometimes does under such circumstances.

"Ah. I'm afraid the greatest tale of true love belongs to the Giants." Farland sighed into the night air.

"Come now. Giants are hardly known for their passion, I would guess." Hyllus smiled his ironic smile.

"Hmm. That's because you don't know us very well. Why don't you decide for yourself after I tell you about it?" Everyone settled into more comfortable positions to listen to the usually quiet Giant tell his story.

"Many ages ago, and I do mean Ages, there was born to pair of the First a beautiful daughter. She was the fairest child yet born to the Giant people and she was the light of her parent's eyes. As she grew she developed from the first a love of nature, and as she came to adulthood she reached a rapport with the environment as has never since been seen. She could understand all the animals, much like our friend Malatar here, but she could also hear the voices of the grass, the trees. Eventually she could understand the wind and the water. She came to be called Cloudwalk, in the tongue of Man. And she grew more beautiful each passing year.

"Her every waking moment was spent out-

of-doors, wandering the countryside. More and more she devoted herself to all things natural and less and less to her people. Total devotion like that bears its own consequences. As Cloudwalk divorced herself from Giant society, she came to forget the customs of her people. Eventually, she forgot even the language of Giants. She wandered about the countryside far and wide, totally absorbed in the world about her, not even noticing its other sentient inhabitants.

"Well, needless to say, this distressed her family to no end. They were a pragmatic, high-minded bunch (indeed, from her younger brother are the Giant Kings of old descended), and they were quite disturbed that their beautiful child had left them. They beseeched her to return but she heeded them not. Her friends, brothers, parents all begged her to return, but it was like trying to persuade a cloud to go where you will it to. They even approached the Creator to ask for help, but he was wiser than they. 'Don't worry,' he told them, 'Cloudwalk is one with the world, and she's happy.' 'But she's all alone!' they cried. 'All of Nature speaks to her. Besides, the parting from all her kind will not last forever, though she will never return to you.'

"With the Creator's words, they gave her up as one lost and ceased their efforts (which were useless anyway). She took to wandering farther and farther, and everyone who saw her thought she was some beautiful wild creature—which in a way she was.

"So centuries passed as Cloudwalk went her solitary way. There came to be a younger Giant who, much like the rest of his family, loved to travel and see new things. This brother was called Starchaser. He heard of the wild nature Giantess (being distantly related), so he took a notion to find her and see for himself. He was like that, always taking one notion or another." Farland smiled gently.

"So he searched the whole countryside for years, until he found her standing in a forest glade with birds flying all around her and singing to her. She would sing back to them on occasion, and the sight of her beauty and grace as well as the purity of her voice smote Starchaser to his heart. He was totally taken, though he knew it not. Not understanding the feeling inside him, he tried to speak with her, but it was no use. She was unaware of him because he wasn't a part of her world.

"Starchaser wouldn't, couldn't just go away and give up. His blooming love for her drove him, and he followed her in her wanderings. Even as naive as Starchaser was, he finally realized he was in love. In love with someone who wasn't even aware of his existence, literally. He couldn't bring himself to leave her side. For years he trailed her about, trying to figure out what to do. Nothing he tried worked, but he refused to give up.

"One day Cloudwalk was wading in a fast stream, apparently fascinated by the sunlight shining on the ripples in the water. She went down the stream not realizing it led to a steep waterfall. When she got near the edge, she suddenly lost her footing and fell! Giants are sturdy, but a fall of hundreds of feet will hurt or even kill us.

"Stargazer acted without even thinking. He leapt after her and caught her hand just as she was going over the edge! As he braced and tried to find footing secure enough to pull her up, he gazed into her eyes—and her eyes met his! His heart jumped and he pulled her up with a single tug. Then she smiled at him and the sun on the water was put to shame.

"But she turned away and wandered off when he tried to speak to her. Once again, it was as if he didn't exist. Starchaser was crushed. He almost threw himself off the waterfall right there. He hesitated because it wasn't a sure death, and because the memory of that smile held him.

"He realized that any price was worth paying for that smile, but he still didn't know what to do. So he went off and found a solitary cave where he could think.

"Around and around, back and forth, he thought about it. What had he done differently to get her attention? He had touched her, but previous attempts to take her hand had accomplished nothing. Then he hit upon the key, the secret.

"He had acted without conscious thought. He had acted completely ... naturally. Once he was in tune with himself, he would be in touch with nature. And then, ah! then he would be in her world.

"So Starchaser returned to his family. He told everyone good-bye and related his plan to a few close friends. Then he went off to seek to become one with nature. Not an easy thing to do!

No, not by a long stretch. It took him many years, centuries even to become enough like his love to fit into her world. But, as they say, true love conquers all. A saying is not made the worse for having been used before.

"So he went to her, and she immediately turned to him and smiled again. Now they could talk and share with each other all the things they had experienced and hoped for and dreamed about. Thus the Creator's words were fulfilled, and Cloudwalk's loneliness came to an end, though she never returned to her family." Farland finished his tale and looked at the stars, a pleasant smile across his lips.

"But what happened to them? Surely that's not all?" Olivia wanted to know.

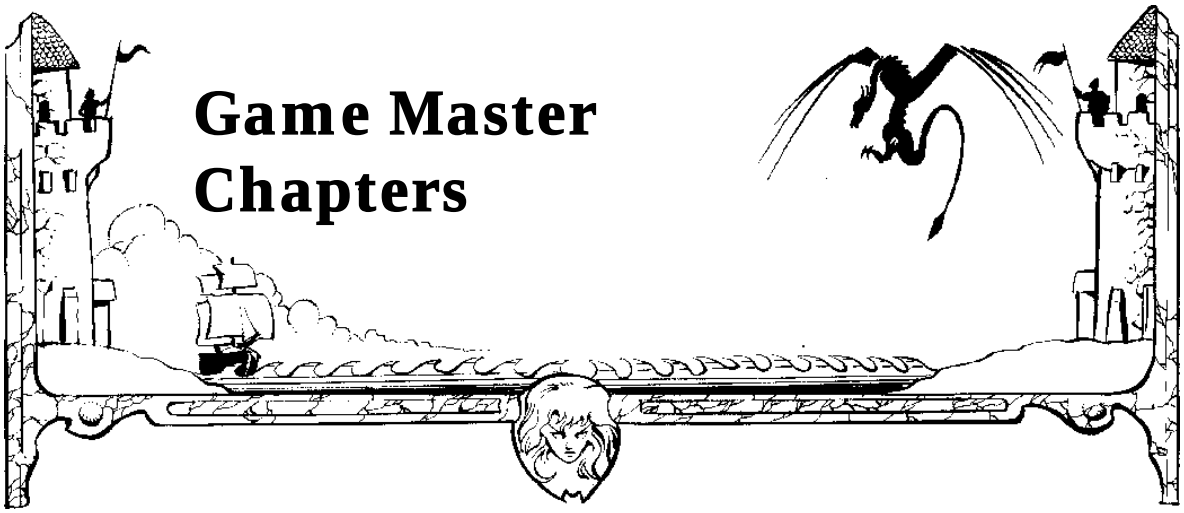
"Hmm. A wise person realizes that 'happily-ever-after' isn't the end, but the beginning. And you want to know what happened next?" They all nodded.

"The truth is: no one knows. They wandered the known lands for a time together and then—they were gone."

"Gone where?"

"In those days, there were no Men," Farland scratched his head as if trying to remember dates, "or at least, very few. The other people were not so numerous. It was not inconceivable that a couple could just ... wander off. That is my theory. The usual ending of the story is that they eventually turned into the Twin Falls, or the Pillars of Mithridates. Or some other double geographical features that the narrator chooses. Who knows? Magic was strong and evil unknown then." Farland paused and leaned down closer.

"My own personal hope is that they left and either went over the sea to the West, or wandered off into some far southern or eastern place. Someday we will travel to a far land and meet a race of Giants descended from them; that's my dream." Farland leaned back and put his hands behind his head, gazing once more at the stars.



Game Master Chapters

Players—do not read these chapters. Skip directly to the **Broken Kingdoms Source Book**. The reason for this is simple: most of these next four chapters are about scripting adventures, handing out experience and other things that you don't need to bother with. The remainder, particularly the last of these four chapters, contains information of a secret and sensitive nature. Reading it will spoil the surprise and force the GM to rewrite large sections of the campaign.

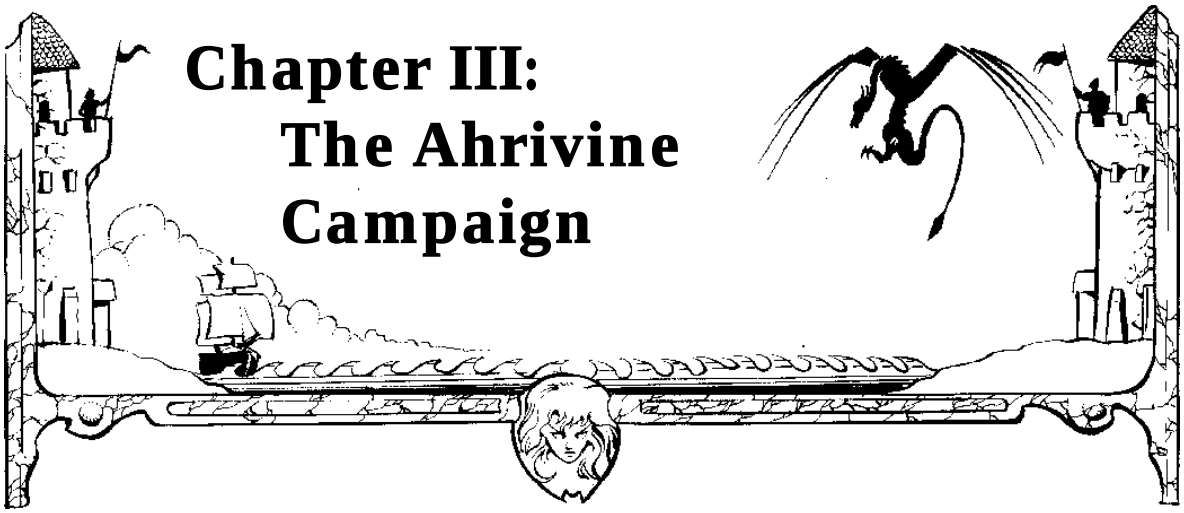
Gamemasters will first find the five primary "subgenres" of Broken Kingdoms adventure, the styles that most game sessions will fall into. A discussion of outlining and plotting the campaign follows, with notes on the "novel" format . The chapter concludes with a discussion of relevant Themes in this setting—elements which will reappear often in the Broken Kingdoms and Ahrivine in general.

The second chapter, Long-Term Challenges, is designed to offer gamemasters advice on how to handle the many plots and subplots of the Broken Kingdoms, and also how to hand out experience points and regulate character growth. Certain specific elements of the Broken Kingdoms may make players and gamemasters uneasy; in particular this includes the existence of gunpowder and early firearms in the setting, along with strong racial and sexual prejudice common throughout Ahrivine. These sensitive issues are discussed, and explained.

Preludes discusses one of the most helpful "tricks" that gamemasters might use to surprise their players, establish setting and enhance drama. In a prelude, every player's background story is developed as a one-shot adventure for the entire player group.

Finally, the chapter on Things Players Were Not Meant to Know discusses some of the big secrets of the Broken Kingdoms, secrets that reveal the workings of fate and how destiny might affect the player characters.

It should be noted here that the *Fantasy Hero* genre book has an excellent section on Campaigning, including quite a bit of good advice for gamemasters. Take special note of Basic Game Mastering and Confessions of a Hack and Slash Junkie.



Chapter III: The Ahrivine Campaign

Here, we'll discuss the styles of Broken Kingdoms adventure, how to plot a long campaign (or even a short one) and some important thematic elements to the setting.

Styles

This section describes the five major styles of play in the Broken Kingdoms. These are "sub-genres," each of which could be a full campaign on its own, or part of a larger, Epic-style, campaign. Before starting a new campaign, take a look at these styles and think about which ones will interest you and your players.

High Adventure in the Kingdom of Allemaine

The Kingdom of Allemaine is home to brave knights, loyal squires and powerful magicians. Its heroes are besieged, however, by foes both within and without. Those who would make a name for themselves within its borders must possess courage, skill at arms and a willingness to put their lives on the line for abstract moral ideals.

This falls into the classic "epic fantasy" sub-genre. Allemaine adventure is typified by quests, tournament and war against hordes of foul creatures called Inach (and their larger Troll cousins). Within the realm, fantastic beasts, robber knights, evil sorcerers and other miscreants give the knight errant a full dance card. Although adventure is everywhere, some time is also spent on the finer details of life—courtly romance, intrigue and the luxury of the hunt. Allemaine is also a land torn by political divisions; a contest for rulership is likely and the battle lines have already begun to be drawn.

Characters are motivated in Allemaine by generally two principles: moral values and the quest for glory. Allemaine knights are a proud (sometimes even conceded) lot, and many slay dragons, rescue maidens and lower their lances for no better reason than to gain the admiration of their peers. But the best fight because its the right thing to do—because there are people out there who can't defend themselves, and its the job of those who can to protect them. This is a combination of "noblesse oblige" and "might for right" (with a nod to *Camelot*). If your players have to be motivated by money or force, then Allemaine adventure is probably not the place to take them.

As a side note, Allemaine is one of the few places in the Broken Kingdoms with an organized magical institution. Player groups who tend to magic-wielders may lean towards this land as a place of origin.

Further notes on adventure in the Kingdom of Allemaine can be found at the end of its description in the Lands chapter. The Scenarios chapter includes several story ideas as well.

Swashbuckling Romance with the Sea-Princes of Calabria

If your players would gladly give up their plate armor and broadswords for rapiers and roses, then Calabria is the place to be. The Sea-Princes are pirates and privateers, romantics and poets, who have an unfortunate tendency to squabble amongst themselves in political and emotional intrigue. Add to this the constant ravages of the Jahdetta corsairs from across the sea, and the resulting adventure mix is a lively one.

As the title suggests, this falls into the "Swashbuckling Fantasy" sub-genre of *Fantasy Hero*, but it has a few twists. One is the presence of magic. Rather than denying the power of magic and finding faith in a powerful religion, Calabrian scholars and scientists have probed the underlying nature of magic and teach its precepts in Universities all along the Coast. Otherwise, most of the swashbuckling elements are here: lighthearted, often patriotic adventure with brave heroes and dramatically flamboyant tactics. Typical adventure includes piracy on the high seas or political action and intrigue in the service of a Sea-Prince (*Three Musketeers* and *Scarlet Pimpernel* stuff). Although there are foreign corsairs who regularly raid Calabrian towns and engage their sailors at sea, Calabrian adventure is

most known for its internal rivalry—antagonists are more likely to be from the Sea-Port down the line than from some evil kingdom across the sea.

The heroes of Calabria are motivated by a love of adventure and romance for its own sake, and also for honor. Although money is often present—Sea-Princes have a lot of gold to give out for favors—it tends to disappear just as quickly. Characters can often have more individuality than the common knights of Allemaine, since a Sea-Prince can have many uses for a motley band of troubleshooters, and can reward them with perks, offices or nobility. Commoners can rise to a station that they can never achieve in the larger Kingdom to the north. However, power levels are often lower in Calabria—fencers are skilled and fast, but can't take on dragons, Trolls and hordes of Inach.

One unique element of Calabria is firearms. Thanks to the advancement of modern technology, this part of Ahrivine has reached the "pike and shot" level of military science, and musketeers are a real possibility. Matchlocks are the rule, however, so carrying a ready pistol under your cloak is still a rarity.

Calabrian adventure, along with several plot ideas, can be found at the end of their section of the Lands chapter. More campaign ideas can be found in the Scenarios Chapter.

Provincial Outlaws

True, Calabria has infighting, but there's nothing there like the class struggle and social unrest that is found in Allemaine's own Provinces. Here, repressive and corrupt overlords hold sway over a timid populace that finds as its heroes those whom other lands call criminals. This is the home of woodland bandit tribes like the Oak Men, and the most feared organized criminal network Ahrivine has ever known—the vicious Quartermain.

This is the place for "dark and gritty" fantasy, where heroes are motivated by greed and a lust for power, not nobility or other outmoded concepts. The squalid urban centers of the Provinces have given rise to criminal elements that put the stereotypical "Thieves Guild" to shame. Many players enjoy playing these selfish antiheroes. If you like to gamemaster them, this is the sort of campaign for you. It is a world composed of shades of gray, not the stark contrasts of good and evil seen in other Kingdoms. Adventure is often grim, and death is a very real possibility. Mercenary work and thievery are the adventures of the day—nothing is done without tangible reward.

At the same time there are the noble outlaws, in the tradition of Robin Hood. These men fight for a right to determine their own destiny, or to redress ancient wrongs. They battle sheriffs and constables, branded as outlaws by the powers that be, but beloved by the common man and typically leading a large band of ragged but stalwart allies. Here, material rewards are few—what wealth they steal they give away to those under their care. Again, we fight for nobility, honor and the right to be immortalized in song as a folk legend.

A third type of Provincial campaign is also possible, one entirely urban but still heroic, just in a darker tone. This is the *Fantasy Hero* equivalent of *Dark Champions*, where crossbow-toting vigilantes declare their own war on organized crime and the miscreants that have sprung up in the lawless Provincial towns. They execute criminals in a never-ending struggle to make the streets safe, and if your players are *Dark Champions* refugees, this might be right up their alley (no pun intended).

It should be noted that Provincial adventure is generally quite low in power and point level. Since all opponents are human, and magic is much more secretive and unpredictable, you won't find the monsters and evil sorcerers that plague other lands. Realistic sheriffs and other opponents are only slightly more powerful than your average beginning FH character. Gamemasters might want to reduce the point level of the players to keep them from dominating their enemies too easily and quickly.

Provincial adventure ideas are given at the end of their section of the Lands chapter, and more ideas are in the Scenarios Chapter.

Pallea: Heroes Out of Myth

Leaving modern fantasy conventions behind, travel to the classical realm of Pallea, where semi-divine heroes and demigods wrestle fantastic beasts, war against their neighbors, escape wicked enchantresses and quest after long-lost artifacts of great power. Based on the legends of ancient Greece, it has much to offer players: high power level combined with a relative lack of morality and ethics.

The greatest heroes of Pallea are those that are descended from gods—Incarnates actually, who were the servants of the true gods and have picked up where Rhea and Augelmir left off. Some adventure for political power, others for wealth, some by divine command or other obligation. They are chased and confronted by divine rivals, but receive clandestine aid from their own divine ancestors or allies. As a result, Pallean champions can expect a roller-coaster ride through destiny: kings and archons one day, impoverished slaves the next. All the rest of the Fantasy "genre bits" are here—magic treasures, dastardly villains, brave and enlightened heroes, prophets, non-human races, terrible monsters and distressingly active gods.

Martial arts and physical prowess are emphasized in Pallea, typified by its Great Games and other athletic events. Even wise scholars are expected to be battle worthy, and the islands offer the widest variety of true martial art forms in the Broken Kingdoms. This, combined with its semi-divine heroes, are just two of the most obvious features that set it apart from the rest of the Broken Kingdoms.

Pallean adventure is given a more detailed treatment in its section of the Lands chapter.

War on the Fields of Tarsus

Leave the wizards and loremasters behind—this is a place for sword-swinging heroes. Tarsus is a place of perpetual war, resisting the invasions of the oriental Fekeshi on the west, and the monstrous dragons on the east. The Tarsans are the greatest swordsmen in Ahrivine, a horse culture descended from Vikings, and those who would join them must have honor as well as strength of arms—for there are few rewards beyond the safety of one more year of security.

Tarsan adventure is of the "Sword and Sorcery" variety, emphasizing the power of warriors over magic. Evil is always just around the corner, but although players may fight their whole lives they will seldom make a difference in the bigger picture. Tarsans are more character points than all other warriors—even the demigod Palleans—but have the smallest level of importance in the campaign. Their destiny is one of eternal struggle. Opponents are often possessed of either vast numbers (the Fekeshi hordes) or awesome personal power (the dragons and other wyrm kin), and a Tarsan without friends or family is usually dead. In their quiet moments, the Tarsans are an honorable culture based on lineage and their partnership with the great horses of the plains. Due to the strong eastern influence, classic martial arts adventure plots (with a fantasy bent, of course) are also common.

The Tarsan people are not wealthy, so again money and other treasure is a poor motivator for Tarsan campaigns. However, heroes in Tarsus can always be forced to fight, usually defending their homes or themselves against an invader. Thanks to geography and politics, the Tarsans are cut off from support, and they have no one to rely upon other than themselves. Their greatest heroes fight because to demure would be cowardice—a fate worse than death (almost as bad as being a bastard). Many strive for personal development, mastering a particular Sword Art or bringing glory to their line. Of course, some Tarsans just like to kill things.

The great Tarsan horses are unique to the plains, and are semi-intelligent steeds in the tradition of Donaldson's Ranahyn and Tolkien's Mearas. Other unique elements include the legendary Wyrmslayers, and a kickboxing martial art form adapted from the Fekesh.

Tarsan adventure is given a more detailed description, including a full outline of a typical invasion epic, in its section of the Lands chapter.

Plotting

Now that you've decided what sort of game you want to run (you haven't? Don't worry, just keep reading. It'll come to you) we can discuss the nuts and bolts of plotting the campaign.

The basic thing to remember is that adventure in the Broken Kingdoms is like a novel. It is based on the great fantasy literature epics, and each evening of adventure can be thought of as a single "chapter." A Broken Kingdoms story line should have a beginning, a middle and an end. Players don't just meander around the world; they have purpose.

Taking one thing at a time, first decide the length of the campaign. Then, plot out the major story line and break it down into smaller chapters. Once you get the hang of it, its easy.

Decide the length of your game:

There are four usual durations of a Broken Kingdoms campaign. They are the Short Story (or "one-shot"), the Short Novel (no more than a month) the Long Novel (a few months) and the Novel Series (indefinite in length, usually at least a year). Each is described below.

The Short Story

The "one-shot" is exactly that—a one-night adventure. It doesn't have room for complex plot issues, and can usually be boiled down to the following broad outline: heroes meet up, heroes encounter villains, villains win a little, heroes defeat villains. This is best for pre-play (more on that later) or for players and gamemasters who are just in the mood for a little fantasy to break up weeks of superheroics or science fiction. Role-playing and subplots (romance, supporting cast, character interaction and conflicting goals) are often squeezed out of short adventures such as this, or given only token gestures, in favor of combat with the villain and his minions.

The Short Novel

Perhaps best for beginning gamemasters or those who are exploring the Broken Kingdoms setting, the short novel usually plays out over three or four weeks of play. Heroes can roam a little, and they have the time to meet interesting people, getting involved in subplots of their own creation or the GMs. Also, there's not enough time for the plot lines to get too complicated, so gamemaster record keeping is mercifully brief. New players, who sometimes make dreadful character creation mistakes, don't have to live with these problems for long. When the game's over they can make a new character learning the lessons of the old.

Story lines for the Short Novel follow the same general pattern as the Short Story, but since each of the 4 pieces takes up approximately an entire evening, there's quite a bit more time for detail. Generally the heroes meet and discover the crisis in the first session, they try to resolve the crisis but fail in the second week, the third week they gather their resources and allies for another try, and the final game is the triumphant climax.

The Long Novel

Once you've done a short story or two, or if you have a great idea for a long-term campaign and you're familiar with the Hero System, the Long Novel is the duration of choice. Long Novels typically last 10-15 play sessions, averaging at about 12. They are among

the more difficult sorts of games to prepare for, but the rewards can be great.

This book gives much of what you'll need for a Long Novel—setting, adventure ideas and some NPCs to interact with. Gamemasters will have to sit down, however, and pound out an outline for a 12-episode story, with subplots, many levels of opposition, and plenty of opportunities for individual characters to shine. Examples of such an outline are given in the Scenarios Chapter, and later on in this section. Keeping the plots straight can often complicate matters, as players and NPCs are each after their own agendas and the GM must advance them all without losing sight of the big picture. Finally, work up an exciting climax—its easy to let a Long Novel be anticlimactic.

If everything comes off properly, the Long Novel can be a triumph. All of the players get a chance to really strut their stuff. The role-players will have engaged their characters in passionate romance or demonstrated their heroic ideals while the combat monsters have waded through dozens of minor opponents all the way up to the Evil Master. One of the major styles of play can be fully explored in this sort of a campaign, and after it is done players should have a "feel" for Allemaine, or Calabria, or wherever the adventure took place. That place will begin to seem like a home to them.

Of course, with this many NPCs and subplots running around, its easy to forget to tie up a few. That leads to the next novel and …

The Novel Series

You will find more adventure in this book than any group of players can explore in just a few months of weekly gaming. And the biggest story lines—the great Prophecies and the like—will take years to play out in their entirety. If you feel up to it, and your first novel was a success, take the plunge and plot your first series. There's no definite end to campaigns of this sort—though three books is the traditional number (36 weeks of play), modern writers seem to prefer five (lasting you over a year of continuous weekly gaming).

The Novel Series is more than just one novel following another until everyone gets tired of the genre. It has backstory—big over-arching story lines that the players can feel slowly developing, even if they aren't personally involved right now or seem far away. The Broken Kingdoms itself is an example of a backstory. Will the Kingdoms ever be reforged into a single High Kingdom again? If so, will it be a weapon for justice, or a tool of darkness? Who will be at its head? The answers to these questions appear only slowly, as a backdrop to the player's adventures.

With so long to play, the gamemaster is not limited to one setting or one style of play. He can take his characters from Provincial banditry to Calabrian intrigue or heroic adventure as he pleases, though genres tend to remain confined within a single book. Characters from earlier books don't just fade away—they remain in the world and pursue their own goals and destinies even when they aren't with the players, leading the GM to keep many notes on who is doing what. Don't think that you have to completely plot the entire Series, either. Just figure out where each "book" will take the characters, and keep about one Novel ahead of the players. If you can't wrap things up in time for your scheduled ending, just extend the outline by a book or two. You won't be the first author to do this.

Eventually the Novel Series ends, and in this event the whole world is usually changed forever. A climax this big is the only way to end so many sessions of game play. Anything else would be a let-down.

Choosing The Right Length

Although the general rule is that the more experienced the gamemaster is, the longer and more complicated his story, this is not always desirable or true. If your players seem to lack direction, wandering to no point or perhaps haven't even joined together in a company yet, put them through a one-shot to focus them in again. Perhaps you've done a Long Novel and your players are ready for a break, but don't want to stop playing *Fantasy Hero*. Switch to a Short Novel format for a couple of stories, offering some more lighthearted or less dangerous fare before diving into another extended story line. You can even plot short stories or novels that don't fit into your Novel Series, figuring them to be "lost tales" or forgotten stories of your players' adventures.

Plotting the Story line

Now that you've decided how long your Broken Kingdoms campaign is to last, you are ready to plot it. This is done just as if you were writing a novel. First you make an outline of the campaign, dividing it into smaller segments, each of which furthers the overall plot. Then get down to those chapters and detail what will happen in each of them. Don't rely on just one kind of conflict; make sure to vary the threat to enhance drama. Spend a final moment thinking about your climax. After all, you want to give a lasting impression.

The Big Outline and Plotting the Chapters

Designing a Broken Kingdoms adventure or campaign is not very difficult if you take it one piece at a time. Just decide what you want the players to do; that becomes the Big Goal and goes at the end of your outline. Now break up the rest of the outline into one-session shots. Each session will have its own focus, each a stepping stone towards the Big Goal. The best way to learn is by example.

For instance, let's plot out a relatively simple Short Novel, the sort that will explore one facet of the Broken Kingdoms with a fairly tight story line, but not so rushed that we have to wrap it all up in one night. This story is based in Allemaine, and involves a missing Duchess. An evil sorcerer, suffering from the curse of immortality for previous crimes against man, has waited for a thousand years for the right sacrifice (the Duchess, of course). He has kidnapped her and taken

her to his mountain stronghold, where he is keeping her in preparation for the sacrifice. The players will be enlisted by the Duke, who is one of the richest men in the Kingdom and can offer serious incentive, to rescue the Duchess.

Now break this basic goal into manageable one-session blocks. Here's one way to do this, with a subplot thrown in for good measure:

Chapter One: The players are asked by the Duke for aid, and promised tremendous financial reward. They know where the sorcerer lives, so they saddle up and ride after him. In route, they come across a village being ravaged by the sorcerer's troops. The heroes fight and rout these thugs and receive the thanks of the village, meeting a young girl named Darvina. They stay the night, meeting a couple of other villagers and learning the tale of the sorcerer's curse. They learn that he has to sacrifice a particular person to end his curse, and that person seems to be the Duchess. The next day, they ride off towards the sorcerer again. Darvina secretly follows. The heroes feel that they are being watched, and send out scouts looking for enemies. Some more soldiers of the sorcerer, following the heroes, have found and grabbed Darvina. The heroes defeat them and free her.

Chapter Two: The heroes are deciding what to do with Darvina when a terrible magical storm sweeps in. The heroes are forced to take the girl with them into the sorcerer's stronghold. They reach the stronghold and enter, but are defeated through magical traps and the inhuman servants of the sorcerer. They are captured or separated, some roaming free through the castle while others are taken to the dungeons. The characters in the dungeon are forced to fight in gladiatorial matches for the amusement of the sorcerer and his men. At the same time, other players ambush guards and steal uniforms. They break out the imprisoned heroes (who also have weapons smuggled out of the arena) but Darvina is still missing. Finally the sorcerer uses his magic to locate the heroes and gives them a message: he has learned that Darvina is actually the Duchess' daughter, and thus will make a perfectly acceptable sacrifice. Rather than deal with the heroes, he offers to let the Duchess go and instead kill this worthless village girl whom no one will miss. The heroes can go home with the Duchess and collect their vast reward.

Chapter Three: The heroes turn the sorcerer down flat and probably insult him while they're at it. They are assaulted by the sorcerer's henchmen and encounter some of the same traps as before, but this time they know what's coming and (hopefully) use this knowledge to their advantage. They fight their way to the sorcerer's ritual room where the sacrifice has already begun—both the Duchess and Darvina are on the block. The heroes defeat the sorcerer's magical minions and try to attack him, but fail to get past his wards. In the midst of the raging battle, with the players fighting off everything the sorcerer can throw at them, Darvina wakes up and distracts him, allowing one of the players to attack through the ward and kill him. The remaining minions scatter and the fortress begins to sink. The heroes escape with Darvina and the Duchess, who are reunited as family. Happy ending.

Note there is plenty of room for flexibility in this story. If the Darvina character seems a burden, ditch her and make a female PC the substitute sacrifice (or make the Duchess a Duke and use a male PC, for a change). Note your trouble spots where the players might diverge from the story, and give a little thought to contingency plans. For instance, suppose the players decide not to take Darvina with them in Chapter Two, despite the dangerous mana storm. Instead, they split up, with one group heading back to the village as escort for the girl, and the rest keeping on towards the castle. You'll probably have to capture the first band and throw them in the arena, while the second group infiltrates the sorcerer's lair.

As an example of the larger picture, we'll next plot out a full scale novel-length story. This story focuses on Calabria, specifically detailing the efforts of one Bad Guy city to conquer a neighboring Good Guy city. Exactly which city doesn't matter much, but for the sake of example we'll use Prince Caldwell's home, Pleuce as the Good Guys (cause he's small and easy to pick on) and Benitzia as the Bad Guys (because Castillo is such a villainous type). Castillo has a plan to weaken Pleuce in preparation for a war, which he would almost certainly win, except that the heroes will get involved and upset the villain's plan. This outline assumes that the company is already friends, and may have done short novels or one-shots before, but this will be their first Long Novel.

Castillo's plot hinges around some magical intelligence that his astronomer's have given him—that a freak whirlpool monstrous enough to sink an entire fleet of ships will be appearing at a particular spot in the Demetian on a particular day. That's enough for Castillo, who has ordered his treasure fleet (the one loaded with gold from his western colonies) to be sailing through that particular point. Then he "accidentally" leaks word through his spies to the Pleuce privateer fleets that the ships will be there, knowing that the bait will be too much for the Sea Dogs to resist (its too bad about the gold, but its a relatively small price to pay). After the storm has obliterated most of Caldwell's fleet, and Castillo's Men o'War have tracked down the rest, they'll rejoin with his troop transports, sail into the harbor and sack the city.

Book One: Stating the Obvious—Murder and the Treasure Fleet

Chapter One: For whatever reason, the heroes travel to Pleuce. They could be visiting relatives or following the Grateful Dead, it doesn't much matter. Once they get there, they learn of two things: Caldwell's chief astronomer has been murdered, and the entire pirate community is talking about the "secret" location of the Benitzian treasure fleet, which has been discovered by spies. The heroes begin assembling a crew to make a bid for the fleet, but it will take time and money. Fortunately, a sizable cash reward has been offered for as-

sistance in the murder—enough to outfit said ship.

Chapter Two: The murder of the astrologer seems to be solved, leading to a band of Mu-Jahdin smugglers lurking in the city. Heroes defeat the smugglers but are unable to get a confession out of them. The city guard is satisfied with the clues that have been planted, leading the investigation away from the Benitzian assassin who really did the job. The heroes collect their reward, finish the preparations for the journey, and set sail for the fleet's location.

Chapter Three: As the heroes get close to the fleet, it becomes clear that every privateer with a ship and a handful of men has also come for their share. The pirates decide to get together on the ship of someone they trust (the Good Captain, a possible romantic interest) to discuss this matter. The Greedy Captain has arranged for a quick exit, however, allowing his ship and allies to try and sink everyone else. A battle breaks out aboard ship, the Greedy Captain escapes and a naval free-for-all ensues. In the end three camps result—the Heroes and their allies (including the Good Captain), the Greedy Captain and his allies, and the Other Captains. The Heroes drive off the rest of the ships just in time to see the treasure fleet approaching.

Chapter Four: The Heroes stage their attack on the treasure fleet, guarded by at least three Men o'War and screening frigates. This is a minor climax, with constant action and adventure including all of the pirate movie clichés. The Good Captain should be surrounded and rescued by her/his love interest. The Benitzian squadron is led by a skilled duelist and admiral, who is defeated by the Heroes. Finally, when all the ships are up close and personal, the whirlpool strikes. Now fighting each other is complicated by fighting for one's life. In the end the Hero's ship is torn apart and they are split into three groups. One is rescued by the Good Captain, the next escapes in a small boat, and the last is adrift at sea, holding onto driftwood.

Book Two: "We've Been Set Up!"—Division and Development

During this portion of the Novel, the player characters are split up into three groups. The key to this sort of an adventure is to use Supporting Characters. These are low-level player characters that serve as "alternates" for the players who are not involved in the story. Typically they are made with 50 points less than the primary heroes, usually 100-150 points total. For example: the Sea-Prince and the Wizard are in the first player group, with the Good Captain. During their play sessions, everyone else will play other pirates, stowaways or cabin boys—anyone who could be on the ship a this time (or rescued from other ships—meaning that just about any character type is available). During other sessions with player groups that don't involve the Sea-Prince and the Wizard, those two players will have other characters to play. Players should usually make up their own Supporting Characters, within the often strict limits of the GM.

Chapter Five: Player group three, adrift, washes ashore on a small island. Exploring, they are beset by strange beasts and carnivorous plants, but eventually find their way to a massive astronomical observatory, built and manned by the Eccentric Mage living on this island. This is another brief romantic interest, especially if the mage is presented as endearing if a bit kooky. The Eccentric Mage welcomes the heroes and warns them of the impending whirlpool, which makes naval travel in the area quite difficult (he's pinned down the event, but his timing was a little off). In speaking to him, the players probably realize why the astronomer was killed, and the Eccentric Mage—who happened to be a good friend of the dead astronomer—can use his calculations to locate the murderer (with possible help from player astrologers). This reveals that the killer is still alive and in Benitzia. A clue to his identity is given, and then the Eccentric Mage (who has by now remembered why he lives alone) shoos the heroes off through a magical doorway, landing them in Benitzia. He "asks" them to track down the killers of his friend, possibly resorting to blackmail if they don't want to get a the heart of this mystery themselves (for instance, telling Caldwell that the reward was given out a bit premature).

Chapter Six: Player group two, in a small boat, also lands on a small island (but a different one). Unfortunately, in exploring their new home they come across the Greedy Captain and his men, whom they drove off in Chapter III. Their ship is anchored off the opposite side of the island for re-supply. The heroes are captured by these pirates after a short fight, but not harmed. That night savages from the island sneak onto the ship and attack the crew with surprise. The heroes escape from the brig in the confusion and, in progress of escaping, kill enough of the savages that the pirates are able to be victorious. They also save the life of the Greedy Captain (by accident, circumstance or freely, depending on their personalities) before the pirates recapture them. Thankful for the rescue but still greedy enough to ransom them as prisoners, the captain puts them back in the brig and sets sail.

Chapter Seven: Player group one, with the Good Captain, manage to repair much of their ship before they are set upon by Benitzian warships, sent to pick off the stragglers and survivors of the whirlpool. They may fight the Benitzians or not, but if they flee the Other Captains will get pounced on, leading heroic players to save them and gain their friendship. Melee combat with the Benitzian captain, and searching his jacket or desk after he's dead, reveals his orders. He knew that pirates would be here at this exact moment, and was told to hunt down those that survived the whirlpool before rendezvousing with the rest of the fleet outside Pleuce. The Other Captains are now fully behind the Heroes, anxious for revenge. They sail to Pleuce to help defend it against Caldwell.

Chapter Eight: Player group three, now in Benitzia, track down the assassins that killed Caldwell's astrono-

mer. They infiltrate the Assassin's estate, fighting numerous skilled opponents and escaping clever traps, before recognizing the assassin and dueling or questioning him (or both). He reveals that he was paid by Prince Castillo himself, but is unaware of the purpose. His fate is left to the players to decide, but he will be helpless. If they kill him, they have a very powerful Hunted for their trouble. If they let him go, the other Assassins think that this was all quite amusing, and let the players escape, forbidding the Assassin himself from gaining revenge.

Chapter Nine: Player group two, in the brig of a pirate ship, are taken to Benitzia where a meeting is arranged with Castillo in an abandoned fort. The heroes are led up for the prisoner exchange and Castillo orates about his oncoming war with Pleuce and the possible value of the players as hostages or subjects of interrogation. When the Greedy Captain (who likes Caldwell) swears to warn Caldwell and the remnants of the Pleuce fleet, the sea-prince has him shot by snipers hidden in the castle parapets. The captain dies grasping the shirt of the hero with a bloody hand. The pirates fly into a rage and a brawl breaks out. The heroes lead the pirates to victory as Castillo escapes. In the middle of the fight, player group two, leaving the Assassin estates, come across the island and the gunfire. They join in, further routing Castillo's men. They tell group three about the assassin and Castillo's murder of the astronomer. With the Greedy Captain dead and his men saved by the Heroes, they make the previously-imprisoned players into the captain and first mate. Knowing that Castillo plans war on Pleuce, they set sail quickly to beat him.

Book Three: The Pirate Ship's Revenge—Climax and Epilogue

Once the groups reunite, players need to pick which of their characters will be played out for the remainder of the Novel. While this usually will be their primary character, sometimes a Supporting Character becomes so endearing that he upstages the "lead." This is perfectly acceptable so long as a player sticks with one character for the rest of the story. The rest of the Supporting Cast become NPCs.

Chapter Ten: Player group one, the Good Captain and the Other Captains meet up with Player group two and their allies (who used to be the Greedy Captain), all sailing to Pleuce. With pirates from all along the coast, all hunting for Castillo's blood, they make a large armada. Reunification and big conferences of war are held. But treachery rises again, as an NPC is secretly in the pay of Castillo and sabotages several of the ships' powder magazines as a cover to his escape. Some of the heroes rescue sailors and captains while others track down the fleeing spy. Eventually he is caught, probably killed. But several ships are destroyed or severely damaged—the fleet is not as strong as it once was, and may not be a match for Castillo's war fleet. Hesitant captains try to leave the alliance, and must be persuaded to stay by speeches from the heroes. In the end, the pirate fleet is resolved for war.

Chapter Eleven: The climactic battle. The pirate fleet arrives in Pleuce just behind Castillo's fleet. A tremendous battle goes on at sea between the two sides, with Caldwell's land-based forts blazing away. Benitzian troop transports conduct assaults on the forts, in an effort to seize or silence the guns. Players will have to stop them. Other Benitzian soldiers push on Caldwell's palace, in an effort to kill the royal family. Everybody gets involved in a huge fight. The Eccentric Mage may show up just to help out, particularly if he took a liking to one of the players. Castillo is dueled in hand to hand combat by the most swashbuckling of the heroes, and is defeated. He may be killed, but routing his army, sinking his navy and releasing him would be preferable. Castillo has a lot of powerful friends, who will avenge his death. He might be captured or imprisoned, perhaps brought before the King for judgment.

Epilogue: Big party. Caldwell will give the most prized rewards he can to the men and women who rescued his Sea-Port from disaster, including a knighthood, captain of the guard positions, or the like. He signs new treaties with the pirate fleets, hiring them to prey on Benitzian shipping. Castillo is still around, however, and will hatch new plots. Caldwell is still without an astrologer. The Assassin will not forget the slight he suffered at the heroes' hands. The company may stay in Pleuce, or may move on, perhaps even staying with the pirates. The Good Captain and any other romantic interests bid farewell (?).

The Three Sources of Conflict

Adventure doesn't have to mean "monsters attack the player characters." There are many ways to inspire dramatic conflict. Here's some suggestions on other directions your conflict may take.

Man Against Man

This is the obvious one—most archenemies and villains fall into the "man" category even if they're actually nonhuman or monsters. Personalize them—give them personality quirks, voices or mannerisms that make them unique. Perhaps they have a special combat maneuver that they like to use, and will give them at least one good hit on a player character before they get defeated. Think about their motivations—are they at all sympathetic, or are they evil to the core? Remember that opponents don't always have to be physical. Influential or persuasive villains can turn the hero's friends against him, frame him for a crime or usurp his authority.

Man Against Nature

While this usually means harsh environmental conditions, "nature" gains new meaning in a fantasy genre. The relentless power of fate is "nature," and many heroes struggle against it in an effort to rescue themselves or their loved ones from a dire destiny. Uncontrollable magical forces also qualify as "nature," and may have unpredictable effects like sending the character back in time, across the world, or trapping him. Nature in-

spires fear because of it is arbitrary and the fact that nobody—even great heroes—can escape it. For this reason it is often difficult on players, who feel like the GM is being cruel and unfair by throwing magical storms at them or burying them under mud slides. "Man against Nature" is not an excuse for the GM to trample on the players. It should add dramatic tension to the moment, and force the player to persevere while making the best of a difficult situation. Also, don't forget that villains often fall victim to nature too.

Some monsters personify nature, and thus also fall into this category. By definition, they tend to be arbitrary threats whose rampages destroy entire populations or leave them homeless. Slaying such a beast is often impossible—heroes can only pick up the wreckage and begin again.

Man Against Himself

Welcome to the world of Psychological Limitations. "Man against himself" usually takes the form of players struggling with moral questions from which there is no easy out. Role players will respond enthusiastically to this sort of dilemma, other players will ignore them and simply do what they think the GM expects them to do. Nonetheless, it can be worth trying. Give the players obvious material gains if they turn aside from the heroic course. Even better, offer them tremendous power and prestige. Force players to face their previous mistakes and deal with them, reconciling with people they have alienated or admitting their error. Occasionally, heroes must commit acts of questionable morality in the name of the greater good. Most players will martyr themselves if given the opportunity, but could they order the death of one comrade to save the life of the whole company?

The Climax

The first secret to the successful climax is timing. The players have been waiting for this moment for a few months now, it would be unfair to disappoint them. Although key characters are often missing from the climax in fantasy literature, this is seldom appropriate for RPGs. Therefore, your first rule is to start bringing all the characters together two or three sessions before the climax, and make sure you get them all to the scene of the action at the same time.

Alternately, some sessions can work out well with the "split climax," in which the player group remains divided into three or so separate units, each of which has its own climax at the same time. Since this requires the GM to run three intensely dramatic and exciting scenes at once, it is recommended only for the masochist (think of the end of *Return of the Jedi*, and contemplate running that as a game).

The climactic battle should be big, in proportion to the length of the campaign. One-shot adventures often have only one villain—a mage or monster who can take on all the company at once. Short novels require at least a handful of opponents of equal skill to the players, plus several waves of thugs that the players have to wade through just to get to the climax. Long novels are a quantum level larger in scope—armies appear, along with vast monsters like Greater Dragons, or magical nemesis such as the Doomed. Other epic-scale events could occur, like the destruction of an entire city or the summoning of world-shaking magic. As mentioned under the Novel Series, the largest climaxes have to change the whole world.

Make sure that you resolve all of the major plot elements of your story. The bad guys should usually lose. If they win, its just the set-up for the next novel. The players resolve any personal grudges that have developed during the novel, fighting whichever NPC they have seized upon as their personal nemesis. Romances need to either get together or separate forever in angst. Although the heroes win, there should always be some sort of loss involved—no victory comes cheap in the Broken Kingdoms. This loss can take many forms, however, not just casualties. Perhaps the naive NPC has lost her innocence, or the noble knight has broken his word (and thus sacrificed his honor).

The climax should have so much action, adventure and drama stuffed into it that everyone is exhausted when it is done. This includes not only the players, but you as well. Take a break before you start the next Novel. If you don't have to take a break, then chances are you didn't push yourself hard enough.

Themes

Certain themes show up in Broken Kingdoms adventure time and again. Those themes are discussed here, along with some ways to insert them into your story lines.

Actions Have Consequences

Nothing is free in the Kingdoms, and if you do somebody wrong you can expect them to pay you back later. Actions that you take can have unforeseen consequences long down the line. The subplots and story lines are always moving, even when the players aren't looking at them.

As an example, let's say that the players do kill someone as well-connected and influential as Prince Castillo of Benitzia. So what, right? Another two-bit villain down for the count. Wrong. Benitzia is one of the most prosperous prizes in Calabria, with a powerful army, a sizable navy, rich foreign colonies and some difficult local politics. The city could get extremely volatile very quickly. Other Princes are likely to invade, or just pillage and loot. The Princess is not strong-willed enough to rule on her own for long, leading other unscrupulous types to try to gain her hand in marriage and become one of the most powerful nobles in Ahrivine. The Assassin Estates are likely to seek revenge—no Sea-Prince gets killed by some lowly pirate or commoner, and Castillo was family. Benitzia might be torn apart by struggle both within or without. Or a powerful, charismatic leader could step in and take the place over, someone like Duke Ehrlichgaard. He could marry the

Princess and join Benitzia to the already impressive power structure of Damaris. With that much power, he could take over the whole Kingdom, and there would be little to resist him. Haverland, Sugales and Prince Roland would be hard pressed, and who knows what machinations the Mu-Jahdin or the Doomed might try while Calabria is embroiled in civil war?

You see, actions that the players take have long-term consequences. Some good, some bad. Its difficult to say. But nothing happens guilt-free. This is part of what makes the GM's job so difficult, since he will often need to advance several plots at once, and if they start to get mixed up with one another (for instance, if Isabella has taken one of the players as a lover, or the Assassin Estates happen to owe the players a favor).

Rage is Power

Not quite as obvious as the first theme, this is nonetheless present and serves as a warning to player characters who flirt with evil. Rage is like fire, a tool that can be used either for good or for evil. But it is inherently dangerous, and care must be taken else it burn both the innocent and the guilty. This theme is perhaps best summed up in the Frenzy power, described in character creation. Any player character who takes Frenzy is recognizing the power that rage has over his life, and the power that rage gives him. Similarly, Berserk is rage without control, and certain to have unfortunate results.

Certain characters are living examples of this theme—some on the side of light, and others firmly in darkness. Many of the Doomed are consumed with rage, and hatred too. That is the source of their power. But Vertigane's line is famous for its susceptibility to rage, and the current heirs to it (Olivia and her brother, Richard) are only now becoming aware of the dangerous legacy which they have inherited.

Strength in Synthesis

While an obvious point, this theme is particularly common in the Broken Kingdoms, which are much weaker now that they were as a single High Kingdom. When a sword is broken, its pieces aren't good for much. A piece of blade might be a dangerous razor or knife, the hilt makes a handsome paperweight or emergency missile weapon, the jewels or gold might be sold. But put the sword back together, and suddenly it is capable of things that before were completely impossible. A whole object is more than just the sum of its parts—it is a unique combination of abilities a quantum level above its previous state.

Your company of player characters function in the same way. Cooperation between them is a reflection of the cooperation inherently possible in the Kingdoms, but blocked by personality conflict and the machinations of the Doomed. Why does the Host of the Doomed seem so much stronger than the eastern allies? Because its united. It can cooperate on matters of defense, using its strengths against Broken Kingdoms weaknesses. Until the High Kingdom is reconstructed, it will always be at a disadvantage,

But the opposite is true as well. Internal conflict weakens the structure, and deprives it of abilities that it previously relied upon. Players who use cleverness and persuasion skills to turn enemies against each other can create fatal cracks in their defenses, cracks that a well-organized and coordinated company can exploit.

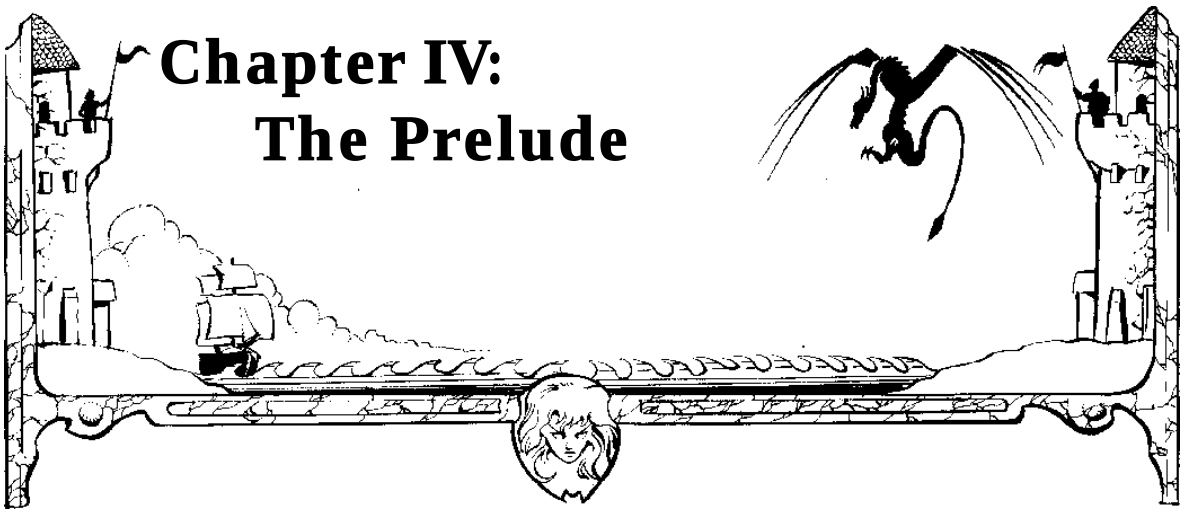
Fate is Inviolate

It may be fuzzy, misleading or phrased as a hedged bet, but Fate will always be proven correct in the end. The secret to this theme, however, is that players always have to be in doubt over the future, or else all the drama of a role-playing game can be taken away.

For instance, take the first great prophecy—the Dark Titan's Destruction. The Pallean Sibyl said that he couldn't be killed by weapon or magic, but he was. Players would initially be inclined to think that he must still be alive. But the Sibyl also died at the same moment that her prophecy seemed be proven untrue. Maybe fate can be broken, but it claims a life in the process? Or oracles and seers die if they ever make a wrong prophecy? Questions like this don't need to be answered, and they won't convince the players one way or another on the issue. But they will create doubt, which preserves drama.

Make sure when you issue prophecies in your story lines that they all work out. Do this by making them difficult to interpret, allegorical in nature, or passed through several hands before reaching the player's ears. That way you can rewrite when necessary.

Chapter IV: The Prelude



The prelude is a form of "pre-play," in which a character's background is explored before the whole campaign begins. Sometimes this has to be done secretly, to avoid ruining a surprise, but other situations allow you to involve the whole group. Preludes add detail to the setting, they get the players involved in each other's personality and motivations, and they're a great way to introduce players to elements of the background. The best preludes have at least one huge loose end, assuring future adventure and plot development.

One example of a pre-play might tell the background of an escaped Pallean slave, one of the player characters. One player is of course playing the slave (he's not escaped yet), another is his owner—a wealthy citizen—a third is a fellow athlete-slave, while the fourth takes on the role of the beautiful house-slave that the PC falls in love with. The last two players are the visiting general and the slave trainer. Over the course of one evening they play out the slave's capture, his training, his rivalry and eventual friendship with his fellow athletes. The slave owner is revealed to be a relatively harmless business man who takes care of his slaves because they're worth a lot of money. Its only when the visiting general shows his bloodlust by buying two slaves and ordering them to fight to the death that true cruelty arises. The hero fights and defeats his friend, who is then executed by the general. The PC wounds the general but fails to slay him, the general escapes (with the house slave that he has also just purchased) and the PC leads a small slave revolt, eventually escaping into the woods. There his pre-play ends, to be picked up when he joins the rest of the company.

The key to a successful prelude is the preparation. Make sure that every player has a good description of the character they are given, including their opinions of the other characters. Perhaps the slave owner should treat the general with fear and respect, but generally boss everyone else around. The house-slave will demure from speaking to anyone, except for the handsome hero who treats her kindly. Remember that this isn't like a company of adventurers—many of these people will not get along, and conflict is necessary to the plot. Work quotes and a character voice into the description, or talk to the player yourself and discuss what the NPC should "sound like." This will be important for building a quick image of the character in the minds of your players. You don't have time for character development here, this is the place to be efficient. Some player groups will need character write-ups, with skills and disadvantages, but others can ignore the numbers and just play according to the descriptions. Make sure that players know what they're characters can do however; tell them their strengths and weaknesses. The athlete in the example, for instance, will be good at combat skills, but poor at sneaking or convincing people to do things his way. If he has a unique skill (climbing, for instance, or contortionist) he should be made aware of it. Psychological disadvantages are the most important ones, since they supply motivation and habits. Speaking of habits, add one or two distinctive ones to each character, again to make them memorable. Perhaps the slave owner twirls the end of his toga, or the trainer keeps a ponytail and is very careful in his grooming.

Preludes should have an outline. Some scenes even have whole scripts, but its usually easier to trust your players than make them memorize lines or read off of a piece of paper. Discuss what is going to go on in each scene with the other players while the hero is out of the room. For instance, in one of the final scenes of the prelude discussed above, the pre-scene briefing might go something like this:

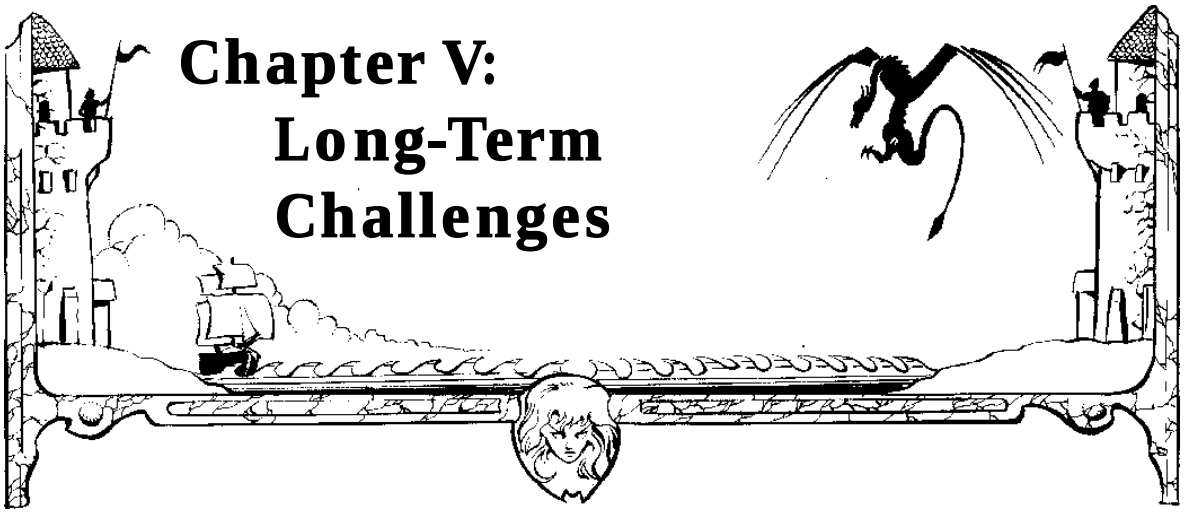
"General, you're going to come in here bragging about your new conquests, all right? You've got plunder and you're ready to throw it around. Xina (the slave girl) you're going to be serving drinks to everyone. General, I want you to buy her. While you're at it, buy a couple of athletes too. No price is too high. Litellius (the slave master), you can see he's got money, and you don't like him much, so make him pay through the nose. Now Marcus (the other slave) you're going to be bought along with the hero, picked out of a line-up. Just be sullen and anxious until he orders you two to fight to the death. Then try to kill the hero, not because you want to, but because you

have to. You're going to lose (Marcus expresses his disappointment at this). Sorry, but that's the breaks. He's the hero. You can win when its your turn. Well, the hero probably won't kill you. At which point, general, you can drag Marcus away and do something really gory to him. Be creative. All right, then the hero's going to lead a slave revolt so the rest of you better start packing. You especially, general, we need you for later. And don't forget your pretty slave girl."

When you're scripting the prelude, work towards the player's final image of his character, incorporating anything else the player may have included in his background. Put twists and turns into it, so that even if the player has detailed his history extensively, he'll still be surprised. You'll be amazed at how much story you can squeeze into a prelude. With everything scripted out and focused on one character, with no long debates between players on the next course of action, events move very quickly. After running one or two, you'll learn your own pace.

Generally preludes are all run before the campaign really begins, but could be done when a new character enters the game between longer story lines. In this way, they are like one-shot introductory adventures. The players learn what the setting is like, and learn about everyone else's character. Player characters often aren't built on their full point value for preludes either. For instance, they may begin as just 50 point characters and get points in between scenes, or play the whole session through as 100 point heroes and get the rest of their points when the prelude is over. The circumstances of the prelude are often the same ones that make the PC a hero; the point award reflects this growth.

Just because a prelude is over, doesn't mean the company is through with it. Preludes should always have loose ends that will reappear in the player's life. Hunteds, rivalries and DNPCs will be created in preludes, and companies often return to the site of a prelude to wrap up the story lines that started there. Examples of future developments from the prelude above might include the slave owner's vengeance on the general that ruined him, an eventual rescue of Xina the slave girl from the vicious general, and the banditry of the escaped slaves.



Chapter V: Long-Term Challenges

Starting a game up is the easy part. The true test of a gamemaster is his ability to sustain the game—to keep it running week after week in a full campaign. If the full breadth of Ahrivine is ever to be explored, a gaming group will need a long time to do it in. This section discusses some of the trouble spots in running a long-term Broken Kingdoms campaign, and is designed to help the GM overcome these problems.

This chapter also discusses three very important elements of the Broken Kingdoms which may cause some alarm in players and gamemasters alike. The people of the Broken Kingdoms are in many ways a racist, sexually discriminatory people, and it is critical for players and gamemasters to realize their role in changing this status. Finally, the presence of gunpowder in the setting also causes consternation among many fantasy role-players, and some explanation, rationalization, and options are included here.

Gunpowder in a Fantasy Setting

Few things disturb fantasy role-players more than the presence of gunpowder and firearms in a world. If you are one of the gamemasters who doesn't mind guns, then you've got nothing to worry about. If you're wary of the issue, keep reading, and you'll find some answers to your most likely questions. Finally, if you're a referee who hates guns, who just does not want them no matter what, then we can surely find a way to remove them.

If Calabria has guns, why doesn't every other nation in Ahrivine use them? (Or, the Role Man argument)

Lots of reasons. The three most important are *cultural bias*, *conventions of the genre* and the *presence of magic*. Cultural bias is perhaps best demonstrated in our own world by the samurai of feudal Japan. Despite the fact that guns were much more effective than swords, and easier to learn and fire than longbows, the samurai refused to use them; Japanese nobility restricted their import and use. They did this not only because they considered the gun to be a dishonorable weapon, but also because they knew how much it would change their social structure and they actively resisted this change. It worked for a long time, until foreign mercantile interests forced Japan to open its markets. The Broken Kingdoms haven't reached that point yet. Most of its cultures are marked by a strong, stubborn sense of national and cultural pride. Knights of Allemaine don't use *guns*. How common, how cheap, how …*Calabrian!*

Every kind of literature, and every kind of game, has certain conventions which everyone accepts. No one questions the unlikely sudden-death rescues of an action adventure film, or the Roman centurions riding dinosaurs in a lost worlds romance; these are the unwritten rules of the genre. In a traditional superhero game, most heroes don't go around with armloads of automatic weapons, grenades and ceramic bullet-resistant body armor, even though these items are much easier to get a hold of than radioactive genes, and often more effective. That's because guns aren't in the genre. While guns are in the genre of swashbuckling adventure, they are inappropriate to Allemaine, Tarsus and Pallea. When a player who has made a knight of Allemaine starts to carry around a musket, remind him first of Allemaine bias against the thing, then remind him that guns just aren't part of the Allemaine genre. That's not the kind of game we're playing. The Calabrian can have a gun—indeed, he's expected to—but that's one of the things that make him unique, and if everybody starts using them, then the cultural identities start bleeding together, and a lot of the flavor goes away.

Many nations don't use guns because they have magic instead. As the Celestial Magic grimoire in Chapter XI shows, spells which defend entire armies from musket fire are comparatively cheap and easy to cast. An Aetherium mage can call lightning bolts far more accurately and quickly than cannon can fire; summoned storms will quickly ruin black powder, and magnetic lines of force can be used to deflect volleys

of shot. Musketry just isn't all that its cracked up to be in the large-scale.

In the final analysis, guns will probably be developed throughout the Broken Kingdoms, though they may never see widespread use. It took centuries for firearms to change the face of our own world, centuries that just haven't passed yet on Ahrivine. *Broken Kingdoms: the Next Generation* may have Tarsan Dragoons and the Allemaine Rifle Battalions, but not yet. The setting is in a transitional period.

Aren't guns much more powerful, easier to use and easier to learn than other ranged weapons? (or, the Game Mechanic argument)

Not necessarily true in the Hero System. In our own real world, guns have many advantages over other early missile weapons, but these advantages don't show up very well in Hero game mechanics, which treat one RKA pretty much like another, whether a lighting bolt, a PPG, a throwing axe or a Colt revolver.

Guns are easy to learn, much easier than bows. It can take a generation to train a really good archer, but you can teach someone how to shoot a gun in an afternoon. Some games reflect this by making archery a difficult skill costing many points, while gun skills are cheap. In the Hero System, however, its just as easy to learn to use a bow as it is a gun; they all cost the same 1 point Weapon Familiarity.

Firing a bow many times over the course a large battle is tiring—performance drops off rapidly. Firing a gun, by comparison, is much easier on the soldier. Again, however, this is not reflected by Hero System, where Long-Term Endurance is seldom a factor.

Yes, guns are more effective than a bow or crossbow, shot for shot, primarily due to armor penetration capabilities. The average Calabrian musket is about 100 active points in the Hero System, three times that of a longbow. But to get that advantage the player will have to risk frequent jams or misfires, carry around a lit match at all times, try to keep black powder dry while on adventures (good luck!) and suffer through a reload time measured in *Turns*, not Phases! An archer can empty his quiver in the time it takes a musketeer to reload a gun, and his bow won't blow up just because he rolls an 18, usually taking his head or hand with it. Rolling an 18 isn't all that uncommon. Think about it.

What if I just don't want guns in the setting, can I take them out? (or, the Storyteller argument)

Absolutely.

Let me fill you in on a little secret, one gamemaster to another. When I first started to run this campaign, long before I even considered writing this book, I ran it without guns. I had all the usual reasons. Guns seemed anti-genre, too powerful, too modern. Wasn't that what I wanted to avoid? Calabrian armies were armed with crossbows; pirate ships sported ballista and catapults, not cannon. In time, I realized that I was spending so much time and energy pretending that guns didn't exist, that they were always on my mind! So I put the guns back in when I started the second playtest campaign, and … the setting didn't blow up in my face. Everyone kept having a great time. I even came to believe that the game was actually *better* with guns, if for no other reason than the wonderful image of a Calabrian frigate exchanging broadsides with a fire-breathing Wyrm. However, you may want to try the same thing, and you may decide that the first approach was better.

The first and most obvious change is the substitution of crossbows for guns. Crossbows have a slow reload time and increased power, like guns only less so in both respects. Delicate spring-operated hand crossbows can substitute for wheellock pistols when necessary.

Without the deadly armor-penetration capabilities of guns, armor will be more common, though still rare at sea. Calabria will have more plate armor and better armorers. Their artificers will crank out some wonderful magic armor for the rich and powerful.

Going further along this line, more and heavier armor means a decreased emphasis on fencing (Calabrian Swordplay), which will be generally found only among sailors. The Sword Arts of Ambrosius will be more common along the coast. Cloaks are also extremely unlikely weapons in a heavy steel, armored, Calabria—Cloakwork may not have developed at all, or be seen only among a handful of eccentric pirates.

In short, Calabria may seem a lot like Allemaine.

To remedy this, and to avoid the unholy image of galleons with ballista broadsides, exercise Calabria's alchemy option. Perhaps they have developed an incendiary weapon used at sea, something that is reasonably effective against ships. A Greek fire formula could be a devastating naval weapon, and would allow them to maintain the supremacy at sea that is so critical to their culture. Smaller versions of these projectiles might grant Calabrian grenadiers some additional firepower.

Gunpowder, for all its danger, isn't something that any gamemaster can't handle if they choose to. If you love the swashbuckling fantasy subgenre, and want to see it included in your Broken Kingdoms campaign, then your wish has been granted. There are logical arguments for guns to be restricted to Calabria. If you're worried about power gamers, just point out the weaknesses and inherent dangers of black powder weapons, before exploiting them later on down the road. I have never had a problem getting roleplayers and storytellers to leave the guns where they belong. Finally, if you just can't tolerate them, take them out.

But then, that's true with everything in this book.

Fear and Loathing in the Broken Kingdoms

The Broken Kingdoms are politically incorrect. True to their original inspiration—historical cultures in western civilization—they have some very ugly features. Nowhere in eastern Ahrivine are women wholly accepted into military careers; female rulers are the exception, not the norm. Cultural bias and prejudice is rampant, especially in Tarsus, where the horsemen of the plains label their Fekeshi neighbors "Yellow Men" without apology. Most of the cultures which seem "foreign" to modern western readers (such as the Fekeshi and Mu-Jahdin) are branded "evil cultures" by the people of the Broken Kingdoms.

And, with the help of your player characters, that's *all* going to change.

You see, these ugly flaws are included so that they can be changed during play. So that your players, should they choose to, can not only stand triumphant on a pile of dead goblin corpses, or loot a dragon horde, but also can change the world for the better in major, long-lasting, tangible ways. A century after you're dead, who will remember that you sacked that dragon horde? A bard or harper, maybe, some reclusive scholar, but few others. But if you're the first Fekesh to captain a Calabrian Man o'War, or the sponsor for an order of warrior women, well, that's another story. Player characters are the instruments of social change in this setting. If a female player character wants to swing a sword and wear armor, she may have many obstacles. But none of those obstacles should actually prevent her from the life of adventure that she desires. This is one of the areas that players should be encouraged to *buck the stereotype*. The rank and file NPCs may see the Fekeshi as bloodthirsty barbarians and women as helpless stay-at-homes, but if they're going to see the light it is going to be through the actions and examples of Player Characters.

Remember, too, that all information given in this book on foreign cultures such as the Fekesh and the Mu-Jahdin is presented through the eyes of their traditional enemies. Are the Fekesh really so evil and corrupted? Is the Mu-Jahdin faith twisted beyond all recognition, a simple tool for controlling the masses? Well, maybe, but its just as likely that the Calabrians call the dark-skinned Jahdetta "baby-eaters" out of ignorance and fear. Even if the Doomed do secretly manipulate the governments of these nations, the common folk are probably as innocent as you or I. The truth may not be known until source books are written on the Jahdetta and Fekeshi from their own point of view.

The Broken Kingdoms could have been made a politically correct fantasy land, with matriarchal societies alongside male ones, diverse cultural and racial mixtures cooperating in harmony. That, however, strikes me as whitewashing, trying to ignore a problem that is very, very real. Racial and sexual equality is something that we have been and are struggling for in our own world, our own nation, in our own lifetimes. The Broken Kingdoms reflects that struggle. I urge your players, and yourselves, to become a part of that struggle.

In a way, its kind of like the Sixties.

Handling the Plots

Let's talk some more about plotting and story lines. This is a collection of advice that you might find useful when running your campaign for an extended run.

"The Book Of ..."

Let's face it, the Broken Kingdoms has a lot of characters, and many of them are related to each other in rather complicated subplots. For instance: Duke Brian loves Avenable, but Avenable loves Owain (leader of the Blackened Lions). Owain isn't sure who he loves, but suspects that it might be his foster sister, Olivia. And Olivia? She's hopelessly naive at this point, but Owain is just one of several possible suitors, and not a very likely one due to their "familial" relationship and his dishonorable status (not that this would stop Olivia if she came around to this point of view, but marriage or another open relationship is probably out of the question). This is just one example, using just four characters from one Kingdom. Your players will have their own complicated backstories, which sometimes overlap. How do you keep it all straight?

Group the subplots together. Give them a label that you will remember. The above plot line, for instance, is the Book of the Lion. It is tied up tightly not only through romances, but also with the Blackened Lions in general, the dead Duke of Newcastle, and the erosion of the traditional Allemaine concepts of honor. Sometimes characters will be in more than one Book. That's all right. For instance, Olivia is part of the Book of the Lion because of how Owain feels towards her, and because of her acceptance of his new life. But she's also part of the Book of the Boy King, thanks to her lineage, and has the company of Harrison, her brother Richard, Christopher, Areopus, Elaine and Darkseeker himself.

In general, think of each one of your PCs as the center of a "Book." Very major NPCs will also have their own Book, but others will largely be within the Books of PCs. For instance, Avenable and Brian wouldn't have their own Book, as written, though they certainly could if you chose to emphasize them, create more detail in their backgrounds and take them out of Owain's orbit. Big plots involving several PCs or even the whole company will also have a Book, leading to "nested Books," each inside the other.

So what do you do with a Book now that you've figured out who is in it?

Backstage

As your campaign progresses, you'll focus on one Book or another, usually making it the focus of a single Long Novel. Even when you aren't focusing on a Book, take a moment to think about its characters and their plot. Will things advance as time goes along, or remain static? Using the Book of the Lion as our example, how is Owain's relationship to Avenable going to change when he finally learns of her feelings for him? How might the Duke respond when he find out? How are the other Dukes and Barons treating the Lions? Are they gaining acceptance or continued scorn? They're probably participating in some battles or skirmishes along the Severn coast, or elsewhere in Ahrivine. Perhaps the players have heard of them, and what are the ramifications of the battle's outcome? Moving the plots along "backstage," that is, behind the player's back, is important to maintaining the illusion of reality. If characters only move when the heroes are watching, the game seems less like a novel and more like … well, more like a game.

Continuing on, however, don't forget that every Book eventually should come to an end. Some endings, however, are just transition points. Your most important Books won't end until your whole campaign wraps up in an earth-shattering climax.

Follow your intuition

Scripting and story outlines are useful tools, but remember that they are only that—tools. Like any tools they can be discarded if you get a better idea. Impulsive, often inexplicable plot elements are not bad—once you get the hang of them they'll lend a spontaneity to the game that again gives it that critical dose of realism. Life doesn't adhere to a strict plan, and your games shouldn't either. Finally, never discount your players as a source of story deviations. Let's look at each of these suggestions in turn.

For instance, in one play session I observed, the heroes were camping out by the side of the road, with a couple of characters on guard while the others slept. The GM mentioned that there was some kind of noise coming from the brush nearby, and before long the heroes could spot the eyes of a very large wolf observing them from the shadows. Alone, and with a stare that belied some kind of intelligence, the wolf was obviously something out of the ordinary, but when the heroes tried to investigate it, it slipped away. The entire incident had been made up on the spot by the GM. Who was the wolf? What made him special? The GM himself didn't know—but he inserted it anyway, so that a few games down the road he could refer back to it with an explanation that made sense. Perhaps a mage was spying on the heroes through the animal's eyes—for his own purposes, or as a service to a recurring villain of the player company. The animal may in fact have been a werewolf, stalking one of the heroes, or looking for a cure to his condition. The area through which the players were traveling may be the lair of a whole pack of such beasts. The point is, the GM could insert the element first, without necessarily knowing its purpose, and then work it in to whatever plot it seems to work with, building the illusion of setting.

Sometimes a gamemaster is in the middle of his plot outline and suddenly sees another direction to take the players, largely ignoring most of the rest of the outline. After a time or two of experimentation, you'll learn when to take that new direction, and when to stick to the plan. This largely depends on your enthusiasm and satisfaction with the outline as written. If its weak, try the new angle. If you're sure its got all the drama you need, and everything is accounted for, then stay with the plan. A good opportunity for departing from the original script is when players can predict the plot, but don't push these things—better to stick to a planned but predicted plot than to diverge from all planning altogether and wander aimlessly. Have a good idea before you throw your script away.

Your players themselves are excellent story writers. Murder mysteries are good examples, or any adventure where the players have to discover a secret. They will start throwing out ideas that seem to fit the facts as they know them—often wildly different ideas that would never have come to you. If one of these ideas strikes you, use it! You may have to rewrite events, but often the players will do this for you, too. If the players guess whodunit early on in the story, this is a good time to change the culprit.

So, once again, your intuition is the spark of dynamic change. It adds detail and spontaneity to your game setting, and therefore adds realism. Don't ignore your players as sources of intuitive change. Try it a few times and don't worry about making mistakes. You'll learn from them all.

Rewriting

Related to your intuition is your dramatic license as gamemaster. History is not carved in stone. You can rewrite not just the actions of NPCs, but players, too. Usually this should be done with player cooperation, of course.

Here's one example: the players are hot on the trail of a Jahdetta spy, and follow him to that desert country. The problem is, none of them know the language, the culture, or the important people, and they have no clue as to how to proceed in this foreign land. They're virtually helpless. Time for the GM to come to their rescue—perhaps by introducing an "old friend" of one of the players, met when they were both merchants and privateers years ago. None of your players were ever merchants, none of them have ever been to this city before, and the character is pretty much made up on the spot, but it is a good rescue from a possible plot derailment, and it is doubtful that the heroes will argue much. If you really feel guilty helping them out so freely, have the "old friend" turn traitor after they've gotten their bearings in the new surroundings.

So don't worry if you have the change the facts in mid-story. Retrofitting is not only handy and interesting, but sometimes it's downright necessary.

Keep them guessing

Players can be amazingly insistent and curious. They always want to know what happened and how a particular subplot played out. Don't tell them. It's not that you're being cruel; you're just keeping your options open.

For instance, your players have been fighting an Inach chieftain for several game sessions, and during the entire story his troops have been protected by clouds of thick, dark smoke. They blot out the sun and allow his soldiers to fight at full effectiveness. But when the players finally get through to him, they find no source of this magic. Did his priest escape? Did he have some magical artifact which the players have not found, or which was stolen at the last moment by a traitor in his own camp? Perhaps he had a powerful ally who decided to leave when the heroes broke the Inach line in battle. Whatever the case, this is the kind of thing that future sessions are made of. Leaving questions unanswered will build a continuity between your story lines. Answering them will not only make it harder for you to come up with plots later on, but will make your world seem predictable and a bit too benevolent.

Experience Points

As gamemaster, you have many forms of control over players. But one of the most obvious is the awarding of experience points. How many should you give? How much is too much? The secret to experience points is recognizing your anticipated rate of character growth. That is, 1) how tough do the players need to be at the end of your story line, and 2) how long will that story line last. If you are running a short game but the villains are quite a bit more powerful than the heroes, they will obviously need a lot of points. If the game is very long, you'll have to award less or risk your players outstripping the planned opposition.

Slow growth: 2 exp/session (usually 1-2 points for playing and no more than 1 per session for player contributions). This rate is most often seen in long story lines; in a 12-part series the players will end up with about 25 or 30 points. That's enough to be noticeably better than they started with, but not enough to become earth-shattering. Opponents that the heroes encountered early on in the campaign will still give problems near the end, and no enemy can be dismissed lightly.

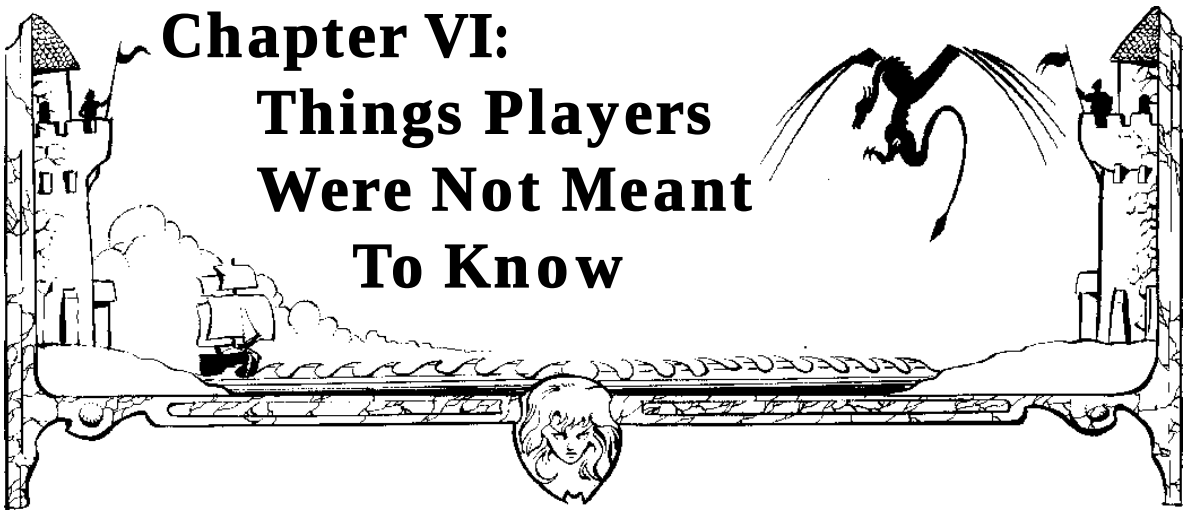
Moderate growth: 3½ exp/session (2-3 points for regular play with 1/session for player contributions). This rate is good for both short and long stories. A 4 chapter short novel will net the players 15 experience points, enough to buy a Martial Art package, some combat levels or master the new spell critical to disrupting the evil wizard's plan. Longer story arcs allow the players to take on high-power opposition: the same 12 part story line and the players have gained 40-50 points, effectively "graduating" from a Heroic campaign to an Epic campaign.

Rapid growth: 5 exp/session (3-4 for play with 1-2 for contributions), best for short novels in which the players need to completely retrain themselves (not unlike the martial arts movie cliché), master powerful magic artifacts or buy off Disadvantages in order to win. Players will gain 20 experience in just 4 sessions, quickly growing in power level and eliminating many story ideas in the process. In a 12-part adventure, they've received 60 or more experience! If a trilogy is run, or a 5-part series, player characters will soon be over 300 points, and mundane opponents will be only so much cannon fodder.

So don't go overboard. It's always best to err on the side of caution, even when your players grumble. Alternately, make two sets of characters, one for low-power adventure and one for Epic. Then you can give all the experience you want to the second company, but run the mundane, low-magic adventures with the first team.

One final note worth mentioning: don't forget to give an extra point or two for climactic moments or really extraordinary bits of role-playing. Players that give you plot hooks, or who motivate other players and give them a direction, should all receive an extra tip of the hat.

Chapter VI: Things Players Were Not Meant To Know



Unlike the rest of these chapters, this section is not about GM techniques or how to run a Broken Kingdoms campaign. It's about secret characters and plots that the players shouldn't be aware of. If your players have read this chapter, there's not much you can do except change the story line or trust them to be better at role-playing than they are at following directions (probably the former).

Some of the things discussed in this chapter won't make much sense yet. There's a lot of people and places and prophecies. Just remember where this chapter is, and come back to it later after you've read the Broken Kingdoms Source Book.

However, Gamemasters should read the section on the Three Great Prophecies of the Pallean Sibyl, in the Broken Kingdoms Source Book, before continuing.

The Dark Titan's Destruction(?)

The Dark Titan is dead, but not destroyed. According to prophecy he could not be killed by weapon or by magic. This is true. When Vertigane killed the Titan in battle his body was slain, but his spirit lived on, preserved by his own nigh-infinite magical powers. Some scholars debate that he might live still, but largely discount the theory since a return of the Titan would be a terrible morale blow to the people of Ahrivine, and possibly ruin any chance of a reunification of the High Kingdom (remember that Vertigane's claim was largely based on his victory over Darkseeker in battle).

In the time since the Titan was reduced to a spirit form, he has long awaited a chance to regain flesh—for his powers were vastly limited without a body in which to inhabit. In truth, any form would suffice, but Darkseeker decided to once again use prophecy to his advantage. He knew that an heir to the line of Vertigane would have the power to defeat all his enemies and conquer the whole of Ahrivine—and he was determined to be that heir.

He lay in wait for many generations, awaiting the birth of children to King Pellamark of Calabria. Pellamark's first child was Siegfried, and Darkseeker briefly considered arranging a seduction of him through one of his lesser female servants, with the intent of siring a son that he could inhabit. But he waited, for his plan called for a daughter to the King, not a son. This he received later in the person of Princess Giselle, Pellamark's second child. Patiently he awaited her maturation to child-bearing age.

When the proper time had arrived, Darkseeker's spirit directed his greatest servant, Tor-Mezin the Lord of Night, to come upon her and rape the innocent young girl. When Tor-Mezin returned nine moons later to take the child, he was surprised to discover not one, but two offspring of his deeds: a boy and a girl. The boy he took with him, to be claimed by the Titan's power, and the girl he ordered executed. But thanks to the manipulations of a Wizard, the girl lived. At the end of this section you will find Elaine, Daughter of Darkness. Her future role in the world remains undecided.

Darkseeker now had a body, and over the years that body grew into a strong young man. His return is completely unknown to all save the Doomed and a handful of others who serve him—even the generals of his army and mighty magicians are ignorant and think that Tor-Mezin still rules Doomhault. When he reveals himself, the players will know who their true enemy is.

So, you may ask, how can he be killed? Well, anything other than a weapon or a magical force would do the trick. Natural events such as an avalanche, a long fall or drowning could seriously hinder him (though he could still use magic to protect himself). Perhaps the best way, however, is the approach taken by the Sibyls themselves when they raised Areopus. Unarmed martial arts, using the body itself as a weapon, could end the threat of the Titan forever. Other organizations might have trained martial artists for the same purpose, or players might be clued in by a wandering Wizard.

Elaine, Daughter of Darkness

Elaine is the daughter of Giselle and the Lord of Night. By virtue of her birth, she is brother to the resurrected Dark Titan and a possible heir to the Calabrian throne through her mother and her uncle, Synmark. Her older uncle is Siegfried Duke of Lanahaut and the characters of Richard, Olivia, Harrison, Christopher and Areopus are all her cousins.

The infant girl child born to the Princess of Calabria should have died a quick death. When Tor-Mezin came to Giselle on the night of the child's delivery, he was surprised and annoyed to learn that not one but two offspring had been conceived. Taking the boy, meant as the vessel for the spiritual essence of the Dark Titan, he used his powers of mental domination to command Giselle's maid. He ordered her to take the newborn girl to the nearby cliff and throw it into the sea. Then, after a brief reunion with Giselle, he left her for the second and final time.

But all did not go according to plan. Quite by chance, the maid surprised a boar hidden in the tall grasses, and she was gored to death. The child remained in the cold night for only a few minutes longer, when Blaise the wizard arrived to rescue her and take her to a new home. Passing her to a middle aged Tarsan couple with a large family, he gave instructions that the girl should be named Elaine and, when old enough, should be sent to the Pallean Sibyls for instruction. The couple, enchanted with the beautiful girl, afraid for her should they choose to leave her with the strange wizard, agreed.

Elaine grew up in a warm, comforting environment, but never truly felt at home. Obviously different from the other children, no secret was made of her adoption, though her true parentage remained unknown to all but Blaise. Elaine sought out intellectual pursuits quite unlike the Tarsan norm, and although she enjoyed riding and the pleasant summer days out of doors, she was well known for her habit of reading late into the night by candlelight, on whatever topic she could find and her brothers could locate books upon. Her appetite for knowledge was voracious. Despite her nearly unbroken silences and her introspective, difficult character, she was much beloved by her kin.

Arriving at the Isle of Cumae at the age of 10, she was accepted as a Maiden after a brief examination. Due to the involvement of both a Doom and a Wizard in her conception and birth, her origins remained a mystery. But as Elaine quickly mastered her studies her prophetic and healing gifts grew into a promise of power. It was while under instruction that she first met Areopus, who was at the time being raised on the isle, in preparation for his release into Pallean slavery. Some twist of her dark tragedy arose in the young girl then, for she fell instantly and completely in love with the handsome boy, and remained silently devoted to him even after he departed the isle to learn martial and athletic prowess.

As the time to take her final vows of Priestess drew close, Elaine grew more and more concerned over her destiny. Unable to learn the truth behind her parentage, consumed with a love which no Priestess should feel, she fled the night before the ceremony. Fleeing to Calabria, she began to wander without direction, following her prophetic visions. She crossed paths with Areopus twice—once to give him a furtive kiss and the next to warn him of an attempt on his life—but has yet to explain herself to him or even give him her name. She hopes to find Blaise and learn her parentage from him, but in the meantime seems to have no sure course. To survive she has adopted the purple robes, and she performs all the duties of a wandering Sibyl, though she keeps moving to avoid the order that pursues her.

Deep within the shadowed psyche of her mind, Elaine is heir to a terrible power. As the child of a Doom, and a vessel bred to house the spirit of the Titan, her full magical prowess can only be guessed at. To date, though her prophetic and healing powers are strong and reliable, they are certainly not awe-inspiring. Her true powers are repressed, as is the darkness in her soul. Vivid dreams of dark purpose have made her confused and torn between the two halves of her psyche. She often struggles to restrain herself from committing atrocities and acts of evil which shock her conscious mind. And she considers her passion for Areopus to be a symptom of this evil, a strike against the goddess fashioned by her own corrupted heart.

Of her final destiny and her ultimate level of power, it is impossible to say.

10	STR	13	DEX	13	CON	10	BODY	18
INT								
20	EGO	18	PRE	20	COM	3	PD	6
ED								
3	SPD	5	REC	26	END	25	STUN	

Skills: Conversation, Navigation, Paramedic/Healer, Persuasion, Riding, Scholar, Shadowing, Stealth, Survival/Hunting; AK: Tarsus and Calabria both 11-; KS (INT-Based): Prophecy, Herblore, History, Wizards, Founding of the Order, Elaine (the first one); Languages: Native Tarsi, Completely Fluent Ancient Pallean, Modern Pallean, Calabrian, Albionesse; PS: Midwife, Psychiatrist, Philosopher; TF: Boats; WF: Common Melee, Bows.

Perks: Fringe Benefits: Pallean Sibyl (not really, but only a true Sibyl could tell that her instruction is still incomplete—3 points).

Talents: Lightsleep (thanks to vivid nightmares).

Powers: Clairsentience with sight, hearing and mental awareness, into future and past, Activation Roll 14-, Cannot see Wizards or the Doomed, x3 END Cost; 4 ½d6 Aid to all injured Characteristics, Activation Roll 14-, Concentrate 0 DCV, Extra Time: 1 Turn, x3 END Cost, Cannot bring characteristics above starting values; Multiform, Only if she gives in to her evil nature (this write-up is Elaine's 'second' form. Her other form is much more powerful than this, in excess of 1000 total points, but she cannot yet transform into it be-

On Traitors—a Note from the author

One of the heroes in this book is a traitor. For years he, or she, has concealed their true nature, seeming to all the world to be a paragon of service and nobility. In truth, this person serves only darkness, and is a slave, or willing accomplice, to the Doomed. They wait to reveal their true nature for the moment when it will do the most harm. They will be satisfied with nothing less than a mortal blow to the Broken Kingdoms.

Who is it? Good question.

I haven't decided. The following characters have been nominated: the Lord Regent Lucius, Queen Elizabeta of Calabria, Dame Judith, the Duchess of Lanahaut, Princess Angela, Prince Roland of Menevia and Belsidar, the Champion of the King of Tarsus. Nominations are still open.

Send nominations, votes and comments through electronic mail to brucehh@earthlink.net, and he'll pass them on to me..

Look forward to hearing from you.

cause of her rejection of evil); Mental Awareness; Mental Defense +14 Hardened and Resistant; Running +2"; Swimming +2"; +1 Enhanced Perception.

Disadvantages: Distinctive Features: aura that she is somehow different—and darker—than normal (not concealable), Dress; Hunted by Pallean Sibyls who seek to return her to the isle (AsP, 11-, NCI), Watched by Blaise (AsP, NCI, 8-); Psychological Limitation: Frequent dark urges (common, moderate), Love for Areopus, Wants to know what she is and what she is becoming; Reputation as chaste prophetess 11-; Secret Identity; Unluck 1d6.

Equipment: Purple robes, knife, sandals, purse with food given to her by local peasants.

The Heir to the Prophecy of the Boy(?) King

This prophecy has suffered a bit in translation, and the situation has been worsened by Allemaine sexual prejudice and secret manipulation on the part of Wizards, Doomed and the Titan himself.

The heart of the first problem is based on Ancient Pallean pronouns, which come in three varieties: male, female and neuter (usually used in reference to children). It is the neuter pronoun which is used in the original prophecy, and for this reason there is nothing to prevent a female child from being accounted as the "Boy" King. Allemaine scholars naturally assumed that any ruler had to be male, and this tradition has become inserted into every later copy of the manuscript.

As an additional wrinkle in this particular prophecy, there are some children in this family line which are unknown to the world. These include Richard and Olivia, children of Siegfried (who is believed dead but is in fact in magical disguise), Areopus (child of Synmark and Orithyia, Lady of the Isle), Elaine and her brother, the new host body for the Dark Titan.

Inserting all secret children and women would result in the following list (in order of birthright):

Siegfried children: Olivia, Richard

Giselle's children: Darkseeker, Elaine

Synmark's children: Areopus, Harrison, Christopher

Also remember that thanks to the ambiguity of this prophecy, there is nothing that says the eventual "Boy King" has to be a good guy. He could just as easily be evil, and the great kingdom he creates be an instrument of tyranny. This is, in fact, Darkseeker's intention. If he cannot kill Olivia or Richard, then he will Doom them and bind them to his service.

Synmark, alas, was also a bit of a randy cavalier in his youth. Other bastard children may exist in Calabria or elsewhere, and these children may have no true knowledge of their identity. Certainly, they are likely to be older than either of his legitimate children, and thus would be of some consideration for this great prophecy.

Pick a PC, smile at him, and tell him you know something he doesn't know.

The Lord of Night and his Invulnerability(?)

As written, this prophecy has big loopholes. As GM, its your responsibility to know where they are, and how they might be useful to player characters.

Destiny does protect the Black Prince. He cannot be killed so long as the sun is in the sky, and by anyone born of a woman. To enforce this, anyone entering combat with him that does not qualify will suffer a -8 to all OCV and DCV calculations. In addition, take note that Tor-Mezin's power is greater at night and during the time of eclipses, thanks to his magical bond with darkness and shadow. He considers himself invulnerable, and this overconfidence is perhaps his only weakness.

Female fighters will have no advantage here—if they are born of a woman then they will suffer the combat penalties associated with defying Fate. Natural events such as lightning, landslides or the like also cannot slay Tor-Mezin—his life must be taken by another, someone who qualifies under the Prophecy as written.

There are ways that he can be killed, however, specifically by someone not born of a woman. This might include some sort of magical construct or an artificial man (quite beyond current levels of Ahrivine magical science, but you never know) or else something more mundane. See the character of Terrod, Warlord of Tarsus for one suggestion. Other ways may come to you as you look over PC backgrounds. Most likely, however, players will be forced to find a way to deal with Tor-Mezin that does not require his death. Puzzles like this should be difficult but not impossible for imaginative player groups to solve.

The Council of Kings (Part Two)

"You lie."

Harrison's eyes grew wide; a quick retort came to his lips. The Sea-Prince had killed for less of an accusation, and he would be ready to defend his honor now against any man, Duke and Constable of the Kingdom or no.

But as Duke Clariance rose he gestured apologetically. "Excuse me, I should say that you are mistaken. The error you make is not your responsibility. You are simply not in possession of all the facts.

Clariance faced the assembly. His strong and noble posture was accentuated by the veteran manner in which he carried himself. His two children sat beside him and Olivia watched intently, but Richard remained morose.

"The fact is that we have among us a traitor. A man who has violated his sacred trust, and is worthy of nothing but condemnation. And that man is me." Eyebrows rose, while the Palleans smiled at the Duke's drama. He should have been an actor; he had missed his calling.

"For twenty years I have pretended to be someone I am not. My lord Regent, you have granted me noble title, lands and office for the deeds I have performed in battle, and you thought that you gave these boons to a man without lineage or blood. But I must reveal to you my true name: I am Prince Siegfried of Mark, elder brother to the King who sits there across the table, and Harrison's uncle, long thought dead."

Again uproar filled the Council. But no Wizard was required to silence them this time. Synmark, King of Calabria, stood up at once. He peered across the table as if the distance was too great. Perhaps it was, for without further word he stood upon his chair and then the table, walking across it to the Allemaini Duke. With a graceful step quite in contrast to his years, he landed before the man who proclaimed himself his brother.

Synmark smiled at once. He took the man by the shoulders. "I have gazed upon you a hundred times, Constable, but never before have you had the face of my long-dead brother. How come you upon it now?"

Siegfried smiled. "The workings of a Wizard, Douglas. Paracelsus used his magic to disguise me, so that I might leave the crown behind and join with the woman that I loved, the woman that would become my wife."

"That northern duchess? The one dad didn't approve of?"

The smile broadened. "The very one."

The brothers embraced, happily, but as they did so the Minister Aristothenes drew the attention of the Council. "Excuse me, this is heartwarming, really, but I'm afraid it puts some matters in question." He gestured to Harrison, who was still sanding, though his expression was perplexed. "What about our erstwhile volunteer?"

Siegfried broke with his brother and assumed a commanding tone of voice—one of the many tools he wielded as Constable of the Royal Lists. "Indeed, I have much to answer for. First of which is to you, my liege." Siegfried knelt before Lucius. "I have violated my oath of honesty, and lied to you these many years concerning my identity. We both know the penalty for such crimes. But before you sentence me to exile, I beg you to pardon my son and daughter, for it is only with their help that the ancient Prophecy can be fulfilled.

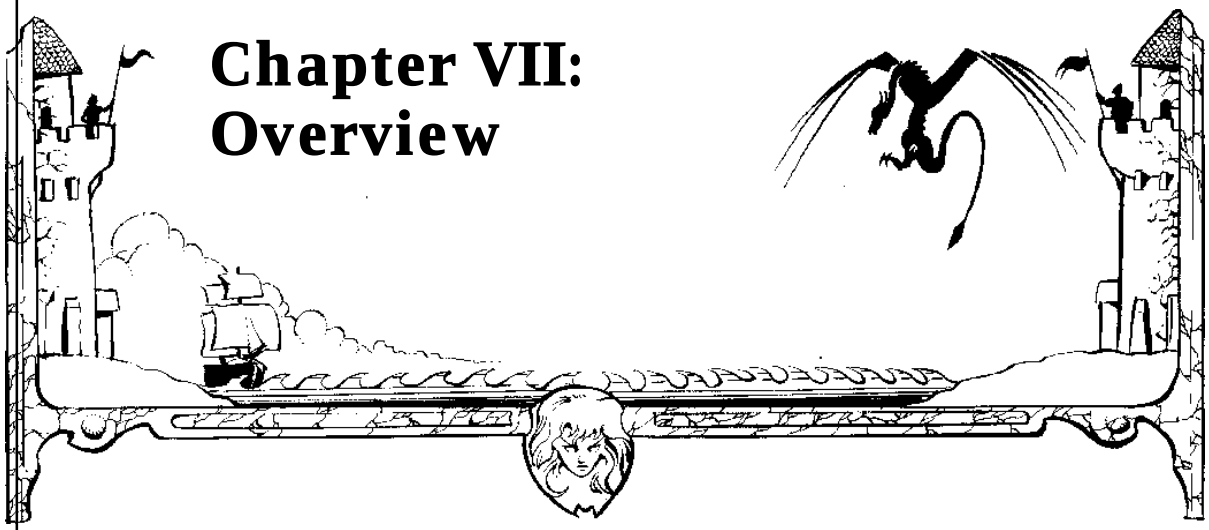
"As the eldest living son of Calabria, the crown rightfully belongs to me. And it is my son, not Synmark's who are heir to the Sibyl's promise."

Richard was again the center of attention, and his previous humiliation by Blaise did not endear him to the audience of nobility. Their hesitation was clear.

Lucius arose and, solemnly, gestured Siegfried to his feet. "You have betrayed me? By hiding your identity? Nay, tis not so." Puzzled, he looked his Constable over. "Is your hair not black as coal, your eyes bright blue? Are your bones not strong and straight, as strong as they have ever been when you have rallied to my defense these many years, as my chief commander in the field, and as my friend? Long have I known that your love for your wife was foremost in your thoughts. To learn otherwise—now that would be a betrayal! No, no you are Clariance still. And Siegfried, too. I will not shame you with punishment for a crime that you have not made.

"To your son, however, I will show no mercy."

Chapter VII: Overview



Welcome to the Broken Kingdoms, the remnant of a vast High Kingdom founded over a thousand years ago after mankind's final victory over the Dark Titan. High King Vertigane and his heirs ruled for eight centuries, before the destruction of his line ignited rebellion, splitting the Kingdom into five separate realms.

Allemaine is what remains of the High Kingdom. With a culture and technology reminiscent of Earth's High Middle Ages, Allemaine fits the traditional fantasy setting in many ways. It is a place of knights and high adventure, magicians and priests, war and quest. It is ruled by the latest in a long succession of Lord Regents, chosen from amongst the Kingdom's nobility. Lord Regent Lucius Glorianos is a good administrator, but not a very dynamic ruler. Political infighting has split the Archduchies apart, and intrigue is common.

A handful of large Counties form the Allemaine Provinces. Their local rulers attempted to break free from the crown in the rebellion, but failed. New lords were installed who owed their allegiance to the Regency, and who cared little for the common peasants under their governship. In three hundred years the civil unrest in the Provinces has continued to rise, resulting in crime-infested cities and large bands of rural outlaws.

Calabria, however, successfully broke free of the High Kingdom and was protected by its strong navy. The Sea-Princes, as they are called, are a Renaissance-style swashbuckling culture divided into thirteen large ports, each ruled by their own Prince. The King of Calabria, Synmark, has authority only in matters of foreign policy. Each Prince rules his port as he sees fit, resulting in a highly diverse and energetic culture. Unfortunately, it also breeds competition without cooperation, and the Calabrians have a tendency to war on each other far more than they should.

Isolated from the rest of the Broken Kingdoms by geography and the rampages of Calabrian pirates, the Kingdom of Tarsus lies to the south. Descended from a Viking culture of Northrons, the Tarsan people have been forced to fight for survival since their landing on these shores. Frequent invasions by the oriental Fekesh to the west, and dragons and other monsters in the east, have bred a nation of strong and capable warriors. King Ector has ruled for over five decades, and has chosen a grim and battle-proven veteran to be his successor.

Finally, in the middle of the Demetian Sea, the islands of Pallea have become home to a wandering culture fleeing oppression in their native homelands. The Palleans are a classical culture known for their unusual political views, legalized slavery, athletics, drama and philosophy. However, they are also a place of unpredictable adventure, since the Pallean people brought with them a pantheon of magical Incarnates who are held as gods, and who seem to derive great pleasure from meddling in mortal affairs.

This chapter contains many descriptive essays and smaller sections. The first of these is a brief summary of the history of the Broken Kingdoms, followed by notes on the world's geography, cosmology, calendar and the measurement of time and the hours. Then each of the five major Kingdoms is discussed in detail (Allemaine, the Provinces, Calabria, Tarsus and Pallea). These five realms all have traditional enemies, generally ruled by semi-immortal magical beings of evil called the Doomed, and these Kingdoms are discussed next (Doomhault, Mezina, Mu-Jahdin, Fekesh and the North). Some lands which are neutral in the struggle (Kekutchiau, the Crying Jungle, the Dwarven Holdfasts and the Elvish Forest Sauvage) follow. Finally, there are some few comments on organizations which ignore or defy national boundaries, and these groups include Wizards (immortals and the greatest of spellcasters), Doomed (the greatest servants of the Dark Titan, still serving his purposes long after his destruction) and Giants (immortal brothers to the Elves, long without a true nation or home).

History

A History Of Alia, Ahrivine And The High Kingdom Of Allemaine

Written, Assembled and Abridged by the Queen Evaine at Rycliff from the notes of the Wizard Paracelsus, in the 722nd Year of the Age of the New Dawn

Being a record of the greatest elements of this world's history, as they are currently understood

The First Ages

Though much of the foundation of our world is in doubt, and historical records lost to us, it can be said with certainty that the first beings to exist were the gods. These beings, according to current theory, numbered three, and we have come to call them Augelmir the Creator, Rhea the Preserver, and the Destroyer (whose name has been lost to us, or perhaps has never been known). The gods had created a thousand worlds, and had oft repeated the cycle of creation, preservation, destruction and rebirth … so oft in fact that Augelmir and Rhea despaired of ever seeing the things that they had created truly last. They wished to make a thing that was immortal, as they themselves were, and to end their pointless and unceasing labors.

Thus when they worked together to craft their newest world, the last and final world that would become Alia, they hid from the Destroyer so that he would find them not. They summoned to them their servants, the Incarnates, great spirits of magic and majesty who assisted them in their labors. This occupied the whole of the first Age.

With the help of these spirits, and with the Preserver at his side giving wise counsel, the Creator shaped the world. He made mountains and forests, bleak deserts and frozen tundra, shining rivers and fertile grasslands, as he had done a thousand times before. And as he did so he meant that this world should remain forever—that it should possess a permanence and a timelessness that his other creations had not had, trapped as they had been by the certainty of eventual destruction. After Alia was complete, Augelmir turned to the heavens, and he made the Moon and the Sun, the planets and the stars. These he set in their motions within great Spheres that encircle the world, and in their movements they created a beautiful music.

Then Augelmir turned away from the heavens, and back to the world. He created the beasts and the birds, the mighty Giants and the beautiful Elves. They were still and without life however, for the Creator could shape but he could not give life; that alone was Rhea's to bestow. And throughout this Age Rhea's words were oft upon him, for he fashioned the vessels that would contain her precious gift. So, when his work was done, the Goddess breathed upon the world and all at once it awoke.

The Ages of the Immortals

So there was life upon the world, and life of a special kind, for the Giants and Elves were not as mortal beings are. They did not age, and were forever strong and healthy, and there was no plague or famine, no want and no need that the gods, their divine servants or the land itself could not provide. Rhea and Augelmir went among their chosen people, she to the Elves and he to the Giants, and taught them the ways of language, and of science and of nature. They built great cities to call home, the Elves in the woods of the Isle of Albion and the Giants the City of Vaults beneath Ahrivine's Pennine Mountains.

The Elves and the Giants loved their father and mother, the gods, and were in awe over the wonders of their creation. So in time they took to exploring the limits of the world in ships and on foot. This was a spectacular time for them—around every corner was some new fantastic example of divine glory.

In time, after the immortal races had learned and mastered much of what the Gods would teach them, they desired to fashion their own people—to repeat the act that the Gods themselves had done when the Giants and Elves were made. And the Gods, who loved their children, said that yes, this would be possible. And they worked with the Giants to make Dwarves, and with the Elves to make Men.

But this ideal time could not live forever. The time came that the Gods had always feared, for the Destroyer found them and the world that they had made in secret, and he was angry. He waited until the Dwarves and Men were to awake, and then he struck them with the curse that was death, and they awoke mortal. The gift of death did not end with Men and Dwarves either, but affected all parts of the world, and now there was disease and age and corruption and all the tools of destruction that the Gods had wished to avoid.

At this, Augelmir grew exceedingly angry. He threatened the Destroyer with his lightning, and his earthquake, and commanded him to stop the curse of Death. But the Destroyer was not moved, for it is always easier to destroy than to create, and he knew himself to be greater than Augelmir in might, if not in craft. Then Rhea pleaded with the Destroyer to reconsider, and to withdraw death, so that they might break the eternal cycle and find new purpose. She argued that the Gods had never known a life outside of the endless cycle, and that without such an experiment they could not be certain that birth, life, death and rebirth was, in fact, the proper course for the cosmos. At this the Destroyer almost relented, for the Goddess' words were persuasive, but it was too late. Once death was given it could not be taken away. In honor of her argument, and because Death himself had come to doubt, the Destroyer halted the gift before it took the Gods own children—

The Ages of the World

The men of Albion, and after them the people of the Broken Kingdoms, divided the history of the world up into Ages. Traditionally each Age was a thousand years in length, but the actual duration varies, and is further complicated by the fact that time itself is reckoned only with difficulty before mortal men and dwarves walked the world.

The Ages listed below are universal to the Broken Kingdoms, and are generally similar (though with different names) to those used in the Lands of the Doomed. However, realms from outside Ahrivine may have only a passing similarity to the names used below—if any at all.

The current date is the year 1163 of the Age of the New Dawn (1163 AN). The majority of the later Ages are dominated by the rise and fall of the civilization of Albion—identified by the symbol of the Moon.

The Age of the Summons (AS)
The Age of the Void (AV)
The Age of Labor (AL)
The Age of Innocence (AI)
The Age of Exploration (AE)
The Age of Desire (AD)
The Age of the Moon Rising (AR)
The Age of the Moon Waxing (AW)
The Age of the Moon Gibbous (AG)
The Age of the Moon Eclipsed (AX)
The Age of the New Dawn (AN)

Giants and Elves. They alone among all things remained immortal, and timeless.

The Destroyer went away, among the emptiness of space, his gifts given, and he debated the Goddess' words.

The First Ages of the Moon

This was the greatest of times for all beings of Alia, for there was much to learn and the world seemed filled with wondrous things and knowledge. The Men of Albion were quick to master the lore of the Elven people, and before a century was done the First City was thriving. They expanded peacefully throughout the Isle, vigorously exploring Alia and developing science, trade, government, art and architecture. Magic and warfare, too, were mastered, for in the Destroyer's wake had come beasts and monsters that preyed on man. And in the halls of the First City the Sword Arts, what was called the Steel Path, was developed as a way for men of honor to resolve conflicts through duel and skill. The Dwarves thrived also, excelling first as pupils but then as masters in their own right, crafting such works that even the Giants and Augelmir himself was proud. They explored much of Ahrivine, and met Men and Elves from across the sea.

Finally, after three Ages, Death returned from his contemplation.

The Destroyer had thought long and hard upon Rhea's words, and he wondered if perhaps she was right. Perhaps he and the other Gods had blindly followed the great cycle of death and rebirth, simply because they had never known anything different. Perhaps this was not the way that the cosmos should be. Perhaps destruction was not necessary. Perhaps death was, in fact, superfluous.

But in contemplating this he believed that he saw a truth which even Rhea had been blind to, for she had dearly loved her children and her creations all across Alia. The Destroyer knew that if the world was to be let alone by Death, left to follow its own course through the heavens, then the other gods must leave it also in order that the truth might be discovered. If Rhea and Augelmir were right, then this new world would thrive and flourish on its own merits, without help from the divine. But if the old ways were the correct ones, then Alia would perish in destruction and the cycle would be repeated for a thousand times plus one.

Bent upon his new course of action, the Destroyer labored in a secret place of his own, far away from the eyes of the Gods (who had quite dismissed him, intent as they were upon the actions of their children and grandchildren). He fashioned great cages to imprison the Gods, and then, knowing that Augelmir's power was the greatest and most quickly risen to wrath, he disguised himself in the form of a Giant and went among the Creator's chosen people. Under this form he crept close to Augelmir and, striking in stealth, he vanquished him. Flying faster than thought, he took the Creator to the first of the great cages and imprisoned the God within it. Then he sought out Rhea, and descended upon her in the Isle of Albion. Here he was less cautious, for it was rare that Rhea took upon her the aspect of the Huntress. He did not conceal himself, but rather came in power and terrible majesty, and he seized her and took her into the skies. She, too, was put within a cage that would contain her.

Now the Destroyer explained his course of action to the gods, and told them that if this world was to be an experiment it must be a pure one, without any gods at all. If it survived, then he would forsake his role as Destroyer, and let it live. But if it should destroy itself, then he would be vindicated and the Creator and Preserver would continue with him in the cycle for eternity. They would not heed him, and pleaded or threatened for their release.

Turning to Alia, which lay far beneath him, the Destroyer prepared to leave it forever. Before he did, though, he sought to address the balance, for Rhea and Augelmir had worked for centuries to leave their legacy in the land, and many things in Alia had their touch. But of the Destroyer there was precious little, save some accidental by-blows that had followed him here from the last worlds. So he sent his own Incarnates, those beings we call Devils, and he buried them far underneath the land, where none would discover them without effort. This evil, and many others, he left upon the land to balance the legacies of the gods. Then he withdrew to the cages, and with the Creator and the Preserver, set himself to watch the world and learn the truth.

Albion Corrupt: the Later Ages of the Moon

The next ages were marked by a fall from grace for all the races of Alia. With the gods' sudden abduction their children fell to argument and suspicion of one another. The men of Albion grew hateful of the Elves, who they claimed had meddled in their affairs and withheld their greatest lore. For their part, the Elvenkind grew withdrawn and secretive, despairing of their failure to properly raise Men and pass on Rhea's ways. The Giants also turned within themselves, locking the City of Vaults to the outside world and searching for ever more secret knowledge from deep within the earth. And the Dwarves, their children, were overcome by greed and proved the death of thousands, all for gold.

Under the leadership of the House of Tor, the Princes of Albion, that nation changed from a land of explorers, scholars and adventurers to one of soldiers and conquerors. Many of their great Houses left the Isle in search of Kingdoms of their own, and these were formed throughout Ahrivine. But the might of Albion was still too much to resist, and in time all of these petty realms paid tribute to their homeland across the sea. Some of those who came across at this time were Prince Tor-Mezin, younger brother to the Emperor, and Du-Dania, his cousin, who became known as the Lady of Songs.

Within Albion, the purges of the Elvenkind began, fueled by fear and ignorance. In time there were mass executions and blood sports with the Elves as victims, and as these policies grew many of the Albion people again set sail from the Isle, to find a place less dominated by blood and tyranny. This was always the way of the Albion people—rather than reform their home, they took to the sea in search of a new one. In these migrations came the House of Du-Odar, from which the High King Vertigane (and other heroes) were descended.

The Elvenkind tried to resist these atrocities committed against their people, but they had no experience in the ways of war, and Rhea's ways had always been one of negotiation and compromise before violence. By the time that they mustered a strong response, most of the Elven people had fled Albion altogether, arriving in Ahrivine by sea. Here, in the land that would become our home, was the First Army of Stars formed, and it became the first line of defense against Tor-Mezin and his racial hatred.

Alas, the Elvenkind had a double helping of troubles, for the Albion armies that followed them to Ahrivine had allies bought with vast treasures of Albion gold. The Dwarven Holdfasts, greedy for wealth and unsympathetic to the pleas of the Elvenkind, joined Tor-Mezin's army as mercenaries. This spelled the beginning of the decline of the Dwarven peoples, for the Elves were cunning enemies and powerful magicians, even though outnumbered and outfought on the field of battle.

Throughout these unfortunate events, the Giants had remained hidden and alone in their City of Vaults, probing for knowledge beyond even what Augelmir had taught them. In their folly they probed too deep, and three of their number, a father and his two sons, unleashed an evil so dire that it would dominate two Ages. It was no less that the Incarnates of the Destroyer, terrible devils and monsters, dragons and spirits of fire, creatures and beasts beyond description, all longing to be free. Deepseeker, the father, was the first to die. But though the details are largely unknown among Men, it is recorded that Darkseeker, his son, somehow mastered this evil horde and became the being now called the Dark Titan, or the Master of the Dark Depths.

The Giants and their Dwarven allies tried to destroy Darkseeker and his allies, but despite centuries of effort and a variety of tactics, they failed. When the Titan began to breed races of creatures to serve him and spread his evil across the land—the Inach and the fearsome Trolls—the Giants were forced to admit defeat. They warned the other inhabitants of Ahrivine about the Titan and abandon the Vaulted City to him.

Inevitably, the armies of the Titan and those of Albion came into conflict, for by this time each was claiming complete rulership not only of Ahrivine but of all the known world, and none could oppose these two tremendous powers. Initial probes by the Titan of Albion's strength taught him of the wisdom of a patient policy. Even after centuries in which to breed vast hosts of Inach and Trolls, however, his forces seemed evenly matched against the united armies of Albion, Dwarven mercenaries, Giants and Wizards. The Elves were the only race not present—they had long ago escaped persecution by hiding themselves inside the Forest Sauvage, and enchanting it with wards that kept them protected even from sorcery as great as the Titan's.

But at this battle, betrayal again took the day, as the Albion forces learned of the great tragedy that had struck their homeland. With the final departure of the last four Elves from the Isle, an ancient prophecy of Rhea was proven true, and the entire island of Albion was struck with nine tremendous waves of crushing water. And after the last wave had spent its force and the sea was silent again, Albion was destroyed and the island sunken, lost forever. Fleets of refugees had taken to the sea in whatever ship they could find, and were even now bearing for Ahrivine. The Albion armies—anxious for their families and kinsmen—left the battlefield at once to meet them, unwilling to die on a battlefield when their people needed them so desperately. The Dwarven host was slaughtered even as they retreated, and the Albion refugees eventually landed far to the north of Ahrivine, in bleak but fertile land that they named Mezina. And Tor-Mezin, who had long ago become Doomed and was now a servant of the Titan, became their King.

The reign of the Titan now seemed complete, with Albion gone and no other force strong enough to resist him. But the landing of the Albion refugees—who had displaced a nation of fierce nomadic peoples from the Mezina plains known as the Dolmens—caused a wave of migrations south. The Dolmens conquered new territories for home, displacing those peoples, and so on, each nation forcing its way farther south until Men were stacked up against the Pennine Mountains with the Titan as their neighbor. This was the time of the First Alliance. It brought together Kings and Princes from all realms of Men, and its armies were able to do what Albion had refused to do. They isolated and later destroyed the Host of the Titan in the Pennine Mountains, and did better still. For, with the help of the few remaining Giants who yet lived, they sealed the Vaulted City forever. Darkseeker, fleeing with his Doomed servants, went north to the Albionesse that had previously resisted him. Now, however, he was welcomed—thanks to his chief servant the Lord of Night, who remained heir to the Albion royal house. Thus the Titan lived on in his new realm of Doomhault, and there his power began to grow again. His arrival caused many nearby Kingdoms to be absorbed into his nation or flee. One of those that fled took their Northron longships into a land that the Titan's wyrms had long left ravaged. They became the Warlords of Tarsus, and proved instrumental to the Titan's eventual destruction in later years.

For centuries after the Titan's defeat and the sealing of the City of Vaults, there was peace. In time he stirred again. His armies laid siege to the Dwarven Holdfasts, and searched far and wide for the secret to the hidden Elven City of Stars. The Dwarves had been in self-imposed isolation ever since their abandonment by Albion, and the Elves had become mere legend amongst Men by now, so there was no help offered from human Kingdoms. In his wisdom the Elvenking realized that the time for exile was at an end, and he sent ambassadors to the Dwarf King with offers of aid. Thus it was that the Second Army of Stars marched out of the Forest Sauvage, and broke the siege of Kominkadu, proving the first ever alliance between these peoples.

The Inach hordes which had fled the siege ravaged eastern Ahrivine, destroying the local armies fielded by petty warlords, none of which had the numbers to oppose them. It was in response to this that Vertigane, a Prince of Calabria and a son of the House of Du-Odar, marshaled his first great army and stood against the hordes. Through clever tactics, ceaseless recruiting, the counsel of advisors such as Elaine the Sibyl and the Wizard Paracelsus, not to mention a bit of luck, Vertigane was able to cleanse the countryside of the marauders. In the process he made all of Ahrivine from the Pennines to the Rydions one great Kingdom under his rule. Thus was the Kingdom of Allemaine born, uniting Calabrian Sea-Princes, the many Provincial lords and the rich northern Kingdoms all together into one. But he was not through yet.

South, in Tarsus, the Warlords faced enemies of their own. The Titan had long manipulated the land of Fekesh from the shadows, and their Emperors and Great Generals were all his unwitting slaves. It was he who drove the yellow men to attack Tarsus again and again, relentless in their attempts to drive the Warlords back into the mountains or off the cliffs themselves into the sea. But the Tarsan King Stelholm managed to deal the Fekesh a series of tremendous blows, and threatened to exterminate them forever. He offered to forge an alliance with the new King Vertigane, and add his troops to Vertigane's already substantial Legions. This was done, and Vertigane began to think of pushing on Doomhault itself. He became certain when representatives of the Dwarven Host and the Army of Stars, sensing the potential and weary of constant attacks from the Titan, offered their aid as well.

This was the Grand Alliance of Men, Elves and Dwarves, and in time they met and conquered the Hosts of the Doomed and the Titan himself at the Battle of the Rydion Gap. Vertigane, despite assurances by the Sibyl that the Titan could not be killed by weapons or magic, nonetheless destroyed him with his own blade, Skycatcher, and a number of other magical artifacts assembled from throughout Ahrivine. With the Titan destroyed his armies fled the field, but his greatest servants, the Doomed, would survive and come to haunt us again, in time.

Vertigane seized the incredible popularity of his victory over the Titan to declare himself High King, including the King of Tarsus as an allied and semi-independent monarch. This was the foundation of the greatest realm in history, and the beginning of a new Age.

The New Dawn

Vertigane's victory created a peace that lasted for centuries. Alas, no man can escape battle with the Titan unscathed, and Vertigane was never the man afterwards that he was before. He died a few years after Rydion, slain by an Inach arrow. The hordes had been broken, but not destroyed, and it fell to Vertigane's heirs to complete the victory. They proved to be better architects than generals, and although many more victories were had against the Hosts of the Doomed, complete victory has eluded us. But a mighty fortress, linking three cities more beautiful than any since perhaps Albion itself, has been constructed on the site of our victory, and this Bastion guards us against invasion. The Aetherium, a magical institution founded by Paracelsus and his colleagues, wards us from foul magic and serves the crown. The Sibyl, though of course long dead, lives on in her religious order devoted to the Goddess Rhea, and these wise counselors are in every town and court throughout the Kingdom. Provincial lord, Calabrian Sea-Prince and Tarsan Warlord live in harmony, all the while acknowledging Allemaine's enlightened rule. The combat arts of Ambrosius the Sword Saint have made our knights into masters not only of warfare, but of philosophy and spiritual wisdom.

Truly, ours is the Kingdom of the blessed.

Addendum To Evaine's History: The Broken Kingdoms

By Norlon Arnquist, librarian and scribe in the Great Library of Rycliff, 1135 AN

In an effort to slightly update Queen Evaine's famous histories with a more … modern view of the current political situation, the author has made the following notes:

Nothing lasts forever. The sundering of the High Kingdom was, on its surface, a simple affair with a single cause. But the ease with which Vertigane's famous treaty was flouted gave credence to deeply rooted social strife which simply grew to fruition three hundred years ago.

It began, as it often does, with a woman. It was the year 800 and the new High King, Pellinore Vertigane, had just sired his first child. Mark, sadly, was born to Calabrian Baroness and was illegitimate. Mark was sent to the coast for his education, and enjoyed a respected place in the King's household. The Crown Prince, Pellinore's only legitimate son, was born four years later and named Claudus.

The details of Pellinore's reign are beyond the scope of this essay, but it is enough to say that in 825 AN vast numbers of Inach, Trolls and Mu-Jahdin joined the Fekeshi hordes under the leadership of Du-Dania, Second of the Doomed, in an invasion of Tarsus. King Coelstan delayed the Hosts as best he could and called for reinforcements. Pellinore, always an active King and possessed of good bloodlines, responded by amassing his cavalry and most of the fleet and sailing for Tarsus at once. He left Claudus, age 21, in charge as Regent. Mark remained in Calabria, where he was much beloved and somewhat of a national hero.

Claudus proved to be an exceptionally poor ruler, even in small measure. Matters were complicated when a similarly vast horde of Inach, Trolls, Mezini and Northron mercenaries poured out of Doomhault against the Last Bastion at Rybonek. Claudus of course ordered the Army to the fortress and tried to repel it, but his lack of personal charisma failed to keep the Barons and Dukes in check, leading to an uncoordinated defense plagued with infighting and political maneuvering. Claudus was surrounded in Rybonek and placed under siege. Fortunately Mark arrived within weeks with the Calabrian Armada, which quickly forced the besiegers to flee into the nearby mountains. Proud and quick to claim credit for the rescue, Mark entered the castle to meet with his brother.

At this time, messengers arrived from the field of Tarsus. Pellinore was dead, killed in battle by Du-Dania. The invasion forces had been defeated and Coelstan was pursuing them into Fekesh, but Pellinore's body—and the irreplaceable Royal Arms which had been so instrumental in the defeat of the Dark Titan—were captured.

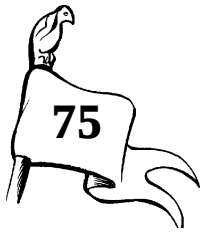
To this day scholars debate whether or not Mark would have tried to seize the throne. Before he could, Claudus tried to assassinate him. True to form, he failed. Mark was displeased at his thanks for such a timely arrival and reboarded his ships. Owing far more personal loyalty to the dashing bastard Prince than to the Claudus, the Princes obeyed Mark when he ordered them to return home. The Inach hordes, so quickly vanished, reappeared just as quickly, and Claudus' fate was sealed.

Claudus was crowned King in a brief ceremony—no comparison to the pomp and circumstance which had heralded his father's acceptance of the crown. A year later Rybonek fell to siege and the King, along with his young wife and his mother, were slaughtered. In the meantime, Mark had declared himself King of Calabria, now an independent realm that would not answer to Allemaine. Possessed of a competent standing army and unmatched sea-power, they proved well able to enforce this claim. Tarsus, cut off from communication thanks to geography and Calabria's piracy, was forced to neglect the alliance and return to the status of a fully independent (though friendly) Kingdom. The Provincial lords tried to follow the Sea-Princes into rebellion, but were defeated by an Allemaini army and occupied with troops loyal to the newly appointed Lord Regent of Allemaine. They alone remained loyal to the Crown.

Thus ended "the Kingdom of the blessed."

The situation today is little changed. Allemaine and its Provinces are ruled by a Lord Regent, selected from amongst the nobility and appointed for life. The current Regent, Lucius Glorianos, has proven a capable administrator but a poor general. He has kept the Kingdom from falling further apart. Calabria is theoretically ruled by its King Synmark, who was known as a wild corsair in his youth but seems to have settled down (and who can blame him) to a life with his beautiful wife and Queen, Elizabeta. Rumors are that he will retire soon and hand the crown over to his young son, a swashbuckling and irresponsible youth named Harrison. His youth will hardly be much of an obstacle, since the King of Calabria is just a figurehead for the dozen or so Princes, who hardly need obey the King's commands at all (an entire political system based on treason and disobedience, imagine it!). King Ector, in Tarsus, rules as he always has—resisting the Fekesh and monsters from the Pennine Mountains with the grim courage that has become his hallmark these five decades. The Provinces are quiet—if you ignore the rumors of organized crime in the cities and the rampant outlaws and banditry in the wilds. When will those Counts get things under control? The Pallean islands are home to strange gods and stranger customs, including the keeping of slaves and other unwholesome practices—but none can deny the courage and supernatural strength that flows in the bones of its greatest heroes. Pity they spend their time looting and pillaging, or debating endlessly in their attempts at "democracy."

This is the state of Ahrivine today—a once-great land now broken by social turmoil and class struggle, racial hatred and prejudice. The Wandering Flames arrived from the sky—true to the Sibyl's word—and hope has recently arisen in common folk across the land. They hope for a miracle, but can we ever have faith in prophecy again? After all, it 'twas Prophecy that Vertigane thwarted when the High Kingdom was forged …



On Prophecy—The Three Great Prophecies Of The Pallean Sibyl

As duly recorded and translated from the Ancient Pallean manuscripts of the Order of Sibyls by loremaster and Aetherii Mortimer of Lindinum

The First Great Prophecy of the Pallean Sibyl is the Prophecy of the Dark Titan's Destruction

As weapons are made of wood and metal,
And Darkseeker is master of the earth,
No weapon can slay him.
As magic is made of knowledge and power
And Darkseeker is master of these things, too
No spell can take his life.

This Prophecy states that the Dark Titan cannot be killed by weapons or by magic, and was the only one made by the Sibyl that has ever been proven false. This falseness was her tragic undoing as well. When Vertigane used a suite of magical weapons and his own courage and skill at arms to slay the Titan in battle, Elaine instantly perished. She died in Pallea, surrounded by her followers. Elaine's failure in this single instance suggests that other Prophecies may be wrong as well, but most scholars agree that her failure was a once in a lifetime occurrence (so to speak).

The Second Great Prophecy of the Pallean Sibyl is the Prophecy of the Lord of Night's Immortality

So long as Man is born of woman
So long as the sun shines in the sky
So shall the Black Prince live forever
So shall the Night Lord never die

Pallean couplets such as "so long as Man is born of woman" are poetic phrasing for the concept of eternity. That has led all educated scholars to agree that this prophecy suggests that the Lord of Night, Tor-Mezin, First of the Doomed, cannot be destroyed. Nonetheless certain brave warriors have assaulted him during periods of the sun's eclipse, in the vain hope of defeating him. This has failed. Indeed, perhaps due to the circumstances of the Black Prince's birth and his Doomed connection to darkness and the night, they have found him an even more terrifying opponent in these circumstances.

For his part, Tor-Mezin has been bolstered by this prophecy ever since its formation by the Sibyl. Confident in his ability to survive any battle, he fears nothing and no one (as if the power of his Doom was not enough).

The Third and Final Great Prophecy of the Pallean Sibyl is the Prophecy of the Boy King

A child shall come from the line of the King.
By the arrival of the Flames shall you know him,
The Flames that burn unfettered from the heavens.
He shall be the child of the Sea-Kings,
Eldest child of the eldest child,
Escaping only in death.
He shall suffer a trial by fire
And he will burn or be King.
Only he shall have the power to unite the crowns,
To make again what once was.
Crowned, anointed and honored,
His enemies will fly before him.
The lands of his foes will be laid waste
And he, and his heirs, shall rule for a thousand years,
Until they overshadow their ancestors forever
And the moon of Albion is forever eclipsed.

The most complicated of the three prophecies, the first stanza described the arrival of the "Boy King" (as he has come to be called) and the second describes the King's victory over his enemies as well as the duration of his reign.

The Flames mentioned in the first stanza are generally attributed to the so-called "Wandering Flames" which struck the northern portion of Ahrivine over twenty years ago. It signaled the generation to which the Boy King belongs. The prophecy further delineates that the child shall be the heir to the line of the Sea-Kings of Calabria, identifying the child to us as Prince Harrison, eldest child to King Synmark and Queen Elizabeta. Prince Christopher, an infant at the time of this writing, would replace Harrison in the event of his demise ("escaping only in death" has been translated to mean that, upon the appointed heir's death, the next in line would inherit the prophecy as well as Calabria). The meaning of the "trial by fire" is unclear.

The second stanza states that the Boy King will have the power to reunite the High Kingdom and will, in fact, lead it to a glory that eclipses even that of ancient Albion (the sign of whose royal family of Tor was, in fact, a full moon). The King will triumph over his enemies and begin a dynasty stretching for a thousand years.

In the opinion of this author, Prince Harrison seems a particularly unlikely candidate for such a role. Fate, appears, is indiscriminate.

General Geography

The world of Alia remains largely unexplored by the people of the Broken Kingdoms. Albionesse mariners charted its every corner and continent, but those records are lost to all but the wisest of scholars. Even the geography of Albion is vague in modern records. It is known to have been an island dense with forests, with rocky cliffs to the east and the First City in the north.

Ahrivine can be thought of as a circular continent surrounding the roughly square Demetian Sea. The left half is dominated by the Lands of the Doomed, Kingdoms of men who have been turned to evil and whose armies serve the Black Prince. Geographic details concerning them are scarce. The Broken Kingdoms occupy the right half of the circle, as well as the islands of Pallea in the middle of the sea.

The Demetian is entered through straights in the northwest, and is guarded by the twin Pillars of Mithridates. The Kingdom of Mezina lies on the north end of these straights, the desert land of Mu-Jahdin to the south. Mezina is a bleak but fertile land, hilly and rich in mineral resources. Even farther north lie the cold lands of the Northron clans, currently waged in a war for survival against the efforts of the Doomed Lord of Ice. Mezina also borders the source of most of Ahrivine's current evils, the realm of Doomhault. Doomhault's air is clouded with ash and clouds of black smoke, belched into the sky from volcanoes and other sources. Its geography is inimical to life—only those creatures who are bred and raised for a life of pain and struggle (Inach, Trolls and such) can dwell there unprotected. Doomhault's southern edge with the Demetian is guarded by tall cliffs which make any landing difficult but not impossible. The eastern border of Doomhault is the Rydion mounts, a natural defensive wall protecting the land of Allemaine from the Host of the Doomed. The mountains are, however, choked with Inach tribes who prey on any Dwarves who dare to leave their Holdfast deep within the range, called Kominkadu.

At the bottom of the Rydion range lies the Rydion Gap, where the Vertigane slew the Dark Titan over a thousand years ago, ushering in the current Age and the High Kingdom. The Gap is the site of the largest defensive work ever constructed by man—three cities linked by walls a hundred miles long and a hundred feet high, constantly reinforced and added to over the centuries. However, the westernmost of these cities was overrun by the Host of the Doomed three centuries ago, and remains occupied by their troops. This fortification, called "the Last Bastion" in poem and ballad, is the site of frequent war.

The remainder of Allemaine is exceptionally diverse geographically. NorthUmbria is generally bleaker and less fertile, as are the eastern duchies reaching towards the Sea of Mists. Large forests cover portions of Allemaine, and of particular note is the Forest Sauvage, where the Elvenkind have woven their enchantments of protection. None who value their sanity and their lives enter there unbidden. Allemaine ends at the Severn river, the greatest of Ahrivine waterways, miles across and reaching almost all the way to the Sea of Mists before disappearing in the mountains. An excellent system of roads connect most of Allemaine's greatest cities, making travel easy in this civilized and sophisticated land.

To the south of the Severn lie the Provinces, generally cultivated fields or vast trackless woods. The roads are less well patrolled, and more prone to deterioration. But between the Provinces and the Demetian lies the Calabrian Coast, home to the 13 great Sea-Ports. Woods and hills dot the coast, but good harbors and sandy beaches predominate. A large bay extends inland and is home to several of Calabria's greatest cities. A coastal road connects the Ports to each other, and the whole area is very densely populated. There is little space for fields. Commerce is the Calabrian lifeblood, not agriculture.

South of Calabria and the Provinces (which also stretch east until the land grows too infertile for crops) lie the Pennine Mountains and the Forest Grande, a land under perpetual shadow and once the home of the Dark Titan himself. It was in these dark and wooded valleys that Darkseeker met his destiny, and they bear the stain of his evil still. Nonetheless, a second Dwarven Holdfast, Zomun-Katar, survived within the wood and conducts trade with both the Provincials and their western neighbor, the Kingdom of Tarsus.

Tarsus is dominated by green fields of grass and a gentle, rolling landscape. Rivers, slow and meandering, flow from the Pennines gently across the land. The northern shore of the plains are barricaded completely by the Faces of God, an unclimbable cliff face. To the south of Tarsus lies the Southern Sea, warm waters that remain largely unexplored by the sea-wary Tarsans.

The plains flow into the wetter and more hilly lands of Fekesh, with a complicated coastline and many small islands on both shores. The yellow men of Fekesh do not look favorably on eastern travelers, and its geographical features remain largely unknown, as do the deserts of Mu-Jahdin directly to the north and east. However, it is known that some fertile coastline around the edge of the deserts permit some large cities and pleasant climes—it was here that Albion settlers first landed.

A small area of wild jungle separates Mu-Jahdin from their other neighbor of Kekutchiau, but that land is really on another continent. All that is known is that Kekutchiau is built along the shores of a great river, whose frequent floods make the land fertile and dependable. The rest of the land is unknown.

Cosmology

Alia's cosmology is Ptolemaic, which means that the world sits in the center of the cosmos. This, along with other features such as the regularity of its days, months and years, are symptoms of Augelmir's love for precision and simplicity.

The center of the cosmos is Alia itself. Surrounding it are the orbits of all the eight other heavenly bodies—these orbital paths are called "Spheres," and the motion of the planets through them is a vast source of magical power. Alia is a round world; Albion mathematicians proved this millennia ago by measuring the curvature of the land.

The first Sphere is that of the moon. Alia's pale moon orbits the world once every 30 days, and its motions served as the basis for the Ahrivine month. The moon is new at the beginning of every month, full in the middle. As the nearest celestial body, the moon also has the most influence on Alia, greatly affecting tides and other magical forces.

Beyond the moon is the Solar Sphere, in which the sun moves. The day is 24 Earth hours long; the people of Ahrivine use 2 hour measurements, however, called Spans, and number 12 of them in the day.

SPRING

FANIN (February)

The Festival of the Awakening	FAN 2*
Feast of St. Thenew	FAN 7
Feast of St. Larnedan	FAN 14
Feast of King Mordrains	FAN 19

MURBO (March)

Feast of Queen Evaine	MUR 3
Feast of St. Amide	MUR 17
The Festival of the Quickening	MUR 21**
Lady Day	MUR 25

APSOM (April)

Feast of St. Bors	APS 6
Feast of St. Verrine	APS 21
Feast of The Highfathers	APS 23

SUMMER

MEVLIS (May)

The Festival of the Passion	MEV 1*
Feast of St. Eliazar of Rybonek	MEV 2
Feast of St. Adragain	MEV 10
Feast of St. Joseph	MEV 11
Feast of St. Amustans	MEV 25

JUSTLIN (June)

Feast of St. Percivale	JUS 15
The Festival of Midsummer	JUS 21-24**
Feast of St. Ulfin	JUS 29

JARIL (July)

Feast of St. Dubric	JAR 5
Feast of St. Columba	JAR 15
Feast of St. Blevine	JAR 22
Feast of Brother Ogrins	JAR 26

AUTUMN

ANTIMON (August)

The Festival of the Sacrifice	ANT 1*
Feast of St. Suffragan of Ryduel	ANT 17
Feast of St. Gawain	ANT 24
Feast of St. Brasias	ANT 28

SAVININ (September)

Feast of Queen Elaine	SAV 1
Feast of St. Monenna	SAV 9
The Festival of Applefeast	SAV 22**
Michaelmas	SAV 29

OVUDIS (October)

Feast of St. Nascien	OVU 12
Feast of Sts. Crispin and Crispianus	OVU 25
The Festival of the Traveling	OVU 30*

WINTER

NUWINDIS (November)

Twelfth Night	NUW 12
Feast of St. Rossignol	NUW 30

DETINDIS (December)

Feast of St. Ogrins	DET 6
The Festival of Hollymeet	DET 21**
Feast of St. Servanus	DET 25
Feast of Innocents	DET 28
Feast of St. Iblis	DET 29

JEPAEST (January)

Feast of St. Kentigern	JEP 5
Feast of King Pellam	JEP 6
Feast of St. Claudin	JEP 13
Feast of St. David	JEP 21

*—Religious festival of the Pallean Sibyls, exact date may vary

**—Religious festival of the Brotherhood of Augelmir

Past the Sun and the Moon are the remaining six planetary spheres, each of them home to another celestial body. These bodies are Ariel (the dawnstar), Choka (called 'Bringer of Madness'), Majis the Guardian (known for its very regular path through the heavens), Cardab the Wayfarer (with the most irregular orbit), Kal (the red star of war) and Hobos, dweller in darkness. No traveler has yet reached these bodies, and they remain a source of great speculation to Ahrivine scholars. Some postulate that two of them are the cages in which the gods are kept. Others propose that they are Incarnates or carry entire populations of other beings. One may be the source of the mythical Wandering Flames.

Finally, the Stars are set into the curtain of night, which envelops all within it. The precise origin of the stars remain a mystery, but since Elves first awoke to see them they have imagined constellations of people, animals and things amongst them and this remains a common activity for modern astronomers.

Beyond the curtain of night is the empty void. Nothing can, or does, dwell there.

The Calendar

(see calendar on previous page.)

The divisions of the year into four seasons and twelve months, each of 30 days, was first formalized in Albion. The names of the months were originally in Albionesse but have come to be distorted over the millennia and have lost most of their meaning. Albion custom leant itself to "feast days," and soon every day in the calendar was sacred, commemorating some famous battle, hero or miracle worker. The custom of feast days survived long after Albion's demise, with new Feast Days being allocated during the reign of High King Vertigane. Only a few of the feast days are given below, along with the months (and their "real" equivalent), seasons and feast days.

Therefore it should be noted that common citizens of the Broken Kingdoms do not typically refer to the day by date and month, but rather by the name of the person whom the day is reserved for. That is, "I went to a tourney on Detindis 29th," would be unusual. More common is "The tourney was held on the Feast of Saint Iblis."

Time and the Hours

The passage of time is recorded in the same way throughout all the Broken Kingdoms, and is based on the ancient system first developed in Albion.

The day is divided into 12 equal divisions called Spans, each equal to 2 Earth hours in length. People of Ahrivine do not use the word "hour," instead referring to "Half-spans" and "Quarter-spans." The first Span, or Prime, begins at 6:00 am. A Span is divided into 12 equal divisions called "Passages," each equal to 10 minutes in length. Passages are further divided into 12 regular "Measures," each equal to 50 seconds.

This is enough for most people, but in the event that more precise time keeping is necessary the Measure is divided into 12 Moments, each composed of 4 Beats (a Beat is slightly more than a second in length).

One o'clock	6:00 am - 8:00 am
Two o'clock	8:00 am - 10:00 am
Three o'clock	10:00 am - noon
Four o'clock	noon - 2:00 pm
Five o'clock	2:00 pm - 4:00 pm
Six o'clock	4:00 pm - 6:00 pm
Seven o'clock	6:00 pm - 8:00 pm
Eight o'clock	8:00 pm - 10:00 pm
Nine o'clock	10:00 pm - midnight
Ten o'clock	midnight - 2:00 am
Eleven o'clock	2:00 am - 4:00 am
Twelve o'clock	4:00 am - 6:00 am

1 Day = 12 Spans
1 Span = 12 Passages
1 Passage = 12 Measures
1 Measure = 12 Moments
1 Moment = 4 Beats

Chapter VIII: The Lands in Detail

Fuzion Notes:
The various Evade Skills have not been listed for every character. The Fuzion Evade Skill should be considered the same as the appropriate Attack Skill unless otherwise noted.

Hero to Fuzion Damage

Many places in this book list damage in Hero terms. If no specific conversion is listed for converting this to Fuzion damage, use the table below:

Fuzion Damage	Hero Damage
1	1d6
2	1+1d6
3	1½d6
4	2d6
5	2d6+1
6	2½d6
7	3d6
8	3d6+1
9	3½d6
10	4d6
11	4d6+1
12	4½d6
13	5d6
14	5d6+1

High Quality Weapons

This book features ordinary weapons, excellent weapons, and superior weapons. Fuzion stats have been given only for the ordinary weapons. To convert an ordinary weapon to one of higher quality do the following:

Excellent weapon: Add 1 dice of damage.

Superior weapon: Add 1 dice of damage and an extra point of accuracy.

The Broken Kingdoms

The Royal Kingdom of Allemaine: High Adventure

General Information

Allemaine is a magical kingdom similar to the High Middle Ages of our own world. Justice, honesty, loyalty and courage are the values that bind the people of this widely diverse land. Magic is a fact of life, but still mysterious and unpredictable—despite orders of magicians in most of the large cities. It is a land of strong knights upholding chivalric virtues, and also a place of sophistication and high culture. Despite its loss of prestige and the breakup of the High Kingdom, Allemaine remains the dominant single nation in Ahrivine. For over a thousand years they have battled the Inach, trolls and evil men of Doomhault, manning the Last Bastion that defends the east from an unstoppable tide of darkness.

Geographically, Allemaine dominates Ahrivine north of the Demetian Sea, from the Rydion Mountains on the west to the Pennine Mountains on the south. Its neighbors include Doomhault on the west and Calabria on the south. Central Allemaine is flat plains divided by large forest land, including the Forests Sauvage, Lanning, Sholton, the Moonwood and Corindim. The fertility of these lands gradually decreases as they reach north, until they become bleak deserts in the Northern Marches of NorthUmbria. Rivers divide central and north Allemaine, including the Bullrush, Norwash, Terlerun, Arvald, and Nethic. The massive Severn River separates central Allemaine from its southern Provinces, which are dominated by wide, fertile plains and deep forests.

The Crown Cities of Rycliff (pop. 50,200) and Ryduel (pop. 49,300) are joint capitals of the Kingdom, though the Lord Regent prefers Rycliff and has resided there for most of his life. A third capital city, Rybonek, was lost to the Host of Darkness with the end of the High Kingship. Allemaine's greatest cities also include Newcastle, Lanning , Asteliard, Liauren, Arik, Belchester, Paradyse, Veems, Eldegraine and Larne. Population of the northern portions of the Kingdom, without the Provinces included, is over one million, eight hundred thousand.

History

The land that is now the Kingdom of Allemaine was originally settled by Albionesse explorers in the Age of the Rising Moon. These colonies paid at least token obedience to Albion, but none achieved real prominence. This changed in the Age of the Moon Gibbous when Prince Tor-Mezin arrived in Ahrivine. Seeking to forge a new land for himself independent of his older brother, Tor-Mezin bound many of the smaller human realms together under his rule. Still, Albion was too powerful and Tor-Mezin remained the governor of a subject state. He forged alliances with the Dwarven peoples, but persecuted the Elves in his blind hatred.

When the last wave of Albionesse refugees arrived in Ahrivine, it set up an avalanche of migration. Each group of Men moved successively south, from the Albionesse in Mezina down to the Pennine Mountains. Men drove out the Dark Titan, with assistance from Giants (Dwarves were now sworn against the men since their abandonment at Sanguine Plain). With their last enemy routed, men settled down to a life of peace.

A checkerboard of small nations slowly developed, each independent, but linked through trade, common language and culture with its neighbors. Each was ruled by a weak sub-king, usually known as a "Praetor." There were few threats, as the Dark Titan was slowly building his power on the western side of the Pennine Mountains and would not emerge for a thousand years. Occasionally, a sub-king would conquer the lands around him and rise to pre-eminence, but the larger nation never lasted.

This changed near to the end of the Age of the Moon Eclipsed, when Vertigane, heir to the line of Du-Odar in Ahrivine, forged the Kingdom. He began marshaling a large army to resist Inach incursions in AE 1721. He had cleared eastern Ahrivine from the Rydions to the Lofty Mountains within seven years. Vertigane then went about solidifying his rule and creating a single Kingdom. He instituted widespread building plans throughout the new Kingdom of Allemaine, building castles, aqueducts, and fleets. He marshaled a huge professional army organized into Legions. These soldiers were trained regularly, well-supplied, and had combat experience against Inach and Troll incursions.

As he was descended from Albionesse stock, Vertigane enjoyed an extended life span. Thus he was only in middle age in 1775 when the King of Tarsus approached him with offers of an alliance. This resulted in the Grand Alliance of Elves, Dwarves and Men, and in the High Kingdom of Allemaine. The Ages of the Moon dominated by Albion influence on the land, was over and the Age of a New Dawn began. Vertigane's descendants ruled the High Kingdom for eight hundred years. Although Allemaine continued to be ruled by a succession of Lord Regents, the High Kingdom was no more, leaving a collection of smaller nations (for full details of the cause of High Kingdom's collapse, see History of Ahrivine, in the preceding section).

For the last three hundred years Allemaine has continued in its current form. During that time, the Provinces have had slow but steady growth, reaching eastwards until the land became too barren to support steady farming. Two northern Dukedoms, Pase and Surluse, have been lost. The first fell victim to the Wizard Camille, the second rebelled and is now independent. The King of Surluse also holds lands across the Sea of Mists.

The language of Allemaine is derived from Albion, as are the rest of the human languages of Ahrivine. It mutated slowly over millennia, and is very closely related to its sister tongues in Calabria and Tarsus.

Government

In theory, the Lord Regent, a ruler chosen from amongst the nobility of Allemaine by a council of Dukes, maintains absolute governship of the Kingdom due to the lack of an Heir of Vertigane. His wishes and needs are implemented through a feudal structure that extends through Archdukes to the Dukes, Earls, Counts, Barons, and Knights. Each liege lord provides protection to the vassals beneath him, who in turn provide manpower and other resources to the liege lord.

In fact, the Regent Lucius Glorianos is primarily concerned with the Archduchy of Allemaine, which is the central heart of the Kingdom. His primary assistant in governing the Kingdom is the Lord General Siegfried, Duke of Lanahaut and Constable of the Royal Army. The Archduke of NorthUmbria—Breuse—is essentially an independent monarch who pays respect to the Regent but has his hands full with resisting Inach incursions from the Nabruga shelf. Eastern Provinces of Aston and Estahrivine are also left to the rulership of their Dukes. The southern Provinces, which account for two thirds of the Kingdom's whole population, are maintained by Counts. They answer to the Provincial Governor, a post appointed by the Regent from amongst the Provincial nobles. The current Governor is Phariance, Count of Tewkshurst (the Provinces are not detailed below, due to their unique cultural identity. See the following section for details on them.)

Daily Life

The People

The archtypical Allemaini male is tall and broad shouldered thanks to good diet and frequent physical exercise. He has black hair and blue eyes. Women are slender and fair complexioned, with black or auburn hair most common, and the same blue eyes. These common conceptions aside, the Allemaini people are widely diverse thanks to their many racial influences, and exceptions are commonplace. Blonde and red hair is well known, as are dark eyes. Nearly all Allemaini, however, are pale of skin. Obvious foreigners are seldom truly welcome, though traditions of courtesy will usually permit grudging acceptance.

Allemaini virtues include courage, loyalty, a sense of fairness and justice, and unimpeachable honesty. They are a trusting people—peasants trust their nobles, who trust the Dukes, who trust the Lord Regent to act in the best interest of the entire nation. Less favorable elements of the Allemaini character are revealed in their resistance to change and fierce pride, for they consider themselves responsible for keeping all the peoples of the east free from the Nightlord's yoke.

Economy

The primary unit of exchange is the copper farthing ($1). The farthing can be broken into a dozen wedge-shaped pieces called "bits" (approx. .08¢). Larger transactions are conducted with silver pieces worth 12 farthings. The largest debts are paid in gold "Crowns," equal in value to 144 farthings.

The chief crops throughout Allemaine include wheat, oats, rye, hay, beans and peas. Additional minor crops such as turnips, cabbage, lettuce and carrots are also widespread. Livestock such as pigs, horses and sheep provide additional resources. Chief exports include grain, fruit, vegetables, wine, beer, linen and woolens. Plentiful tin, iron, copper and silver are a source of mineral wealth.

The Kingdom profits greatly by buying raw material from the Provinces, then turning those raw material into finished goods in the Kingdom proper, selling them back at a huge profit. Calabria has tried to combat this policy, but high taxes on all Calabrian goods ensure that the system survives.

Health

Due to the many organized Houses of Healing throughout the Kingdom, and the strong tradition of the hedge magician and wandering priest, health conditions in Allemaine are excellent. Cities are clean, kept that way through advanced sewage systems, running water, and effort on the part of the government. Disease does occur, but rarely reaches epidemic proportions. Battle wounds are well-cared for by the healers, and amputations are nearly unheard of if the victim can be seen to quickly. Diet is also generally good, but dropping to fair in the trade-isolated and generally poorer duchies of the East and NorthUmbria.

Education, Science and Magic

Thanks to the Brotherhood, Aetherium and a stable, conscientious social structure, literacy rates are excellent in Allemaine, slightly poorer in NorthUmbria. Allemaine cities and towns have guilds for hundreds of crafts and trades from glassblowing to rat catching, providing education to nearly all citizens. Learning is valued, and the greatest knights are scholars as well as soldiers.

Education is provided in schools for children age seven and up. These schools can vary widely, however, from open air sessions held for the poorest classes, which teach only basic reading and writing, to private tutors for the rich nobility. These tutors instruct in mathematics and secondary languages, often taking additional students for a fee and teaching from the noble's home. Further education for the upper classes begins at age 12 and includes literature, history, public speaking and more sophisticated math. Finally, Colleges provide degrees in the Arts (grammar, logic, mathematics, debate, religious traditions, philosophy, ethics and metaphysics), Theology (lives of the Saints and the doctrine of the two major religious orders), Law and Medicine.

Many magical forms are taught and respected throughout Allemaine, due largely to the influence of the Aetherium. Celestial mages, artificers and alchemists see their Arts taught as sciences with widely accepted basic principles. Naturally gifted healers and prophets work with each other to improve their skills. Magic is viewed as an ever-present force which will exist regardless; Allemaini magicians have learned to tame it and use it for the benefit of all.

Arts, Crafts and Literature

Allemaini artistic tastes are generally refined, and there are many talented painters and sculptors among the upper classes in the Kingdom. Architecture is perhaps the most widely practiced Allemaine art form, and achieves realization in cathedrals and castles throughout the Kingdom. The national art form, however, is the illuminated manuscript, which has achieved a beauty unequaled anywhere else in Ahrivine. Artistic crafts such as the embroidery of tapestries and other textile work is also well-known and quite beautiful. Performing arts are divided by class. Peasants and serfs enjoy the bawdy comedies of village festivals along with the musical accompaniment of pipes and flutes, while the nobility prefer dramatic history plays or tragedies and the more sophisticated harp or ballad. Most nobility sponsor a troupe of actors, and many have bards and minstrels on hand at court. Their quality measures the success of the noble, and thus competition is often fierce.

Most Allemaini literature is scholarly in nature, and emanates from the central duchies of Rydulain, Lanahaut, and the Southern Marches. Fictional works are very rare, and have no real audience outside of a handful of influential noblewomen. Historical works, studies of herblore, astronomy, or other sciences, and

social commentary by leading figures forms the majority of written work in the Kingdom. Women writers have achieved some dominance in Allemaine literature since the death of Vertigane's line.

Communications and Transport

Beacon-fires throughout Allemaine connect the western border fortresses from Ryduel in the south all the way to Asteliard in the north, also extending along the coast of the Demetian Sea as far as the Forest Sauvage. Postal messengers with relay horses ride along all roads delivering letters and packages, while ships deliver mail along the coast and up the Severn. Aetherium sky mages maintain regularly scheduled conversations through their magical Arts. The Brotherhood maintains firm though slow communication lines with message-bearing Pursuants. The large number of prophets, seers and oracles in Allemaine actually allow some critical messages to be received even before they are sent!

Well-built and maintained roads—the best in Ahrivine—connect the major cities of Allemaine. Travel is easy, even in inclement weather. Further, roads are well patrolled and safe in most areas. Sailing vessels along the southern coast also trade up the Severn river, but Calabrian pirates, Mezini, and Northron coastal raiders have always been a danger. The chief ports are Ryduel, Rycliff, Newcastle and Lanning .

Social Structure

Allemaine is organized as a loose feudal system. In the many centuries since Vertigane's death, gaps have appeared in the system, and many changes allow non-nobles to own and farm their own land.

At the top of the Allemaine feudal system is the Lord Regent, closely followed by the Archdukes and Dukes. At this level, the lords are all nearly independent monarchs, who cooperate on matters of trade and defense. Below the Dukes are the rest of the nobility: Earls, Counts, Barons, Bannerets, and Knights (in descending order).

The priesthood is just below the nobility in status. They include the Brotherhood and the Sibyls of Pallea. High ranking religious folk might outrank knights, but it would take the leader of a religious sect (Highfather or Lady of the Isle) to claim rank over a Baron or Earl (respectively).

The middle class, living in cities and towns, would be next. They are called freemen, and have no obligation to nobility. They may own their houses, certainly own the tools of their own trade, usually have a say in the town's affairs, and are allowed to carry on trade. Merchants and professional craftsmen are examples of such men. Freemen are the lowest class which can hold office. They are permitted to own land.

Everyone else lives on the farm. The largest group are the peasants, composed of almost half the total population. They are permitted to own land and herds of animals, but must fulfill obligations to their local lord. They work their own fields and provide service in many forms, not only fieldwork but also including serving in the army when necessary, castle staff, messengers for the lord, or what have you. Peasants can often earn quite substantial holdings of their own, sometimes becoming more wealthy than the freemen.

Approximately equal in status are the tradesmen, who do not farm land, but who instead hold valuable crafts in the rural setting. This includes millers, ironworkers, brewers, fishermen, and the like. They too owe service to the lord. Usually this means the performance of their craft for the lord's welfare.

Below the peasant is the serf, which is a broad term including everyone who owns no land of their own, working instead that land which is rented from the lord. They comprise about 35% of the population. Note that serfs are not indentured servants, though they may owe so much rent to their lords that they are effectively made so, particularly in the Provinces. Serfs work for themselves, but pay rent in the form of money or goods to the landowner.

Fringe Benefits	Example
-10	Serf
-5	Peasant, Tradesman
0	Freeman
1	Squire, Adherent
2	Household Knight
3	Vassal Knight, Pursuant
4	Baronet, Father
5	Baron
6	Count, Highfather
7	Earl
9	Duke
10	Constable
15	Archduke
20	Lord Regent, King

Social Status in Fuzion would be treated as a special kind of perk. It is basically license, membership, and renown rolled into one perk. Treat a freeman as level 0 and each level above freeman as a +1 Option Point Perk.

The Status of Women

Certainly, no one will accuse Allemaine of sexual equality. However, there are many roles which women can fulfill in the Kingdom. Some of these roles are exclusive to their sex. Finally, the concept of women warriors does exist and has some precedent, even if female knighthood remains unknown. Female characters provide an exciting opportunity to players in Allemaine, despite the restrictions of their sex.

Traditional roles for women include wife and mother, lover, priestess and magicienne. Each of these are seen as legitimate and honorable ways to spend ones life. The main female NPCs the players encounter will fall into these broad categories. They will be wealthy widows, mothers of evil men, lovers of player character knights or healers of wide reputation. Many use small amounts of magic. But they will usually be

of secondary importance in the male-dominated Kingdom. Only the greatest of women, such as the Lady Avenable, the Baroness Olivia and the Enchantress Camille have the strength of personality to stand against any man. Player character women will be cut from this final mold.

As wives of player characters or NPCs, female characters provide challenging roleplaying experiences. The role of mother is best displayed among player characters when children are threatened, or when one of the female players learns that she is pregnant. These questions pose interesting moral questions, or provide excellent motivation for getting out of the current deathtrap, but are generally unsuitable for the long-term campaign. Mothers who have to stay at home and raise children are best left as NPCs, unless a significant portion of the game takes place in the court of the woman in question.

Much more common is the female lover, who uses her many suitors to pursue her own agenda. Through their various suitors or secret lovers, women have great freedom and greater power. For the woman is, in all the greatest of Allemaini romances, the controller of the relationship. It is she who sets the criteria of the courtship, who approves and disapproves of the courtship, and who requests proof of love from her admirers. A woman who is strong and clever, perhaps with a dash of cruelty, can amass great political influence and wealth, see her rivals destroyed and herself glorified. Strangely, men seldom rebel against this activity, though most protest it. Indeed, it seems that many men in Allemaine prefer to leave the thinking to their ladies.

Religious life is well suited to female characters. The Order of the Pallean Sibyls is exclusive to women, and even offers limited physical experiences in the form of the Huntresses. It is based in the far-away Isles of Pallea but is strong and respected in Ahrivine courts. Women with ties to the spiritual world speak with the authority of the Gods, and no noble can dare to casually ignore their words. Their prophetic powers are feared, while their healing skills make them beloved by the people (and wounded knights). Women trained or housed in religious houses will be sheltered from the pressure of marriage or motherhood, and well educated in the process. Once they leave the isolated life of the student, they have an entire Order's worth of friends and resources to call upon.

Finally, many female player characters and major NPCs will practice magic. The enchantress, or magicienne, is actually more common than the male variety. They take many forms, from necromancers to alchemists. The mysterious powers they control grant them access to courts across the Kingdom, and ensure that their words are heeded (even if they are not always understood). In times of war, when the knights and foot are hacking away on the battle line, the enchantress acts as the elite resource, and in this role enjoys a status far higher than the common warrior class that she is forbidden by tradition from entering.

Of women warriors, the Kingdom Allemaine knows little. Their history can be summed up with the names of those who have dared to break with tradition and fight as a man does: Palladine, the Duchess of Pase and the Lady Avenable. Such women are the subject of controversy, even long after their deaths. Today women warriors are a rare sight, but are known. Some fight as foot soldiers, others as archers or scouts. They are greeted with varying degrees of approval, generally tending towards acceptance in the center of the Kingdom, hostility in the north, and guarded suspicion in the east. No woman has ever been knighted, nor has any knight ever become the direct vassal of a woman. Until and unless this occurs, the female sex will be forbidden from gaining permanent political power except as an extension of a male husband, father, son or lover.

Of course, breaking these traditional roles is what player characters are all about. Female characters are encouraged to strain against the limits of culture and custom, for legendary women who denied their inferior status are known in Allemaine and, if they are not entirely accepted, at least their lives are not dull.

The Aetherium

The magical traditions of Allemaine are highly organized into a guild-like structure called the Aetherium. Originally an adjunct to the military formed out of necessity, the Aetherium was formalized by Paracelsus the Wizard soon after the establishment of the High Kingdom. They promote magical and mundane education, research new magical techniques, protect each other, and serve the Crown. Organization is by Duchy and County, including over 400 members. Some Dukes rely heavily on their magicians, while others consider them glorified scribes. The Aetherium accepts both male and female members, who are referred to as magicians and magiciennes. Despite its majority of female members, men have traditionally guided the order, and female Housemasters are rare. An individual member of the order may be referred to as an Aetherii.

Vertigane knew that without the power of his magicians and the artifacts of power that he bore into battle, the outcome of the Battle of the Rydion Gap might have been drastically different. Therefore, when he learned that Paracelsus wished to organize the mages that had served under the King in that battle, he gave it his full endorsement. Few mages could refuse the offer of the Cloudwalker and Treatymaker, and nearly all joined the new order, called the Aetherium. Paracelsus did not stay to lead the institution he had created, however (in truth, none had expected him too), and the Celestial mages took over this role. With a few exceptions, their dominance of the order has continued to this day. They enjoy protection and the endorsement of Allemaine nobility, in exchange for oaths of fealty.

The Aetherium is dedicated to several principles. First among these is education, ensuring that magical traditions will not fade from the Broken Kingdoms.

On the contrary, its membership aggressively searches out new apprentices and those with latent gifts, performs magical works for the public that earn it praise and lasting memory, and commit their spells and policies to writing for future generations. Some Aetherii are also accomplished scholars in Rycliff or Ryduel, and teach astrology, medicine, or law.

Secondly, the mages who make up the Aetherium work to expand the study of magic into new fields, devising spells that are not just transmutations of the old, but are truly original. Though they recognize the wisdom of the ancient mages, they believe that the greatest magics are yet to come. In this, they break with the traditional, conservative approach of most Allemaini. In the same vein, Aetherii probe the magical secrets of foreign lands, importing those secrets to Allemaine and blending what will fit into their own Arts.

Finally, the order and its magicians are firmly committed to serving the crown of Allemaine. Most Aetherium mages take indirect roles in this effort, seldom displaying the vigorous energy of knights. Mages scry into the future, heal injured or sick soldiers or create magical items to fulfill this obligation. Most are well paid for their labor. A very few take actual direct part in battle, using their limited magics in the field. Others try to avoid their obligation altogether by building a mercantile interest from which they might pay the Crown scutage instead of serving them. The acceptability of this process varies by Duchy, but has been used everywhere at one time or another. As a part of their devotion to the crown, the Aetherium monitors the activities of magicians throughout the Kingdom and the Provinces. This includes not only their own membership, but independent mages as well, in order to ensure that none work against the Regent. The more secluded magicians must often be sought out and spied upon, checked up on occasionally by wandering Aetherii.

Organization of the Aetherium is by Chapterhouse, one of which exists in every Duchy. But since the number of mages in each House varies so widely (barely a half-dozen in the NorthUmbrian Houses, and over sixty in Rydulain) no other generalizations can be made. Every full mage is a member of the House, which also can include naturally gifted healers and prophets. Each typically has one or two apprentices, whom they instruct and educate until they reach the status of full mage. Finally, fifteen mages have the title of Housemaster. They are responsible for their House, and fulfilling the three goals of the order. Most, but not all, of the Housemasters are also Archmages. Each Housemaster has the power to summon a House Council which all Housemasters must attend. Archmages may also attend, but do not have a vote. The final arbiter of the Aetherium is the Grandmaster, chosen by majority vote of the House Council. One other station of note is that of Advocate—each Duke (and some Barons) have Advocates who speak for them at private Aetherium meetings. Whether or not the Advocate is allowed into House Councils depends on the individual's clout and circumstance, but they do not have voting powers. There are many other unique ranks, titles and offices in each House, but they have no value outside of that Duchy.

The Aetherium is highly respected in the educated parts of Allemaine, which is to say Central Allemaine and Domus. The other NorthUmbrian dukes, led by Archduke Breuse, are suspicious of magic in any form and, if they do not hinder the Aetherium's activity, certainly do nothing to encourage it. The Lord Regent and the Dukes Brian, Siegfried and Axilles are the strongest proponents of the institution. Provincial Chapterhouses are of a much more rural character than the Allemaini norm. Although many mages are members, most are rural hedge magicians and healers with little military application but great usefulness to the common people. Their Housemasters generally yield to the more influential Houses.

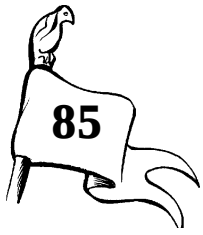
The Allemaini Code of Honor

The Knights of Allemaine live their lives according to a strict but simple code of honor. It includes only two precepts: absolute truthfulness, and unswerving defense of both liege and vassals. In its current form, the code owes existence to High King Vertigane, but indirectly it traces all the way back to ancient Albion. When violations of the code are discovered, the result is loss of status and possible exile. Recently, the code has come under severe strain, and cracks in it have begun to appear.

The first precept—never lie—is easy to interpret. Truth is a virtue which is in too short supply. To remain honest at all times is to provide an example of nobility to the world. Lies harm ones fellow man, break oaths, and create mistrust which the Kingdom can ill afford in its constant war with Doomhault. The second rule is more complicated, and is related closely to courage. Courage and energetic defense of the land empowers a knight. It makes him more than a mere soldier, and allows him to wrestle with the great powers of evil and darkness which would embrace the world. Therefore, a knight who fails to defend their lord or their people adequately is guilty of a lack of courage. If they had been brave enough, they would have triumphed. This sounds harsh, and it is. Many knights fail this part of the code by surviving the death of their lord, therefore failing to protect him.

The code was created by Vertigane when he was attempting to build the first of his mighty armies that threw the Inach out of Allemaine. Soldiers were in short supply for his vast undertaking, and he took to knighting anyone that could wear armor and swing a sword. His minimum requirements for knighthood became the code as it exists today. Of course, few men are simply knighted without the benefit of noble blood these days, but it can be done.

Those who break the code often try to conceal it, further adding to their crimes by lying. Usually they are successful, since their word is virtually unimpeachable and witnesses are few. But others freely admit to



their crimes, or the acts are witnessed by too many people to refute. In these cases, the knight is stripped of status. His armor, horse, weapons and lands are taken from him by his liege, and he is left to wander in search of a new life. Exile is also a common punishment in cases of extreme cowardice or deception. The knight's loss of status is recorded with the heralds, and noted by the bards. Those individuals who are the victim of accidents embrace the priesthood, while those who committed their crimes deliberately are most often seen again as robber knights and bandits. A few, tragically, end their lives.

Recently, cracks have appeared in both portions of the code. The lady Avenable's plight has earned her the sympathy of bards across the Kingdom, despite her deceptions. The Duke Siegfried also concealed his identity for twenty years, and fled his own homeland for love. His foster son, Owain, displayed bravery and courage beyond all expectations, but still failed to save the life of his lord. As further demonstration of his nobility, he has continued to battle evil as the Blackened Lion. All of these exceptions have had one thing in common: the transgression has been sanctioned by someone of higher status (Duke Brian the Younger in the case of Avenable and Owain, the Lord Regent himself in the case of Siegfried).

Some claim that the time of the strict, two-fold honor code is past. This may be the time for a more complex ethical standard, one more forgiving of special circumstances but also more demanding on its adherents in other matters, embracing values such as courtesy, humility and fidelity. But the more conservative elements of Allemaine insist that abandoning the code means abandoning the High Kingdom and Vertigane, embracing only the chaos that reigned before him.

The Blackened Lions

The Allemaini Code of Honor is simple but strict. Unfortunately, failures are inevitable. Should a knight be shown as a liar, or should his lord die in battle when the knight should have protected him, then the results can be dire. The shame and exile associated with such failure previously drove failed knights to banditry or the priesthood. There they wasted the rest of their lives.

But recently, when a young and promising knight called Owain, the Knight of the Lion, survived the siege of an Allemaini beacon-tower along the Rydion Mountains, only to see his liege cut down mere yards away, the old traditions began to be questioned. Owain initially wandered, seeking a place to bury his shame, but then he embraced a new path. Forsaking his knighthood—as the Code demanded that he do—he nonetheless continued to battle evil and the monstrous forces of the Doomed. Without squires or the privileges of status, working for gold to upkeep his horse and armor, he vowed to continue fighting until death, doing what he was born and raised to do, despite his previous failure.

The other failed knights have appeared in droves, coming out from the monasteries and the bandit hideouts, looking for one more chance to fight the good fight. Now the so-called Blackened Lions number over a thousand, and Owain is their captain. His first recruit was the woman-at-arms Avenable, who for ten years had concealed her true sex so as to be a knight. All failed knights are accepted, and wear the blazon of Owain: a gold lion, rampant, blackened with a stain of soot.

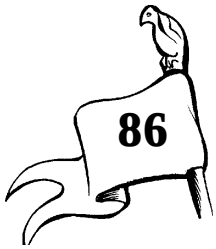
Since they have nothing left to lose, and verge on the suicidal, the Blackened Lions enjoy a reputation as unbreakable troops. They never surrender or yield ground unless commanded to do so for tactical reasons, and if they are ordered to retreat they will never rout. Each is a veteran of years of battle and hard living on the road without the luxuries of wealth. They are hardened, efficient warriors.

But they do not enjoy respect. The vast majority of people, both commoners and kings, consider the Lions to remain the failures that they were. Indeed, the Lions will not argue with this fact, never attempting to reclaim their status as knights. They are insulted and mistreated regularly, called liars and cowards. In the face of this they are trained to remain calm and concentrated on their current contract. Due to their unparalleled skills and lifetime of training they are the best mercenaries in the land despite prejudice, and they seldom want for contracts. Their strongest sponsor is the Duke of the Southern Marches, Brian the Younger, who has hired the entire mercenary company. They regularly perform other services, but if the Duke calls, all other contracts are suspended.

For combat statistics of the Blackened Lions, use the write-up for Great Knights, below. Raise EGO to 18 and add the Weaponsmith skill, KS: Pellinore Fighting Style and the Running Stroke maneuver. Change their Imperial Nobles to Imperial Chargers (they can't afford Nobles). Delete Money and Fringe Benefits and replace all disadvantages with the following: Distinctive Feature (blackened shield), Reputation as failed knights on 11-, Style Disadvantage: Pellinore, 2d6 Unluck, and the Psychological Limitation Never Retreat Before the Enemy. They are armed and equipped as knights, though their equipment is typically in less perfect a state of repair.

Military

The Royal Army of the Kingdom of Allemaine (or, "the Lists," as it is referred to by the nobles) includes almost twenty one thousand men. This number does not include the reserve army of the Provinces, which numbers an additional fifteen thousands but hasn't seen war in at least a generation. The Royal Army is built around its knighthood—over 4300 are included in the Lists. Four thousand professional soldiers, the remnants of the once-common Legions, can be considered a veteran infantry force. Over 8,200 footsoldiers with mixed experience and morale serve admirably in defensive roles, but have limited attack capability.



Trained archers number almost 2,800. Finally, small tribes of warriors, mostly NorthUmbrians that have avoided feudalism, serve as auxiliary troops and scouts. They number 1600. None of these numbers include a theoretical Levy of every able-bodied man in the Kingdom. Such a Levy has not been called in centuries.

Traditional Allemaine tactics call for the footsoldiers to hold a defensive line while mounted knights, supported by concentrated bowfire, make formation charges on the enemy line. The typical Allemaine army is divided into three sections, or Battalions: the center of the army is the Main Battalion and is led by the highest ranking commander, the front of the army is the Vanguard—it forms on the right of the battle line and is commanded by the second-most highly placed leader. Finally, the Rearward Battalion, led by the third most highly-ranked commander, forms up on the left of the battle line. There are rarely any deviations from this procedure.

Castles and other fortified positions may have access to bombards, or even true cannon. These early gunpowder artillery pieces are detailed more fully in the section on Weapons and Armor.

Finally, note that Allemaine commanders are very proficient at the integration of magicians into their tactics, particularly the weather-controlling effects of the Celestial Mages. Since Celestial magic often requires that the battle take place at night, or during harsh weather, most knights and veteran footsoldiers are used to such unpleasant battlefield conditions.

Knights

18	STR	14	DEX	18	CON	12	BODY
13	INT	11	EGO	15	PRE	10	COM
7	PD	5	ED	3	SPD	8	REC
36	END	35	STUN				

Powers, Skills and Disadvantages: Use the Knight of Allemaine Package provided in the Character Creation Chapters.

Equipment: Royal Plate, large shield, Sword of War, dagger, spear, lances.

Fuzion Stats

4	INT	3	WILL	5	PRE
3	TECH	5	REF	5	DEX
6	STR	3	CON	7	BODY
5	MOVE	7	SD	5	ED
3	SPD	9	REC	30	END
35	STUN	35	HITS	9	RES

The typical Allemaini Knight is a well-trained and experienced veteran of many combats, specializing in mounted charges and personal duels. He is armed with bastard sword, lance and shield, and armored in full plate armor of good workmanship. He rides an Imperial charger, which is trained for combat but has not yet mastered the Airs Above the Ground.

Legionnaires

15	STR	14	DEX	15	CON	10	BODY
13	INT	13	EGO	13	PRE	10	COM
6	PD	5	ED	3	SPD	7	REC
30	END	30	STUN				

Powers, Skills and Disadvantages: Use the Allemaini Legionnaires package in the Character Creation chapter.

Equipment: Layered Steel, large shield, two javelins, legionnaire shortsword, dagger.

Fuzion Stats

4	INT	4	WILL	4	PRE
4	TECH	4	REF	4	DEX
5	STR	5	CON	6	BODY
3	MOVE	10	SD	10	ED
2	SPD	10	REC	50	END
30	STUN	30	HITS	12	RES

Allemaini Legionnaires are professional soldiers trained to fight in mass formation. They are armed with shortsword, spear, shield, and javelins. They wear segmented breastplates, helmets and greaves, and are not mounted (except for officers).

Footsoldiers

13	STR	11	DEX	13	CON	10	BODY
10	INT	10	EGO	13	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
26	END	25	STUN				

Skills and Disadvantages: Use the Soldier package deal in the character creation chapter.

Equipment: Leather jerkin (DEF 2 locations 9-18), steel cap (DEF 6 location 5), medium shield, dagger and shortsword or spear.

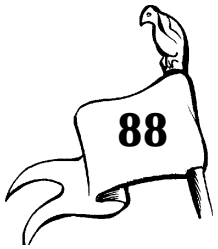
Fuzion Stats

3	INT	3	WILL	4	PRE
3	TECH	4	REF	4	DEX
4	STR	3	CON	6	BODY
5	MOVE	6	SD	6	ED
2	SPD	7	REC	30	END
30	STUN	30	HITS	9	RES

Soldiers in the army of Allemaine are lightly armed and armored, typically with little combat experience outside of garrison duty or fighting the occasional bandit. Their limited training centers on mass formations and defending against sieges. They wear leather armor, carry a shield and a sword or spear.

Vertigane's Line:
The Royal Line Of The High Kings

VERTIGANE [1-40; killed by an Inach ambush in Doomhault]
CONSTANS [40-103; eldest son of Vertigane]
PANDRAGON [103-120; Vertigane's second son]
VERTIGANE II, the Black Prince of the Umbra [121-135, Vertigane's third son]
EVELAKE [135-156, son of Pandragon]
ALPHASERN [156-160]
VERTIGANE III [160-190]
PERCEVALE [190-264, longest reign in the dynasty]
EVELAKE II [264-285]
MANALE [285-303]
PERCEVALE II [303-360]
AGLOVALE [360-389]
EVELAKE III [389-400]
DORNAR [401-410, last of the Pandragon line]
PELLAM [410-420, a cousin, descended from Vertigane II]
PELLAHAM [420-451]
CATHELOYS [451-455]
CATEDRAM [455-473]
PELLAHAM II [473-516]
PELLAVALE [516-572]
LAMBOR [572-591, King during the Diabolism scandal]
LAMORAK [591-616]



Archers

Same characteristics as Footsoldier.

Equipment: Leather jerkin (DEF 2 locations 9-18), longbow, dagger and shortsword.

Archers of Allemaine are lightly armed and armored, in the manner of soldiers. They have little combat experience but are trained in the use of the longbow. In battle they typically stay in the back lines and fire over the heads of their allies, or defend prepared fortification. Either way, they are unused to direct hand-to-hand combat. They also carry a shortsword and wear leather armor.

Warriors

15	STR	14	DEX	15	CON	14	BODY
13	INT	11	EGO	13	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Powers, Skills and Disadvantages: Use the Warrior package deal from the character creation chapter.

Equipment: Heavy leather armor (DEF 3 locations 7-18), medium shield, sword of war, longknife, dagger.

Fuzion Stats

4	INT	4	WILL	4	PRE
3	TECH	5	REF	5	DEX
5	STR	3	CON	6	BODY
5	MOVE	6	SD	6	ED
3	SPD	8	REC	30	END
30	STUN	30	HITS	9	RES

Warriors are native professional fighters, and are a vestige of Allemaine before knighthood regulated society. Warriors are typically unmounted, clothed in leather armor and armed with a shield, using a sword or spear for combat. Their experience is in single combat and mass tactics. Although possessed of little professional training, they are highly motivated.

Mercenaries

15	STR	14	DEX	15	CON	11	BODY
10	INT	10	EGO	13	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Powers, Skills and Disadvantages: Use the Mercenary Knight package deal shown in the character creation chapter.

Equipment: Highly variable. Typically pot helm (DEF 7, locations 4-5), leather gloves (DEF 2, location 6), chainmail (DEF 5, locations 7-14), boiled leather leggings (DEF 3, locations 15-18), large shield, sword of war, spear and dagger. Rides an Imperial Charger.

Fuzion Stats

3	INT	3	WILL	4	PRE
3	TECH	5	REF	5	DEX
5	STR	3	CON	6	BODY
5	MOVE	6	SD	6	ED
3	SPD	8	REC	30	END
30	STUN	30	HITS	9	RES

None of the military figures listed in this section include mercenary knights and soldiers, which exist in small supply throughout the Kingdom. Mercenaries are universally expensive, particularly for those with high morale and experience in battle, and therefore they are typically hired only for a limited duration, such a single season of even only a single month. Mercenary knights shown here are men of dubious character, but equipped with horse, arms, armor and the will to use them for the right price.

Famous Figures

Vertigane, First High King

Without a doubt the most famous, most respected, and most emulated man in Allemaine history, Vertigane was the heir to the House of Du-Odar in Ahrivine. Born in Sugales, he rejected the naval tradition which was so common along the Calabrian Coast, and moved north alone. His natural charisma and skill at arms attracted a small company of followers, with whom he battled Inach and Trolls throughout Eastern Ahrivine. During this time, he seemed to anticipate the ultimate threats of the Dark Titan, and he eventually decided that only a combined Kingdom of men could successfully resist Doomhault. His recruitment efforts intensified until he had a large and diverse army composed of veteran warriors from throughout Ahrivine. Brilliant natural tactical skill combined with a thorough education in Ahrivine's past military figures allowed him to counter the Inach and Trolls who were ravaging eastern Ahrivine at this time. His army achieved success after success. Eventually the war became too costly for Doomhault to pursue in so reckless a fashion, and the Dark Titan recalled his troops, abandoning all those who could not reach the safety of the Rydion range. Those stragglers were exterminated by Vertigane's army.

Having created a peaceful land once again, and possessing the largest army ever assembled since the time of the First Alliance of Men, Vertigane crossed the point of no return. He crowned himself King Vertigane the First, Lord of the Kingdom of Allemaine, which stretched between the two great mountain ranges of Ahrivine, the Rydion and the Pennine Mountains. It included that land now known as Calabria, and also the Provinces. To justify his claim, he traced his lineage back through the house of Du-Odar to Albion, and hence to the ruling family of Tor. Many nobles recognized this claim, but more recognized his army. He married the daughter of a powerful lord of NorthUmbria, sealing his enthronement.

During his long and prosperous reign, Vertigane initiated many widespread programs of construction, designed to turn a collection of minor states into one homogenous and interdependent Kingdom. He ordered the construction of the King's Roads, which transverse the Kingdom and made travel rapid, safe, and reliable. Beacon-Towers were built along the Rydion range, and castles were constructed or rein-

forced throughout the land. During this period, Vertigane created a vast professional army composed of the lower classes. The Legions of Allemaine once numbered 17, but only three have survived. A few duchies already had professional armies, and in these cases they formed the foundation for the Legion, which was filled out with civilian recruits. Vertigane also ordered the construction of a (relatively) vast fleet of over a hundred war vessels. Newly secure trade in Calabria and other, more northern, ports, paid for most of these efforts. Much of the military expenses were paid with land grants.

Vertigane's next political triumph came when he was approached by the King of Tarsus in AE 1775 with offers of an alliance. A similar offer came from the Elves and Dwarves a year later. Vertigane, assisted by the Wizard Paracelsus, who by this time had become good friends with the King, cemented the bargain and became nominal leader of the Grand Alliance of Elves, Dwarves, and Men. He led this alliance to victory over the Dark Titan, thwarting fate itself, in AE 1777. With the Dark Titan's death, a new age had begun. Vertigane, with the support of his allies, announced the creation of the High Kingdom, including all free men of Ahrivine. He held all subjects of Allemaine (including the Provinces and the rich Calabrian Coast) as his subjects, and the King of Tarsus signed permanent treaties of alliance and cooperation.

The last few years of Vertigane's life were still productive. Though weakened by his battle with the Dark Titan, he ordered the construction of the cities of Rycliff, Ryduel, and Rybonek. He lived long enough to see work begun on the great walls that connected the citadels, before an Inach arrow claimed him on a raid into Doomhault in AN 40. He was succeeded to the throne by his eldest son, Constans.

Throughout his life, Vertigane displayed phenomenal courage, fighting skill, political talent and military brilliance. He lived his life through a strict moral code, and believed in traditional virtues. In this way, he became a perfect role model for the Allemaine nobility. His word was utterly unimpeachable. He never failed to come to the defense of his people, or perform his duty. In the battle of the Rydion Gap, his willpower and bravery managed to defeat even the powers of destiny. He is, without exception, the greatest hero of Allemaine.

Paracelsus: Cloudwalker and Treatymaker

One of the greatest practitioners of magic anywhere in the world, Paracelsus was a Wizard who first appeared in Albion. Kind, staunch in his defense of the oppressed and injured, and possessed of great wisdom, Paracelsus often seemed to embody all that was best in mankind. He strode a careful path between both the God and Goddess, and was welcome in all but the most wretched courts.

A full biography of Paracelsus could—and has—filled volumes (the great Elven epic poet Keldelana is working on the definitive cycle), but a few events in particular stand out. Paracelsus taught the foundation of Sky-Lore to the Albionesse, departing that island when he was unable to stop the persecution of the Elven peoples. He participated in the First Alliance when the Dark Titan was cast out of the City of Vaults. As advisor to Vertigane, he assisted in the persecution of the war against the Titan, and he assembled the magical artifacts that allowed the future High King to defeat Darkseeker in personal combat. One of his epithets testifies to his next major action: writing the treaty which created the High Kingdom from a collection of minor states, all unified under the newly victorious King. Paracelsus founded the Aetherium and instructed an apprentice who became Camille, greatest of the Wizards. Most recently, Paracelsus assisted Siegfried, Crown Prince of Mark, by disguising him through magic and falsifying the Prince's death, allowing Siegfried to travel to Allemaine and wed the Duchess that he loved. From this union came the heirs to the prophecy of the Boy King. Rumor also has it that, after Camille's betrayal of her master, the Cloudwalker may have trained at least one more apprentice.

Unfortunately, it seems that the immortal Wizard has not lived to see this day. Paracelsus has been unseen for some time, and has failed to appear at several pre-arranged meetings. Although he may merely be in hiding with the Elves who were his friends, the worst is widely suspected. His legacy, in the form of peace, education and the ethical use of force, lives on.

In personal capabilities, Paracelsus was difficult to measure. He never wasted his magic or engaged in frivolous displays, always using only the minimum amount of power to overcome his opposition. Certainly, he was the master of Sky-Lore. He had great powers of prophecy through observation of the stars, but he often lacked the precise clarity of his rivals in this area, such as the Sibyl of Pallea or his fellow wizard, Blaise. Of other magical Arts, it can be assumed that he had facility with all of them and had mastered most. He personally communicated with Incarnates, Elves and Giants, and had many magical allies across the land. His depths of knowledge was unparalleled, and it is likely that he was the greatest man of science Allemaine has ever known. Although he often would appear with one unique magical artifact or another, his primary weapon was his staff, shod with silver and set with a blue crystal orb. From this he drew enormous reserves of power. In his younger days, he displayed prowess at arms and bore an Elven blade, but he had not been seen with it for centuries before his most recent disappearance, and the fate of this weapon is unknown.

LAMORLAKE [616-637]
LAMBOR II [637-649]
PELAHAM III [649-653]
VERTIGANE IV [653-677]
CATEDRAM II [677-731]
PELLAVALE II [731-755]
PELLIGRANCE [755-765]
LAMORLAKE II[765-803]
PELLINORE [803-827, died in Tarsus]
CLAUDUS [827-828, died in Rybonek, shortest reign, left no heirs]

Constans

In many ways, Constans was a less dramatic extension of his father, Vertigane. He ruled the High Kingdom for 63 years, and was primarily responsible for construction programs that further reinforced the Kingdom. He was not a vigorous general, and he has been faulted for this by many scholars. However, Constans did order the reinforcement of the beacons along the Rydion mountains, and it was under his reign that they actually became fortified and used as strongholds against possible Inach invasion. Constans married, but produced no heirs. Pressure from his Dukes to separate from his wife and marry again was met with scorn and open derision from the King, who was a strict disciplinarian and of high moral character. He insisted that the Kingdom would survive with either of his brothers as King, and he was right. He died at sea in a vicious storm not far from the islands of Pallea, in AN 103.

Pandragon

Vertigane's second son was the best-liked of the King's heirs. He was an aggressive soldier and a practiced politician, but somewhat of an elitist and not well liked by the common folk of the Kingdom. Nonetheless, he enjoyed a fairly successful reign as High King. He learned from the death of his father, and did not lead military actions personally, preferring to supervise the final stages of the three great cities of Rydulain. He is known in Allemaine history as an architect and civil engineer. Under his governship, Rycliff and Ryduel were both completed. Unfortunately, he was old and in ill health when he took the crown. He died of heart disease in AN 120.

Vertigane II, the Black Prince of the Umbra

There was some turmoil after Pandragon's death. He had an established line of descendants, and his eldest son Evelake was a popular Duke. The last son of Vertigane, however, finally garnered more support from the militant nobles and the Legions. His strongest support came from his mother's family in NorthUmbria. Vertigane II was recognized as King in AN 121. He immediately led deep raids into Doomhault and the Rydion Mountains, where he had many successes. He was determined to prove that Vertigane's blood had not run thin.

Vertigane II was a dark, slender, quiet man of superhuman courage. Born after the Dark Titan was killed, the new King was fairly young for his bloodline during his brief reign of 14 years. He married once, and had two children. He would walk into certain death without hesitation, and this led his followers to fanatical devotion. His series of military campaigns cowed the forces of the Nightlord, and Rybonek was quickly completed. It became Allemaine's foremost stronghold and the center of Vertigane II power. Construction on the walls between the three citadels also continued, and they were finally connected in the final year of Vertigane's reign.

In fact, Vertigane had such success on his raids into the Rydions, that the Inach hosts would flee the moment he was sighted. Vertigane took this as an excuse to commission a new set of armor that would conceal his identity. The resulting suit of black plate armor, with matching sword, shield and accouterments, was forged in the flame pits of Rybonek. It was from this armor that his new name was derived. In his new role, the Black Prince earned a reputation for cruelty. When he caught and massacred a goblin host, he ordered the corpses mounted on pikes, and soon these grisly trophies littered the mountainous trails of the Rydions. Soon, Inach fled at the sight of the Black Prince as well.

Vertigane II was finally killed by Caleb the Dragon Lord, who along with others of the Doomed penetrated the Black Prince's encampment in the mountains. Using their magic, they got close to him, and the Fourth of the Doomed stabbed him in the back. After his death, the Dukes and Archdukes sought out a more moderate King, and Evelake assumed the throne.

Ambrosius, the Sword Saint

Born in the year 420 to a family of coastal fishermen, Ambrosius had an uneventful early life. Small in stature, unassuming of nature, he was the brunt of local bullies, and he sought a way to defend himself. He took up an old sword that belonged to his grandfather, and performed chores for knights and squires who passed through the market town in exchange for instruction. Whether due to natural talent or extreme dedication, he excelled. When forced to defend himself against the local bullies again, he defeated them without removing his sword from the scabbard. The event was witnessed by a knight errant, who took the young man to court in order to adopt him as a squire.

But the boy had no interest in the glamour and gossip of court. He stayed only long enough to improve his skills even further, for he had found the purpose of his life. By the time that he was a young man, he asked relief from his squire duties, abandoned all pretense of the pursuit of knighthood, and set out to walk the length and breadth of Ahrivine in pursuit of personal swordsmanship skills. For over twenty years he walked, rode or sailed to any court, town or village that would permit him, challenging the local champions, learning from them, and passing on his techniques to all that listened. He gained several close followers, who began to adopt variations on his techniques, and schools dedicated to the instruction of these variants sprung up across Ahrivine. In time he was called the Sword Saint, a name that referred as much to his forgiving, kind nature as his superior skills with a blade. Although many lords, Dukes and Kings tried to take Ambrosius on as a retainer or advisor, he refused so often that in time the offers ceased. Likewise, he never accepted the honor of knighthood, claiming that it was his art that was noble, and not his blood. "Perhaps," he jested once, "you should knight my sword."

Ambrosius mastered all forms of swordsmanship that existed in his day, crafting several new ones in he process, and defeated many acknowledged champions—not only swordsmen, but also those with exotic weaponry. He was a gifted teacher with a subdued but effective manner of instruction. He stressed physical and mental prowess operating in conjunction, and the supremacy of intellect over emotion. His teachings were codified into a true and unique martial arts form, less by himself than by his many pupils. All sword styles were at his command, but he singled out the Path of Tor as a combat form which should be avoided, for practical as much as ethical reasons. Ambrosius maintained that any style which relied on the power of rage was inherently impractical and unreliable. To demonstrate it, he singled out many Mezina champions for particular humiliation in order to prove his point.

In his wanderings Ambrosius became a folk hero, and many legends abound concerning his life and mysterious death. In 472 the Sword Saint vanished, never to be seen again. According to popular myth, his skills were challenged by Caleb, Lord of Dragons. When that evil Doomed failed to triumph through the vir-

tues of his own skills, he used magic to entrap the famous master, in preparation for a rematch that has yet to take place. But no matter how many knights errant ride out to find the sleeping place of the trapped Sword Saint, none have ever found him, and most scholars believe him long dead by accident or assassination. "When the Sword Saint walks" has become a turn of phrase meaning "never," and "Caleb's Courage" is another word for cowardice.

Palladine

The most famous warrior woman in Allemaine's history, with the possible exception of the living legend Avenable, Palladine devoted her life to the fight against darkness. She was born to humble origins and was served by a dwarf who acted as her squire. Chaste throughout her life, Palladine earned the respect of all whose path she crossed, but she was never offered the honor of knighthood. Her hair was golden, her eyes crystal blue. She defeated many of the land's greatest knights in her time, and was an expert in several of the earliest schools of Ambrosius. Unfortunately, though her candle burned twice as bright, is lasted half as long. Before she was thirty years old, Palladine retired from adventure. It is believed that she married and bore children, but their identities are unknown.

Pellinore Vertigane

Pellinore was the last High King of Allemaine. He was considered a good and strong man who supported his friends and honored his commitments. In his youth, before he was married, he dallied with the daughter of a coastal baron, and sired a son. Political considerations prohibited the marriage however, and Pellinore later wed and produced a legitimate heir, named Claudus. Mark rose to prominence along the Calabrian Coast, and earned fame for skill, daring and cleverness. Claudus became Crown Prince and grew into a sullen, troubled young man.

In Pellinore's middle years a crisis came upon the Kingdom as unprecedented numbers of Fekeshi and Jahdetta, assisted by a handful of magical creatures and led by Du-Dania of the Doomed, streamed across the borders of Tarsus. King Coelstan asked for assistance from Pellinore, who left the High Kingdom in the hands of Claudus as Regent, then set sail at once from Ryduel with all of the northern fleet and the mounted army. Reaching Tarsus he engaged the enemy valiantly, rescuing Coelstan and throwing the enemy alliance into confusion. It soon became apparent, however, that a ruse had been prepared, for massive hosts of Inach and Trolls assaulted the northern fortresses of Allemaine and laid siege to Claudus in Rybonek while the High King was away.

Pellinore knew that his son was sorely pressed, was disliked by the dukes and barons, and was unfamiliar with the prosecution of so massive a war. He therefore urged Coelstan to end the fighting quickly. Amassing their forces into a tremendous and fast-moving host, he trapped and engaged the enemy in an effort to slay Du-Dania, Lady of Songs. Unfortunately, in single combat her magic destroyed him and the army was defeated. Coelstan later avenged his High King and drove the Fekeshi and Mu-Jahdin alliance back across the border, but he was unable to salvage Pellinore's body, or the magical Royal Arms he bore.

Pellinore's line continued to suffer ill luck. Besieged in Rybonek, his wife was ravaged and killed by goblins. Claudus was initially rescued by Mark but, when he learned of his father's death, tried to kill his brother to prevent a coup. He failed and Mark took his fleets back to Calabria to claim his own Kingdom. Claudus was besieged for a year before he was killed in the final assault.

Duchess of Pase

Incursions from Inach in the far northern wastes killed the Duke of this most eastern Dukedom over two hundred years ago. When her husband fell, his wife took his place, donning armor and fighting on the walls against the goblins. She lived the life of a warrior woman ever since. Her household knights continued to obey her out of deference to the oath of loyalty they swore to her husband, and never renewed those vows to her. Her son grew up strong and more than able to lead, but she never yielded power until her death over twenty years later. When she died, the new Duke took over and returned the land to male rule, but the Duke did not rule for long. Camille claimed land that belonged to him, and when he sent ambassadors to speak to her about the matter, she turned them into pigs. His army was destroyed by her magics, which then blighted the land and ravaged the countryside. After Pase was destroyed as a Dukedom, the King of Surluse took it over. The Regency has yet to reclaim it.

Lord Regent Lucius Glorianos

Lucius is the Duke of Rydulain, Archduke of the Central Kingdom, and was chosen Lord Regent over twenty years ago by a council of nobles. He is an aging, white-haired man of moderate build, certainly not a warrior-king out of legend. But his keen intelligence, natural presence and unbreakable calm have earned him the respect of his peers in the Kingdom's most difficult time.

Educated by the best sages Allemaine has to offer, and a profoundly religious man, Lucius is as much scholar as King. In his early manhood he served on the walls with modest distinction, preferring to devise strategy, sponsor fortification construction, and increase trade. He inherited the richest, most powerful Dukedom of Allemaine when his father died of a mysterious poisoning. Later, he became a compromise candidate for Lord Regent, since he had not offended any of the dukes. After gaining the crown, however, Lucius caused some dismay when he failed to take a wife or sire offspring. He has never shown any interest in love or marriage.

Unlike the Regents before him, Lucius has never supported an heir to his title. In the past, the current Regent has selected another young noble to take his place, then worked to have that choice confirmed by the pow-

erful Dukes, thus ensuring his eventual accession to the Crown. Lucius was keenly aware of the coming Boy King, and thus he never made this choice. Instead he has vested much of his military power into the Duke Siegfried, and seldom meddles in the affairs of NorthUmbria, the East or the Provinces. While it may be argued that this has further weakened the Kingdom, it eliminates at least one cause for civil war when the King arrives to claim his land from a young Regent who may not wish to relinquish it.

Recent events have further stirred controversy around the Regent. When Siegfried revealed himself and admitted to concealing his identity from his liege for two decades, Lucius did not punish or even chastise him. Instead, the Regent embraced Siegfried's children as heirs to the prophecy of the Boy King. When Olivia was shown to be the first heir to the prophecy, Lucius supported her. The resultant division of the lords, some behind Lucius and Olivia, other rallying behind the outspoken Archduke of NorthUmbria, has busied the Regent. Now he has his hands full just trying to keep the Kingdom from splitting apart (again).

10	STR	11	DEX	13	CON	11	BODY
23	INT	17	EGO	25	PRE	14	COM
4	PD	3	ED	3	SPD	5	REC
26	END	25	STUN				

Skills: Acting, Animal Handler, Bureaucratics, Bribery, High Society/Courtier, Interrogation, Oratory, Paramedic/Healer, Persuasion, Riding, Scholar, Survival/Hunting, Tactics, Trading, WF: Blades, Bows, Lance, Shield; AK (INT-Based): Allemaine, Rycliff and the Last Bastion; KS (all INT-Based): Politics, Allemaine Nobility, Law, Classical Education, Architecture; PS (also INT-Based): Writing, Poetic Composition; Languages: Albionesse; +2 Skill Level with Bureaucratics, High Society and Persuasion.

Perks: Fringe Benefits: Lord Regent (20 points), Wealth (28 points), Imperial Noble.

Powers: Mental Defense +13.

Disadvantages: Age, Distinctive Features: Noble bearing, Watched by Nobility from throughout Ahrivine on 11-, Psychological Limitation: Believes in the Boy King and considers himself the last Regent, Psychological Limitation: Allemaine Code of Honor, Public Identity, Reputation on 14-, Secret Identity: Homosexual.

Equipment: Full knight's gear of excellent workmanship, though he hasn't worn it in years: High Plate Armor, excellent Sword of War, etc. Royal court fashion worth 35 Crowns or more. Several pieces of elegant and subdued jewelry, of gold with precious stones, each worth 30 Crowns or so. Rides an Imperial Noble with royal elaboration.

Fuzion Stats

8	INT	6	WILL	8	PRE
5	TECH	4	REF	4	DEX
3	STR	3	CON	5	BODY
4	MOVE	6	SD	6	ED
2	SPD	6	REC	30	END
25	STUN	25	HITS	18	RES

Fuzion Skills: Bureaucratics: 5, High Society: 5, Persuasion: 5; other skills listed above at Level 3.

Fuzion Powers: Mental Defense: 15 pts.

Grandmaster Huidemar

The current Grandmaster of the Aetherium (sometimes called First Mage) is Huidemar, a firm leader and a brilliant scholar. He has led the institution for eight years, and has ensured throughout that time that the Order remain strong and dedicated to its principles, without interfering with the lives of individual members. He is an occasional advisor to the Lord Regent, but has little time for politics, as he is deeply dedicated to his own personal studies of Celestial lore, Illusion and Alchemy.

As a mage, Huidemar's secret to success has been the level of enjoyment that he gets outs of it. Working with magic is his favorite pastime, and a source of great pleasure and personal satisfaction for him. As a result he never really stops working. His vast personal wealth comes as gifts from his many admirers and patrons, for whom he advises, troubleshoots, and magics. The last few years of the previous First Mage were filled with implications that she might step down, and popular consensus demanded that Huidemar, who was well liked and possessed of natural charisma, take over. He consented with casual confidence.

There has never been doubt about Huidemar's position on the Aetherium's basic principles. He is an avowed traditionalist that believes in the preservation of magical knowledge, service to the Kingdom (even though he himself often has better things to do), probing beyond the known limits to magic, and protecting other members of the Aetherium. And though he pursues these goals, he mostly does so through other mages who act on his behalf. Rarely does he take a direct hand in such activity. When he does, his power and influence is directed quickly, and in such a way that leaves a lasting impression. Thanks to his personable nature, he has no trouble getting his fellow mages to see to such distractions on his behalf.

A man of moderate height, Huidemar has darkened skin that testifies to some Jahdetta or Fekeshi heritage (or perhaps both). His hair is short and very dark, his eyes matching. Whenever in public he dresses in fine clothing cut from the most dramatic cloth, but at home he prefers to relax. He is clean shaven and handsome and, though he is sought after by many women, has yet to choose one over his Art.

10	STR	13	DEX	15	CON	11	BODY
25	INT	23	EGO	23	PRE	18	COM
3	PD	6	ED	3	SPD	5	REC
30	END	24	STUN				

Skills: Bureaucratics, Deduction, High Society, Inventor/Spell Research, Magic/Sky-Lore 16-, Magic/Alchemy 15-, Magic/Illusion, Navigation, Oratory, Paramedic/Healer, Persuasion, Scholar, Seduction, Trading; KS: Aetherium Lore, Astronomy, Ceremonial Magic, Classical Education, Famous Magicians, Fine Wines, Magical Theory, Mathematics; Languages: Albionesse, Allemaine, Calabrian (fluent), Fekeshi, Jahdetta (fluent); PS: Teacher; +12 Levels with All Magic.

Perks: Contacts: Various mages throughout Ahrivine; Followers: two 50 point base Apprentices; Fringe Benefits: Aetherium Grandmaster; Headquarters: 100 point Sanctum; 15 points Wealth.

Talents: Lightning Calculator.

Powers: Variable Power Pool: 150 points, No skill roll required to change points, No time required to change points, Magic roll to cast, Can only draw from Celestial, Illusion and Alchemical magics; Mental Defense +15, Power Defense +5.

Disadvantages: Age, DNPC: Any Aetherium Mage, Psychological Limits: Committed to the Principles of the Aetherium, Proud, Self-Indulgent, Reputation on 11-.

Fuzion Stats

8	INT	8	WILL	8	PRE
5	TECH	4	REF	4	DEX
3	STR	2	CON	5	BODY
3	MOVE	3	SD	5	ED
2	SPD	5	REC	20	END
25	STUN	25	HITS	24	RES

Fuzion Skills: Magic Skill (Sky Lore): 17, Magic (Alchemy): 16; Bureaucratics 5; Persuasion 5; other skills listed above at Level 3.

Fuzion Powers: Magic Power Pool 30 pts, with restrictions above, Mental Defense: 15 pts., Power Defense: 5 pts.

Duke Siegfried, Constable

The right-hand man to the Lord Regent, Siegfried is a man with a confusing past, but from the tangled story of his life, many important strands have come. Siegfried was born in Calabria as Crown Prince to King Pellamark. Falling in love with a duchess, he staged his death with the help of a wizard, left his old life behind and worked his way close to the throne. Although he is guilty of breaking the Allemaine Code of Honor, no one seems ready to call him on it. He holds the titles of Duke of Lanahaut, and Constable of the Royal Army, making him commander of all the Hosts of Allemaine, answering only to the Lord Regent.

Pellamark had three children, of which Siegfried was the eldest. From early age it was clear that he was not of the standard Calabrian mold. Siegfried had no love of the sea, none of the dash and romance of the Sea Princes. His way was one of study, of hard martial character, and grim courage. Nonetheless, he would make a capable, if somewhat misunderstood, King.

This plan came to an end when Siegfried fell in love with the daughter of the Duke of Lanahaut, visiting Sugales for a spring. The love was returned, passionately, and the two determined to find a way to marry. At first glance, this seemed impossible: Calabria and Allemaine were, if not at war, certainly rival nations. Siegfried had the crown to inherit, and the Duke was sure to refuse the marriage. But the Wizard Paracelsus approached the couple and, through his magic, concealed Siegfried's identity. Then it was a simple matter to stage Siegfried's death at sea. His infamous lack of sailing skills made the ruse perfectly believable.

Siegfried only briefly wrestled with the moral implications of his act. His younger brother, Douglas, would make (and in fact has made) a fine King, and Siegfried had to follow his own destiny. Reaching Allemaine, the couple kept their engagement secret while Siegfried, under the false identity of "Clariance," won knighthood on the field of battle. His nobility, skill at arms, strength of character and tactical genius swiftly rose him in status, until he could ask for the hand of the woman he loved. When the old Duke died, "Clariance" inherited the title.

As Duke, Siegfried earned his keep. He wrote the seminal work on Allemaini land battle and siege tactics (referred to now simply as "the Book"), and is widely heralded as the strategic/tactical genius of Ahrivine. The Regent became fast friends with Siegfried, and did not hesitate to appoint him Constable when it became clear that Lucius' lack of strong military credentials were becoming a liability. Siegfried's wife bore him twins, non-identical, separated by about two minutes. Olivia was the elder, and inherited her mother's looks. Richard, future heir to the Duchy, took after his father, with black hair, a strong and noble posture, and blue eyes. A third child was brought his way due to misfortune—when Owain's original parents were slain the Duchess offered to accept the orphan, and Siegfried went along. Siegfried uses a gold sun on a red field as his personal device—this was his heraldic symbol as the first son of Pellamark, and remained hidden until the revelation of Siegfried's identity.

Until the Council of Kings, Siegfried mistakenly believed that his son Richard was the heir to the prophecy of the Boy King. His error was a common one—he did not realize that a girl could fulfill the prophecy as well as a boy. Therefore, he raised Richard to be King, and stressed the great destiny to which Richard was bound. Richard rebelled and has largely failed his father—Siegfried blames Richard's pettiness and lack of courage on himself. Yet in this, Siegfried's greatest failure, he may have actually worked his greatest triumph, for his daughter Olivia is the true heir and, free from the pressures of her destiny (and her father's role as taskmaster), she has grown into a mature woman who may make an excellent Queen. Silently, Siegfried admits that he loves his daughter more than his son—

his failure with Richard has soured any care he once felt for him. Owain remains a source of great conflict for Siegfried—he knows that his foster son is a strong, well-meaning man, but Siegfried is nothing if not conservative in his moral values. The Blackened Lions threaten to erode traditional Allemaine moral values and this greatly disturbs the Duke. He has not spoken to Owain since his disgrace, and is firmly in denial.

Siegfried's feelings for his son after the Council are unresolved. A part of him wants to just brush the whole affair under the table and pretend that his son never existed, but Richard is unlikely to accept this. Certainly, Siegfried will spare no effort when it comes to rescuing his daughter.

Note that if met before the Council of Kings (see the Scenarios chapter), Siegfried will still be known as "Clariance." More importantly, he will still think Richard to be the future heir to prophecy.

18	STR	14	DEX	20	CON	15	BODY
20	INT	18	EGO	23	PRE	16	COM
6	PD	4	ED	3	SPD	7	REC
40	END	40	STUN				

Skills: Acting, Animal Handler, Bureaucratics, Deduction, High Society, Linguist, Navigation, Oratory, Paramedic, Riding, Scholar, Survival, Tactics, Traveler; AK (all INT-Based): Allemaine, Calabria, Ryduel, Last Bastion, Lanning , Lanahaut and Sugales; KS (INT-Based): Albion, Classical Education, Classical Fighting Style, Doomhault Tactics, Geography, Heraldry, Nobles of Allemaine, Royal Allemaine Fighting Style and Weapons of War; Languages: Allemaini, Calabrian (native), Albionesse, Jahdetta (comp. fluent), Nachlah and Fekeshi (fluent), TF: All Sea; WF: Common Melee, Lance, Shield; Martial Arts Maneuvers/Sword Arts of Ambrosius: Lightning Strike, Parry, Sacrifice Strike, Shield Bash, Slashing Strike, 2 Levels in Hand to Hand combat, 2 Levels Moving in Armor/Plate, 2 Levels Overall, +3 Levels with Oratory, Tactics and Bureaucratics.

Perks: Fringe Benefits: Constable and Duke (10 points), Money (23 points), Imperial Noble.

Talents: Defense Maneuver, Eidetic Memory, Resistance +3.

Powers: Running +1", Mental Defense +9, Frenzy Framework on 9- (he's getting old) including +2 Levels in Hand to Hand combat, 3d6 STR Aid and 50% Resistant Physical Damage Reduction; LS: Resistance to Aging.

Disadvantages: Distinctive Features: Noble bearing, Style Disadvantage, Enraged if children or wife beaten (14-, Recover on 11-), Psychological Limitations: Allemaine Code of Honor (strong), Loves wife and children (total), Proud, Totally committed to the prophecy of the Boy King, Public Identity, Reputation on 14-, Rivalry with Breuse, Archduke of NorthUmbria, Watched by Allemaini nobles on 11-.

Equipment: Superior Royal Plate armor (see equipment listings for full details, custom suit costing 8 points), Large Shield, Excellent Sword of War and Dagger, Lance, Spear, Axe, Mace, rides Imperial Noble with special elaboration, wears noble court clothing worth about 25 Crowns, along with gold ring and cloak brooch each worth 15 Crowns.

Fuzion Stats

7	INT	6	WILL	8	PRE
4	TECH	5	REF	5	DEX
6	STR	3	CON	8	BODY
6	MOVE	6	SD	6	ED
3	SPD	9	REC	20	END
40	STUN	40	HITS	18	RES

Fuzion Skills: Melee: 7, Melee Evade: 6, Ranged Evade: 6, Oratory: 8, Tactics: 8, Bureaucratics: 8; other skills listed above at Level 5.

Fuzion Powers: Mental Defense: 10 pts., other Powers as above.

Olivia, Baroness of Newark and Heir to Prophecy

Kidnapped at the Council of Kings by Arion, Olivia's current whereabouts are unknown. This write-up is provided for the Gamemaster's benefit, and assumes that players either meet her before the Council, or participate in her rescue (see Chapter XIV, Adventure).

It's not right, she thought as she stood surrounded by the Wandering Flames. *It's supposed to be him*. That was her last thought before Arion arrived and the Council of Kings erupted into chaos.

Olivia's life and education began innocently enough. She knew her father's true identity, and her brother's destiny, from a very young age, and knew that she would be critical to that future. Richard trusted her and relied on her counsel as he could no one else; she expected to spend her life at his side, mellowing his temper and strengthening his resolve, until she was eventually politically married to cement his rule. For years she expected to be wed to either Carados of Tarsus, or perhaps even her cousin Harrison. She breathed a long, deep sigh of relief when the Prince Commander wed Dame Judith instead.

She recieved all the benefits of a young noblewoman, and quickly demonstrated a profound lack of any domestic talent (both she and her mother bemoan her terrible sewing) along with a sincere rebellious streak. Her desire to actively contribute to the defense of the Kingdom led directly to her training as a healer, and she became famous for her battlefield rescues of knights on the Last Bastion and elsewhere, a trait which made her much beloved by her patients and their families. Her father insisted that she know how to defend herself when necessary, and instructed Owain (and later Richard) to show her how to handle a blade. She took to these martial skills quickly and easily; pressing her brothers to teach her more of sword and horsemanship. To learn the basics of military strategy, she eavesdropped on war councils, often taking the place

of the servants. She justified her interests by convincing herself that this knowledge would be of practical use when advising her brother, the future King. Her tenacity was always just short of impropriety. Thanks to the position of her father, and her modest and capable nature, she was given considerable leeway by the other nobles, many of whom remain quite fond of her.

As the time of the Council of Kings approached, Olivia was Richard's bulwark, and without her aid he never would have been able to stand up to the other nobles. She had no illusions about Richard's failings as a future ruler, but she felt that she, more than anyone, could help him to transcend those weaknesses and grow into the kind of man that the Kingdom needed. Her support for Richard never wavered, even when he failed the Trial by Fire and was burned. Her desperate and unconditional commitment to his welfare is what prompted her to rescue him from the Flames.

Olivia was a conscientious, modest and brave young woman. She anticipated a political marriage to solidify Richard's throne, and remained both virtuous and chaste. She treated her father with respect and obedience, not blaming him for his many years of deception; she was much closer to her mother. Above all Olivia bore great love for her brother, no doubt due to their sharing of his secret identity over the years.

Though in most ways a very stable and mature, highly moral woman, Olivia had two great failings which, assuming she emerges from captivity, will almost certainly come to haunt her—the first of these is her blind faith in Richard. She is painfully aware of her brother's failings, but considers herself the only person who could moderate his excesses and make him a passable King. She dismisses most of his weaknesses as "not his fault," and when confronted by his possessive jealousy she assumes that he is right—that she flirts shamelessly and should be more careful, lest her casual beauty bring disaster upon her (the bitter truth is that Olivia has many of the characteristics of a beaten wife, substituting her brother for a husband). Perhaps just as dangerous as this, however, is her capacity for hatred. The constant ravages of Inach and evil men in the service of the Doomed have hammered her rage to a sharp edge, and she longs for the day when Doomhault is forever destroyed, her people free to live in peace and without fear.

Nineteen years of age, Olivia has a strong, graceful form with all the beauty of her noble lineage. Her hair is long and a deep auburn, curly and often an unkempt mess, framing a face that is perhaps too strong for perfect female beauty. She inherited most of her looks, including her stunning figure, from her mother.

Olivia, Baroness of Newark and Heir to Prophecy

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
18	PRE	8	13-	PRE Attack 3 ½d6
18	COM	4	13-	
7	PD	4		
4	ED	0		
4	SPD	12		Phases: 3,6,9,12
7	REC	0		
36	END	0		
30	STUN	0		

Total Characteristics Cost: 101

Movement: Running: 6"/12"
Swimming 2"/4"

Powers & Skills

Combat Training:
- Combat Skill Levels: +1 Level w/Sword Arts of Ambrosius (3)
- Combat Skill Levels: +1 Level Overall (10)
- **Martial Arts**—Sword Arts of Ambrosius, Royal Allemaine and Pellinore Substyles (Blades Weapon Element is default) (19)

Maneuver	*OCV*	*DCV*	*Damage*
Fast Strike	+2	+0	Weapon+2DC
Parry	+2	+2	Block, Abort
Running Strike FMove	+1	+3	Weapon+v/5;
Sacrifice Strike	+1	-2	Weapon+4DC

Use Art with Shield (Parry only)

Heir To Prophecy (Note that these powers only surfaced after exposure to the Wandering Flames. Until that occured, she could be burned as easily as any one else)
- Flame Resistance: Armor +12 ED, Fire Attacks Only (9)
- Further Flame Resistance: Damage Reduction, 75% Resistant Energy, Fire Attacks Only (30)

Royal Blood
- Extended Lifespan: Life Support, Immune to Aging, Resistance Only (2)

Healer Training
- Herbal Medicine Healing: BODY Aid, 6d6, Invisible to three sense groups, Requires an Herbal Medicine Skill Roll at -6, Not vs. Death Touch unless skill vs. skill is successful, Extra Time: 5 minutes, OAF, expendable: healing herbs (13)

Noble Background:
- Animal Handler 11- (3)
- Conversation 13- (3)
- Deduction 13- (3)
- High Society 13- (3)
- KS: Herbal Medicine 15- (4)
- Language: Fluent Albionesse (1)
- Oratory 13- (3)
- Paramedic/Healer 13- (3)
- Persuasion 13- (3)
- Scholar (3)
- Fringe Benefits: Baroness (5)
- Money: 200,000 farthings a year (18)

Un-ladylike Skills and Talents:
Breakfall 13- (3)
KS: Host of Doomhault 11- (1)
KS: Army of Allemaine 11- (1)
KS: Pellinore Style 11- (1)
KS: Royal Allemaine Style 11- (1)
Riding 13- (3)
Survival/Hunting 11- (3)
Tactics 13- (3)
Weapon Familiarities: Common Melee, Bow, Shield (4)
Follower: Mount—Imperial Noble, named Brute (15)
Fast Draw 13- (3)

Total Powers & Skills Cost: 176

Total Character Cost: 277

Disadvantages: 100+

Distinctive Features:
Style Disadvantage (10)
Noble Bearing (10)
Hunted by:
Forces of Doomhault, more powerful, 11- (20)
Psychological Limitations:
Allemaine Code of Honor (15)
Hatred of the Doomed and their servants (15)
Loves Richard (15)
Reputation:
Healer and daughter of the Constable, 11- (10)
Watched by:
Allemaine Nobility, as powerful, non combat influence, 11- (10)
Experience Bonus (72)

Total Disadvantages Cost: 277

Fuzion Stats

6	INT	6	WILL	6	PRE
4	TECH	6	REF	6	DEX
3	STR	3	CON	6	BODY
5	MOVE	8	SD	4	ED
3	SPD	6	REC	30	END
30	STUN	30	HITS	18	RES

Fuzion Skills: Melee: 3, Melee Evade: 3, Ranged Evade: 3, Expert (Herbal Medicine): 7; other skills listed above at Level 4.

Fuzion Powers: Heir to Prophecy Powers (Armor 30 EKD, only vs. Fire; 75% Damage Reduction vs. Fire Attacks); other Powers as above.

Equipment:

Knife: HKA 1d6, +1 OCV, STR Minimum 3 (1½d6 HKA with STR adds) (Excellent quality, a gift from her brother Richard, carried frequently, usually hidden)

Armor: Leather vest and long skirt, DEF 1 over locations 9-16 (Worn rarely, usually when she's on the walls working as a healer, dragging wounded knights from battle)

Other: Modest but well-tailored embroidered gown, comfortable shoes, sometimes riding clothes, leather purse with doctor's tools and herbal medicines

Total Encumbrance: None

Richard, Count of Lanning

All his life, the eldest son of Siegfried has lived a lie. Perhaps it is no wonder that he has grown into such a troubled youth.

Since he was eight years old, Richard has known his father's true identity, and Richard's own future role in the destiny of the High Kingdom. He knew that, according to prophecy, it would be he himself who would have to pull all the divergent Broken Kingdoms together, and it would be he who would finally vanquish the Doomed Host and usher in a reign so wondrous that it would put all others to shame.

It was quite a bit for an 8 year old to worry about.

Richard tried hard to fulfill his father's expectations, but Siegfried was a demanding father, and his son's efforts were never quite good enough. When Owain came to live with them as his foster brother, things only became worse. Owain was just so *good* at everything, and Richard could only win if he could cheat.

So he did. He began to cheat all the time. He bore no guilt for this—he was already lying, what more could it hurt? He began to realize that his true competence and nobility didn't matter a pin's fee—it was the appearance that mattered. If he appeared to be brave (even when petrified with fear) his father would leave him alone. When forced into duels he would do whatever it took to win. It was fear of failure that won him battles—not courage. In fact, Richard is at his best when he's frightened out of his mind. The fear triggers his survival instinct and makes him desperately clever—willing to attempt anything for survival, and lending his tactics an unpredictability that so far has been a substitute for courage.

After Owain was dishonored, Richard was finally able to demonstrate his superiority to his foster brother. He led bands of young knights—troublemakers and spoiled sons, mostly—on "Lion hunting" parties. They tracked down and harassed Blackened Lions, fully aware that their rank and the Lions' shame kept them safe from reprisal. The "hunts" ceased only when Owain sent Richard home with serious wounds, humiliating him in front of his fellow knights. It was the blow to his pride, far more than the cracked ribs, that stirred jealousy for his brother into bitter hatred.

Olivia was his only confidant—the only person whose love for him was so unconditional that he could rely on it absolutely. His obsessive reliance on her has in fact grown into a more than familial affection. Unable to be honest with other women, Olivia is the only woman he has ever loved.

In short, Richard was trapped by his destiny, his fear, and human limitations that kept him from becoming the ideal King his father expected. Richard was terrified when he stepped into the Wandering Flames—certain that it would burn him, but too cornered to flee.

Richard is the product of an excellent Allemaine upbringing. He has studied a wide variety of subjects in an attempt to appear well-educated. His swordsmanship skills are formidable, but his fear is a limitation

that he will never overcome. Even more than his sister, he has inherited the rage and anger of his family line—this legacy is his most potent weapon in combat. Although Aetherium mages long ago discovered Richard's magical potential, Siegfried has never given him time to develop it. Instead, he has the skills of a future King. Physically, he befits a King, with straight black hair and a strong, royal posture that belies his standing. Since the Council and the Flames, the left side of his face is horribly mutilated, melted and scarred. Ever since that day, he has been plagued with nightmares, the meaning of which elude him.

Now that the life that he was trained for is just a colossal joke, and with his sister captured, Richard has been set adrift. His future course is—for the first time—unwritten, and although he will certainly try to rescue Olivia, he has no idea where to start.

Richard, Count of Lanning

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	300 kg; 3 ½d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 3 /6 w/ shield
18	CON	16	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll: 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
14	COM	2	12-	
6	PD	2		Total 14 PD/8rPD in armor
4	ED	0		Total 12 ED/8rED in armor
4	SPD	16		Phases: 3,6,9,12
8	REC	0		
36	END	0		
31	STUN	0		

Total Characteristics Cost: 85

Movement: Running 7"/14"
Swimming 2"

Powers & Skills

Combat Training
Combat Skill Levels: +3 Levels w/Hand to Hand Combat (15)
Combat Skill Levels: +3 OCV w/Sword of War (6)
Combat Skill Levels: +2 Levels Moving in Armor, Plate (10)
Martial Arts—Sword Arts of Ambrosius (Blades Weapons Element is default) (25)

Maneuver	*OCV*	*DCV*	*Damage*
Parry	+2	+2	Block; Abort
Sacrifice Strike	+2	-2	Weapon+4DC
Shield Bash	+0	+0	35 STR to Shove
Slashing Strike	-2	+1	Weapon +4DC
Takeaway	+0	+0	Grab Weapon, 30 STR to take weapon away

Useable barehanded (parry and takeaway only) or with shield (parry and shield bash only)

The Power of Rage, Activation Roll 12- to enter or exit frenzy, Cannot dodge, block or recieve DCV bonuses of any kind while in Frenzy
Ignore Injury: Damage Reduction, 50% Resistant Physical (15)
Berserk Strength: STR Aid, 3d6, Linked to Damage Reduction, Only useable on Self, Aid fades instantly if Richard exits Frenzy (4) [1]
Unpredictable: +2 Combat Skill Levels with Hand to Hand Combat, Linked to Damage Reduction (4)
Blood of Albion:
Extended Lifespan: Life Support, Immune to Aging, Resistance only (2)
Athletic Powers:
Running: +1" Running (2)
Royal Education:
Animal Handler 11- (3)
AK: Allemaine 11- (2)
Bureaucratics 13- (3)
Fam: Oratory 8- (1)
Fam: Survival/Hunting 8- (1)
Fam: Weaponsmith, melee 8- (1)
High Society/Courtier 13- (3)
KS: Classical Fighting Style 11- (1)
KS: Royal Allemaine Fighting Style 11- (1)
KS: Geography 11- (1)
KS: Heraldry 11- (1)
KS: History 11- (1)
KS: Allemaine Nobility 11- (1)
Languages: Completely Fluent Albionesse, Black Speech, Tarsan (3)
Linguist (3)
Paramedic/Healer 12- (3)
Persuasion 13- (3)
Riding 12- (3)
Scholar (3)
Tactics 13- (5)
Weapon Familiarity: Common Melee, Lance, Shield (4)
Fringe Benefit: Count of Allemaine (6)
Money: Wealthy, 300,000 farthings a year (20)
Follower: Mount, Imperial Noble, named Garswain (15)
Fast Draw 12- (3)
Eccentric Skills
Acting 13- (3)
KS: Dragon Lore 11- (1)
KS: The Doomed 11- (1)
PS: Rose Gardening 11- (2)
Latent Magic: Hedge, Healing Gifts, Prophetic Gifts, and something else (4)

Total Powers and Skills Cost: 185

Total Character Cost: 270

Disadvantages: 100+

Distinctive Features:
Half melted face mixed with Noble bearing, concealable with effort, causes major reaction (15)
Style Disadvantage (10)
Hunted:
Doomed and their agents, more powerful, 8- (15)
Psychological Limitations:
Loves sister (15)
Afraid of failure (15)
Reputation:
Troublemaker and failed object of prophecy, 11- (10)
Rivalry:
Owain, the Blackened Lion, professional and romantic, superior position (15)
Unluck:
1d6 Unluck (5)
Watched:
Allemaine nobility, as powerful, non combat influence, limited geography, 8- (5)
Experience Bonus (65)

Total Disadvantages Cost: 270

Fuzion Stats

4	INT	5	WILL	7	PRE
4	TECH	5	REF	5	DEX
6	STR	3	CON	6	BODY
5	MOVE	8	SD	4	ED
4	SPD	9	REC	30	END
30	STUN	30	HITS	15	RES

Fuzion Skills: Melee: 6, Swords: 6, Melee Evade: 5, Ranged Evade: 5, Tactics: 5, Acting 4; other skills listed above at Level 3.

Fuzion Powers: As listed above.

Equipment

Plate Armor: Armor 8 PD/8 ED, all locations, 28 kilograms (Excellent quality fitted royal plate, red enamelled)

Large Shield: DCV +3, 7 kilograms

Sword of War: HKA 2d6, +1 OCV, STR Minimum 15 (2d6+1 w/STR adds, higher with Martial Arts) (Ordinary quality, rose at the crosspiece)

Knife: HKA ½d6, +1 OCV, STR Minimum 5 (1d6+1 w/STR adds)

Total Encumbrance: 35 kilograms, -2 to DEX Rolls and DCV (MIA Levels already added in), 1 END Cost/Turn

Owain, the Blackened Lion

Owain was orphaned at a very early age, and adopted by the Duke of Lanahaut. There he grew up with Richard and Olivia, the Duke's two natural children. The trio became inseparable. The inevitable triangle began to form early—each brother contesting for Olivia's favor, she acting as peacemaker. He grew up as a brash, energetic youth with a circle of female admirers. In short order, he was knighted.

Thanks to his courage, fierceness and mane of thick, golden hair, he became known as the Knight of the Lion. This became his personal symbol, and despite his early age he began to serve in the front lines in the war against Doomhault. He became a knight in the retinue of Baron Galaris. But, tragically, in a battle along the line of signal towers on the Rydion border, the Baron was killed. Owain survived and, along with Olivia and Richard, was captured and imprisoned in a fortress called the Tower of Shadow. Thanks to Richard, the trio escaped, but Owain's stain remained. He forsook his knighthood and wandered the land, unwilling to abandon his war against evil, but unable to continue as a knight.

His solution to his dilemma demonstrated his commitment, and his courage. He vowed to continue the war which he had fought for so many years, and more importantly, to continue the moral and ethical code by which he had lived his life. When this decision was greeted with scorn from other knights, Owain replied with only stoic fortitude. His example drew hundreds of other failed knights out of monasteries and bandit lairs, forming the first unit of Blackened Lions. Then hundreds became a thousand, and Owain was the leader of the largest single band of mercenary knights the world had ever known. When Richard and a band of his trouble-maker knights sought out Owain for some casual sport, Owain humiliated him in combat and sent him home, disgraced. Duke Brian the Younger, new heir to the Southern Marches, invited the entire troop, and has become fast friends with the melancholy Owain.

The Blackened Lion is a tall, strong, ideal image of knighthood. Thanks to his superior skills with a blade, quick grasp of tactics and fantastic tolerance to pain, he may be the greatest living fighter in Allemaine. His thick, flowing mane of golden hair and hazel eyes have drawn the eyes of many women, but gone are his careless days of casual romance. Now he is consumed by his new role, and the grim fate that he is certain awaits him. He has never noticed the love that his sergeant, Avenable, bears him, and in fact harbors love for only one woman in all the world—the one woman that will accept him without condition: his foster sister, Olivia. His relationship to his foster father has remained unresolved. Grim. he almost never speaks. When he does, he's succinct and to the point.

Owain, The Blackened Lion

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV 4/ 7 w/shield
20	CON	20	13-	
18	BODY	16	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
18	COM	8	13-	
8	PD	4		Total: 16PD/8rPD
6	ED	2		Total: 14 ED/8rED
4	SPD	12		Phases: 3,6,9,12
40	END	0		
45	STUN	7		

Total Characteristics Cost: 137

Movement: Running 7"/14"
Swimming 2"/4"

Powers & Skills

Combat Training:
Combat Skill Levels: +4 Levels w/Hand to Hand Combat (20)
Combat Skill Levels: +2 Levels Moving in Armor, Plate (10)
Combat Skill Levels: +2 Levels Overall (20)
Martial Arts—Sword Arts of Ambrosius, Classical, Royal Allemaine and Pellinore syles (Blades Weapons Element is default) (31)

Maneuver	*OCV*	*DCV*	*Damage*
Fast Strike	+2	+0	Weapon+4DC
Parry	+2	+2	Block; Abort
Sacrifice Strike	+1	-2	Weapon +6DC
Shield Bash	+0	+0	45 STR Shove
Slashing Strike	-2	+1	Weapon +6DC
Running Strike	+1	+0	Weapon+2DC +v/5; FMove

+2 Damage Classes (already added in)
Use Art with shield (shield bash and parry only)

Strength of Pneuma:
Pain Resistance: Damage Reduction, 50% Physical Resistant, 14- Activation Roll, Must be Aware of Attack (17)
Heroic Strength: STR Aid, 3d6, Fully Invisible, Extra Time: Full Phase, Concentration: ½DCV, 14- Activation Roll, x2 END Cost (11) [6]
Indominable Will: Mental Defense +9 (5)

Athletic Powers:
Running: +1" Running (2)

Knight Background:
Animal Handler 11- (3)
High Society/Courtier 13- (3)
KS: Classical Fighting Style 11- (1)
KS: Heraldry 11- (1)
KS: Royal Allemaine Fighting Style 11- (1)
Oratory 13- (3)
Paramedic/Healer 13- (3)
Riding 13- (3)
Scholar (3)
Survival/Hunting 11- (3)
Tactics 14- (5)
Weapon Familiarities: Common Melee, Lance, Shield (4)

Blackened Lion
KS: Pellinore Fighting Style 11- (1)
Weaponsmith, melee 11- (3)
Follower: Mount, Imperial Charger (11)
Followers: 1000 Blackened Lions, each 165 base points and 220 total points (83)
Lightsleep (3)

Total Powers and Skills Cost: 250

Total Character Cost: 387

Disadvantages: 100+

Distinctive Features:
Blackened Lion blazon, easily concealable, extreme reaction (10)
Style Disadvantage (10)

Hunted by:
Richard and his cronies, non-combat influence, as powerful, 11- (15)

Psychological Limitations:
Never retreats before the enemy (15)
Never reacts to the abuse or disdain of others (10)

Reputation:
Dishonored knight, extreme, 11- (15)
Unluck 2d6 (10)

Watched:
Allemaine nobility, more powerful, non combat influence, 8- (10)

Experience Bonus (192)

Fuzion Stats

6	INT	6	WILL	7	PRE
4	TECH	6	REF	6	DEX
7	STR	4	CON	9	BODY
6	MOVE	8	SD	8	ED
4	SPD	11	REC	40	END
40	STUN	40	HITS	18	RES

Fuzion Skills: Hand-to-Hand: 8, Melee: 10, Melee Evade: 8, Ranged Evade: 8; other skills listed above at Level 3.

Fuzion Powers: As listed above.

Equipment:

Plate Armor: Armor PD 8/ED 8, all locations, 40 kilograms (royal plate armor, battered but completely serviceable, worn almost all the time)

Shield: DCV +3, 7 kilograms (large shield, Lion rampant, blackened)

Sword of War: HKA 2d6, +1 OCV, STR Minimum 15 (2d6+1 w/STR adds, higher with Martial Arts)

Dagger: HKA ½d6, +1 OCV, STR Minimum 5 (1d6+1 w/STR adds)

Spear: HKA 2d6, -1 OCV, STR Minimum 15 (2d6+1 w/STR adds, used from horseback)

Other: Simple, clean clothing, good black leather boots worth 5 Crowns, a gift from Duke Brian)

Total Encumbrance: 47 kilograms, -2 DCV and DEX Rolls (MIA Levels already added in), 1 END Cost/ Turn

Archduke Breuse

It may be argued that Breuse is the second-most powerful man in the Kingdom. If not, then he is certainly the third. The Archduke of NorthUmbria is a massive bear of a man, who speaks loudly and with a thick accent. He is staunchly conservative and superstitious, but ferocious in battle and possessed of unswerving loyalty from his men. Moreover, he is the leading opposition to the acceptance of the Baroness Olivia as the Boy King. In his now-famous words, issued at the Council of Kings, "No canicht of Allemaine ever swoore allegiance to a woman!"

The line of the Archduke is one of the most noble in Ahrivine, and includes connections to Vertigane's NorthUmbrian wife. Three of his ancestors have held the title of Lord Regent, each time waging strong war against Doomhault and strengthening the NorthUmbrian duchies (often at the expense of the eastern portions of the Kingdom). Breuse himself was wed early to a maid he fancied and had six children, all sons, all great knights (or soon to be so). His wife, however, died after giving birth to the last. Unable to devote much time to mourning, many believe that Breuse cared little for her. On the contrary, he would have died to protect her, and valued her counsel. But the Inach do not wait for grief, and so an Archduke cannot either.

Physically, the Archduke is built like a brown bear. He has thick reddish-brown hair, a long beard and powerful strength. His clear gray eyes give a hint of his wisdom and steely practicality, though his face has begun to show the signs of his long life of war. He wears his plate armor constantly, a habit he developed in his early campaigning years. His Sword of War is a family heirloom and is named Cullach.

Aside from the conservatism already mentioned, the Archduke has two other primary psychological traits. First, his devotion to family is stronger even than his loyalty to the Kingdom. When forced to choose between kin and crown, he will always side with blood. Secondly, Breuse is highly suspicious of magic, and does not welcome the Aetherium or other mages in his lands. Out of respect for the order that Vertigane endorsed, he will not bar them entry, but at the same time he does not rely on them in his strategies, does not favor them with perks and privileges, and does not heed their counsel. Aetherium mages in his duchies tend to do most of their work in the halls and alcoves of the castle.

Although he is mostly concerned with keeping the goblins out of NorthUmbria, Breuse does try to keep an eye out on the rest of the Kingdom, and its future. He considers himself one of the best candidates for the next Lord Regent, and cannot currently conceive of ever yielding to Olivia or Richard (whom he has judged a coward wrapped in steel). He has firm control over all the NorthUmbrian lords with the exception of Axilles, whose Legion assures him some bit of independence. Ideally, he would see Siegfried return to Calabria, Olivia married to a good future Duke of Lanahaut, and a stronger alliance with Carados of Tarsus.

23	STR	17	DEX	20	CON	20	BODY
15	INT	18	EGO	23	PRE	18	COM
10	PD	8	ED	4	SPD	10	REC
50	END	50	STUN				

Skills: Animal Handler, Bureaucratics, Conversation, High Society, Oratory, Paramedic 13-, Persuasion, Riding 19-, Scholar, Survival, Tactics 17-; AK (INT-Based): Allemaine, Asteliard and NorthUmbria; KS (INT-Based): Classical Fighting Style, Folklore, Heraldry, Superstition and Royal Allemaine Fighting Style; Martial Arts Maneuvers/Sword Arts of Ambrosius: Lightning Strike, Parry, Sacrifice Strike, Shield Bash and Slashing Strike; WF: Common Melee, Thrown Spear, Lance, Shield, 4 Levels in Hand to Hand combat, 2 Levels Moving in Armor/Plate, 4 Levels with Oratory, Conversation and Persuasion.

Perks: Fringe Benefits: Archduke, 20 points Wealth, Imperial Noble.

Talents: Defense Maneuver, Fast Draw, Lightsleep, Resistance +3.

Powers: Mental Defense +9, Enhanced Perception +2; 4 Hand to Hand Combat Levels, Cost END, x2 END Cost.

Disadvantages: Distinctive Features: Noble Bearing, Style Disadvantage; Psychological limitations: Total Dedication to Family, Allemaine Code of Honor, Proud, Superstitious, Staunchly Conservative; Public Identity, Reputation on 11-, Rivalry with the Duke of Lanahaut.

Equipment: High Royal Plate, Large Shield, Superior Sword of War (Cullach), Excellent Dagger, Lance, Spear, Axe, Mace. Rides Imperial Noble, wears noble clothing worth 20 Crowns, wears no jewelry except gold signet ring worth 5 Crowns.

Fuzion Stats

5	INT	6	WILL	8	PRE
4	TECH	6	REF	6	DEX
8	STR	5	CON	10	BODY
5	MOVE	8	SD	8	ED
3	SPD	13	REC	50	END
50	STUN	50	HITS	18	RES

Fuzion Skills: Melee: 6, Melee Evade: 4, Ranged Evade: 4, Riding: 10, Tactics: 8, Paramedic: 4; Oratory 6; Conversation 6; Persuasion 6; other skills listed above at Level 3.

Fuzion Powers: +4 Levels w/ Melee, Costs 4 END/ Phase, other Powers as listed above.

Axilles, Duke of Domus

In the days before the High Kingdom was formed, Domus was a fully independent realm, preserving the oldest Imperial traditions. It was here that the legions were first formed, when the constant raids of Inach and Trolls across the mountains bled the nobility dry and gave need for a body of infantry composed solely of professional common soldiers. Thanks to its strong martial tradition, Domus remains one of the best-guarded duchies in the Kingdom, and if the Duke Axilles remains subject to the Archduke Breuse, it is a nominal tribute at best.

The Duke of Domus is an aristocrat in the old Imperial mold. He is very proud and cultured, and believes in law, duty and discipline. At the same time, he is practical, and can sometimes be surprisingly devious. He and his line have always stood loyal to the Regency and, before, to the High King. However, Axilles still reminisces about the old days when Domus was an independent Kingdom, one of the strongest in Ahrivine, and vassal of no man. His stoic acceptance of the political realities of the day force him to admit that the time of Domus' supremacy has long since passed.

He is well-disposed towards the reunification of the High Kingdom, for numerous reasons. He wants his people to lose their ties of vassalage to the rest of NorthUmbria, with whom they share little cultural heritage. For this reason he is likely to throw his support behind a claimant to the throne that truly needs his support (such as Olivia) and swear direct vassalage to that new King (or Queen, it would make little difference to Axilles). At the least he hopes to make Domus a part of the Central Kingdom. Needless to say, this would strip nearly half of Breuse's army from him, and despite the Archduke's difficulties in working with Axilles, this is something that the northern lord is strongly opposed to.

Axilles is in his late forties, and has one surviving son from his wife. His face is hard and well-formed, with a strong chin, black eyes and iron gray hair. He dresses in the ancient manner, with a purple cloak and an eagle grasping bolts of lightning for a heraldic device. When at war, which is still quite often despite his years, he wears a helm with purple plumes and a molded cuirass. His tactics rely heavily on his large body of highly-disciplined infantry.

15	STR	14	DEX	15	CON	13	BODY
18	INT	18	EGO	20	PRE	14	COM
6	PD	6	ED	3	SPD	6	REC
40	END	35	STUN				

Skills: Acting, Bureaucratics, Conversation, Deduction, High Society, Oratory, Paramedic, Persuasion, Riding, Scholar, Streetwise, Survival/Hunting, Tactics, Trading; KS: Astronomy, Classical Education, Classical Fighting Style, Famous Battles, Famous Generals, Famous Orations, Theology; Languages: Albionesse, Ancient Pallean; PS: Field Engineer; WF: Blades, Javelins, Martial Arts (Classical Style) usable with Sword only: Fast Strike, Parry, Sacrifice Strike, Martial Strike and Defensive Strike; +2 Overall Levels, 2 Levels with Tactics, Oratory and Bureaucratics.

Perks: Fringe Benefits: Duke (9 points), Money (23 points).

Talents: Lightsleep.

Powers: Mental Defense +9, Running +1", Swimming +1".

Disadvantages: Age, Distinctive Features: Imperial dress and mannerisms, Style Disadvantage, Proud, Code of Honor: Never show fear, Begrudges his vassalage to Breuse, Reputation as hard-bitten follower of Imperial ways on 11-

Equipment: Fitted steel cuirass and helm, Superior legionnaire shortsword with amethyst in the crosspiece (the heirloom of his family line), dagger, rides Imperial Charger, wears noble clothing of purple worth 25 Crowns, imperial signet ring of gold, inset with amethyst, worth 15 Crowns, gold choker with offset pearl and silver clasp worth 15 Crowns.

Fuzion Stats

6	INT	6	WILL	7	PRE
4	TECH	5	REF	5	DEX
5	STR	3	CON	7	BODY
6	MOVE	6	SD	6	ED
3	SPD	8	REC	30	END
35	STUN	35	HITS	18	RES

Fuzion Skills: Melee: 4, Melee Evade: 4, Ranged Evade: 4, Oratory: 7, Tactics: 7, Bureaucratics: 7; other skills listed above at Level 5.

Fuzion Powers: Powers as listed above.

Lady Avenable

Avenable is the chief sergeant of the Blackened Lions. She has also become something of a legend. As a young woman Avenable longed for nothing so much as to fight for her homeland as a knight. Therefore she disguised her true identity and joined the household of the Duke of the Southern Marches as "Sir Grisandoles." She served with great renown, and despite her smaller stature and slighter build she became the Duke's greatest knight. There were many close moments in which she was sure that her true identity would be discovered, but in time it became clear that the Duke simply did not want to see the truth. After several years, Sir Grisandoles became the Duke's Champion, fighting on behalf of him and his wife on numerous occasions, and throwing Northron and Mezina raiders back into the sea.

All of this ended when the Duke's wife died of sickness. Brian was greatly saddened, but this was the moment of release that Avenable had long wished for. For in the many years of service to her Duke, Avenable had fallen deeply in love with him, and on one cold winter night not long after the Duchess' death she revealed her true identity and confessed her passion to her lord. She asked to stay with him, to be his wife if he would have her, and to be as loyal and wise a woman as she had been always a knight.

The Duke did not respond as planned. Enraged, distraught over the recent turn of events, he exiled her from his lands. She was stripped of all honors and possessions, and made outcast. That night she left, making her way in the wild winter. For years she was unheard from, until Owain became the Blackened Lion. Avenable was his first recruit, and has remained his most loyal assistant ever since. Indeed, she has been forced to admit that she loves Owain as fiercely as she ever loved her now-dead Duke. Her tale is a favorite of the bards, minstrels and poets. With the old Duke's death and the rise of his only son, the exile was lifted and Avenable has returned to the Southern Marches along with her new companions, the Blackened Lions.

Allemaine's foremost woman warrior is a veteran of fifteen years of warfare, and is highly skilled in all aspects of knighthood. Though she possesses less strength than other knights, she makes up for this with superior swordsmanship and clever tactics. She wears her golden hair short, and when not covered in the metal skin that she has grown so used to, she is often called beautiful. Her eyes are green.

15	STR	20	DEX	18	CON	13	BODY
15	INT	18	EGO	15	PRE	16	COM
6	PD	6	ED	4	SPD	9	REC
46	END	30	STUN				

Skills: Acting, Animal Handler, Concealment, Disguise, High Society, Oratory, Paramedic, Riding, Stealth, Survival, Tactics, Weaponsmith; AK (all 11-): Severn Coast, Southern Marches and Allemaine; KS (both 11-): Classical Fighting Style, Pellinore Fighting Style; WF: Common Melee, Bows, Lance, Shield; Martial Arts, usable with sword and shield: Lightning Strike, Parry, Running Strike, Sacrifice Strike, Shield Bash, Slashing Strike, 2 Levels Moving in Armor/Plate, 3 Overall Levels, 2 Levels with Martial Arts.

Perks: Follower: Imperial Charger.

Talents: Defense Maneuver, Lightsleep, Resistance +3

Powers: +1" Running.

Disadvantages: Distinctive Features: Woman at arms, various manlike habits and blackened lion shield, Style Disadvantage, Loves Owain, Never retreat before the enemy, Allemaine Code of Honor, Reputation on 14-, Unluck 2d6.

Equipment: Royal Plate Armor, Sword of War, dagger, spear, functional clothing and an Imperial Charger.

Fuzion Stats

5	INT	6	WILL	5	PRE
4	TECH	7	REF	7	DEX
4	STR	3	CON	6	BODY
6	MOVE	6	SD	6	ED
4	SPD	8	REC	30	END
30	STUN	30	HITS	18	RES

Fuzion Skills: Melee: 7, Melee Evade: 5, Ranged Evade: 5; Knowledge skills above at Level 4 other skills listed above at Level 5

Fuzion Powers: Powers as listed above.

Great Knights

There are many, many knights of note within the Kingdom. Most of the major nobles have superior fighting skill, and heroic knights errant roam the land defeating monsters and righting wrongs, fighting on the walls and dispensing justice. The greatest of these can be given the statistics below. Dukes, Barons and other nobility probably qualify.

20	STR	17	DEX	20	CON	14	BODY
15	INT	13	EGO	18	PRE	12	COM
8	PD	6	ED	4	SPD	8	REC
40	END	40	STUN				

Perks: 10 pts. Wealth, 3 pts. Fringe Benefits, Follower: Imperial Noble.

Skills: Animal Handler, High Society, Oratory, Paramedic, Riding, Survival, Tactics, Scholar, KS: Classical Style, Royal Allemaine Style, Heraldry, WF: Common Melee, Lance, Shield, Martial Arts Maneuvers/Sword Arts of Ambrosius: Lightning Strike, Parry, Sacrifice Strike, Shield Bash, Slashing Strike, 4 Levels in Hand to Hand combat, 2 Levels Moving in Armor/Plate.

Disadvantages: Allemaine Code of Honor, Style Disadvantage, Reputation, Proud, Distinctive Features: Noble bearing.

Equipment: High Royal Plate, Large Shield, Excellent Sword of War, Dagger, Lance, Spear, Axe, Mace. Rides Imperial Noble with elaboration, wears fashionable clothing of rich cut and design worth 10 Crowns.

Fuzion Stats

5	INT	4	WILL	6	PRE
5	TECH	6	REF	6	DEX
7	STR	4	CON	8	BODY
4	MOVE	8	SD	8	ED
3	SPD	11	REC	40	END
40	STUN	40	HITS	12	RES

Fuzion Skills: Melee: 6, Melee Evade: 4, Ranged Evade: 4; other skills listed above at Level 3.

Archduchy of Allemaine

The Archduchy of Allemaine consists of three duchies. Rydulain is the land farthest west, Lanahaut is on the east, and the Southern Marches is sandwiched in the middle. It is, overall, the best place to live in the Broken Kingdoms, enjoying better education, cleaner cities, conscientious rulership and a relatively high degree of personal wealth.

Aside from the common trade goods found throughout the Kingdom, the Archduchy produces flax, beets, orchards of cherry, apple and plum trees, peaches, pecans, and healing and aromatic herbs. Enjoying both prosperous coastal areas and vast forests, they export both fish and lumber.

The land is ruled by the Lord Regent Lucius himself, who holds the secondary title of Archduke of Allemaine. The last population count measured almost 447 thousand people. The combined army includes almost two thousand knights, two thousand legionnaires (the Second Legion, based at Newcastle), over five thousand soldiers, almost two thousand trained archers and a small body of three hundred other warriors. One hundred and thirty magicians of the Aetherium are also members of the three Chapterhouses of the Archduchy.

Dukedom of Rydulain

Liege: Lord Regent Lucius Glorianos (independent monarch)

Population: 182,200

Army: 5,040 men including 850 Knights, 3,140 soldiers and 1,050 archers.

Aetherium: 61

Locations:

Rycliff is the largest city in Ahrivine, with a population at the last census of 50,200. It is the home of the Lord Regent and his personal army of 1,800 footsoldiers and 270 knights. It is constructed on the site of Vertigane's victory over the Dark Titan, and uses the southernmost tip of the Rydion mountains as a base upon which to build. With the aid of Giant and Dwarvish engineers, the city has been built as an unassailable fortress. Other engineering marvels include mechanical elevators for the city's numerous levels, a brilliant subterranean sewer system, and walls a hundred feet high. Rycliff has no natural harbor, but instead relies on its "suburb" of Estwerks.

Ryduel is called "The Jewel of the Demetian." It is a Great City with a population of 49,300. It serves as the base for Allemaine's Royal Fleet. Up to 50 warships could sail from Ryduel in a crisis situation, though up to a third of those are usually in dry-dock for repair or maintenance. The Earl of Ryduel maintains this navy through appointed Admirals—a civilian post that represents the height of non-noble military service. The Earl's army numbers 150 knights and 1,000 soldiers.

The Last Bastion is the popular term for the 100 mile wall between Rycliff and Ryduel. The Bastion is warded at all times by the Warden of the Walls, a post which is currently held by Malequin, Earl of Burana. Malequin is a grizzled old man who has suffered twenty years of sieges on the walls, and is missing an eye and an arm to prove it. He commands an army of 100 knights and 300 soldiers, but has the ability to command forces of the Lord Regent or the Earl of Ryduel when necessary. Since it is an accepted fact that the Bastion requires a minimum of 2,000 men to man, this is frequently done. His jurisdiction on the Bastion is unchallenged. Not even Lucius would question his orders on these matters.

Herlonda, Nordriega and Rin are the three southern-most beacon towers along the Rydion Mountains, serving as communication lines between Rydulain and NorthUmbria. Although their fortunes have waxed and waned over the centuries since their construction at the orders of High King Vertigane, each is now kept in excellent working order. Constant additions to the original signal towers have made each into a small but strong concentric castle. Each is usually manned by a dozen or more knights and four times as many soldiers. They are all maintained by the Baron of Nordriega, who further uses his 75 knights and 165 soldiers to maintain the trade road with the dwarves of Kominkadu.

Hammersmith is a Barony along Rydulain's eastern border with the Southern Marches. It is dominated by hilly country, where a series of forts have been built. Trolls and other occasional beasts wander out of the nearby swamps and provide sport for the Baron's 75 knights. He maintains 150 soldiers to man the forts.

Southwerk is the Barony along Rydulain's southern coast. It includes a strong but isolated castle on the coast, which houses much of the Baron's 70 knights and 125 soldiers. Baron Ferrant was called "The Knight of the Bear" in his youth, more due to his massive girth than his ferocity, but he has ably led the defense of the coast whenever Black Albion raiders appear (or, less frequently, Northron longships).

Exeter is a large Barony in the center of the Dukedom, and is the property of Baron Sadach. Sadach's lands are peaceful and protected; it is rare that a coastal raid penetrates this far into the Dukedom. Therefore, his army of 60 knights and 150 soldiers forms the strategic reserve for the Last Bastion. The summoning of The Baron of Exeter to the walls in Rycliff signals the beginning of the "Warden's Season," when the Inach and Trolls of Doomhault assault the fortifications in earnest.

Estwerks is Rycliff's port, a town connected to the larger city and governed by Baron Argahast. The Baron works very closely with the Lord Regent, and if he has ever felt insulted by his frequent subordination to the needs of Rycliff, he has never voiced it. He maintains a small force of only 50 knights, but a large body of 500 well-paid soldiers assist in the manning of the Bastion.

More Names (Central Allemaine)

Female: Allura, Beverly, Carolyn, Chelsea, Cordelia, Dawn, Deanna, Elvia, Faith, Gail, Gloriana, Grace, Hazel, Heather, Holly, Jocelyn, Kimberly, Leah, Lindsey, Lyssa, Luella, Mayda, Raven, Regan, Sabrina, Summer, Wenda

Male: Adam, Albert, Aldis, Alfred, Arundel, Aurick, Avery, Blake, Brandon, Brent, Broderick, Byron, Chad, Coleman, Corwin, Dale, Darrell, Dean, Edmund, Edward, Galt, Garrick, Gary, Gilbert, Gordon, Hadrian, Harlan, Hollis, Howard, Hugh, Irving, James, Jasper, Kenneth, Kirk, Lee, Lyman, Manfred, Maxwell, Melvin, Milton, Morris, Montgomery, Osric, Perry, Phillip, Pierce, Rolfe, Ramsey, Randall, Reed, Reginald, Ronald, Rudyard, Russell, Scott, Sedgewick, Seymour, Shawn, Sherman, Sidney, Slade, Somerset, Spencer, Stanley, Stewart, Theomund, Trent, Tyler, Wallace, William, Wyatt

Dukedom of Lanahaut

Liege: Duke Siegfried of Mark, Constable of the Royal Hosts (vassal of the Lord Regent)

Population: 154,000

Army: 2,125 men, including 575 knights, 1,160 soldiers and 390 archers.

Aetherium: 51

Locations;

Lanning is a city of 21,000 inhabitants. It is the seat of the Duke and a strong castle. The Cathedral there is perhaps the most beautiful in all of Ahrivine. The people of Lanning (and, in fact, the Dukedom as a whole) enjoy a more peaceful existence than their neighbors in the Southern Marches and Rydulain—only the bravest or most foolhardy raiders from Doomhault sail this far up the Severn. The Duke headquarters his vast personal army here—numbering 300 knights and 1000 footsoldiers. The city is technically governed by the Duke's son, the Count Richard, under whom are an additional 75 knights and 75 soldiers. It is these men that typically keep peace in the city itself, leaving the Duke's larger forces to man strategic locations throughout the Dukedom.

Lorrast, Greymount and Kinnock are ordinary castles in the Forest Sauvage, manned by the Duke's men out of Lanning . The foresters are excellent at their job, but never pursue the many poachers too deep into the woods. Too many woodsmen have been found dead with white-shafted arrows in them, and despite the fact that the soldiers do not believe in faeries, they avoid the deepest portions of the forest.

Sholton is the Forest on Lanning 's western border, ruled by Baron Haran. It includes a strong castle, and three smaller walled towns at Shire, Middenbow and Farstone. The wooded hills of Sholton are patrolled by the Baron's 75 knights and 150 soldiers. The Baron is a passionate huntsman, and his woodsmen and famous for their skills.

Lindashore denotes the southern coast of Lanahaut. Lindashore castle is a large and strong fortress with a small port. Bowton, Tolingford and Ulfham are forts within the Earldom. The Earl spends much of his time trying to facilitate trade between his lands and Calabria; he is an excellent administrator but only a mediocre knight. His army includes 75 knights and 75 additional soldiers—thinly spread across his territory.

Moonwood, the northern forest of Lanahaut, is the only place that knights in Lanahaut see regular action. Supernatural horrors, including undead and other spirits, issue forth from the woods at night, and the Baron Sibilias has been charged with repelling them. Casualties are common, but new knights continue to flock to the Moonwood's borders, and the Baron maintains a force of 50 knights and 250 footsoldiers. The Baron himself is a young and energetic ruler with a host of combat experience against the monsters of the wood.

The Southern Marches (Dukedom)

Liege: Duke Brian of Newcastle (vassal of the Lord Regent)

Population: 110,600

Army: 4,230 including 555 knights, 2,000 legionnaires, 915 soldiers, 460 archers and 300 warriors.

Aetherium: 18

Locations:

Newcastle is the heart of the Duchy, and a sprawling port surrounded by a vast wall. Home to 36,000 people, it is the seat of Duke Brian the Younger, son of the previous Duke, who died of extreme age. He is an open-minded and quiet man who leaves the governing of the town to Earl Stefan, commander of the Second Legion, headquartered in the city. This Legion, numbering 2000 legionnaires and 50 knights, is a professional and capable military force that rivals, but does not equal, the prowess of the Northern Legion in Domus. The Duke's personal army of 110 knights and 375 footsoldiers are also stationed in the city, but are used primarily by Brian as a troubleshooting and reinforcement arm throughout his lands. Many of the footsoldiers are armed with black powder hand-guns in addition to their normal armament, and the walls of Newcastle are sprinkled with several high-quality artillery batteries. Though neither as effective nor as numerous as those found at a Calabrian Sea-Port, the bombards are effective enough to deter attack, especially when combined with Brian's formidable Aetherium Chapterhouse. The Admiral of the Southern Fleet is also stationed at the city; he supervises the Duke's fleet of 25 warships, which patrol the Severn and the southern coast against Northron longships and the rare Black Albion raiding party. Half of these warships carry artillery pieces; this is the Duke's most recent experiment.

Gorgrinal Vale was settled a generation ago by Northron raiders who liked the fertile lands of the Marches so much that they decided to stay. The old Duke wisely left them alone until their aging King died. Queen Gunnhild sued for peace, and has recently reaffirmed those vows with the new Duke. She uses her army of 300 warriors to repel the occasional Troll and other monster from the nearby swamps. The Northrons pay nominal tribute to the Duke, but mostly keep to themselves. 50 knights are stationed in her court as "honored guests."

Veems is the heart of the Barony of Kaslemark, and is a prosperous walled city of 5,000 inhabitants. The old Baron died recently under mysterious circumstances, but his daughter has wed a Tarsan noble and by all accounts the pair are doing well. Baron Peter is an energetic, colorful and simple man, well liked by his people but with little head for administration. This end of the governing is performed by his wife the Baroness, who, though initially believed to be a bit of an airhead, has displayed a hidden talent for such things. The Baron commands an army of 90 knights and 200 soldiers. There is a strong Calabrian influence in

Kaslemark, reflected in everything from the muskets and pike in the Baron's army to the rapiers and sabres of his personal guard.

Aldwerks is a strong castle on the Duke's northern border. The Baron of Aldwerks has little combat experience, but keeps a respectable army of 80 knights and 100 footsoldiers. With these men he staffs his own castle and conducts patrols into the nearby woods. He makes frequent visits to Gorgrinal's Vale, where he is usually warmly received by Queen Gunnhild.

Eldenberg is a castle on the border with Lanning , and is the home of Baron Calahard. His army of 80 knights and 250 soldiers patrols the Cotswald Hills, which have long been the hideout for bandits and other criminal knights. His men are canny fighters in the rough terrain of the Cotswald, and are well respected.

The Corindrim is a small forest reputed by many to be haunted, but the Baron has long insisted that if the forest does have faerie inhabitants, they mean no ill will. Nonetheless, he has built three forts around the border of the wood—Stronghill, Windeshan, and the Castle Vert. The last of these is the largest, and the seat of his Barony. His army numbers 60 knights and 250 fighting men. He is well-loved by his people and known for his sense of benevolence and justice.

Middlemarch is the land in the center of the Duke's lands, and personally held by him. But it is here that the many mercenaries and soldiers of the Duke are quartered, where they can respond along the Southern coast as needed. They are led by the Duke's Marshall, Baron Eric deTroyes. These mercenaries number 60 knights and about 200 soldiers, including a small corps of hand-gunners. In the event of raids by the Northrons or Black Albionesse, the Marshall's men will be directed against them.

Archduchy of NorthUmbria

NorthUmbria is the northern portion of Allemaine, and includes five duchies under the control of the Archduke Breuse. It is a poorer, rougher land that has never lost its primitive and traditional feel. Despite its relative poverty, NorthUmbria is possessed of a rare beauty, found in its grassy hills and highlands. In many ways, NorthUmbria is a separate country, allied to Allemaine politically, but distinct in culture. Their mode of dress—kilts and tartans—make them unique even among their fellow Allemaine. Crops and other resources in the north include potatoes and sweet potatoes, yams, honey, goats and mead, which is exported widely throughout Allemaine.

In many ways, NorthUmbria is pinned together by the Archduke Breuse and his line. Holding the mighty fortress of Asteliard—which is considered impregnable to assault and is the heart of the Archduchy—he is master of the army, the national hero, and a father figure all at once. The only possible rival to his rule is Axilles, who is seen as an outsider by the other nobles of NorthUmbria. If he Archduke were to die, the spirit of his people would be broken. Not even his famous sons could fill his shoes.

The NorthUmbrians are more cautious than their southern neighbors. They tend to think twice on every action before moving. The generally poorer land in NorthUmbria has given Northerners a reputation for selfishness. Religious convictions are also slightly stronger here. Above all other personality traits, however, Northerners respect the ties of family. Family loyalty has often rivaled or surpassed knightly duty to vassals and liege. A NorthUmbrian knight will defend his family to the death, even if he doesn't agree with the actions of that family.

Dukedom of Borea

Liege: Archduke Breuse (vassal of the Lord Regent)

Population: 286,100

Army: 1,420 including 520 knights, 720 soldiers and 180 archers.

Aetherium: 6

Locations:

Borea is the home of the Archduke, and his personal fief. It is the richest of the NorthUmbrian lands, which isn't saying much. Clan structures rule here, and the Archduke is a popular and much-beloved ruler. Borea enjoys profitable trading contracts with all other northern duchies, and is the political and cultural center of the Archduchy.

Asteliard is the seat of the Archduke, the strongest fortress in NorthUmbria, and the second-strongest fortification in Ahrivine (at least, so it is said). The walls have never been breached. The surrounding city is the second-largest in North-Umbria, at 22,000 citizens. Archduke Breuse has six sons from his now deceased wife, and is a massive, imposing man with a widely known reputation as a ferocious fighter and leader of men. His personal army includes 300 knights and 500 soldiers.

Carez is the seat of the Earl Gavin, Lord of Dundee, and the Duke's eldest son. There, he maintains an army of 150 knights and 300 soldiers. Gavin is a great knight, one of the Kingdom's most famous, and well known not only for his fanatical devotion to family (which he got from his father) but also for his refined courtesy (which he certainly did not get from his father).

Brodgar includes lands to the east of Asteliard, ruled by the Duke's second son, the Earl Agravaine. Agravaine is still young for a knight, but promises to be of some note. Most of his governing is handled by experienced officers. He is handsome, and sought after by many ladies of his father's court. He maintains an army of 70 knights and 100 soldiers, which serve in the defense of the Duchy.

NorthUmbrian Names

Female: Aileen, Alison, Annabel, Bradana, Caroline, Christel, Cora, Edeen, Eirica, Fenella, Isobel, Jean, Lainie, Larena, Leslie, Muire, Maggie, Robena, Rose, Siusan, Wynda

Male: Alastair, Albanact, Angus, Artair, Barclay, Bearnard, Blair, Brodie, Caladh, Crom, Cameron, Colin, Corey, Craig, Culloden, Davis, Doughall, Drummond, Duncan, Evan, Farlan, Fergus, Fraser, Gordan, Graham, Gregor, Ian, Keith, Kinnon, Laine, Lindsey, Logan, Malcolm, Monro, Murdock, Murray, Niall, Payton, Ray, Ramsey, Rob, Scott, Shaw, Tavis, Todd

Domus Names

Female: Alvinia, Antonia, Bellona, Benita, Carina, Celeste, Dacia, Dulcinea, Elekta, Enya, Felicia, Flora, Gloria, Harmonia, Iliona, Irmina, Jana, Jetta, Juliana, Klaudia, Konstanza, Lara, Larissa, Maia, Maurinia, Nortia, Nova, Olithia, Orella, Pallanthea, Pellonia, Risa, Sabina, Septima, Sylvia, Timanda, Tuccia, Valentina, Venilia

Male: Acastus, Anchises, Aristarchus, Cadmus, Celestin, Dardanus, Demodocus, Eligius, Fabrizio, Flavian, Helenus, Herminius, Horatius, Inachus, Justus, Korneli, Lars, Lartius, Lucian, Marcellus, Martinus, Numa, Palinurus, Pluvius, Publius, Quirinus, Segundo, Spurius, Tithonus, Turnus, Valens, Vernus

Dukedom of Domus

Liege: Duke Axilles (vassal of the Archduke, Breuse)

Population: 223,200

Army: 3,000 men including 400 knights (the equites), 2,000 legionnaires and 500 warriors (the auxillia).

Aetherium: 37

Locations:

Domus is the most independent of the northern duchies, and the most culturally unique. The ancient Imperial culture is strong here, and the Duke's line are proud aristocrats, not the clannish, thick-speaking, kilt-wearing stereotype. The legion keeps in practice, fighting off nearly constant incursions from the Rydion mountains. As a result, the land of Domus is criss-crossed with King's roads and the leftover camps of the legions. Axilles also keeps a strong Aetherium presence, using the mages as a regular part of his infantry tactics.

Liauren is the center of the Duke's power. From there, he commands the Northern Legion, widely held to be the best remnant of the Legions which once dotted the Kingdom. It numbers 300 knights and 2000 legionnaires. The city is home to 37,400 people, but is unwalled, relying on the legions to dissuade invasion.

Middlepyre, Rockford, Colspire and Norfolk are the four northern-most beacon towers that provide quick and reliable communication with Rydulain. They are each manned by about a dozen knights and perhaps 50 soldiers. These men are provided by the Duke and his legions.

Banog is the northernmost castle in Domus, and borders the Goblin-infested plateaus of Kachinachla. It is manned by the Duke's only son, Earl Decimus, Watcher of the Nabruga shelf. He mans the tower and patrols the rest of his Earldom with an army of 50 knights and 100 soldiers.

Marshes in the south of the Dukedom are a constant source of irritation for the Duke, for they are home to many criminals who have escaped his justice. The close proximity to the Duke's lucrative silver mines—which sustain his economy and the Legion's pay—have caused him to charge Baron Gallindes with the task of rooting out the criminals and securing the area. To do this, he leads a party of 50 knights.

Deira is a rural Earldom in the center of Domus, just to the south of Liauren. The hills here house many rural clans which have refused the Duke's trend towards urbanization. They are ruled by the Earl Cuthred, who fields a force of 500 warriors. The Duke, rather than force the Earl to conform to traditional Allemaine ideals of knighthood, has cultivated this army and calls it his "auxillia." The Earl acts as a quick response force in the event of a serious assault on the beacon towers. He will lead his forces against any goblin army foolish enough to leave the safety of the Rydion Mountains.

The Northern Marches (Dukedom)

Liege: Duke Tor (vassal of the Archduke Breuse)

Population: 164,800

Army: 1,490 men including 190 knights, 375 soldiers, 125 archers and 800 warriors.

Aetherium: 6

Locations:

The Northern Marches are the poor, rugged frontier of Allemaine. Tor is a grizzled warrior who has made slow but steady progress in taming this land, which was home to ice Inach and snow trolls, along with the occasional Cold Drake. Tor's army is mostly composed of proud warriors without formal knight training. They spend most of their time stealing cattle and eking out a meager living from the Northern Marches' bitter soil.

Eldegraine is the seat of Tor's Duchy, and the strongest castle in the Northern Marches. The city has 4,800 inhabitants, and is the largest settlement in the area. Tor has headquartered his personal army of 75 knights and 300 soldiers here.

Parguey is the stronghold of Elaine, Countess of Chidwick. Her husband was killed years ago by a cold-drake from the Northern Wastes, and her lands are deteriorating. Nonetheless, she maintains a force of 50 knights and 100 soldiers to man this small castle and the surrounding land.

Zerada is the northernmost stronghold of Allemaine, and held by Gorthyn, the Earl of Tadbenet. He patrols the shelf and the Nethic river constantly for snow goblins, ice trolls, and other fell creatures. His band of 30 knights are reinforced by a proud group of 300 warriors who, though they lack discipline, are determined to protect their homes and farmsteads.

Canoic is a northern Barony which is often raided by goblins and other creatures. It is large, but much of its land is desolate and hard farming. The Baron maintains a small force of 35 knights and 100 soldiers, but is further reinforced by 500 warriors from throughout the Barony, who fight for the livelihood of their families.

Dukedom of Grimshale

Liege: Duke Griflet (vasal of Archduke Breuse)

Population: 113,600

Army: 880, including 180 knights, 560 soldiers and 140 archers.

Aetherium: 6

Locations:

Grimshale is a well-traveled and protected portion of NorthUmbria, and therefore has prospered in recent years. Griflet has tried to walk a fine line between Axilles and Breuse, but his financial ties to the Archduke outweigh his concerns, and his support of his liege remains strong.

Arik is the center of Duke Griflet's power, and a large city of 16,300 people. It is protected by a strong castle. The Duke's army is spread throughout his lands, but numbers 100 knights and 500 soldiers.

Shelora is a prosperous city ruled by the eccentric Baron Angus MacLean. As one corner of a trading triangle that includes Richland and Arik, Meldon has grown to a city of almost 6,000 people. However, occasional incursions by monsters from the nearby woods give the Baron's knights some trouble. His men, some 25 knights and 50 soldiers, are included in the Duke's army.

Richland is the center of the Earldom of Rhegian, the ancestral home of the Drust. The current Earl Drust is a quiet and introspective NorthUmbrian, which makes him unusual. He appreciates good harpers, and has demonstrated some talent in this area himself. He maintains an army of vassals numbering 100 knights and 500 soldiers. Reiss is an unfortified town of 7,000 inhabitants.

Dukedom of Strathnain

Liege: Duke Meliot (vassal of Archduke Breuse)

Population: 64,800

Army: 405 men including 105 knights, 200 soldiers and 100 archers.

Aetherium: 2

Locations:

The smallest of the Dukedoms, Strathnain is also the most loyal land to the Archduke. In fact, many call Meliot "Breuse's toad." But this label is unfair—the Duke has ensured that his small land prospers, and that his subjects have the best that NorthUmbria has to offer.

Larne is a moderate-sized city of 5,800 inhabitants, protected by a strong castle. It is the heart of Duke Meliot's lands, and the center of the Duchy. Although Strathnain is the smallest of the North-Umbrian duchies, it is wealthy and has traditionally enjoyed much influence with the Archduke. Meliot keeps an army of 80 knights and 200 soldiers.

Novalon denotes the Earldom to the north of Larne, and is land held by the Duke's son, Sir Melchud. This land is difficult to farm, however, and prone to raids from ice trolls, snow goblins, and worse. The Earl has his hands full repelling these raids. His troops include only 25 knights and 100 soldiers.

The East

While the East has never been an integral part of the Kingdom, it is currently in its worst state in centuries. First the Duke of Surluse crowned himself a King and denied obedience to the Regent. To support his claim, Accolon drew on lands across the Sea of Mists. When the Duke of Pase became vulnerable after a failed attempt to oust the enchantress, Camille, Accolon took those lands as well. His line has continued, and Surluse has easily pushed back the limited attempts by the Regency to take back the lost territory.

As a result, many Allemaini have written off the entire East, and consider it to be too much land for a Regency to maintain. But the Eastern lords have remained loyal. Their troops not only monitor the activities of the King of Surluse, but also act as a strategic reserve in the event that a major incursion of Inach or men should ravage the more western portions of the Kingdom. The people of the east rely on faith, hard work and self reliance to stave off the many threats to their security.

The East has never been well integrated into Allemaine culture, and seldom receives the support that it deserves from the Regency. As a result, they view the rest of Allemaine with some skepticism, and are very self-reliant. Eastern knights are unlikely to swear allegiance to a non-eastern noble. Also, easterners are more openly religious than their fellows elsewhere in Allemaine.

Duchy of Estahrivine

Liege: Lanceor (vassal of the Lord Regent)

Population: 208,000

Army: 1,250 men, including 450 knights, 600 soldiers and 200 archers.

Aetherium: 17

Locations:

Although farther away from the central heart of the Kingdom, Estahrivine is traditionally the center of eastern affairs, and Lanceor dominates policy and trade in these isolated Duchies. He has his hands full with attempts to build his rugged land, complicated by the King of Surluse, Camille, and raids from the monsters that inhabit the wilderness beyond his borders. Note that the Brotherhood is strongest in these eastern lands, and in Estahrivine in particular, where the Priests enjoy a particularly close relationship with the Duke and his vassals. The Brotherhood of the East escaped most of the paranoia and frightened rage that struck the more central lands when the stain of Diabolism was discovered in the priesthood's ranks.

Paradyse is the city built by the Duke Lanceor, after the original city on this site was razed by dragons. The city is still in construction, but is already home to 13,600 citizens. The Duke bases about half of his personal army here, which when massed numbers 300 knights and 500 soldiers. But usually the better portion are manning the line of forts along the river's edge,

Eastern Names

Female: Addien, Arlais, Awel, Briallan, Bronwen, Catrin, Cath, Delia, Dera, Dierdre, Elen, Esyllt, Glyn, Gwanwyn, Mair, Meghan, Rhiain, Rhonwen, Rhosyn, Seren, Sian, Telyn, Una, Wynnifred, Wynne

Male: Aethlem, Alwyn, Anwyll, Badan, Brad, Brys, Cadman, Clust, Cubert, Dallwyn, Drew, Drystan, Eiladar, Emrys, Ermid, Fychan, Garanwyn, Geraint, Gormont, Gwastad, Howell, Kei, Kilwich, Kynan, Madawg, Maelgwyn, Mercher, Moren, Olwydd, Pedrawd, Pendaran, Pwyll, Rhisiart, Rhys, Sayer, Taran, Teirnon, Tremayne

guarding against invasion from King Accolon of Surluse, or Camille, the Enchantress.

Cester is the Earldom along the west edge of Estahrivine, and leads from Hillkeep—actually a good-sized castle—along the hills to the north. It is well-maintained by the Earl, who uses his army of 100 knights and 300 soldiers to guard against the many horrors of the Moonwood.

Duchy of Aston

Liege: Duke Melehan (vassal of the Lord Regent)

Population: 332,800

Army: 1,100 men, including 500 knights, 450 soldiers and 150 archers.

Aetherium: 25

Locations:

Aston is one of the least-influential duchies in the Kingdom, only marginally more respected than the Provincial Counties. Only the constant threat of the Moonwood keeps its knights from losing their fighting edge. The people of the land survive on trade and tourism, for many come to visit the legendary Creator's Table, sharing their silver. Melehan is a mediocre administrator, and generally defers to Lanceor on matters that go beyond his own Dukedom.

Belchester is the center of Duke Melehan's army, and of all the nobles who surround Moonwood he knows its inner ways the best. Many of his 400 knights have ventured into the supernatural forest, though seldom by night when the worst horrors appear. His army also includes 300 soldiers, though only a fraction of these are at the city at once. Belchester is a large city of 14,800 people. They live in comfort, though not in great prosperity.

Larnehold is a square keep at the base of the mountains, manned by a detachment of the Duke's men. From here, frequent scouting missions are conducted north, through hidden passes, to the Creator's Table and Crystalmist lake.

Avari is home to Earl William, a prosperous noble who has tried to bring peace and security to the people in his charge. He prefers debate to duels, and has had some success promoting trade with the wealthy Duchy of Lanahaut to his south. He maintains an army of 100 knights and 300 soldiers, commanded by educated but inexperienced lords.

The Creator's Table is a vast plateau stretching almost 160 miles at its longest point. Legend has it that the god himself worked here to create the Giants, but few in Allemaine believe the legend now. A small but clear river springs from the center of the table and cascades off the southwestern edge into Crystalmist lake, a place of famous beauty. The nearby woods are said to be peopled with faerie creatures.

Allemaine Arms and Equipment

Weapons

Prices are given in farthings (F), shillings (S) and Crowns (C).

Excellent Arms

These high-quality weapons are commonly available only at Great Cities. They are difficult to find, but far from impossible. Great knights and decorated commanders will often carry weapons of this type. Swords like this can make a blacksmith's reputation. Dwarven and Elven smiths routinely create works of this quality.

Excellent Arms are generally 1 Damage Class greater than their ordinary equivalents, and have a -5 STR minimum, calculated from the new, higher point value. They do not, as a rule, cost character points, though the GM may require points in certain circumstances.

Superior Arms

Only the greatest of smiths can fashion works such as these. There are perhaps a half-dozen humans in all of Ahrivine with the necessary skills. Their labor is occasionally available for commission, provided the client does not mind a year-long wait and an exorbitant fee. Finding such a blade for sale on the street is virtually unheard of (roll that Luck). These are the weapons of Kings, Champions and Knights of legend.

Superior armaments have a bonus of 2 Damage Classes over their ordinary equivalent. Their calculated STR minimum is -10. They should cost character points in all but the most unusual or temporary of circumstances.

See the table on the next page.

Weapons Notes:

1 - Hand and a half weapon. Listed STR minimum is for 1 handed use. When used two handed, reduce STR minimum by 2. Consider a Medium length weapon when 1 handed, consider Long weapon when 2 handed.

2 - The point cost for Superior Arms is calculated with the following modifiers: 0 END Cost, OAF, Independent, and has a STR minimum of -10.

3 - Two handed weapon.

4 - Used from horseback.

5 - The javelins used by the Allemaini legions are designed to become embedded in the target's shield after penetration, bending and only being removed after considerable effort and time. It takes a full phase and a STR roll to remove an embedded javelin, or else its DCV bonus is unusable, and instead becomes an OCV penalty.

Allemaine Arms

Ordinary Arms	OCV	DMG	STUN	STR	Cost	Points
Dagger	+1	½d6	+0	5	1 S 6 F	
Knife	+1	1d6-1	+0	6	2 S 2 F	
Northern Longknife	+1	1d6	+0	8	3 S	
Axe	+0	1d6+1	+0	10	7 S 6 F	
Mace	+0	1d6+1	+1	10	8 S 8 F	
Legionnaire Shortsword	+1	1d6+1	+0	10	1 C 8 S	
Spear	-1	1½d6 +0	13	1 S	1	
Greatspear	-1	2d6	+0	15	2 S	3
Lance	+0	2d6	+0	15	2 S	4
Sword of War	+1	2d6	+0	15	2 C 6 S	1

Fuzion Ordinary Arms	AV	DMG	MAX	STR
Dagger	+2	-1	2	1
Knife	+1	-1	3	1
Northern Longknife	+1	0	4	2
Axe	+0	0	5	3
Mace	+0	0	5	3
Legionnaire Shortsword	+1	-1	5	3
Spear	-1	0	5	4
Greatspear	-1	+1	7	5
Lance	+0	+1	7	5
Sword of War	+1	+1	7	5

Excellent Arms	OCV	DMG	STUN	STR	Cost	Points
Northern Longknife	+1	1d6+1	+0	5	1 C	
Legionnaire Shortsword	+1	1½d6	+0	8	6 C 8 S	
Sword of War	+1	2d6+1	+0	13	10 C	1

Superior Arms	OCV	DMG	STUN	STR	Cost	Points
Northern Longknife	+1	1½d6	+0	3	10 C	
Legionnaire Shortsword	+1	2d6	+0	5	33 C	
Sword of War	+1	2½d6	+0	10	50 C	15

Ranged Weapons	RMod	DMG	STUN	STR	Cost	Points	Notes
Legion Javelin	+0	1d6+1	+0	10	1 S	5	
Longbow	+1	2d6	+0	15	1 C	3	

Fuzion Rng Weapons	RMod	DMG	Max
Legion Javelin	+0	0	6
Longbow	+1	+1	8

Black Power Weapons

Bombard Size	OCV	RMod	DMG	STN	STR	Cost	Jam	Reload	
250 stone	-5	+6	5½d6	+7	15x 10	200M	11+	12ph	Permanent
125 stone	-4	+5	5d6+1	+6	15x 10	100M	11+	12ph	Permanent
60 stone	-4	+4	4½d6	+5	15x 10	85M	11+	12ph	Semi-mobile
15 stone	-3	+3	4d6	+4	5x 10	50M	11+	12ph	Mobile
8 stone	-3	+2	3d6+1	+3	2x 10	25M	11+	12ph	Mobile

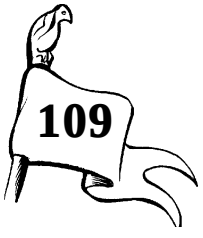
Weapon	RMod	DMG	STUN	STR	Cost	Jam	Reload	Notes
Hand-Gun	+0	2d6	+1	10	3 C	13+	15 ph	1,2,3

1—Armor piercing effects, see Calabrian section on black powder weapons for details.
2—H DCV to fire or reload; also, requires 2 hands to fire or reload.
3—See Calabrian black powder weapons for the results of a Jam

Fuzion Notes:

The weapon damage is a departure from the standard Fuzion weapon system. Here, the weapon damage is based on the character's Strength. Each weapon has a modifier (DMG) that adds or subtracts from the STR dice. The Max is the maximum number of dice of damage that weapon can do. STR is the minimum STR needed to wield the weapon. All damage, unless otherwise noted, is Killing Damage.

Example: *Lord Brion, a STR 5 man, is using a Northern Longknife. The longknife has a +0 DMG Modifier, so Brion does his STR damage. However the lonknife has a MAX damage of 4, so Brion ends up doing 4d6 Killing with the longknife.*



Allemaine Black Powder Weapons

Bombards are the earliest form of seige gun, and the most common black powder weapon found in Allemaine. Each bombard is individually designed and crafted—no two are alike, and the game stats given below should serve only as approximate values. They range in size from weapons only barely larger than an infantry hand-gun to tremendous pieces throwing stones weighing half a ton. The most common bombards are iron breech-loaders, and are extremely dangerous to use. Bombards, like all cannon in the Broken Kingdoms, are rated by the weight of their projectile. Guns typically weight about 100x the weight of the rock they throw, though this can vary greatly.

Larger weapons are only found in emplaced positions—they can make only very small aim adjustments. Seige bombards are drug into place with sleds and take at least a day to prepare. Only light bombards can actually be moved once a battle was begun—they are kept on carts and are pulled by horses. The greatest limitation to the mobility of these weapons is the long supply and ammunition trains required to keep them firing—but at least they are not overrun as easily.

Fuzion cannons have the same stats as the Hero cannon. To convert the Hero damage to Fuzion damage, use the chart from the beginning of the book.

Jamming

Bombards are very risky to use—any iron artillery piece will eventually explode. For game purposes, all black powder weapons have an Activation Roll with the additional Jammed limitation. The precise effect of the Jam varies, depending on the number rolled:

3d6 Roll	Jam Result
11-14	The bombard does not go off—you got lucky
15-16	The bombard is permanently ruined, but did not explode
17-18	Burst gun, inflicts an explosion of ½ normal DC, centered in the weapon's hex

Note that the prescence of a highly skilled gunner and seige engineer can drastically affect the safety of these weapons; gamemasters may grant Calabrian or Dwarven-supervised guns a +1 on all Jam numbers, meaning that the gun would fail on a roll of 9 or less.. Giant artillery experts—were on to be found—would give a +2.

Excellent Quality Bombards

These are only found along the border of the Severn river, where Calabrian influence has accelerated Allemaine weapon technology. Excellent bombards are bronze muzzle loaders. They may have carriages that allow them to be moved around the battlefield; the most common arrangement is a team of six animals, which can move at a walk or trot. Again, the major limit to their mobility is the length of their supply train.

Excellent bombards have all of their Jam and Burst numbers raised by one. They cost 4x the normal price.

Allemaine Hand-Guns

Although black powder artillery pieces are by far the most common example of firearms found in Allemaine, Duke Brian has also pursued the construction of hand-guns, carried by infantry troops.

The Allemaine hand-gun weighs about eight stone, has a straight stock and is fired by putting a match to an open touchhole (also known as a "cannon-lock"). Since the firer must hold the heavy, clumsy weapon with one hand and light the touch-hole with the other, it is extremely inaccurate and usually must be fired from behind cover. It is, however, loud and intimidating. They are not popular.

Hand-guns follow all rules for black powder weapons, found in the Calabrian Arms and Armor section. After a few minutes of rain they are completely useless.

Armor

Fuzion Armor Notes:

We present two different Fuzion values for armor depending on the type of game you want to run. The deadly armor is more appropriate for a gritty Hero level game. The strong armor will keep your players alive longer and is well-suited for epic campaigns.

Hero DEF	Deadly Fuzion KD	Strong Fuzion KD
1	3	4
2	6	8
3	9	12
4	12	15
5	15	18
6	18	22
7	21	25
8	24	29
9	27	32

Ordinary Armors

Layered Steel: This is the armor of the Allemaini Legions. All but the poorest Provincial soldiers wear it. It is composed of layered metal plates covering the torso from shoulders to stomach. A leather skirt with metal studs protects the upper legs without inhibiting movement. A metal helm and large shield completes the uniform, leaving the hands, arms, legs and feet unarmored (any wound to these locations will not be lethal, and thanks to generally excellent medical care, rarely permanent in any case). Average DEF is 3, and total weight is 25 kilograms (including shield). A full suit, including helmet, costs 6 Crowns.

Location	DEF
4-5	7
9-13	7
14	4

Royal Plate: The standard armor of the Allemaini Knight, "Royal Plate" is a complete metal skin covering the entire body from head to toe. A large shield is also carried. Average DEF is 8 and total weight is 47 kilograms, including the shield. Cost for a typical suit is 55 Crowns, which explains why you have to be rich to be a knight.

Location	DEF
3-18	8

Excellent Armors—High or Fitted

Like other excellent armaments, armor of quality is available in Great Cities. However, crafting a suit of armor of this type requires long, intensive labor and custom measurements. It is very unlikely that entire suits of excellent armor could be found and purchased without a long delay for construction time. Pieces of armor—say, a breastplate or an excellent helmet—might be located depending on circumstances.

Note that all the benefits described below for excellent quality apply to metal armors only, generally chainmail or plate armors. Allemaine blacksmiths are the best in the world of Men, but their leather work is rarely exceptional. The GM is the final arbiter of what qualifies as "metal armor", but no piece of armor which is wholly leather or cloth should receive the bonus.

Excellent armor is either of 1 higher DEF than normal, or of reduced weight without a DEF increase. These are referred to respectively as High or Fitted armors. Only one of these advantages may be applied, chosen when the armor is crafted. In general, knights tend to choose the higher DEF, while infantry—forced to march all day in full pack—enjoy lighter weight. Regardless of the decision, the techniques are the same. Better quality steel and custom fitting techniques are used to ensure a perfect fit and better overall protection, without increasing the weight or encumbrance of the armor.

High armor is the easiest to apply. Simply calculate weight as if the piece was standard quality armor, then add +1 DEF to each location. There is no increase in weight for this DEF bonus.

Fitted armor has the same DEF as normal, but weight is calculated as if the piece was -1 DEF.

Fitted Layered Steel: The three major components of the Layered Steel outfit are listed below with new reduced weight, signifying the use of lighter, better steel which provides the same protective benefit as the standard armor types. Total weight for the whole suit is 13 kilograms, or 20 kilograms with the standard large shield. This does not reduce encumbrance penalties, but the wearer is certainly happy to be carrying around 12 less pounds all day long! Armor like this can be commissioned for 25 Crowns.

Piece	Location	DEF	Weight
Helmet	4-5	7	.83 kilograms
Breastplate	9-13	7	11.6 kilograms
Skirt	14	4	.69 kilograms

High Royal Plate: The armor of Kings, a full suit of High Royal Plate is a nearly priceless treasure. It is listed below by large piece, in case adventurers should find or purchase portions of a whole suit. Average DEF is 9, and total weight remains 47 kilograms, including a 7 kilogram large shield. The final cost for such a wonderful suit of armor would be around 250 Crowns.

Piece	Location	DEF	Weight
Full Helm	3-5	9	1.85 kilograms
Gauntlets	6	9	1.85 kilograms
Braces	7-8	9	6.67 kilograms
Corselet	9-13	9	23.2 kilograms
Greaves	14-16	9	5.74 kilograms
Boots	17-18	9	2.74 kilograms

Superior Armors

Perhaps three men living can fashion armor of such superior workmanship that it is both lighter and stronger than other metals. Their techniques are the result of lifetimes of research, practice and backbreaking work. When they sell their final product, it can cost a King's ransom.

Superior armor is +1 DEF and ½ weight. It is purchased with character points as well as with gold (lots of it!). In addition, it may have additional advantages. Non-magical workmanship can provide two additional advantages:

Lack of Weakness: the famous armor crafted for King Henry VIII had layered joints so tight that they would not permit the passage of a pin. This would be reflected in Fantasy Hero through the Lack of Weakness power. Gamemasters should limit the Lack of Weakness to -5 or fewer. More protection should be the province of magical armors.

DCV bonuses: Late in the development of plate armor, the shield was entirely discarded. Instead, the shoulder and arm armor on the left side was enlarged and sloped, so that it acted as a shield at all times. This allowed the knight to wield his weapon in both hands. Ribbing, a visually unique armor style, accomplished the same thing. Up to +2 DCV could be purchased through a combination of these techniques.

Layered Steel: It is rare that a legionnaire can afford a suit such as this, costing over 100 Crowns, though it may be given to him by an appreciative Duke. Weight is as for Fitted Layered Steel, above, but increase the DEF of the Helm and Breastplate by 1, to 8. Average DEF is 4.

Royal Plate Armor: The suit described here was fashioned for the Duke of Lanahaut by the Royal Armorers of Rycliff. It is composed of metal plates over full chainmail over padding. Estimated value: 1100 Crowns.

Armor +9/+9, OIF, Independent, Real Armor, ½ Mass. (6)
+1 DCV, OIF, Independent, Real Armor, Not cumulative with shield bonus (-1). (1)
Lack of Weakness -5, OIF, Independent, Real Armor. (1)
Total Point Cost: 8

Fuzion High Armor Note:

Fuzion works the same. Treat High Armor as being one level higher on the armor chart. Fitted armor would provide the same defense but weighs the same as armor one level lower.

Mounts

Full details on the characteristics and abilities of Allemaini steeds can be found in the Bestiary chapter. This section concerns itself exclusively with the cost and availability of such animals.

Common Horses	Cost	Typical Use
Palfrey	25 C	Riding
Rouncy	5 C	Squire's horse, poor knight's horse
Imperial	45 C	Knight's warhorse
Courser	25 C	Hunting horse
Uncommon Horses		
Albion White	100 C	Imported from Mezina, pure white riding breed
Noble	115 C	Finest battle-trained steeds, Masters of the Airs above the Ground
Tarsan Courser	185 C	Warhorses and hunting steeds of the southern Warlords
Rare Horses		
Barbarian	95 C	Hardy chargers imported from Jahdetta
Black	220 C	Huge destriers imported from Mezina
Gray	160 C	The Prince of Horses, fast and tireless coursers from the Jahdetta desert
Tarsan Destrier	250 C	The largest of the Tarsan breeds, strongest warhorses.

Tack and Elaboration	Cost	Notes
Basic	5 S	
Decorative	7 S	Bells, tassels and colored leather
Of Note	2 C 5 S	Add silver pieces, embroidery and rare feather or animal skins
Royal	17 C	Add gold and precious stones
Barding	140 C	8 DEF Armor on 11- Activation Roll. See Bestiary for details

Treasures

Item	Cost	Notes
Bottle of Wine	6 F	Good
Calabrian Wine	1 S 6 F	Triple cost for an excellent vintage
Pallean Wine	4 S	x10 for legendary vintage
Rare perfume	1 C	How sweet
Harp	20 C	Very nice and full size, not a lap harp
Tapestry	4 C	No design, but keeps the castle warm
Good Tapestry	15 C	
Regal Tapestry	40 C	
Bolt of Silk	15 C	Enough for one suit or gown
Suit of clothing	5 C	Very nice, current fashion
Noble's clothing	20 C	Embroidered and elegant cut
Royal clothing	35 C	
Gold Finger Ring	5 C	No stone, but quite handsome,
Diamond	6 C	Needs a setting, not very big
Gold Brooch	30 C	For royal beauty, x5 price
Gold chalice	70 C	Solid gold, add precious stones for double cost

Services

Have a letter posted	1 S	Per day of travel required, paid by receiver if within Kingdom
Have a book copied	1 S	Per page
Poem composed	1 C	More for epic length
Entertainment	6 S	Songs, dance, etc.
Order a feast	1 S	For 1, Good quality,
Stay at an Inn	1 C	Good food, oats for the horse, wine and a private room
Hire a healer	6 S	Per day of care
Sail to Sugales	2 C 6 S	Per knight, includes horses and squire
Sail to Pallea	4 C 4 S	Per knight, slightly dangerous, Jahdetta corsairs
Sail to Tarsus	6 C	Per knight, relatively dangerous, Calabrian pirates, Jahdetta, Fekeshi
Sail to Fekesh	12 C	Per knight, very dangerous
Sail to Jahdetta	23 C	Per knight, extremely dangerous

Allemaine Adventuring

Questing

This is the quintessential Allemaini adventure. In it, a company of adventurers leaves the quiet and comfort of home in favor of travel through foreign and often inhospitable lands. In the process, they encounter the mysterious or the magical, braving danger and death. It is this activity that sets player characters and famous heroes apart from the typical knight, rogue or magician.

Quests must, by definition, take place far from home. Sometimes the less traveled portions of Allemaine will qualify, such as NorthUmbria or the Eastern duchies. The Forest Sauvage, Moonwood or Corindrim are also likely scenes for quests. But often heroes go farther afield, in search of a challenge that cannot be found within the Kingdom. Such heroes often travel to Calabria, whose bitter rivalry with the Kingdom ensures some action, or to Pallea, where fabulous magical powers wait to test both the body and mind of those who trespass. Those heroes who are foolish enough to seek the mightiest of opponents must journey to Tarsus, where the great wyrms make their home.

To be a true Quest, Allemaine adventurers must be tested, not just in combat, but in their moral values and ethics. Often, however, these tests take physical form. For instance, chaste knights might be confronted with a seductive witch as an incarnation of Lust. Or those who are greedy might find a vast treasure of gold, only to drown from it's weight later when they must cross a raging river. Monsters encountered along the way are allegories for sins like Gluttony or Anger, while lords and ladies represent great virtues or sins, such as Pride, Temperance or Friendship. Stories take on a fable-like quality. Magic is everywhere, and seems to motivate the Quester's entire agenda.

Often, heroes on a Quest will think that they're on some kind of vacation. The fairy-tale tone causes them to relax, and they assume that success is certain. Quite the contrary, Quests should be very difficult and often completely unforgiving. Thanks to the high level of magic involved, and the pass/fail nature of the morality tests, characters in Quests can often end up killing their best friends in disguise, unleashing plagues on entire counties or sinking whole islands. The ramifications can be extreme and, if they have a happy ending, it is only through the well-proven dedication of the heroes in question.

Finally, the object of the Quest is very important. Usually it, too, is allegorical in nature. The Holy Grail represented life, the glory of god, or the link between the king and the land (depending on who you ask). In this difficult time for the Kingdom, there are many things to Quest for, including magical artifacts, famous heroes out of legend, or aid in the looming cataclysmic war with Doomhault. Some examples of objects of Quest, and the trials required to reach them, are mentioned below.

Ambrosius the Sword Saint

The greatest swordsman in Ahrivine legend is only sleeping, trapped in suspended animation through the Dragon-Lord's magic. Those who can penetrate the wards and guardians placed by Caleb might awaken him, and return his skills, strength and wisdom to the world. The tomb is now hidden under the castle of Lord Avarice, whose halls and galleries are filled with priceless treasures from across Ahrivine (the taking of any one of which sends the Quester outside of the castle, unable to return). The swamps of Sloth, which fill the basements of the castle and through which all questers must pass, are a long tedious journey, broken only by silent sailing of a boat which, if taken, again carries the Questers out of the area, perhaps leaving them lost in the marsh for many weeks. Within the swamp is a small island, home of the Lady Unjust, who has waylaid all knights who have got this far and hung them, claiming that they ravaged her. When struck or seized, her fair guise falls away and she is revealed as a terrible witch. Her servant knights, who will fight to protect her, are all magically forced to obey her, even after her death, and if the Questers kill them this cruelty will be rewarded with a fast trip to the Forest Sauvage. Finally, at the tomb, only a hero evidencing modesty can free the Saint—any who are proud enough to step forward are struck with lightning and crippled near to death. Only the hero who modestly steps forward and asks, on bended knee, for the great Ambrosius to return will succeed. This allows the entire castle, swamp, island and tomb to vanish, and wounded heroes can be brought to the nearby hermitage for healing and rest.

The Great Axe of the Dwarvenkings

Centuries ago the Dwarves of the northern Holdfast committed a terrible sin, murdering a village of Elves who had encamped on the site of precious silver mine and refused to leave. In punishment for their crimes, their symbol of royal power, the Axe of the Dwarvenkings, vanished. So long as it was gone, the Kings under the mountain were forbidden to lead their armies to war. Now the Axe has been located by a Pallean priestess and a traveling bard, but the weapon is deep within the city of the goblin king. The priestess has smuggled herself inside and is hiding out, keeping an eye on the weapon while the bard has gone for help. Rescuing the Axe could secure the alliance of thousands of Dwarven soldiers.

The Cottage of Paracelsus

The Cloudwalker lived in the Forest Sauvage, and had amassed a vast personal library of ancient texts, grimoires and tomes detailing every facet of Alia's extensive history. Of course, he also placed magical defenses around his home to ensure that no unwanted trespassers could enter (only the wizard's apprentices and friends in the City of Stars are welcome). Each ward is based on the knowledge of one form of magic, from Alchemy and Necromancy through to all the arts of Wizardry. Since it is very unlikely that any single magician will be able to circumvent all of these wards, teamwork and some creativity will be required.

The Royal Arms of Allemaine

The arsenal of magical weapons wielded by the line of the High Kings was captured in Fekesh when Pellinore Vertigane died. It is certain that the Royal Arms—which include Skycatcher, a suit of Dwarven-made cold-forged plate armor, a scabbard that hid the bearer's soul and a periapt that protected the High King from the Dark Titan's powers of mental domination—are kept in the very heart of Doomhault, and are likely protected by traps and guardians of infernal design. To liberate them might be beyond the skills of any ordinary champion, but their power and reputation would serve as a tremendous rallying point for any future High King.

Romance

Allemaine has not yet evolved the true "Court of Love," where adulterous and/or chaste affairs are the norm and not the exception. However, the roots of the culture are there, and it is true that heroes will often do the silliest things for love. At the same time, they are motivated to perform their greatest acts of courage. Note that True Romance is practiced most by the upper classes. The poor and the middle class have little time for such games, though those women who seek to act above their station often imitate the ways of the ladies of court.

When a noble lord falls into True Love with a lady, the romance usually goes through the following stages. First, he passionately declares his feelings. Assuming that the lady is eligible, this is often done in public through song or poetry. Whatever the method, it has to have passion. If the lady is married, or otherwise unavailable to the knight, then he has to decide whether or not to give the whole thing up, or risk lying to people about the identity of his love, bending or breaking his Code of Honor.

However the truth is let out, you can bet that the lady will deny him. This is a wise precaution. Ladies have many suitors, and how can they tell the sincere from the casual? So the first thing she does is turn him down.

This helps separate the men from the boys. Romancers with real passion will renew their efforts, swearing eternal devotion and setting out to prove their merit. The most common way for this proving to take place is to perform heroic feats, often inspired by love. So lovers may end up going on quests, hunting dangerous monsters, running other knights to the ground on the tournament field, or similar feats. Those women who have a real mean streak can "suggest" trials to their erstwhile lovers, tasks which conveniently further the lady's own political or social ends. This is also the longest phase of the romance, and the more valuable, beautiful or chaste the woman is, the longer it will last. Eventually, if the lover is determined, successful, brave and lucky, the lady will start to see his charms. She will become convinced that maybe he's not all talk. And other ladies and lords will start to comment on the man's obvious dedication, lending peer pressure to the lover's arsenal.

If the woman gives in, and accepts the man's love, then everything comes to a happy ending. Marriage is a great time for celebration, getting presents from your friends, and building home and family. This doesn't have to end a hero's career, either. Remember, she loves him because he goes out and kills monsters, goblins, trolls and what have you, all in her name and for her love.

But not all romances end so happily. For every hero romancing a lady, there's at least one rival for her attention. Sometimes, the rival wins, leaving our hero in a sticky wicket. After all, for months or years now he's sworn eternal devotion to this woman, vowed that only she could make him truly happy, and rebuffed the romances of casual women in favor of her. If he was honest when he said all that, and the Code of Honor insists that he was, then he's doomed himself to a life of misery while his true love is married to another. Well, in Allemaine, that's just the way it goes. A knight has to live up to his commitments, and if that means moping around acting glum, defeating monsters and winning tournaments in a vain effort to win back the lady's love, then that's what has to be done.

As bad and pitiful as this may sound, it gets worse for those whose love for married women turns into a secret affair. Lying and sneaking about are certain to conflict with the Code of Honor, and each time the lover hides his true feelings, he digs himself a little deeper. The affair may last for quite some time, but eventually they get caught. Tragedy is the inevitable result, and there's no respect even grudgingly given for the lovers. What they did was wrong, and there's no excuse. It will take several years and major social change to introduce the concept that love excuses dishonorable behavior.

Obviously, Romance cannot be forced on players. That destroys the whole point of it, and many gamers are not interested in this part of role-playing, seeing it as unexciting and boring. But once players learn that Romance is a part of Allemaine society, that its a part of the gamemaster's "adventure portfolio," then many players will seek it out on their own. And some will choose the tragic romances. It's the gamemaster's job in these situations to give them what they ask for.

Regardless of the tone of the romance, optimistic or tragic, there are many techniques that can be used to make the sequence of adventure quite interesting and unique. First, make sure that the object of the romance is a fully developed and distinctive character, with likes, dislikes, motivations and a history. Give her habits or a unique voice that distinguish her from all the other female NPCs that drift and out of the game. She should have a role in the campaign other than "love interest," so that all players will have a need to interact with her. Perhaps she is a talented surgeon, or a brewer of potions, or a woman-at-arms with skills the players lack, and who would be useful on adventure.

Secondly, create one or two threatening rivals, and give them the same careful treatment. Some may be stereotypically bad, courting the woman just for her money, property or social power, but others will genuinely love her. This creates good moral questions that

encourage roleplayers. Perhaps the rival has one or two honestly good qualities that would make him a good provider and husband. And it often doesn't hurt to give the rival access to large number of friends or family, so that he has the manpower to oppose the entire player company if necessary. Sometimes the rival starts off as a friend, such as when a player asks his NPC friend to help him court the lady, and the two NPCs really "hit it off."

Next, come up with some unique challenges for the player, challenges that involve everyone. The feats should be relevant to the lady and the lover, things that are unique to their relationship. For instance, if the lady in question is a lover of fine music, then the player might have to quest to free a legendary harper, kept prisoner and forced to play for the amusement of his captors. Or if the hero prefers a certain weapon type, swords for instance, and considers staves to be a peasant weapon, she may insist that he defeat ten opponents with a staff, just to prove his humility. The lady might travel to the far away land of her birth, and then send a message asking her suitor to join her, journeying across all sorts of hostile terrain. Her family could be under a curse that must be lifted. The point here is to make the tasks related to the people involved.

Finally, the really difficult thing about a romantic rivalry is finding the right way to end it; it can be very tough to avoid an anticlimax. The best course is usually to drag out the rivalry until a major campaign event, like a huge battle, epic quest or grand tournament. And when the end finally comes, make sure that its got a dramatic twist to it that the player didn't expect. Most heroes expect a nice physical confrontation to end the rivalry: beat him up and take the girl. Instead, try to surprise him. Perhaps the rival defends the lady in a challenge against her honor and fails, dying in the process. Or he goes on quest with the players to prove his love (and his superiority) but is killed in the process. Perhaps he and the player could reconcile, or the rival uses subterfuge to ensure his success. In the most tragic endings, everybody dies at the end: lover, rival and lady. Never forget that a rivalry can be changed instead of ended, putting a whole new spin on things.

Court

Allemaine is a land in social turmoil. Traditional virtues like the Code of Honor and male dominance over women are being challenged on several fronts. The Regency is in a particularly precarious position, and if Lucius should die before a strong claimant to the throne arises, civil war between Breuse and Siegfried might result. The Kingdom might further splinter into weak fragments. All of this is complicated by the rise of Olivia and Richard, who may or may not be the future rulers of the recreated High Kingdom.

Those players who enjoy this kind of political intrigue have much to do. They might choose one side or the other, or simply try to act as mediators. Depending on the level of respect and personal power which they possess, their efforts may be too minor to be noticed, forcing them to persuade others to their cause. Most of the Eastern and Provincial nobles are neutral in the conflict, and are good sources for additional political pull.

As things stand now, Siegfried's children are supported by the Regent and by the Duke of the Southern Marches, while Breuse has most of the NorthUmbrian lords, with the exception of Axilles, under his thumb. But no one will support a young woman for the throne, not even political liberals like Brian or Axilles, if she doesn't have some kind of broad support and personal charisma. And Olivia is a long way from attaining that stature, meaning that a quick assassination attempt might succeed. That would leave Richard heir to the prophecy, and on much shakier political ground, since thanks to his well-known weaknesses of character his abilities to rule are seriously in question.

If the big political question of the Regency and the High Kingdom is too big or too crowded for your players to conquer, there are many other arenas for intrigue. The King of Surluse eyes the Eastern duchies greedily, and will do anything he can through political subterfuge to weaken them and give him an excuse for war. He might arrange for some of his men to be killed, and frame the knights of Estahrivine for the crime. Or perhaps he could arrange an alliance with Camille, enchanting the local nobles into rash action against Surluse, which would then be justified in counterattack. Camille might even be a pawn in these matters, which could lead to some pretty violent fireworks if she learned how she was manipulated.

Constant political rivalry with the Calabrian courts—acknowledged masters of intrigue—will keep players hopping to protect state secrets or prevent scandal. Spies for the Duke of Moray and other coastal lords are everywhere, sowing dissension and causing unnecessary bloodshed. An example of a Calabrian plot: the Duke of Moray sends his champion fencer to the court of a minor and reckless Allemaini baron, one with many enemies. The baron allows the champion to fight for him, defending him against various challenges from his enemies. As a master fighter, whose foppish appearance is often underestimated by his foes, the champion leaves a trail of bodies across Allemaine. Soon other lords notice, and try to get the man's services for their own needs. The baron, emboldened, escalates his scandalous activity, getting more work for the duelist. By the time the baron realizes that he may have gone over his head, he's too frightened of the duelist and the Duke's spies to stop, or to resist the Duke's "advisors" from egging him on.

Never forget that agents of Doomhault are surely in courts across the land, working to further the political unrest and leave the Kingdom open to destruction. Finding and rooting out these agents, who will usually posses horrifying magics and monstrous allies for protection and assassination, will be a major task. Sadly, not all the villains at court are foreign—no nobleman rises to the crown without gaining his share of enemies who seek him dead, and if these hidden dangers are less sorcerous in nature, their treason makes them all the more evil.

Hunting

Hunting is not entertainment in Allemaine. Its serious business. And before heroic characters balk at the simple challenge of a hunt, remind them that there is a lot more out there than just deer. If vicious animals like boars, lions and bears (which have claimed the lives of many great warriors) isn't threat enough, then the occasional mad giant, cold wyrm or feral pack of Dogs of War ought to do the trick.

The common farmer and peasant of the land doesn't have the weapons or training to take out such monsters. Lords might declare open season on the creature, or ask certain hunters renowned for their skill to take the beast down. Some lords enjoy the hunt themselves, and so organize a party of the local heroes to accompany him and make a grand time of it. Trying to destroy some horrible beast while still observing the rules of courtly grace can create some interesting moments ("You first, your Grace, I insist," "Oh no, sir Herlond, by all means," "Uh, guys, its getting awful close …")

To make a Hunt more interesting, use terrain challenges, or question the motivation of the hunted beast. Why is it on a rampage? Is it just a dumb animal, or does it have a true goal in mind? Rival hunters, creatures with strange magical powers, or monsters that seem indestructible until their weakness is discovered can all make this simple "seek and destroy" adventure more memorable.

Magic

Magic is an ever-present force that flows across all of Ahrivine, and it is the cause of many adventures in the Kingdom. In fact, this category is somewhat of a catch-all. Its impossible to describe all the myriad ways in which magic might influence the paths of the players, especially since magic should be mysterious, unknown and surprising. However, a few ideas might help to stir the gamemaster's imagination.

Destiny often takes hand in the lives of heroes of Allemaine, assuring that certain monsters, challenges or threats can be stopped only be particular champions. This influences players in two ways: if they are the chosen heroes, then they will have an obligation to carry out the destiny. This is most entertaining when the heroes are asked to perform some task that they would never do normally. Perhaps a shady rogue is destined to slay a dragon, or is the only man who can wear a particular enchanted suit of armor. Unfortunately, sometimes the heroes run into adventures which they cannot accomplish, since other champions (whose identity remains unknown) are fated to complete them. Gamemasters are best advised to keep things vague in these cases: if the players fail, then they obviously weren't the chosen one. But if they succeed, then they can find confirmation later that the prophecy was, in fact, relating to them.

Magic workers often are the center of nefarious plots against the crown. Armed with spells and enchanted guardians, no ordinary man can be expected to oppose them. But player companies are likely to have magicians of their own, or at least above-average courage. Or, the magician's needs may be more specific—perhaps she (or he, though the typical Allemaini enchanter is female) is in need of a champion to combat a rival, or to gather some rare spell ingredient from a far away land. Magic workers don't usually ask when they have such needs, they just use their powers to coopt players into participating.

Often, an entertaining interlude in other, ongoing adventures can be had just by observing some strange magical marvel. Such events are common in Allemaine, and provide not only a bit of local color, but might become useful later on down the road. Seasonal religious rituals such as blessings might require the presence of the players, or magical terrain might pose a challenging obstacle. Unique flora and fauna, not necessarily dangerous, reminds the players that the world they are in is more than they expect and, depending on the intelligence level of the creature encountered, can provide some wonderful dialogue and a possible friendship.

Supernatural threats, in the form of undead or restless spirits, can be a perilous danger. They may haunt desecrated areas, arise in certain hours of night or on particular nights of the year, and ravage the countryside. Occasionally some undead with long-term goals will arise, and their magical powers, combined with intelligent scheming and their unnatural qualities of unlife can pose the most serious threat to the land. Of course, not all undead spirits have to be malicious—some just want the assistance or company of players, since death is such a lonely business.

War

Allemaine has a lot of war. Inach and Trolls attack the Last Bastion almost every year, bleeding the best and brightest of the Kingdom's knights, and preventing it from ever truly regaining the strength it had under the High King. More goblins and other creatures lurk in the Rydion mountains, pouring forth in raids, scouting forays or scavenging parties. Sea-borne Northron raiders, Mu-Jahdin corsairs or Mezina captains pillage and loot the coast of the Southern Marches and up the Severn river into Lanahaut. NorthUmbria has additional problems with the northern wastes, home to ice Inach and snow trolls. The constant skirmishes with the spirits of the Moonwood ensure a danger even in the very heart of the Kingdom. Finally, the King of Surluse could decide that Estahrivine is the next addition to his growing realm. Any or all of these conflicts could require the presence of a strong company of heroes.

Players may participate in war either as vassals (compelled to service), volunteers or mercenaries (working for pay of some kind). War is bloody, and casualties among the players will often be high. It is important for Gamemasters to remember that war is not fun (see below, under Tourney). War is a brutal, cruel and blood-soaked occupation that brings out the worst in men. Even when the "good guys" win, the morality is

gray at best and the cost is always dear. Also, the scale is often very large—the players will be only a handful of fighters among thousands. The important thing in these situations is to make the actions of the players important to the final outcome.

This can be accomplished in several ways, depending on the personalities of the players involved. If you have wargamers in your midst, use your favorite wargame rules to play out the climactic battle. Otherwise, allow the players to run about before the fight, gathering allies, making secret strikes against the enemy commanders, performing reconnaissance and carrying messages through dangerous territory. That should keep them busy enough.

The large scale of war also creates problems with NPCs. It is important to ensure that the commanders and soldiers of the forces involved have personalities and motivations, and are not just faceless "bad guys" fulfilling a campaign role of antagonist. Why is a particular war happening now? What incident set it off? Try to arrange for the players to be present for such incidents, it keeps them involved in the war and makes it personal.

An outline of the typical Invasion plot is given in the section on Tarsan adventure. For a full length war scenario idea, see The Northern War in the Adventure chapter.

Tourney

Tournaments are the sport of knights, and most common during times of peace, when the knights don't have all the action they can handle fighting the Inach off the Last Bastion. Therefore, tournaments are not as common nor as elaborate as they once were in the days of the High Kingdom. They do occur in the rare off-season, and are likely to be revived if and when the Kingdom's current political troubles are resolved.

Thousands of knights gather for the largest tournaments, bringing tens of thousands of people together for feasting, trade, merrymaking and personal combat. The current form of Tournament in Allemaine is more violent than the old days, when Vertigane's line still reigned. Real weapons are used, and fatalities do occur. Teams of knights are common, usually led by a lord. Most teams have openings, and many teams are quite small. For a team to have a chance in the Grand Melee, it needs to have many good fighters, which means that the competition for well-known and unaligned knights can be fierce.

Knights and other professional fighters have many opportunities at Tourney. They get to show off to the ladies, settle arguments in an accepted manner, and earn cash as prizes or spoils of challenge. Successful knights might earn the patronage of lords, or be offered lucrative mercenary contracts. Tourney is also a great time to measure the level of the competition (are those Eastern knights as cowardly as they say?). But winning at the Tourney isn't all fun and games—the losers usually bear terrific grudges, and a noble whose champion is humiliated by a player knight can cause a lot of trouble later on.

Many ladies are present at Tourney, often in the presence of their fathers or other guardians. The gathering of so many eligible young men of birth and prowess in one place, combined with the natural festive air of sport, makes matchmaking a common pastime. so, after the day's grunting and smashing is over, the nights are filled with music, poetry, moonlit walks and romance.

Less savory characters will find that Tourney attracts fabulous amounts of wealth. They require many hundreds of Crowns to put on, not to mention the unique prizes offered to the winners. And although the treasures will surely be guarded, the temptation is great. Rogues looking for work are sure to find it at Tourney, where old feuds are rekindled with so many powerful men in such a small place, all with their pride and wealth in tow.

Priests, scholars and magic workers will have their hands full as well. Perhaps the sponsor of the tournament needs help with organizing such a mob, or healers in case of emergency? Merchants with rare books and other curiosities seek out the Tournaments, where those that can afford these expensive treasures can be found. And there is always the possibility that magic might be used to cheat on the tournament field—a wise sponsor is sure to hire a mage or two to spot such dishonorable conduct.

Tournament Schedule

The usual format for a tournament begins with the opening ceremonies, and the "making of windows." All knights display their coats of arms, and anyone of Banneret rank and above hangs their banners for all to see. This allows everyone to check out who the competition will be, and the knaves start figuring out how they can cheat, and against whom. The manner in which the banners are hung also shows what teams of knights are present, and which teams are looking for members.

Following this display is the "helm show," when judges inspect each fighter to determine if they are eligible to participate in the tournament. Few knights get turned away, unless they are absolute and well-known villains. Even these men can usually fight, if they take the trouble to conceal their identity by keeping their helmet on and using a blank shield. There are many reasons for this precaution, however, other than a bad reputation. Many knights have enemies, who will not hesitate to violate the truce of tournament to give the knight a solid thrashing (or worse). Judges and sponsors of the tournament might have grudges against individual knights. He might be from Calabria, or even Mu-Jahdin or Mezina. Masters of the tournament often seek to prove themselves without relying on their prior fame, feeling that their reputation gives them an advantage all by itself. Perhaps the individual is not truly a knight at all, or was disgraced and has since joined the priesthood, but for some good cause has been forced into the combat. They may be avoiding, or trying to attract, the attention of certain ladies that are present. In any case, tradition usually allows the

mystery knights to participate, and often they are recognized anyway once they start fighting.

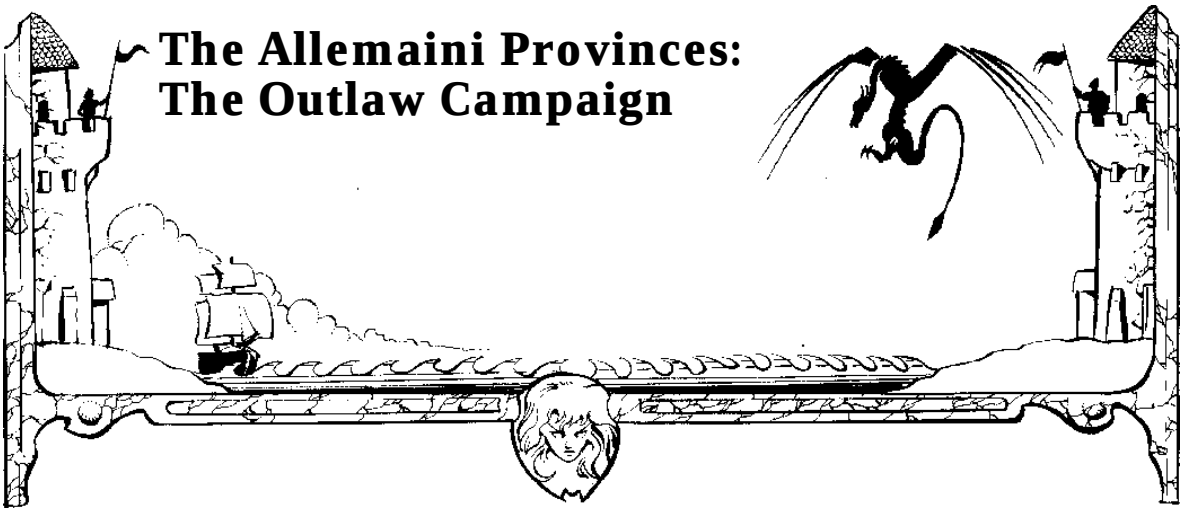
The first evening includes a tremendous feast. Aside from the food, this is also a time to make those personal challenges that knights have been waiting so long for, join one of the big knight teams, or start one of your own. While this is a chance for characters to wander and meet the important attendees, it is also an excellent opportunity for the bards and entertainers to perform for a rich and powerful crowd. Entire careers can be made at such moments, and the competition is fierce. Meanwhile, the prizes that will be offered for the joust, melee and challenges. These prizes may take many forms, depending on the wealth of the host, and may include high quality arms and armor, well-trained mounts, rich treasures or even legendary or semi-magical artifacts.

The first big event is the Joust, which is single-elimination and usually organized by the Marshall of the Tournament. Opponents should be random, but personal challenges and long-standing rivalries have a habit of nudging the process in favor of making a good show. Often the sponsor of the tournament will influence the selection process as well. Characters should be able to influence their choice of opponents according to their preferred strategy: shall they take on the best fighters at the tournament, and try to boost their reputation? Or should the easy marks be taken out first? Many knights try to challenge exotic fighters who will test their skills in unique ways. But by far the most popular strategy is to go after the guy that beat you last year.

Next comes the Melee, which is a simulated wargame with live weapons. Knights are told to show restraint, but injuries are common and fatalities do occur. Many teams of knights, both big and small, compete in a vicious free for all that resembles a war fought on two dozen fronts. The ground for the melee is surrounded with neutral areas where the knights can rest and regroup before charging back into the unending melee. Healers, squires and other assistants also frequent these areas, which are occasionally overrun by over-eager knights who don't see (or choose to ignore) the boundary. Anyone captured in the melee loses their horse, armor, and weapons, which means that the potential exists to walk away with a ton of money. Gamemasters may choose to play the melee out as a wargame, but personal combats against a never-ending stream of knights also has its charm. Riding skills, long-term endurance and leadership talents all will be tested in the melee. Some sponsors allow non-knights to participate as well. And the melee can have all sorts of interesting terrain to make life interesting, from woods to shallow lakes, manmade obstacles or the slippery mud from a wet morning rain.

Finally, the last events at the Tournament are the personal challenges. Trial by combat is an established tradition, and it is believes that a warrior who displays courage can beat an opponent with greater skill. Challenges are also an opportunity for unique weapons of fighting styles to come to the fore. Bets placed on individual combats can be extreme, and rogues will do anything to keep from losing. the terms of the challenge must be stated before the fight begins; the most common terms are to first blood, to knockdown, or to yield. Death challenges are very rare, and typically must be approved by the sponsor, or by the highest ranking lord present. As the final segment of a Tourney, this is also the time for the most dramatic action by the players. Perhaps some Mezina lord, disguised and carrying a blank shield, challenges the honor of the Lord Regent himself? Who will stand for Lucius when his household knights are off fighting other challenges of their own?

The Allemaini Provinces: The Outlaw Campaign



General Information

The Allemaine Provinces are a rural, medieval setting. While magic is certainly present, it is more of a mysterious force of nature than a mastered science. The people that live here are generally quiet farmers and tradesmen without ambition or a predilection for adventure. But the Provinces are also the site of social and class tension between the peasantry and the nobility, most of whom are "imports" from the Dukedoms to the north. This tension, combined with the inevitable misfits of such a rural, sheltered society, has given rise to a hidden criminal culture which permeates the land, and which makes a mockery out of the nobility's attempts to restore order. Some of these rogues are simple scoundrels and bandits, others have noble intentions behind the acts, and a few are truly evil. Regardless, the Provinces remain the breadbasket of Ahrivine, a lucrative source of trade for the Dukedoms, and a quiet land untroubled by war for many generations.

Everything east of the Calabrian Coast, south of the Severn River and north of the Pennine Mountains is a part of the Provinces. They stretch an undetermined distance east, settlements thinning as the land becomes harder and harder to farm. Streams, forests and gentle hills give the land some character, but by far the majority are fertile fields.

Though the Provinces have several great cities, including Archenbury (48,200), Lodegate (40,300) and Berkbury (37,400), 95% of the population is rural, living in towns, villages and hamlets with a population of a thousand souls or less. Other cities include Tewkshurst, which is the seat of the Provincial Governor and therefore the source of what passes for central government in the Provinces, and Alnfield. All told, there are nearly 6 million Provincials.

History

When Vertigane assembled his armies, the tool with which he formed his first Kingdom, the land that is now called the Provinces was a patchwork of petty fiefdoms with no single ruler. Culturally, they shared much with the north, but lacked sophistication and wealth. When Vertigane swept through them, he was not resisted. Instead, they accepted him as living legend, and many lords swore immediate vassalage to him. Enough did, in fact, that the rest were forced into line without a single sword being raised.

Under the Royal Line, these new realms were organized as the Provinces. Their lords remained essentially independent, so long as tax and obedience was paid when necessary. The richest and most powerful of the Provincial lords financed the creation of five Legions. Roads and castles were built, and the Provinces continued much in the way they had for centuries. They were the rural breadbasket of the Kingdom. Foodstuffs from the Provinces fed not only Allemaine, but Calabria, Tarsus and Pallea as well.

That changed, as everything else did, with the end of Vertigane's line. The Provincial lords were inspired by Calabria's independence, and the strong words of King Mark. Hesitantly, they moved to become a sovereign confederation of small realms, allied to the Regency but independent of it.

Unfortunately, while Calabria had a strong navy and military tradition, the Provincial lords were vulnerable. The newly chosen Regent marched on them with an army of over seven thousand, including fifteen hundred mounted knights. Their intent was to reclaim the Provinces as Allemaine territory. The defense was mustered quickly, and although numerous, was composed almost entirely of irregular troops with limited experience. Despite three to one odds, they were slaughtered by the Regency in the now famous Battle of Dagotert. Most of the Provincial lords were stripped of land and status. Traditional divisions of territory were completely abolished in favor of five great Counties. These new lands were granted to noblemen who were loyal to the Regent, and they and their families became the new ruling class.

Over three hundred years, the noble families have spread, but have remained distinct from the traditional Provincial culture. They are generally perceived as corrupted overlords, an exaggeration but one popularly believed. Many are corrupt, having been left to their own devices without supervision so long as the taxes and raw goods continue to flow. Each County has be-

come even more insular, in order to avoid drawing the attention of the Governor or, even worse, the Regent. Loyalty to (or fear of) the Regency remains far superior to any devotion the nobility might feel to the people under their care.

Recent events in the Provinces suggest that the matter might be coming to a head. Lucius has continued a "hands-off" policy regarding the Provinces, and lets his appointed Governor handle nearly all matters. But social unrest has mounted, and bandits, highwaymen and thieves seem to be everywhere, in both forest and town. All the Counts have petitioned the Governor for more men and for tax relief, so that they may concentrate on these problems, but they have been denied. Crime in the cities has grown rapidly, and many of the largest Provincial metropolis' are devolving to ugly squalor.

Government

Each County of the Provinces is ruled almost wholly by its individual Count. Viscounts, Barons and other minor lords are underneath the Counts, owning the land and continuing the tradition of feudalism. Offices such as sheriff and constable are appointed by the Counts for their own lands, elevating commoners to positions of semi but temporary nobility. At the bottom of the status totem pole are the peasants who farm the land or who live in towns, villages and cities.

Issues that relate to more than one County are handled by the Provincial Governor, a post which could be held by any Count but has in fact rotated between the three largest Counties for all of its history. The Governor is chosen by the Regent, and swears vassalage to him. In turn, all the other Counts swear vassalage to the Governor. The Governor has final responsibility for all issues in the Provinces, but can appeal to the Regent in times of need. A new Governor is chosen either upon the death of the old, or upon the accession of a new Regent.

As a part of the larger Kingdom of Allemaine, the Provincial Counts are numbered among the major lords of that land. In theory, they are slightly below the Dukes in status. In fact, no northern Baron would take rebuke from a Provincial Count, so widely are the Provincials perceived as passive weaklings. The Counts well know their lack of status, and are indebted to the Regency for their position in any case, so they tend to follow the Regent in all matters which go beyond their own County.

The Counts personal ties to the Regent, combined with the general opinion that Provincial matters are "beneath them," generally keeps the northern lords out of the Counties' politics. Occasionally some Baron or aspiring knight of the Dukedoms will make a bid for a Provincial holding, but they always encounter resistance from the nobles already entrenched there. Therefore, the Provinces are generally left to their own devices, maintaining the semi-independence which Vertigane intended for them when they were formed a millennia ago.

As a final element in the Provincial government structure, organized crime has recently begun to stretch its influence even to the nobility. Through drug use, debts and blackmail even Counts can be "thumbed", usually forced to leave the crime syndicates and guilds alone. When a noble tries to crack down on the criminals, they respond in force. Since many of the criminals are more vicious and experienced fighters than the Provincial soldiers, they have succeeded in this tactic and further cowed the ruling class, who refuse to appeal to the Regency and admit their situation.

Daily Life

The People

There are two broad distinctions in the Provinces. The rural "Provincial" is the native population, while the "Northern" group are the noble families who arrived in the Counties when the Regency crushed native opposition three centuries ago. Despite hundreds of years of shoulder to shoulder living, each social group remains distinct. No Northerner would lower himself to marrying beneath his class, while few Provincials would consider marriage to their own oppressors.

Provincials as a whole are of moderate height and build, typically with brown or straw-colored hair and brown eyes. But the Provincial racial mix is quite diverse and the people are open-minded to most groups, so foreign skin tones are not uncommon or prejudiced against. Provincial women are reputed to be possessed of a certain simple, honest and rustic beauty which the Northern lords find particularly charming. Provincial virtues include modesty and caution, while outsiders perceive them as cowardly and lazy.

The Northerners fit the traditional Allemaini mold. See the Kingdom for a full description of them.

Economy

As a part of the Kingdom, the Provinces use the same currency as northern Allemaine. The Crown, Silver, Farthing and Bit are all in common use. It should be noted, however, that trade and barter is more common and most provincials don't have much actual currency. They pay their taxes with livestock in many instances.

In addition to the crops and livestock of northern Allemaine, which can generally be found throughout the Provinces as well, the Counties offer much in natural resources. Raw goods which can be refined into finished products are generally sent only to Allemaine, while simple foodstuffs can be exported throughout Ahrivine. A list of some of these crops include: cotton, hemp, tobacco, grapes, cucumbers, squash, pumpkin, celery, asparagus, apricots, tomatoes, onions, olives, almonds, poppy, berries, chestnuts, pecans and walnuts. Large herds of cattle provide many of the best beef in Ahrivine, including several famous brands such as Hogson's Hoof and Lenny Red.

As mentioned previously, the Provinces are a vast source of revenue and trade for the Kingdom. Raw materials are sent north, where craftsmen turn them into finished products, for sale back in the Provinces at a huge profit. Locally produced goods are sold either within the Provinces, or occasionally in Calabria, where they do poorly due to their rustic appearance and high import taxes.

Tax burdens in the Provinces are high. Not only are the Counts obligated to send large sums north to the Regency, but they also mean to live in the manner of Northern lords. To this end, most extract every farthing possible from the people under their domain. A tax exists for nearly every situation. Examples include death taxes, marriage taxes, inheriting land, pasturing animals and a tax on unchaste peasant women (which could be a liability to their lord).

Health

Health care is much less dependable in the Provinces than it is in northern Allemaine. At least, unless you are noble. Peasants must rely on hedge magicians, wandering healers, occasional retired scholars and the priesthood. Since cities are rare, sanitation is not usually a problem, and disease is thankfully uncommon. Those cities that do exist are maintained in the northern mold, though they are not as high quality as the Royal Cities.

Education, Science and Magic

Literacy rates are fair in the Counties, again thanks to the effort of the Brotherhood, but few common folk know more than the basics of reading and writing. Trade and craft guilds are nonexistent except in the largest cities. Boys take on the trade of their fathers, which is usually farming and raising livestock, and perhaps another simple craft. Formal education is widely perceived as a luxury which none but nobles can afford, and therefore a waste of time. Even the nobles tend to ignore the benefits of education. As one Baron put it, "Books are for clerics."

Informal education exists in the villages, usually performed by the priesthood or by an altruistic wife or mother. In the cities formal schooling on the Allemaine mold does exist, and much of this is quite good. It is also, however, very expensive. Higher learning is rare, since those nobles who seek it usually go north. Private tutors therefore fill the gap, and there are a handful of these wandering instructors who have become quite famous for their skills.

Magic is a far too wild and superstitious force to be taught in formal instruction here. However, subcultures of witches and necromancers do exist. They pass on their lore through the master/apprentice relationship much as in the rest of the Kingdom.

The Aetherium does exist in the Provinces, but in a much looser manner than in the north. Although the Provincial Chapterhouses include hundreds of practicing healers, oracles, hedge mages, necromancers and the like, they seldom communicate with each other and rarely meet. The exception to this is the Chapterhouse in Warchester, which numbers over a hundred mages. The large population of the city and the strong military presence of the 2nd Legion has created a formal magical institution more along the lines of northern tradition.

Arts, Crafts and Literature

Few Provincials have the time for the pursuit of artistic pleasure, but craft goods are plentiful and common. Men and women throughout the counties are responsible for making their own simple furniture, tools and clothing. Without expensive materials, they fall back on natural flowers and fibers, mixed with a liberal amount of simple creativity and old-fashioned family techniques. This leads to a simple but handsome rustic primitivism that some Allemaini lords have found very appealing (in limited quantity). Dwarven merchants in particular admire Provincial craftsmanship. If such goods could ever get to Tarsus, they would be greatly admired.

Musical tastes include the flute, drum and simple song. Light bawdy theater is the rule, along with puppet shows and satire. Traveling acting troupes work for food and the love of their craft, performing works that carefully balance their art and the rough humor and bloody demands of the audience.

Literature, except among the nobility, is virtually unheard of. Stories and legends are communicated orally, however, and have grown into a rich tradition of anti-noble sentiment and "grass roots" support for the ancient pre-northern lords.

Communication and Transport

With the exception of the ruling class and the priesthood, communication within the Provinces is poor. Events that occur in one County are only slowly relayed to the next. The beacon towers which connect the military strongholds of Allemaine do not reach into the Provinces, though the post does still run. Mages are generally more cloistered and private-minded, far less likely to communicate regularly, if at all.

Social Structure

Certainly the most important element in Provincial social structure is the wide division between the native inhabitants and the northern lords. Over three centuries the native Provincial lord has all but vanished, slowly supplanted by his foreign cousin. Once proud families have been reduced to pale shadows of their glory, and often end up deep in debt to their northern replacements. The powerful offices of Sheriff and Constable, in theory available to any commoner, are in fact granted only to northerners.

At the top of the heap is the Provincial Governor. He is selected by the Regent and has final authority within the Provinces, unless he appeals to the Regent. Only slightly beneath him in rank are the five Counts. Viscounts, Barons and Knights describe ever less influential lords, but all are quite powerful compared to the commoner. All of these titles are inherited, and pass to the eldest son.

Next in rank would be the offices, which are given out by the Counts to anyone they choose. The bearer of a office may be a titled noble or a commoner, this makes no difference, but no more than one office can be held by a given man at one time. The two most common offices are the Sheriff, who is responsible for the enforcement of law and the collection of tax within a given area, and the Constable, who maintains a castle. Both of these offices grant substantial power, and officeholders are often more powerful than true noblemen. Their offices typically include substantial grants of land. However, since the office is temporary, and can be transferred by the Count at any time, loyalty is maintained.

The rest of the social ladder generally follows the Allemaini framework, but it should be noted that overall the chance of upward status mobility is quite low. Serfs are typically so indebted to their lords that they are essentially permanent tenant farmers (unless they run off and become criminals). Peasant pay so many taxes to the Sheriff and nobleman that they are lucky to afford any luxuries at all.

Status of Women

Similar to the rest of Allemaine, a woman's life is not a fair or egalitarian one. Women are forbidden from the military and from ruling positions of authority. Even in the towns it is rare to see women valued as other than wives or mothers. Farmers and other peasant communities allow a woman a sort of practical equality, since no helping hand can be left idle. Women are sometimes able to earn unique places in criminal organizations such as the old crime Guilds or the outlaw gangs, particularly in a magical capacity.

One particularly vile custom is worth mentioning here, and that is the Lord's Right. When a peasant maiden is to be married, tradition allows the landowner to bed the girl the night before the wedding. While this practice is extinct in northern Allemaine, some rulers of the Provinces have seen fit to revive it. Needless to say, this promotes even more hate for the nobility.

Crime

Urban Provincials are not blind to the double burdens of taxes and restricted trade. Rebellion against these elements are two of the largest reasons for the rapid growth of organized crime. Thieves and murderers originally perceive themselves as striking back against Northern overlords, but their activity overflows to soon encompass anyone who gets in their way, often with rationalizations that anyone who interfered with the criminal guilds must be a "sympathizer." Established criminal organizations do not maintain even these pretenses, instead motivated by simple desire for power and money.

Discontent, neglect by the Counts and constant , unchecked criminal activity has turned the Provinces into a den of thieves. Sheriffs and other nobles are sometimes able to slow the tide within the smaller or more isolated towns, but none of the largest cities are immune. Only recently have Sheriffs and Constables begun to develop techniques to counter the crime wave, but so many informants and traitors have been "thumbed" that the future for the Provinces, without major social change, is grim.

The oldest and most traditional organized crime elements in the cities are the ones that existed before the Regency took over, collectively known as "guilds." These are seldom more than large gangs of criminals, often with one form of specialized crime. For instance, a given town might have a Smuggler's Guild, a Forger's Guild and a Murderer's Guild. The heads of the Guilds cooperated occasionally for self-defense against the Guard, but generally stayed out of each other's way. The Guild structure has recently been supplanted by a true syndicate, called the Quartermain. This organized crime structure has thousands of members and stretches the breadth of the Provinces. Full details on it can be found below.

Outside of the cities a less organized, rural banditry takes the place of inner city crime "guilds." These outlaws rob whoever travels the roads (usually the middle or upper classes) and retreat into the woods to avoid capture. Typically composed of local woodsmen, farmers and villagers, the bandit groups know the territory well and are virtually invisible in their native terrain. Bandit groups range in size from single highwaymen to bands of twenty or more. One group, the Oak Men, has several hundred members.

The Quartermain

The Quartermain is the primary instrument of organized crime in the Provincial cities. They began during the rise of the Regency, when Northern nobles took over the lands that had once belonged to locals. Local lords, leaders and troublemakers were subjected to a variety of punishments in order to make them examples, the most common of which was the process of "Drawing and Quartering." The victim is first hung, but not until death. Then he is drug by a horse to the place of his eventual execution, at which point he is quickly cut open and his intestines are burnt before his eyes. Finally, once the poor fellow is dead, his head is cut off and the body is cut into four pieces. Soldiery were often unwilling to perform these grisly tortures upon men who had once been pillars of the community, but ruthless men without qualms would volunteer. These "quarter men" or "quarter crews" traveled from town to town in the wake of the new Northern presence, carrying out the punishments that the official soldiery were unwilling to perform, in exchange for a small fee and minor perks.

When the initial purges were over, however, the quarter crews remained. Using their many contacts throughout the army and city guards, they began to perform violent crimes for money. Their loose structure grew and consolidated into a true syndicate, spreading to every Provincial city. And although they are not the only organized urban crime element in the

Provinces, they are far superior now in power and influence to the criminal "guilds."

The final metamorphosis in the Quartermain came fifty years ago, when it became consolidated under a single leader. Lincoln Jeffries was the leader of one of the largest and most influential Crews in Archenbury. Through ruthless action, charismatic leadership and the carrying out of some vastly profitable crimes, he rose to become boss of the entire Quartermain. He held this position for nearly forty years, and became known as the Old Man. Since his death, his son-in-law has taken over, and the organization has continued to prosper.

Organization

The fundamental unit of the Quartermain is the Crew. There are between fifty and sixty crews operating in the Provinces at this time, with total membership in the organization numbering 5,500. These numbers can be misleading, however. Many thousands of criminals who are not members of the Quartermain nonetheless work for them, pay them kickbacks, and associate with them. The Quartermain is spread evenly throughout the five Counties, concentrated in the cities. As a general rule, each Provincial city is "worked" by one crew for every 10,000 inhabitants. Archenbury, the center of the Quartermain, is the home to five large and powerful crews. Many towns of only a thousand or so inhabitants have a single "bit man" acting as representative of the entire Quartermain organization.

At the top of the Quartermain organization is Karl Landine, also known as the Young Man. He inherited the position of leadership by becoming Lincoln Jeffries' protégé and son in law. Landine proved his own skills in surviving several early coup attempts. His current authority is unquestioned by all but the most foolish and desperate of Quartermen. Landine has little to do with the actual operation of the organization. He communicates only to a small group of hand picked advisors and assistants. In this way, none of the many evils he orders can be pinned on him. The Young Man's job is to ensure cooperation between Crews and to settle disputes that endanger the entire organization. He does not meddle in minor wars or petty conflicts, nor does he interfere with the deals and cooperation of individual bit men who happen to belong to different crews. Like the Quartermasters beneath him, Landine receives a portion of all moneys collected through the Quartermain's activities. Quartermasters who do not pay this cut, called the "tithe," are dealt with harshly, including beating, mutilation and death.

Each crew is headed by a Quartermaster, or simply "Boss." The Quartermasters operate much like Landine does—remaining apart from the daily criminal operations under their supervision. They also receive the tithe from the activities of their Crew. Like the Young Man, the Quartermaster is obligated to settle disputes, enhance coordination and work to maximize the money the Crew collects. Many Quartermasters spend their time thinking up "big jobs," in which they can bring in vast sums of cash all at once. Occasionally, Quartermasters have been known to compete over the size of such jobs. So long as these competitions do not attract too many of the Sheriff's men, they are seldom hampered by Landine.

Each Quartermaster has one or more Advisors, many of whom have unusual or valuable skills such as law, accounting, or magic use. This is also the only position for those non-humans or women who are otherwise prohibited from membership in the organization. The Advisor deals with the Quartermaster daily, and assists in the carrying out of his orders, but has no direct authority. Many Advisors are elder or retired members of the Quartermain, and many are ex-Quartermasters.

Directly beneath the Quartermaster in authority is the Crew Chief, or simply Chief. The Chief is the Quartermaster's second in command. He appraises the Quartermaster of the Crews activities, carries out the Boss' wishes, and advises him when necessary. He has a much more hands-on role in the daily operation of business, and can be considered similar to an Executive Officer. The largest Crews have more than one Chief. The Chief is usually the heir-apparent to the Crew in the event of the Quartermaster's death or retirement, but many fights for power erupt when a Quartermaster goes down and the succession is never a sure thing.

Answering to the Crew Chiefs are the "Riders," so named because in the days that the organization was founded, they were the men that owned horses and dragged the "Drawn" victim through the streets (surely the least grisly part of this particular mode of execution). Riders are the supervisors of the Quartermain, and there will typically be several in any Crew. They carry out the orders of the Chiefs, supervise and instruct the lowest members, carry money to the upper ranks, and answer to higher authority. They are usually wealthy, reflecting the success of the men under their supervision, and by tradition they must own a horse and be proficient in riding it. A lower-ranking member rises to Rider status by building loyalty within his associates, and achieving success that brings in money for the Crew as a whole. The Rider's gang of lower-ranking members is permanently associated with him, and he is expected to build loyalty or fail on his own merits. If he rises in the organization, his gang will rise with him. If he fails, sometimes the entire gang is eliminated.

The lowest rank of true membership are the Quartermen themselves, more frequently called "Bit Men," or "Two-Bit Men." The name derives from the wedge-shaped bits which make up a copper farthing, but the precise derivation is unclear. The term may simply be a name for solidarity, reflecting the fact that a dozen or so bit men work together to make up a Rider's usual crew, but it may also refer to the tax that the Bit Men receive on all criminal activity, which amounts to 1/6, or 2 bits out of every farthing. Bit Men usually work as the operators and supervisors of a particular criminal area or activity. For example, a single Bit Man might run all smuggling operations of a certain wharf, or a ring of thieves, or the trade in one par-

ticular drug within the city. Bit Men work closely together to coordinate their activities and defend each other. Despite the fact that they are the lowest level of Quartermain agents, they are widely feared and respected by all other criminals, guardsmen and city dwellers. Criminals who wish to conduct operations must get permission from the local Bit Man, and are expected to pay the tax to him upon completion of the job.

Finally, there are a large number of affiliated criminals or assistants who work for the Quartermain or assist them in their operations. This would include cheap muscle, or "Chops," informants ("finger men"), "thumbed" guardsmen and businessmen (for more details on the process of thumbing, see below), laborers who assist in the daily activities of the organization, etc. Many of these individuals are prospective members in the Quartermain.

Joining the Quartermain

The Quartermain is, by and large, an organization of human males. Women make excellent wives, mistresses or prostitutes, but have no official place in the syndicate. Individuals of less-than human descent can earn unique places if they find the right Quartermaster, but their future will always be linked to that boss, and if the Quartermaster should go down it is unlikely that the next will tolerate the interference of "things." Further, only men of proven competence will even be considered for full membership. This usually means long careers in minor crimes, often with Bit Men supervision. Inevitably, the potential candidate will be ordered to murder. Only through the performance of this act can he be truly considered for the status of Bit Man.

All candidates must be "vouched," or supported, by an existing member. The Voucher spreads the candidates name around the various Crews and collects opinion and information on him. The Quartermaster makes the final decision, and initiates the new member through a three-day ritual, the details of which are unknown. If the candidate is refused membership, he can suffer a variety of fates, and these punishments are also usually inflicted on the Voucher, so they are very serious business.

Activities

The list of criminal activities engaged in by the Quartermain is nearly endless. Their most common activities include arson, burglary, embezzlement, extortion, the operation of gambling houses, horse theft, loan sharking, prostitution, protection rackets, robbery, business scams and the fencing of stolen goods. A few particular sorts of crime are of special note, however.

Drug traffic has recently increased thanks to the Young Man, Karl Landine. These drugs are often homemade herbal concoctions, but are also imported from Calabria or further abroad. Drugs such as opium or hashish are brought from Mu-Jahdin and sold either to independent pushers or else direct to users and drug "dens." Many of these drugs are not illegal in the Provinces, so this activity is not strictly "criminal." It has begun to earn vast sums for the organization.

Gun smuggling from Calabria, selling imported matchlock muskets and carbines to criminals or concerned freemen is also a recent activity. Muskets have proven extremely popular to city criminals. They are powerful, intimidating and easy to use. Casualties among the city guard have skyrocketed, and laws against the use, sale and manufacture of muskets have been created. This has not slowed down the Quartermen much. Note that other criminals who try this same stunt are usually killed by the Quartermain to ensure their monopoly.

To keep their contacts in the business and law enforcement community, the Quartermain engages in a practice called "thumbing." Thumbing is the process by which business owners, guardsmen or nobles are coerced into becoming puppets of the organization. Drug addiction, debts or—most commonly—blackmail are the tools used to accomplish thumbing. Thumbed businesses are taken over completely, greatly increasing the organization's wealth and ability to launder money. Thumbed guardsmen and officers become informants, or "finger men."

As mentioned earlier, the number of Quartermen is relatively small when compared to the vast number of criminals found in Provincial cities. However, the Quartermain expects to receive a cut from every illegal activity that goes on in its territory (which includes every city and most towns). This cut is 1/6 of all moneys made, and is referred to as the "Bits tax," "Six tax," or simply "tax." The Quartermain takes the tax very seriously, and those criminals who do not pay it can expect to be beaten or killed. Note that the tax is not collected, it is expected to be delivered to the local Bit Man.

Although the Quartermain is not particularly tolerant of competition, they do not begrudge criminals whose operations are very small, or who are interested in pursuing a mark that the organization has already turned down. In these instances, the Quartermain will provide professional advice. They will provide expensive or magical equipment if it can be had, and will help to sell the stolen goods afterwards, for a price.

Through connections first established by the drug trade, the Quartermain conducts various slave trade operations. The most common form of this is the "recruitment" of young and naive peasant girls from the farms. They are attracted to the glamorous city with offers of exotic jobs as entertainers or house servants (for a girl used to a life of farming, being the maid in a massive city estate is exotic). Once they are met by Quartermain representatives, however, they are seized and shipped across the Demetian to Fekeshi or Mu-Jahdetta. A few are sold to rich dilettantes who keep the women virtually enslaved in those self-same estates. The slave trade also extends to "legitimate" slaves from Pallea and farther abroad, and the selling of foreign women captured in Calabrian pirate raids. The slave trade is a relatively small operation, since it has to pass through several hands before the necessary

overseas shipping can take place, but it is profitable and thus will probably continue into the future.

Finally, the Quartermen still pursue the act for which they were first formed: killing other people for money. The preferred method for this is drawing and quartering, but if this is not practical or if the request specifies a different form of death, then that is perfectly acceptable. Assassination orders will always be relayed through several layers of Quartermen to make the trail hard to find, and often links in this chain will be anonymous. Finally, the men chosen to perform the actual assassination will be brought in from out of the city, and then sent elsewhere once the deed is done.

Behavior

The word "vicious" does not begin to describe the Quartermain. They are brutal, merciless men who will beat or mutilate their rivals and victims without hesitation, leaving them maimed, crippled or dead. If they do not leave a large number of innocent corpses around, it is only because such murders are a waste of time and money. It should also be noted that few Quartermen are ever without a blade of some sort, traditionally a longknife. By the time that a criminal rises to Quartermain status, he is well-trained in the concealment of his knife on his person, allowing him to appear unarmed and unthreatening even in high company.

The Quartermen maintain discipline through codes of behavior that are strongly enforced. Individuals who break these laws can be subjected to severe punishments.

First, the Quartermen are expected to display absolute loyalty to the organization. They will not talk to law enforcers such as Sheriffs or Guardsmen, even when interrogated. This applies universally—even the highest ranking Quartermasters are expected to die before giving out the name of the lowest Bit Man. Before the days of the Old Man, it was common practice to inform on rival Crews. Now, however, such activity is punished with murder, not only of the Quarterman involved, but also entire families and groups of associates.

Second, Quartermen demand respect. The ladder of respect extends from the lowest non-member criminals such as pickpockets or con artists, all the way up to the Young Man. While the occasional outburst, particularly from veteran Bit Men, is expected, repeated acts of disrespect can result in humiliating beatings, maiming or executions. Such punishments can also be dealt out to those Quartermen who fail in appointed tasks—this is considered the worst form of disrespect. In general, however, the deference shown to high ranking Quartermen is displayed through simple courtesy, silence and quick obedience.

Third, Quartermen do not do drugs. This is a precautionary measure, since it is easier to "turn" a member who is addicted to opium or other substances. Bit Men who are discovered to be using drugs are swiftly murdered, usually drawn and quartered. Their accomplices will often be eliminated too, unless their loyalty can be assured.

Magic Use

The Quartermain is not comfortable with the use of magic. Magicians are perceived as too uncontrollable and erratic to be trusted. Therefore they do not function in the day to day operations of the organization. However, the Quartermain has been known to use mages on a case by case basis, and for this purpose they maintain contacts with a few specialized magicians. Mages are likely to be used to injure or kill magic-using criminals who refuse to pay the tax, or for magic-using law enforcers in the Sheriff's employ.

The Oak Men

Not all crime in the Provinces happens in the cities. In fact, the number of wild bandits in the Counties is high and rising. These outlaws generally are wanted for crimes such as poaching, avoiding taxes, or highway robbery. They hide in the forests and rough country, staying on the move and ambushing those Bounders or Armsmen who are foolish enough to chase them into traps. Although most of these outlaws are independent or operating in small groups, a few have achieved significant size and organization. Surely the largest and the most noble in purpose are the Oak Men, led by Harold, the so-called Bandit King.

A full description of Harold can be found below in the Famous Figures section. However, it should be said here that Harold was a noble of the traditional Provincial mold. His line survived the initial purges by the Northerners because of their famous loyalty to the Crown of the High King and their neutrality in the matters of the Regency. But as more and more Northern lords came south for easy landholdings, or the new Provincial noble families began to grow, it was only a matter of time before the few native holdouts were targeted. Harold was one of the last native lords to be dispossessed. That was over twenty years ago.

Since that time Harold has waged a forest war against the Northern nobility. He drew many converts from among his own people, and more from the lands that he chose to hide in. Although in his early years Harold insisted that only men without families join his cause, he has since become more desperate (or practical) and now will take anyone who can contribute, in even the smallest way. Boys, women and grandfathers all share in Harold's loose but large band of outlaws, known collectively as the "Oak Men." If their individual skills are less than heroic, at least their hearts are in the trim. In his many forest base camps scattered throughout the Counties, Harold shelters hundreds of families from the crime and crippling taxes of the towns and cities. All able bodied men and women fight for him as outlaws, stealing from the Northerners, hunting in restricted woodland, and generally spreading dissent. All are subjected to strict codes of moral behavior, thanks to the Bandit King's personal ethical code.

According to Harry's orders, no man is to be killed unless he resists. No traveler is to be robbed of every farthing they own—they may keep enough to reach the nearest town. No religious land or folk may be de-

filed or tampered with. All money which is unnecessary for the upkeep of families in the hidden camps must be returned to the peasants. Finally, Harold will not allow his outlaws to traffic in or use guns of any kind. Preferred weapons are the bow, hand axe and quarterstaff (all of which Harold himself is highly proficient in). Breaking these laws is punishable by hanging, and Harold takes his rules very seriously.

The Oak Men are led by a handful of colorful rogues from throughout the Provinces, all of whom are close friends of Harold and completely trusted. Since individually they are no match for trained warriors, the Oak Men operate in groups and use surprise tactics to ensure success. Their forestry skills allow them to appear suddenly, bows at the ready, and then to vanish instantly if pursued. Their escape routes are inevitably trapped with vicious (though usually non-lethal) devices.

Typical Oak Man

15	STR	11	DEX	11	CON	11	BODY
10	INT	11	EGO	13	PRE	10	COM
5	PD	3	ED	3	SPD	5	REC
22	END	25	STUN				

Skills: Climbing, Concealment, KS: Forest Symbols, Paramedic/Healer, Security Systems/Traps, Stealth, Survival/Hunting, Tracking, Weaponsmith/Bows, WF: Axe, Bow, Quarterstaff, +2 Levels with Bows.

Powers: Running +2", Swimming +1."

Disadvantages: Hunted by Sheriff's men, Reputation as folk heroes and thieves.

Equipment: Light leather vest, gauntlets and boots (DEF 1 on locations 6, 9-13, 17-18), knife, hand axe, bow.

Fuzion Stats

3	INT	4	WILL	5	PRE
2	TECH	4	REF	4	DEX
5	STR	2	CON	5	BODY
4	MOVE	5	SD	3	ED
2	SPD	7	REC	20	END
25	STUN	25	HITS	9	RES

Fuzion Skills: Bows: 4, Melee Evade: 3, Ranged Evade: 4; other skills listed above at Level 3.

Military

The combined army of the Allemaini Provinces, called "the Muster," numbers over fifteen and half thousand men. The vast majority of these individuals however, even the knights, have never seen true war. Their combat experience is limited to chasing bandits or trying to restrain criminal activities in the urban centers. The northern nobility includes only 920 knights. Almost eighteen hundred soldiers are recruited and trained as "Armsmen," soldiers who enforce the nobility's commands. The 2nd Legion numbers five thousand men, and is the core of any professional fighting force the Provinces might field. To patrol the forests and hunt outlaws the Counts employ twenty two hundred "bounders." Also living in the wild, but employed for a less violent purpose, twelve hundred rangers tend the woodlands and hunting preserves. Finally, the cities and towns of the Provinces are patrolled by almost four and a half thousand guardsmen.

These numbers do not include the levy, which calls up all able-bodied males in the case of an emergency. The levy has never actually been called, but if it were, it could number over a million men.

Provincial Knights

15	STR	11	DEX	15	CON	10	BODY
10	INT	10	EGO	13	PRE	10	COM
6	PD	3	ED	3	SPD	6	REC
30	END	30	STUN				

Perks: Fringe Benefit: Knight, Wealth (5 points).

Skills: High Society, Riding, Survival, Familiarity with Paramedic and Tactics, KS: Royal Allemaine Style and Heraldry (both on 8-), WF: Common Melee, Shield, Lance, Martial Arts Maneuvers/Royal Allemaine Style: Parry and Sacrifice Stroke, usable with sword and shield, +1 Level in hand to hand combat.

Disadvantages: Allemaine Code of Honor, Proud, Inexperienced, Reputation, Distinctive Features: Livery.

Equipment: Plate and Chain, Sword of War, Lances, Dagger, Rides Imperial Charger.

Fuzion Stats

3	INT	3	WILL	5	PRE
3	TECH	4	REF	4	DEX
5	STR	3	CON	6	BODY
4	MOVE	6	SD	6	ED
2	SPD	8	REC	30	END
30	STUN	30	HITS	9	RES

Fuzion Skills: Melee: 3, Melee Evade: 2, Ranged Evade: 2; Paramedic: 1; Tactics: 1, Expert (Royal Allemaine Style): 1; Expert (Heraldry): 1; other skills listed above at Level 3.

Provincial Knights are less experienced and less competent than their fellows in Northern Allemaine. They never see true war, and spend most of their time hunting or on other entertainment. Note that the knights presented here are not bad men, though their pride ensures that they are prejudiced towards the Provincials under their care.

Provincial Legion

13	STR	11	DEX	13	CON	10	BODY
10	INT	10	EGO	10	PRE	10	COM
5	PD	4	ED	3	SPD	6	REC
26	END	25	STUN				

Powers: Running +1".

Skills: Tactics, PS: Field Engineer on 8-, WF: Common Melee, Shield, Javelin, 1 Combat Level with Javelin, Sword and Shield.

Disadvantages: Code of honor: never show fear, Reputation as professional soldiers gone soft.

Equipment: Layered Steel or Layered Leather, large shield, two javelins, legionnaire shortsword, dagger.

Fuzion Stats

3	INT	3	WILL	3	PRE
3	TECH	4	REF	4	DEX
4	STR	3	CON	5	BODY
4	MOVE	6	SD	6	ED
2	SPD	7	REC	30	END
25	STUN	25	HITS	9	RES

Fuzion Skills: Sword: 4, Javelin: 4, Melee Evade: 2, Ranged Evade: 2; Tactics: 3, Professional (Field Engineer): 1.

The 2nd Legion, quartered in Archenbury, is certainly the best military unit in the Provinces. Even so, it is obviously inferior to its cousins in Allemaine and NorthUmbria. Although Count Claellus has his Legion drilled regularly, and uses them for policing his vast city, the men see little action more dangerous than cutpurses and other rogues.

Armsmen

18	STR	14	DEX	10	CON	13	BODY
10	INT	10	EGO	10	PRE	10	COM
8	PD	2	ED	3	SPD	8	REC
20	END	27	STUN				

Skills: Familiarity with Tactics, KS: Town or Castle on 8-, TF: Horses, WF: Common Melee Weapons, Crossbow, +2 Combat Skill Levels with Common Melee Weapons, +1 Level Moving in Armor/Chainmail.

Disadvantages: Reputation as thugs and brutes, 1d6 Unluck, Distinctive Features: sheriff's livery.

Equipment: Coat of Arms, Broadsword, Knife and Medium Crossbow.

Fuzion Stats

3	INT	3	WILL	3	PRE
3	TECH	5	REF	5	DEX
6	STR	4	CON	6	BODY
4	MOVE	8	SD	8	ED
3	SPD	10	REC	40	END
30	STUN	30	HITS	9	RES

Fuzion Skills: Melee: 4, Melee Evade: 3, Ranged Evade: 3, Tactics: 1, Expert (Town or Castle): 1, Riding: 1; Other skills listed above at Level 3

Armsmen are the armed and armored soldiers of the nobility. While not as well equipped as knights, they are more than enough to deal with common peasants. Armsmen are recruited from various sources, but are chosen more for their strength and willingness to carry out orders than for their intelligence or skill. Many have grown cruel and callous towards the peasants under their watch, and most are hated by the people as tools of the oppressive Northern nobility.

These soldiers function as the quality troops of the sheriffs, guarding castles and serving as personal retinue for the low nobility. While no experts at large formations or real war, they know how to use the weapons they carry and can be quite lethal.

Bounders

15	STR	14	DEX	11	CON	10	BODY
15	INT	10	EGO	10	PRE	10	COM
4	PD	2	ED	3	SPD	6	REC
22	END	24	STUN				

Skills: Concealment, Stealth, Survival/Hunting, Tracking, KS: Forests 11-, WF: Common Melee Weapons, Bow, +1 Level in All Combat, +1 OCV with Bow.

Disadvantages: 1d6 Unluck, Reputation as thugs and enforcers, Distinctive Features: sheriff's livery.

Equipment: Variable. Commonly thick leather breastplate, gauntlets and boots (DEF 3 on locations 6-7, 9-12 and 17-18), pot helmet (DEF 6 on locations 3-4), leather leggings (DEF 2 on 13-16). Encumbrance 6.35 kilograms, Average DEF 3, -1 DCV and DEX Rolls. Shortsword, knife, longbow.

Fuzion Stats

5	INT	3	WILL	3	PRE
3	TECH	5	REF	5	DEX
5	STR	2	CON	5	BODY
4	MOVE	4	SD	4	ED
3	SPD	7	REC	32	END
25	STUN	25	HITS	9	RES

Fuzion Skills: Melee: 3, Bow: 4, Melee Evade: 3, Ranged Evade: 3, other skills listed above at Level 3.

The restricted forests, in which no one can hunt but the nobility, are patrolled by men called Bounders. They are the Sheriff's eyes and ears in the woodlands, and much hated by the peasants. They are responsible for catching and punishing anyone who violates the hunting laws, and are often clever and wise in the ways of outlaws. With the support of the Sheriffs, they are also well armed and armored. They have no training for war, but are counted among the Provincial Muster.

Rangers

13	STR	13	DEX	11	CON	10	BODY
13	INT	11	EGO	10	PRE	10	COM
5	PD	4	ED	3	SPD	5	REC
22	END	23	STUN				

Skills, Powers and Disadvantages: Use the Ranger package deal in the character creation section.

Disadvantages: Protective of the Woods,

Equipment: Leather jerkin, longbow, knife, shortsword, handaxe.

Fuzion Stats

4	INT	4	WILL	3	PRE
3	TECH	5	REF	4	DEX
4	STR	3	CON	5	BODY
6	MOVE	6	SD	6	ED
3	SPD	7	REC	30	END
25	STUN	25	HITS	12	RES

Fuzion Skills: Melee: 2. Bows: 4, Animal Handler: 3, Expert (Forests): 3, Stealth: 3, Survival/Hunting: 3, Tracking: 3

These are the woodsmen employed by Sheriffs and other noblemen to maintain the forests. They have little contact with their masters, however, spending nearly all of their time in the wild. As a result they tend to have a much better relationship with the peasants. Unfortunately, they are often ordered to hunt down poachers. Usually, unless the criminals directly threaten the forest itself, the Ranger can beg off the task and let the Bounders handle the dirty work.

Rangers are counted among the Provincial muster, but have no skill at working in groups larger than two or three.

Guardsmen

13	STR	11	DEX	13	CON	13	BODY
9	INT	9	EGO	10	PRE	10	COM
5	PD	3	ED	2	SPD	6	REC
26	END	32	STUN				

Skills, Powers and Disadvantages: Use the Guardsman package deal from the character creation section.

Equipment: Leather jerkin gauntlets and boots (DEF 2 on locations 6-7, 9-13, 17-18), steel cap (DEF 8 on location 5). Average DEF 2, -1 DCV and DEX Rolls. Shortsword, knife and light crossbow.

Fuzion Stats

3	INT	3	WILL	3	PRE
3	TECH	4	REF	4	DEX
5	STR	2	CON	6	BODY
5	MOVE	5	SD	3	ED
2	SPD	8	REC	20	END
30	STUN	30	HITS	9	RES

Fuzion Skills: Melee: 2, Crossbow: 2, Melee Evade: 2, Ranged Evade: 2, Expert (Town and environs): 3, Streetwise: 1

Pity the poor guardsman. Recruited without an eye to intelligence, but rather an intimidating scowl and instant obedience, they are often overwhelmed by the organized thievery and other crime that confronts them. They are the enforcers of the peace in cities and towns, typically local boys paid minimal wages that nonetheless look good compared to perpetual farming in the fields. The guardsmen typically operate in small groups of up to a half dozen, sometimes led by an Armsmen. Some are good-hearted, others corrupt, it depends on their lord.

Guard captains would have higher INT, EGO and PRE scores, along with additional skills like Riding, Streetwise, Persuasion, Concealment and Criminology. Often they are much more competent than their individual soldiers, its just that they can't be everywhere at once.

Famous Figures

Sheriff Julian

Appointed by the Provincial Governor himself, Julian has for years been the most famous (or infamous) upholder of the law in the five Counties. Brilliantly intelligent, a scholar as well as a swordsman, the law is Julian's personal god. He believes that any exception to the law breeds further exception, and that hard punishments keep the memory of crime's reward fresh in the peasant's memory. Unfortunately, his hard-fisted approach has nearly caused the people to rise in open revolt.

The Sheriff Julian is a tall, slender man with straight dark hair, deep blue eyes and a noble character. He has served Phariance faithfully for years, and holds large landholdings by virtue of his office. His standard operating procedure is to arrive in town, search every dwelling or interrogate whoever is necessary to find the criminals in question, then hang those criminals in as public a place as possible. His knowledge of the criminal mind allows him to predict where the culprit would run to or who they would ask for aid. He has left a trail of stretched bodies across the County, but his quick results and general efficiency (he seldom asks the Governor for additional men, money or other resources) endear him to the far-away nobility, who do not have to confront his excesses.

Recently Julian has come to the aid of a beleaguered town mayor, who has been plagued by a crime wave of local petty thievery. Even the mayor's own house has been burgled. Julian swiftly caught most of the thieves (predominately children no older than 14) and hung them in Devon's town square. But three avoided his grip: Taleon, Latch and Mink, the oldest and ringleaders of the others. They fled immediately, but despite this, Julian has remained in Devon for many months. According to rumor, he had become enamored of the mayor's daughter, a beautiful example of Provincial charm named Alexandria.

15	STR	17	DEX	15	CON	15	BODY
20	INT	18	EGO	18	PRE	12	COM
6	PD	6	ED	3	SPD	6	REC
30	END	40	STUN				

Skills: Bureaucratics, Deduction, High Society, Interrogation, Oratory, Riding, Scholar, Survival, Tactics; KS (all INT-Based): Accounting, Classical Fighting Style, Hawking, Law, the Shire, KS: Analyze Style 17-; Languages: Completely Fluent Calabrian and Albionesse; Martial Arts/Sword Arts of Ambrosius, Classical Style: Falling Strike, Parry, Return Strike, Strike; WF: Common Melee, Off-Hand, Shield, Bow; +2 Combat Levels with Martial Arts; +2 Levels MIA/Mail.

Perks: Money (10 points), Fringe Benefits: Sheriff (4 points).

Powers: Analyze Style, +4 OCV/DCV, Requires an Analyze Style Skill Roll at -4, Failed skill roll or interruption prevents further rolls at this time, Only vs. one observed foe, Character only gains +1 OCV and +1 DCV/skill roll

Disadvantages: Distinctive Features: Heraldic devices, rich clothing, etc, Style Disadvantage; Hunted: Taleon (Less Powerful, 8-); Psychological Limitations: The Law is My God, Totally without pity, mercy or remorse, Irresistible attraction to Alexandra, Family Loyalty; Reputation: Merciless pursuer of lawbreakers, recognized throughout Allemaine and the Provinces on 8-, but in the local area on 14-.

Equipment: Light leather armor (DEF 1 on locations 7-18) or, if ready for a fight, chainmail with leather helm, boots and gauntlets (DEF 6 on locations 7-14, DEF 2 on locations 6, 15-18, DEF 3 on locations 4-5; -1 to DCV and DEX Rolls after MIA levels), Excellent longsword (2d6 HKA, +1 OCV, STR Minimum 10), Pick (2d6 HKA, Armor Piercing, STR Minimum 15, usually wielded in the off-hand), knife.

Fuzion Stats

7	INT	6	WILL	6	PRE
5	TECH	6	REF	6	DEX
5	STR	3	CON	8	BODY
4	MOVE	6	SD	6	ED
3	SPD	8	REC	30	END
40	STUN	40	HITS	18	RES

Fuzion Skills: Hand-to-Hand: 4, Melee: 4, Melee Evade: 4, Ranged Evade: 4, Expert (Analyze Style): 7, All other skills listed above at Level 3.

Fuzion Powers: Analyze Style, +4 AV/DV, Requires an Analyze Style Skill Roll of 24 or Better, Failed skill roll or interruption prevents further rolls at this time, Only vs. one observed foe, Character only gains +1 AV and +1 DV per skill roll.

Constable William Johnson, "Wormwood"

His career of cruelty was well underway when he recieved the terrible curse which gives him his name. William Johnson, now known everywhere as Constable Wormwood, has long been one of the most hated and feared men in the Five Counties. Born common, he was determined to rise above his class and gain the power and luxury of nobility. With brilliant forethought he orchestrated his rise to political influence, bobbing to the surface on the drowned bodies of his rivals. By giving shelter and information to organized crime figures he established a relationship that later led to financial investments in gun smuggling, the drug trade and human slavery. He amassed a vast horde of wealth, which he then used to hire a personal army of cuthroats and mercenaries loyal only to himself. These men further extorted money from the peasants under his jurisdiction, not only through offical means such as taxes and tarrifs, but through theft, extortion and kindapping. Johnson was convinced that in order to be secure in his overlordship, he had to break the people's will. To this end, he escalated his atrocities. Those that struggled against him suffered nightmarish fates—he once fed an entire village to a giant spider that he kept as a pet. Another hamlet suffered a worse fate—women and children were impaled on staked, while the men were chopped up, boiled, and served to a nearby town as "food for the poor." Though certainly mad, his madness was too effective for him to be deposed. Even the Counts feared him, and hoped desperately that he would just die, and they could pretend that he had never happened.

Then came the day that one of his thugs slaughtered a witch of the woods, in between raping her and looting her cottage. The witch unleashed a fearsome curse, and it gripped Johnson immediately. To this day he has no idea of the source of the curse, or of how it may be lifted, but since that day he has slowly suffered a rotting disease which preserves his life even as it eats away at his flesh. Wormwood has become a disease-ridden, misbegotten living corpse, oozing fluid from a hundred sores up and down his body. His madness has increased with his physical torture, if that was possible. His Quartermain contacts can barely stomach to be in his prescence, so much does his stink fill the chamber. Actual vermin have begun to live and breed inside his body. Now physically incapable of movement (the last time he tried, his foot came off), he never leaves his chair, sitting in the dark of his cold and drafty castle, tended by blind servants. He gives orders on the administration of his expansive financial and criminal empire through one or two men with very strong stomachs. The peasants and townsmen under his jurisdiction are utterly defeated by the senseless and never-ending devastation that has been levelled against them. Any resistance movement was long ago crushed.

Wormwood does not wish for the curse to be lifted, or even for release in death. He's long past that. Now, he just wants to inflict as much pain and suffering as he can, to pay back the world for his anonymous curse.

5	STR	8	DEX	3	CON	8	BODY
25	INT	23	EGO	13	PRE	2	COM
1	PD	1	ED	2	SPD	2	REC
10	END	13	STUN				

Skills: Concealment, Deduction, Interrogation, Tactics, various others that he no longer can perform.

Perks: Money (20 points), Fringe Benefit: Constable of Kiekley Castle (4 points), Contacts: Quartermain Crime Families 14-, Bandit gangs 14-.

Disadvantages: Age: Really only in his late forties, but physically weakened to an infirm state, treated as 60+; Distinctive Features: Rotting flesh, odorous smell; Physical Limitations: Too numerous and disgusting to mention; Psychological Limitation: Completely wicked and vile—there is no act of villainy, no matter how corrupted and base, the Constable would not perform if his body remained able; Reputation as the man that no one, not anyone, dares cross; Watched by Provincial Counts (AsP, NCI, 8-).

Fuzion Stats

8	INT	8	WILL	4	PRE
5	TECH	3	REF	3	DEX
2	STR	1	CON	8	BODY
2	MOVE	2	SD	2	ED
1	SPD	3	REC	10	END
40	STUN	40	HITS	24	RES

Fuzion Skills: Interrogation 5; other skills listed above at Level 3.

Fuzion Powers: None

Taleon: Thief and Occasional Hero

His true parentage is unknown; the thief called Taleon grew up an orphan on the streets. As a young boy he was enlisted into a child crime ring run by a fagin called the Pelican. As one of the oldest boys and one of the most competent he quickly rose to semi-hero status among the thieves. He shared this role with the other two oldest members, Latch and the tomboy Mink. Taleon's natural talent for burglary was obvious from the start; he possessed an agile body, a resourceful mind, and distinctly selective brand of morality. While he was intensely loyal to his fellow thieves and to the Pelican, he had no qualms about stealing from others for his livelihood.

In time the Pelican grew too old, and when he finally perished the three young hoodlums (not as young as they had once been) floundered in their leadership. Eventually Latch convinced the others to burgle the mayor's estate, assuring them that the haul would be enough to live for years. In the process of the theft, Taleon literally tripped across the mayor's beautiful daughter and the rest, as they say, was fate.

Alexandria and Taleon fell in love almost instantly, as soon as they got up off the floor (though this action, in itself, took a suspiciously long time for both parties). His criminal agenda forgotten, the three thieves fled just ahead of the guards. What loot they took proved to be so obviously stolen that they could find nowhere to sell it, and the mayor soon summoned the Sheriff himself. The town of Devon was quickly filled with more men at arms than it had seen in a generation, and all of them were searching for the child gang. Taleon was oblivious to most of this, arranging secret meetings with his newfound love and engaging in the other common pursuits of the young.

But when the Sheriff found the entrance to the underground honeycomb of tunnels which the children called home, he could no longer hide. With the city guard watching the exits, the Sheriff sent soldiers down into the holes. They captured most of the children, and killed the ones that resisted. In the massacre, Taleon grappled with a guard bearing a torch, and a fire broke out. Soon the tunnels were filled with rancid and thick smoke. He was able to escape, barely, and he fled the town completely. He paused only long enough to ask Alexandria to accompany him. When she refused, insisting that her father needed her support to resist the Sheriff's imminent takeover of the town, he bid her farewell and rode to Calabria.

Since then, Taleon has remained on the run, communicating with his love through the mail. But her replies to his letters—which once contained only grim reports of Julian's hangings and other purges—have now ceased all together. Taleon is determined to gather a crew of men and women who don't mind fighting the symbol of the Count's authority, return to Devon, and do whatever it takes to make his home the peaceful town that it once was. His exact plans are fuzzy—he was never much of a planner. But he knows that the Sheriff has many resources; he will not be able to do it alone.

Taleon dresses in black and white Calabrian fashion, including hose and a doublet that he is quite proud of. With a quick smile and a "bad boy" charm, he is often popular with the ladies. Although handy with a blade he prefers to brawl in the traditional fashion, and he knows plenty of dirty tricks for foes who misjudge his small stature. Acrobatic prowess is Taleon's specialty, and has saved his life more than once. His ability to climb nearly any surface, make fantastic leaping flips and dodges, and an uncanny ability to predict incoming attacks keep him in one piece.

Somewhere in his Calabrian journeys Taleon attracted the attention of a somewhat kleptomaniac spider monkey, whom he has christened "Samson." The animal is strangely intelligent, and through a mechanism that Taleon cannot explain, he seems able to communicate with it through normal speech. He understands everything the monkey says to him. The origin of this effect remains unknown.

Taleon, Thief and Occasional Hero

Val	CHA	Cost	Roll	Notes
15STR	5	12-		200 kg; 3d6 [3]
21DEX	36	13-		OCV: 7/DCV: 7
15CON	10	12-		
12BODY		4	11-	
18INT	8	13-		PER Roll 14-
11EGO	2	11-		ECV: 4
15PRE	5	12-		PRE Attack 3d6
14COM	2	12-		
4PD	1			Total 5 PD/
4ED	1			Total 5 ED/
5SPD	29			Phases: 3,5,8,10,12
30END	0			
28STUN		0		

Total Characteristics Cost: 103

Movement: Running 7"/14"
Superleap 6"/12"
Swimming 2"/4"

Powers & Skills

Combat Training

Martial Arts: Provincial Streetfighting (37)

Maneuver	*OCV*	*DCV*	*Damage*
Disarm	-1	+1	30 STR to Disarm
Eye Gouge	-1	-1	2d6 Sight Group Flash
Kidney Blow	-2	+0	1d6+1 HKA
Low Blow	-1	+1	2 ½d6 NND (3)
Roundhouse	-2	+1	STR + 5d6
Tackle	+0	-1	STR + 1d6 + v/5; You Fall; Target Falls
Throw	+0	+1	STR + 1d6 + v/5; Target Falls

+1 Damage Class, already added in

Use Martial Arts with Clubs (Disarm, Kidney Blow, Low Blow, Punch and Roundhouse only)

Thief Powers:

Acrobatic Dodge: +2 Combat Levels w/DCV, Requires an Acrobatics Roll at -1 (7)

Acrobatic Leaping: Superleap, +3", Requires Acrobatics Roll (2) [1/5"]

Alert: Enhanced Perception +1 (3)

Holding Breath: END Reserve, 20 END 1 RE, Only Recovers if Character Could Recover Normally (3)

Super-Climbing: Clinging, 15 STR, Requires Climbing Roll at -1, Move Sideways at ½ Rate, Not on Inclines More Than 80 degrees back (7)

Running: Running +1" (2) [1/5"]

Magical Powers and Skills:

Magic/Hedge 13- (3)

Speak with Samson: Mind Link, Samson only, Incantation, Only within speaking distance (3)

Magic/Necromancy 8- (Latent) (1)

Thief Skills and Talents:

Acrobatics 13- (3)
Breakfall 13- (3)
Bugging/Eavesdropping 11- (3)
Climbing 13- (3)
Concealment 13- (3)
Contortionist 13- (3)
Criminology 13- (3)
Lockpicking 13- (3)
Security Systems/Traps 13- (3)
Shadowing 11- (3)
Sleight of Hand 13- (3)
Stealth 13- (3)
Streetwise 12- (3)
Trading 12- (3)
+1 Skill Level w/DEX-Based Skills (5)
Danger Sense in Combat 11- (10)

Background Skills and Perks:

Animal Handler 11- (3)
PS: Teacher 8- (1)
Riding 13- (3)
Seduction 12- (3)
Weapon Familiarity: Blades, Early firearms (2)
Follower: Samson the spider monkey (6)

Total Powers and Skills: 143

Total Character Cost: 246

Disadvantages: 100+

Psychological Limitations:

Loves Alexandria (15)
Overconfident (10)
Greedy (10)

Hunted by:

Sheriff Julian, more powerful, non combat influence, limited geography, 11- (20)

Reputation:

Wanted thief 11- (10)

Rivalry:

Sean, journeyman sword-dancer of Tarsus, professional (5)

Experience Bonus (76)

Disadvantages Cost: 245

Equipment:

Leather jerkin and leggings: Armor 1 PD/ED, 3.18 kilograms (usual 'field wear', travel-worn but rugged)

Longsword: HKA 1 ½d6, +1 OCV, STR Minimum 13 (Sugales manufacture, acquired in his travels, actually paid for!)

Shortsword: HKA 1d6, +1 OCV, STR Minimum 10 (1 ½d6 w/STR adds, taken from a guardsman)

Hidden Wheellock: RKA 1d6+1, +1 STUN, Armor Piercing in most circumstances (See Calabrian Firearms for full details), Jam 14+, 1 charge (Concealed in the sleeve, springs into hand with successful Sleight of Hand roll)

Longknife: HKA 1d6-1, +1 OCV, STR Minimum 6 (1d6 w/STR adds)

Other: One suit of black and white striped court clothing

Total Encumbrance: 3.18 kilograms, no penalties

Fuzion Stats

6	INT	4	WILL	5	PRE
7	TECH	7	REF	7	DEX
5	STR	5	CON	4	BODY
4	MOVE	10	SD	10	ED
4	SPD	10	REC	50	END
20	STUN	20	HITS	12	RES

Fuzion Skills: Dex Skills listed above at Level 4; other skills listed above at Level 3.

Fuzion Powers: Acute Sense (Hearing) 1, Clinging as above, Mind Link w/Samson

Samson, Taleon's Spider Monkey

-20	STR	18	DEX	8	CON	4	BODY
8	INT	5	EGO	5	PRE	10	COM
2	PD	2	ED	4	SPD	4	REC
16	END	12	STUN				

Powers: Shrinking 30 points, 0 END Cost Persistent, Always On, +6 DCV, -6 to be Seen; HKA 1 pip, bite; -1" Swimming, 1" total.

Skills: Acrobatics 15-, Breakfall 15-, Climbing 15-, Concealment 15-, Lockpicking 13-.

Disadvantages: Attracted to shiny objects; Cannot speak.

Fuzion Stats

1	INT	1	WILL	2	PRE
4	TECH	6	REF	6	DEX
1	STR	2	CON	1	BODY
3	MOVE	4	SD	4	ED
3	SPD	3	REC	20	END
5	STUN	5	HITS	3	RES

Fuzion Skills: Skills listed above at Level 4

Fuzion Powers: 1 Level of Shrinking

Harold, the Bandit King

Harold (Harry to his friends) was one of the last of the old Provincial lords to be stripped of power and lands. In the twenty years since his holdings were seized by the Count, Harold has conducted a guerrilla war against Northern nobility, based out of the woods in which he and his men can hide indefinitely. He has lost children and grandchildren to the Northerners, and in his early days he truly hated them. Now, however, he is more tired than truly ireful, and in his pessimism sees no way out of his (or his people's) situation. His pride and love for his people demand that he resist the occupation of his homeland and their subjugation to foreign overlords, but his inability to cause a real difference has worn his soul. In his rare dreamy moments he muses on the days before the Regency, when everything was quiet in the Provinces, and he wonders what a Boy King might do to restore those lost days.

Harold bears the Crown of Oak, the traditional symbol of his family line and their nobility. He has worn it only a handful of times since his fall from power, but those few have been enough to stir the hearts and minds of the peasants and turn him into a semi-legendary figure. Though strong and a seasoned warrior, he is not as impressive when actually met face to face. He stands slightly less than six feet tall, with a reddish beard going to gray, handsome clothing of leather and traditional Provincial weave, a solemn gaze and warm, earthy brown eyes. Despite being past his fiftieth year, he has many female lovers both young and old with whom he occasionally takes solace from the road.

15	STR	17	DEX	18	CON	15	BODY
21	INT	20	EGO	12	PRE	20	COM
6	PD	6	ED	4	SPD	7	REC
40	END	40	STUN				

Skills: Animal Handler, Breakfall, Bureaucratics, Climbing, Concealment, Deduction, Disguise, High Society, Navigation, Oratory, Paramedic/Healer, Persuasion, Riding, Security Systems/Traps, Stealth, Survival/Hunting, Tactics, Tracking, Trading, Weaponsmith/Bows and Woodhafted weapons; AK (all on 13-): Provinces, Forests, Hidden Trails, Home County; KS (all on 13-): Secret Trail Codes and Symbols, Bird and Animal Calls, Law; WF: Common Melee, Bows; +4 Levels with Staff, Axe and Quarterstaff, +3 Levels with Stealth, Concealment and Survival/Hunting.

Perks: Allies, Various Contacts and Favors among those sympathetic to the Provincial plight, Fringe Benefits: Provincial Lord (not recognized by Allemaine nobility, but the peasants care).

Talents: Bump of Direction, Danger Sense versus any perceivable threat in the immediate vicinity on 13-, Lightsleep, Resistance +3

Powers: Running +2", Swimming +1"

Magic: Crown of Oak: 6d6 Luck, OAF, Only if worn by natural heir to noble Provincial line.

Disadvantages: Sworn to oppose the Northern overlordship until his dying day, Loyalty to his peoples and his land, Age, Hunted by the Sheriff and his men, Reputation as bandit leader and folk hero.

Equipment: Homemade but handsome clothing, warm cloak, Crown of Oak, leather vest, hand axe, knife and bow, silver cloak clasp and signet ring, each worth 2 Crowns.

Fuzion Stats

7	INT	6	WILL	6	PRE
6	TECH	7	REF	7	DEX
5	STR	5	CON	7	BODY
4	MOVE	10	SD	10	ED
3	SPD	10	REC	50	END
35	STUN	35	HITS	18	RES

Fuzion Skills: Staff/Quarterstaff: 6; Stealth, Concealment, Survival: 5; other skills listed above at Level 3.

Fuzion Powers: Lightsleep

Rags

Chased out of town when he accidentally killed one of the Sheriff Julian's Armsmen, the thief known as Rags soon ran afoul of the Bandit King and his men. Challenging Harold (whom Rags did not recognize) into a duel for his freedom, Rags managed to defeat the older man. But before he had much chance to flee, Julian's Bounders caught up to the whole group. In the ensuing flight, Rags learned the identity of the man he had just beaten. Once the Bounders had been eluded the two became fast friends, and soon Rags was one of the King's most valued agents and companions.

Rags avoided the organized crime guilds of his home town by staying in disguise. He perfected his techniques using home-made makeup and a large wardrobe of stolen uniforms and other garb. Now he uses those skills for Harold, spying on the Sheriff's activities, recruiting allies and foiling ambushes from the inside out. Rags is the main reason that Harold has not been caught, despite a drastic increase in effort and manpower allotted to the problem. If he were to be placed in danger, Harold's operations would be crippled or destroyed.

There is nothing physically unusual about the young man called Rags. He has a boyish grin which appeals to the ladies, a quick wit and a glib tongue. He claims to avoid all violence and adventure, but in truth it seems to be growing on him.

13	STR	15	DEX	11	CON	14	BODY
18	INT	14	EGO	13	PRE	14	COM
4	PD	3	ED	4	SPD	5	REC
22	END	27	STUN				

Skills: Acting, Climbing, Concealment, Contortionist, Disguise, Riding, Stealth, Survival, Tracking, KS: Local Forest, Forest Paths; WF: Blades, Quarterstaff, Bows; +1 Level with Blades, +2 Levels with Bow, +3 Levels with Quarterstaff, +3 Levels with Disguise, Acting and Concealment.

Talents: 3d6 Luck, Double Jointed.

Powers: +2" Running, +1" Swimming.

Disadvantages: Adrenaline junkie, Hatred of nobility, Reputation as a rogue and agent of the Bandit King, Hunted by the Sheriff and his men.

Equipment: Leather jerkin and boots (DEF 2 on locations 9-13 and 17-18), shortsword, bow, knife.

Fuzion Stats

6	INT	4	WILL	4	PRE
5	TECH	5	REF	5	DEX
4	STR	4	CON	6	BODY
4	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
30	STUN	30	HITS	12	RES

Fuzion Skills: Bows: 4; Blades: 5; Quarterstaff: 5; Disguise, Acting, Concealment: 6; other skills listed above at Level 3.

The Devil's Ranger

In the flickering candlelight, Chaplain Dowain could barely see. His hand gripped the worn quill pen tightly, as he scratched halting words into his journal.

Two years old, he wrote, two years only and already fully grown. Curse me for a weak fool for not murdering the child when I had the chance!

I remember when I first met that terrified Sister, so new to her vows, so anxious to confess the terrible ordeal she had undergone. Bedded by a wolf! Imagine it! I, in my foolishness, took her for a naive girl, duped by some madman or wandering and cruel brigand. I left her then, my first shame, but when I returned a month later she had already carried the child nearly to term.

I was horrified, horrified and concerned for the girl's life. Within days she delivered, and that was when I first beheld the devil-child with my own eyes. So innocent she was, so devoid of malice or evil, such a perfect example of the god's graces, that my hand froze with the knife poised at her throat. I could not bring myself to kill her, when the child itself had yet done nothing wrong. Should it, she, not be judged on her own merits. True, she was half of darkness, but was she not also half the light?

I handed the infant to the butcher and his wife, so longful were they for children that had been denied them by cruel mischance. I returned within two months, and was aghast to see the butcher's house burned to the ground, the two slain and their bodies devoured by the beasts of the wood. I knew then that I had, in my senility, been a party to this crime, and that I had served the purposes of the evil one. I, who once had proudly worn the mantle of the Guardian Knights.

The winter chill has settled in my bones now, my years are coming to a close. No longer am I the man that I was in my greener days. But I will not rest until I find this devil in the shape of a woman, and complete the task that I should have made done those two long, oh so long, years ago.

I have walked and ridden across the Counties in search of her. They name her Wile, and say she is the Devil's Ranger. She sells her talents to the petty nobles who lord over this land, never staying in one place for long. Fully grown into the flower of dark womanhood she is, though her beastly habits remain. Dishevelled in appearance, her nails and hair encrusted with dirt, there is nonetheless a certain feral beauty to her. She has benefitted from both mortal and demonic birthrights—her talent with mortal weapons can stem only from a tragically human penchant for war, while her animal nature lends her invisibilty in the woods, the silence of a hunting dog, and the predatory instincts of the wolf that was her father.

My god, what have I unleashed?

18	STR	20	DEX	15	CON	16	BODY
13	INT	13	EGO	15	PRE	14	COM
8	PD	6	ED	4	SPD	7	REC
30	END	35	STUN				

Skills: Animal Handler, Breakfall, Bugging/Eavesdropping, Climbing, Riding, Security Systems/Traps, Stealth, Survival/Hunting, Tracking; KS: Forests, Woodland Animals, Plants; WF: Common Melee, Common Missle; +1 Level Overall, +2 Levels w/All Combat, +2 OCV w/Bows, +1 Level MIA/Leather.

Talents: Fast Draw.

Powers: 50% Resistant Physical Damage Reduction, Activation Roll 12-, Must be aware of attack; Superleap +3", Activation Roll 12-; Running +3"; Swimming +2".

Disadvantages: Psychological Limitations: Hatred of holy men and places, Animalistic; Enraged when cornered 14-, recover 11-; Hunted by Chaplain Dowain; Reputation: child of the devil (extreme); Distinctive Features: Bestial, straggly-haired woman with animal mannerisms.

Equipment: Thick leather breastplate (DEF 3 on locations 9-13), leather gauntlets, boots and pants (DEF 2 on locations 6-7, 14-18), Heavy longbow (2d6+1 RKA, +1 RMod, STR Minimum 18), Knife.

Fuzion Stats

4	INT	4	WILL	4	PRE
6	TECH	7	REF	7	DEX
6	STR	5	CON	5	BODY
5	MOVE	10	SD	10	ED
4	SPD	11	REC	50	END
25	STUN	25	HITS	25	RES

Fuzion Skills: Bows: 5; Other combat: 4; other skills listed above at Level 3.

Fuzion Powers: 50% Physical Damage ReductionAmor, only if aware of attack (-2 PP), Activate 10+; Superleap: + 6 m/yds, Activate 10+; Running +6 m/yds; Swimming +4 m/yds.

Baroness Vanessa Aquillar

Baroness Vanessa Aquillar is the only child of Baron Estephan Aquillar and his wife Maria. She is the sole heir to their massive fortune, their homes, their lands, and their titles. She has horses, servants, suitors, and the attention of her peers, but she wants just one more thing; adventure.

After years of schooling and being told about her noblesse oblige she finally became a bit eccentric. She started climbing around the family manor rooftop and towers. She began to sneak along with the family huntsman and join in the hunting expeditions. When she grew into a young woman she began leaving the estate to go leaping from rooftop to rooftop in the city, without anyone ever having known that she was gone. In her early twenties she finally had enough independence to take a flat of her own in the city. It was then that she first hired a burglar to begin teaching her the trade. She was wealthy enough that she could afford the best, and smart enough to learn well and quickly. She hid her identity from her teacher with a mask, though she knew he could follow her anywhere and she would never know.

In recent years Vanessa has begun to challenge herself. She robs only from the rich and influential. Their homes are guarded far better than any. She steals only items that are artistic or strange, value is of no matter. Some of her favorite items are worth little but have great sentimental value.

One of her favorite tactics is to invite her noble peers to one of her huge and elaborate masquerade balls where she can pump them for information about their latest artistic acquisitions. She chooses her victim, plans her burglary, and steals the piece that intrigued her the most.

10	STR	20	DEX	10	CON	10	BODY
13	INT	10	EGO	15	PRE	16	COM
4	PD	3	ED	3	SPD	6	REC
30	END	20	STUN				

Skills: Climbing, Concealment, Disguise, High Society 14-, Lockpicking 15-, Riding, Security Systems 14-, Seduction, Stealth 15-, Streetwise 13-; WF: Swords; +2 Levels with Swords, +1 Overall Level.

Perks: Money (10 points), Fringe Benefit: Baroness (4 points).

Disadvantages: Distinctive Features: Smells of Jasmine; Hunted by the City Guard (MorePow, NCI, 8-, limited geo); Psych Lim: Compulsion for "Burglary Outings" (Common, Strong), Must out do last performance (Common, Moderate); Secret Identity; Reputation as Noblewoman and Socialite.

Equipment: A wide variety of obscure burglar tools; treat it as a 20 point Variable Power Pool with OAF.

Fuzion Stats

3	INT	3	WILL	5	PRE
6	TECH	7	REF	7	DEX
3	STR	5	CON	3	BODY
3	MOVE	10	SD	10	ED
3	SPD	8	REC	50	END
15	STUN	15	HITS	9	RES

Fuzion Skills: High Society, Lockpicking, Security Systems, Stealth 4; Swords: 5; other skills listed above at Level 3.

Karl Landine, the Young Man

Arriving from Mu-Jahdin when just a boy, the black youth called Karl Landine has grown into the most powerful person in the Provinces. He has entire noble families under the thumb, pulls in tribute from across the five Counties, and commands a small army of Chops and Bit Men, not to mention paid and professional assassins. Nearly every act of true villainy in the Provinces can be directly or indirectly traced to Landine's machinations. It could be argued that even if the Northern nobility were thrown out, the peasants would just be exchanging one tyrant for another.

He began as cheap Chop, and his ruthlessness even as a boy was noted by his fellows. He was given many difficult assignments which relied upon his youth to gain access to marks who were hard to reach. He was one of the youngest men ever to be initiated as a Two-Bit Man. By the time that he was too old for his usual assassination scheme to work, Landine had become the adopted son of the Old Man himself. He married the Old Man's daughter and inherited the role when the aging leader died. His early career was marked by many, many corpses.

In the intervening years, Karl has further organized the Quartermain and expanded its operations, bringing in vast profits. It was Landine who truly embraced the drug trade, using not only locally grown product but also importing from as far away as his homeland, Mu-Jahdin. He is utterly ruthless and crushes all opposition, including his own servants who are foolish enough to oppose him. His wife died several years ago in a Sheriff 's raid, and this seems to have removed any shred of restraint the Karl might have had. Recently, he has begun smuggling matchlock muskets into the Provincial cities and selling them to city criminals. Armed with new firepower and convinced of their invulnerability, his actions have worsened an already bad situation. He's making a killing.

As an administrator now instead of a paid killer, most folks believe Landine must have gone soft. This could not be farther from the truth. He has pushed his own physical skills as much as he has pushed his organization. Nonetheless, his massive girth prompt many to call him, "the fat bastard," behind his back. His combat skills come from a combination of trained pugilism and old-fashioned dirty fighting.

Despite his well-known appearance and criminal activities, Landine still makes occasional public appearances. He has so many guardsmen and nobility thumbed that he can travel confident he will not be arrested or slain (note that he does not have the Hunted disadvantage). He is always, however, surrounded by twenty or so bodyguards.

25	STR	17	DEX	23	CON	20	BODY
23	INT	23	EGO	25	PRE	10	COM
10	PD	8	ED	4	SPD	10	REC
50	END	50	STUN				

Skills: Acting, Breakfall, Bribery, Bureaucratics, Concealment, Criminology, Deduction, Gambling, High Society, Interrogation, Streetwise, Trading; Martial Arts/Provincial Streetfighting: Disarm, Eye Gouge, Kidney Blow, Low Blow, Punch, Roundhouse, Throw; Martial Arts/Pammachon: Crush, Grab, Joint Break; Martial Arts/Boxing: Block; Martial Arts/Wrestling: Choke; +4 Damage Classes, +2 Overall Levels, +4 Levels with Hand to Hand Combat.

Talents: Defense Maneuver, Resistance +3.

Perks: Contacts: Many throughout the criminal and noble subcultures, Fringe Benefit: Leader of the Quartermain, Wealth (21 points).

Powers: 50% Resistant Physical Damage Reduction, Activation Roll: 14-; Damage Resistance 10 PD, Only vs. Unarmed Martial Arts Killing Attacks; Lack of Weakness -5, Mental Defense +10.

Disadvantages: Completely Ruthless, Will not answer to anyone or allow his opinion to be dissented against, Distinctive Features: Massive Black Man, Public Identity, Reputation as Young Man of the Quartermain and a ruthless murderer, Watched by Sheriff and other nobility.

Equipment: Elegant black clothing trimmed in white fur. Silver rings of extraordinary workmanship worth 5 Crowns each. No weapons or armor.

Fuzion Stats

7	INT	7	WILL	8	PRE
7	TECH	6	REF	6	DEX
8	STR	7	CON	6	BODY
3	MOVE	14	SD	14	ED
3	SPD	15	REC	70	END
30	STUN	30	HITS	21	RES

Fuzion Skills: Hand to Hand: 6; other skills listed above at Level 4.

Fuzion Powers: 50% Physical Damage Reduction, Activation 8+; Armor 14 KD, only cs. Unarmed Martial Arts Killing Attacks, Mental Defense 10, Lack of Weakness +5

The Falcorin Family

The Falcorins are a powerful and influential Quartermain Family. They may be placed in any major Provincial city, at the discretion of the gamemaster. They control gambling, prostitution, extortion, smuggling, and the sale of stolen goods. They answer directly to The Young Man and no one else. Agustave Falcorin, his two sons and his daughter make up the Falcorin family. Agustave lost both of his wives to assassins while his children were still young.

The Falcorin family keeps nearly 80 people as permanent employees in the "business." This does not include the people who in work their legitimate shops and stores. When business gets rough they can add another 40 to their ranks with very little difficulty, and another 40 after that if they are willing to scrape the barrel.

Their regular employees are enforcers, casino operators, smugglers, leg breakers, fences, and the like. They pay their people well and take care of them should they or their families be threatened, harmed, or killed. Conversely they brook no amount of dissension or subversion in the ranks. Rebels are weeded out with a certain finality in the Falcorin organization.

Augustave Falcorin

Agustave Falcorin is the Patron and Boss of this family known for it's sophistication and brutality. He is a kindly looking man in his late fifties with thick silver hair and sharp predatory features. He, like all the men in the family, are always shaved, groomed, and well dressed. He constantly maintains an air of respectability and education, perhaps to compensate for the monstrous truth about his family.

Agustave got his start as an officer in a mercenary corps. Even then he was known as a rigid disciplinarian with an eye for detail and a love of fine things. His men were always clean, presentable, loyal, and ruthless.

Agustave has been using his style and wealth to garner himself a position in the elite upper crust of the city. These people would never mix with a common criminal, but Mr. Falcorin is anything but common. He has never been indicted, nor have his sons or any of their key employees. They have always maintained just enough distance from their work so as to maintain the family name. Agustave once sued a silk merchant who dared call him a criminal at a dress ball. The merchant was forced to pay a single gold coin. Agustave claimed that he actually sued the merchant on principal, not for profit.

Among the upper crust Falcorin has created a web of informants and blackmailed or purchased officials. These people inform him whenever an investigation is started or begins getting close to his assets. He can then make changes to protect both the organization and himself.

Among the criminals of the city it is well known that Mr. Falcorin is a deadly opponent. He proved himself in battle more than once as a soldier. In back rooms he has shown his skill as an assassin dozens of times. Various crime lords have seen him dispatch an enemy personally and know that he is nothing less than a coldly efficient killer, hidden in the finest of clothes and education.

The family as a whole is just as ruthless. It is well known that they go to great extremes to punish those who cross them. Those who cannot pay of their gambling debts are sometimes found wandering through the street, their eyes burned from their sockets. Once or twice people have been foolish enough to take advantage of a prostitute working for the Falcorin family. These men go home and find their wife, daughter, sister, or mother has been raped brutally by a gang of thugs. The reason for the brutality has been explained, in detail, to the victim. These evil acts are typical of the Falcorins.

10	STR	13	DEX	10	CON	10	BODY
15	INT	15	EGO	20	PRE	16	COM
4	PD	4	ED	3	SPD	5	REC
30	END	20	STUN				

Skills: Bribery, Conversation, High Society, Interrogation/Torture, Oration, Persuasion, Riding, Security Systems, Shadowing, Stealth, Streetwise, Tactics, Trading; AK: The City 15-; KS: Crime Figures 17-; PS: Crime Boss 17-, Gambling Operations 14-, Smuggling Operations 14-, Fencing Operations 13-, Extortion Operations 13-; +3 with PRE Skills; WF: Common MeleeThrown Weapons; 2 Lvls All Combat, 4 Lvls with Swords, +2 DCV

Perks: Fringe Benefits: Quartermaster; Contact: City guards 12-, Magistrate 12-, Tax Collector 12-; Money (18 points).

Disadvantages: Age 60+ (rough life); Distinctive Features/Conditional (Large group: Criminals, Major reaction); Hunted by the son of a murdered rival (AsP, 11-—hidden assassin, biding his time, collecting information), Watched by authorities (MoP, NCI, 8-); Psych Lim: Complex, difficult plans (Age has made him paranoid); Reputation as Crime Lord (extreme) 8-.

Fuzion Stats

5	INT	5	WILL	7	PRE
4	TECH	4	REF	5	DEX
3	STR	3	CON	3	BODY
3	MOVE	6	SD	6	ED
2	SPD	6	REC	30	END
15	STUN	15	HITS	15	RES

Fuzion Skills: All PRE Skills at 5; All Combat: 4; Swords: 6; other skills listed above at Level 3.

Nikoli Falkorin

Nicoli Falcorin is the eldest son of Agustave Falcorin. All his life he has been trained to take over the organization when his father retires. At an early age he was educated in the manner of the son of a rich merchant. As he grew older he was taught the family business but was always kept out of the picture. Just recently he has actually begun taking the reins of power from his father. It is not that his father doesn't trust him, he is just protective of his sons. He, like any father, wants them to be more successful than he, but with less back breaking, and potentially lethal, work.

Nicoli has always thought his father's actions meant a lack of trust, or that perhaps his father thought him incapable of getting his hands dirty for the Family. As a result Nicoli is blood thirsty. He is convinced that if he can maim, or even kill, without hesitation or remorse, he will earn his father's love and respect. Sometimes he goes a bit too far. This is why the Scarpini Family wants him dead.

15	STR	13	DEX	15	CON	12	BODY
13	INT	12	EGO	18	PRE	12	COM
6	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Skills: Bureaucratics, Conversation, Interrogation/Torture, Riding, Security Systems, Streetwise, Tactics, Trading 15-; AK: The City 15-; KS: Crime Figures 13-; Languages: Native Allemaine, Calabrian; PS: Crime Boss 14-, PS: Extortion Operations 11-; PS: Gambling Operations 11-; PS: Fencing Operations 11-; WF: Common Melee, Thrown Weapons; 2 Lvls with Cmn Melee, 4 Lvls with Swords

Perks: Money (10 points); Fringe Benefits: Crew Chief; Contact: City guards 11-, Magistrate 11-.

Disadvantages: Distinctive Features/Conditional (Large group, Criminals, Major reaction); Hunted by the Scarpini Family, a rival crime family (AsP, NCI, 8-), Watched by authorities (MoP, NCI, 8-); Psych Lim: Prone to excessive violence (Uncommon, Strong); Reputation as Crime Figure 8-.

Fuzion Stats

4	INT	4	WILL	6	PRE
4	TECH	4	REF	4	DEX
3	STR	5	CON	4	BODY
3	MOVE	10	SD	10	ED
2	SPD	8	REC	50	END
20	STUN	20	HITS	12	RES

Fuzion Skills: Trading: 5; All Combat: 4; Swords: 6; other skills listed above at Level 3.

Stephan Falcorin

Stephan Falcorin is the second son of Agustave and his late wife, Marissa. He has a formal education in the arts, literature, sciences, and necromancy. Acquiring this training was very difficult for Stephan. He begged his father to allow him to study magic, but to no avail. Until, of course, it nearly killed him. Stephan was 14 when he sold some of the very expensive art from his bedroom to acquire a tome about necromancy. He purchased the book from the son of one of his father's employees. Stephan studied the book for weeks before he tried his first spell, a simple spirit summoning, in a local graveyard. Had it not been for a real spellcaster working nearby he would have died when the spell went wrong. His hair turned white that night and has remained so since. The man who saved his life took him home and convinced Agustave Falcorin that the only hope for the lad was to train him, and since he had already been marked by the dead necromancy was the only magic he could ever pursue.

Stephan is proud of his abilities— far more proud of his studies than his family's chosen profession. He seeks to stay out of the business but they keep calling on him because of his potent skills.

10	STR	13	DEX	15	CON	10	BODY
18	INT	15	EGO	20	PRE	16	COM
3	PD	6	ED	3	SPD	6	REC
30	END	23	STUN				

Skills: Conversation, High Society, Magic/Necromancy 17-, Oration, Persuasion , Riding, Security Systems, Stealth, Streetwise; AK: The City 15-; KS: Crime Figures 17-; WF: Swords, Staff; +1 Level with Cmn Melee, +1 Combat level with Staff

Perks: Money (10 points), Fringe Benefit: Quarterman.

Magic: 50 points of various Necromantic spells, up to 50 active points.

Disadvantages: Distinctive Features: Extremely long white hair; Distinctive Features/Conditional (Large group, Criminals, Major reaction); Watched by authorities (MoP,NCI, 8-); Psych Lim: Loves his Family but does not want to be a criminal—hesitant and unsure of himself (Common/Strong); Reputation as Crime Family Necromancer (extreme 14-).

Fuzion Stats

6	INT	5	WILL	7	PRE
5	TECH	4	REF	4	DEX
3	STR	5	CON	3	BODY
3	MOVE	10	SD	10	ED
2	SPD	8	REC	50	END
15	STUN	15	HITS	15	RES

Fuzion Skills: Staff: 5; other skills listed above at Level 3.

Alyssandra Falcorin

Alyssandra, the youngest, at 26, is the only woman in the family. As such, she is treated like royalty by her brothers and her father. If they only knew the life she leads while "away" at the secret summer home the family maintains outside the city.

At a young age Alyssandra fell in love with one of the many assassins who work for her father. The young man knew the kind of danger the relationship put him in. He staged an attempt on the young woman's life so that he could "luckily" be nearby to save her life. His plan worked perfectly; after the rescue he was made her personal bodyguard. Very soon however Alyssandra turned the young man's guile against him, forcing him to train her in his arts lest she reveal his dastardly plan to her father. To her it was all a game—one she was very good at, but a game nonetheless. She picked up the nuances of moving unnoticed through crowds, concealing weaponry, and sizing up an opponent before an encounter. She never thought she would use these skills until the day her young assassin didn't come to her.

Alyssandra spoke with her older brother, Stephan, about his absence and it was explained that there was a war going on in the streets and that her father's chief rival had ordered the killing. That night she slipped from the house and began planning the murder. After watching her subject for five days she was able to get close to him disguised as a young boy carrying bread. She killed him with a long slim dagger which was baked inside one loaf. Alyssandra was out through a skylight and away before her victim's guards knew what had happened. That war was ended, but unbeknownst to her, she has planted the seed of revenge in another as once it was planted in her.

Alyssandra discovered that she liked the feeling of power that the assassination had lent her. She began her career and now lives a double life. Sometimes she is Alyssandra Falcorin—educated, prim, lovely, and a bit cold. At other times she is The Falcon—swift, deadly, silent, and positively frozen.

Alyssandra is living on the edge. She hides her life from her family and from her love, Captain Arnaud of the secret police. The former might understand, the latter is actually bent on capturing The Falcon. Even this, her love of the Captain, must be hidden from view, both from her family and from his superiors.

Until recently, Alyssandra was hardly recognized by society at large as one of the Falcorin Family. This trend would have continued if she had not been forced to kill a man in public. She had walked into a restaurant just in time to see a "waiter" pull a knife from a drop sheath while standing behind Nicoli, her brother. Her well balanced throwing knife hit the potential assassin in the throat and the whole crowd saw it happen, since her beauty had them looking at her when she entered into the room. It was later noted that although everyone was watching no one was quite sure where that knife had been secreted upon her person.

12	STR	18	DEX	13	CON	10	BODY
20	INT	18	EGO	16	PRE	20	COM
3	PD	6	ED	4	SPD	5	REC
26	END	23	STUN				

Skills: Acrobatics, Acting, Breakfall, Climbing, Conversation, Disguise 13-, High Society, Lockpicking, Riding, Seduction, Shadowing 12-, Stealth, Streetwise; KS: Smuggling Operations 11-, KS: Fencing Operations 11-; PS: Assassin 11-; WF: Common Melee, +2 Lvls with all combat, +4 Lvls with swords

Powers: Running +3"

Talents: Fast Draw 13-, Combat Sense 15-

Disadvantages: Watched by authorities (MorePow/NCI) 8-; Reputation as Crime Family Member and Killer (Extreme/11-); Secret Identity; Alter Ego is hunted by the secret police (MorePow/NCI/8-); Loves Captain Arnaud of the secret police (Common/Strong).

Fuzion Stats

7	INT	6	WILL	5	PRE
6	TECH	6	REF	6	DEX
4	STR	4	CON	3	BODY
5	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
15	STUN	15	HITS	15	RES

Fuzion Skills: All Combat: 4; Swords: 6; other skills listed above at Level 3.

Pauly "the Grin," Quartermain Killer

Pauly is the sort of Chop most commonly used by the Quartermain for important assassinations. He is a murderer and a fully initiated Bit Man. He has failed to rise in rank to Rider only because his superiors feel that he has not yet outlived his usefulness in his current position.

When given a hit, Pauly is a quiet and confident killer. He will approach the victim casually and, if possible, in a friendly manner. Then the blade goes in and the man is dead. He's an expert at puncturing mail and finding armor joints, but generally avoids a stand-up fight unless cornered. Visually, he's nondescript, except for an ugly and poorly-healed scar on his left cheek.

18	STR	17	DEX	15	CON	13	BODY
13	INT	14	EGO	15	PRE	10	COM
7	PD	5	ED	4	SPD	7	REC
30	END	40	STUN				

Skills: Concealment, Shadowing, Streetwise, AK: Archenbury 12-. KS: Local Quartermen 12-, WF: Common Melee, Small Arms, Crossbows; Martial Arts/Provincial Streetfighting: Disarm, Kidney Punch, Low Blow, Punch, Roundhouse, Throw; +4 Levels with Hand to Hand combat.

Perks: Quarterman, Wealth.

Talents: Find Weakness with Longknife, 12-, Resistance +3.

Powers: +1" Running.

Disadvantages: Casual Killer, Code of Conduct, Distinctive Features, Watched by Guard.

Equipment: Industrial strength leather vest (DEF 2 locations 10-13), excellent quality longknife.

Fuzion Stats

4	INT	5	WILL	5	PRE
5	TECH	6	REF	6	DEX
6	STR	5	CON	4	BODY
4	MOVE	10	SD	10	ED
3	SPD	11	REC	50	END
20	STUN	20	HITS	15	RES

Fuzion Skills: Hand to Hand: 5; other skills listed above at Level 3.

Fuzion Powers: Find Weakness (Longknife), Skill of 11

The Bricklane Boys

The Bricklane Boys are a rough and tumble assemblage of small gangs that control some of the seedier neighborhoods of the city (which city is up to the gamemaster). They started when two of the gangs were united by a single leader who proved that he could make everyone more money than their previous leadership. Soon thereafter other gangs from the area either asked for admittance or were absorbed into the organization. There are now over thirty members of the Bricklane Boys, and they are still growing.

Growing from their original single street of dominion, Brick Lane, the Boys have taken over an area that makes up more than one-half of the toughest neighborhood in the city. The Boys now control more than ten square blocks.

The mastermind behind the Boys is a man called Sweeney. He is a bear of a man, standing well over six feet tall and weighing over 300 pounds. He is covered in thick, curly, black body hair which gives him the appearance of a mindless brute. This is a look he cultivates, and often takes advantage of, in his business dealings.

The main areas of control for the Bricklane Boys are drugs, prostitution, fencing of stolen goods, thievery, and extortion. They occasionally hire themselves out as bodyguards, sell swords, or muscle, but they do not rely on these things for steady income. The boys live pretty well on the proceeds and are treated with respect in the neighborhoods they control.

Sweeney

Sweeney grew up on the street, a thief, pickpocket, and enforcer. He has done all of it and learned from his experiences. His early life was so like that of others in his position as to be stereotypical. He never knew his father and with his mother in debtors prison he spent all of his early childhood, from 6 years on, growing up in the street. He learned when to run, when to fight, and when to keep his head down. He was a clever boy and older men took note of that and took advantage. They got him involved in crimes in which no child would ever be held suspect. He was part of clever burglaries, blackmail schemes, and even murders before his tenth birthday.

He is a rough, cruel man, but his people admire him and he treats them fairly. He is as swift with his rewards as he is with punishments. They owe him great allegiance, and this more than any other factor, has kept him from being imprisoned. His people are always ready to create an alibi when he is accused of any crime.

18	STR	13	DEX	15	CON	15	BODY
16	INT	14	EGO	18	PRE	8	COM
7	PD	3	ED	3	SPD	7	REC
30	END	40	STUN				

Skills: Breakfall, Bribery, Climbing, Concealment, Conversation, Interrogation, Lipreading, Lockpicking, Oratory, Paramedic; PS: Crime Boss 14-; Martial Arts/ Dirty Infighting Maneuvers: Punch, Roundhouse, Low Blow, Disarm, Kidney Blow, useable barehanded or with knife; WF: Common Melee; +2 Overall Levels, +2 Lvls with Common Melee;

Perks: Money (5 points).

Disadvantages: Berserk when cornered. Uncommon, 11-, 11-; Distinctive Features: Bearish person, Concealable, Noticed; Watched by the local guard, MoP/NCI/ 8-; Hunted by rival gangs. LessPow/8-/Kill.

Fuzion Stats

5	INT	5	WILL	6	PRE
5	TECH	4	REF	4	DEX
6	STR	5	CON	5	BODY
3	MOVE	10	SD	10	ED
2	SPD	11	REC	50	END
25	STUN	25	HITS	15	RES

Fuzion Skills: Common Melee: 4; other skills listed above at Level 4.

Wallic, the Rat

Sweeney's second in command is a small, quiet man. To his face they call him Wallic, or sir. When he's not around everyone calls him The Rat. Wallic looks a bit like a rat. He has mousy brown hair, small close-set, dark eyes, a long pointed nose, and an overbite that is not well hidden by his thin mustache. The Rat is usually dressed in ragged, torn and dirty clothes and but for the expensive rapier at his side one would think him a street bum.

Wallic is a bit of a mystery. He declares no nationality, no home, no political opinions, and no religion. He calls no man friend, save Sweeney.

The Rat has a special purpose for the Bricklane Boys, a job for which he is perfectly suited. He is a spy. No one knows how he does it, and he doesn't offer, but Wallic can get information more quickly and more accurately than any man in the city. His secret is quite simple. Wallic is indeed a rat. He lives with the rats in

the sewers. He can communicate with them. They are his friends and they do many favors for him. Wallic has a wild magic talent that first appeared when he was a boy growing up on the streets of some forgotten town. He can speak with animals, and because of a long shared communication with rats he is able to tap into their consciousness to see what they see, and hear what they hear.

10	STR	13	DEX	10	CON	10	BODY
13	INT	13	EGO	10	PRE	6	COM
4	PD	2	ED	3	SPD	4	REC
20	END	20	STUN				

Disadvantages: Age: 60+ (rough life); Distinctive Features: Looks like a rat; Psychological Limitations: Loyal to Sweeney, Considers rats to be better than most people; Watched by city guard.

Skills: Animal Handler 15-, Breakfall, Climbing, Concealment 14-, Contortionist 14-, Cryptography, Disguise 12-, Lipreading, Lockpicking 13-, Paramedic, Shadowing 13-, Steath 14-, Streetwise 12-, Survival 12-, Tracking; AK: City and its sewers 14-; PS: spy 14-; WF: Swords, Thrown Weapons; +2 Levels with Swords, +1 DCV.

Talents: 2D6 Luck

Magic: Shared Senses: Clairsentience with normal vision and hearing, Must use a rat as a medium, Concentrate: 0 DCV, Extra Time: Full phase, Activation Roll: 12-. Animal Speech: 5d6 Telepathy vs animals, Extra Time: Full phase, Activation Roll: 12-.

Fuzion Stats

4	INT	4	WILL	3	PRE
4	TECH	4	REF	4	DEX
3	STR	3	CON	3	BODY
3	MOVE	6	SD	6	ED
2	SPD	6	REC	30	END
15	STUN	15	HITS	12	RES

Fuzion Skills: Animal Handling: 5; Concealment, Contortionist: 4; Swords: 4; other skills listed above at Level 3.

Edson: Professional

In Provincial parlance, a "Professional" is the equivalent of a private investigator. They are men and women who specialize in solving unique problems. These usually involve finding lost people, verifying illicit love affairs for concerned wives, and discretely solving certain crimes that the Guard will not go near. Being a Professional has a certain overrated charm—they are paid next to nothing, most of their work is tedious, and when they do get a glamorous case it usually means risk of mutilation or death. Those that pursue the job do it because it is in their blood, or because they are so desperate it is the only way to pay the bills (hopefully).

Edson is one such Professional. He's been in this line of work for years, ever since a brief stint in the Guards. He gets along well with most of the big-shot organized crime figures, not because he likes them but because he has to. Deep inside, Edson is an idealist who wants bad guys to get what they deserve, and good, honest folks to live in peace. On the outside, he's a hard case detective who doesn't care about anyone.

He's had some success, and seldom wants for cases. But most of them are the kind that Edson can do in his sleep: following husbands playing around, or tracking down some runaway kid. Once in a while he gets a big case, what he calls a Chopper, and then he's usually smart enough to know that he's over his head. If he can, he'll call in markers to watch his back, and use what few good Guardsmen he knows to make sure the right bad guys get done in. Although he's been close to death several times, he's always somehow escaped. And his reputation is that he can follow someone wherever they go, no matter how carefully watched or guarded.

Edson's secret is very well kept. He is a lycanthrope, a freakish were-ferret. His peculiar condition is the remnant of an ancient curse which has long since ruined his once-noble line. The long duration of the curse, however, has allowed it to soften somewhat—the changes are now completely voluntary. Edson uses his smaller form for surveillance, infiltration and escape.

When he meets other people, Edson plays it cool. He avoids smoke but drinks like a fish, a curious byproduct of his condition makes him nearly immune to alcohol. But the stink on his breath often convinces his clients that he's more booze than man.

15	STR	14	DEX	18	CON	12	BODY
15	INT	13	EGO	13	PRE	12	COM
6	PD	4	ED	3	SPD	7	REC
40	END	35	STUN				

Skills: Acting, Bribery, Bugging/Eavesdropping, Concealment, Conversation, Criminology, Deduction, Gambling, Interrogation, Lockpicking, Paramedic/Healer, Shadowing, Stealth, Streetwise, Trading, AK: Home City, KS: Quartermain Activities, KS: Guard Activities, KS: Influential Citizens, PS: Forgery Detection, WF: Blades, Small Arms, Martial Arts/Provincial Streetfighting: Disarm, Low Blow, Punch, Roundhouse, Tackle, Throw, +2 Damage Classes, +1 Overall Level, +2 Levels with Shadowing, Eavesdropping and Streetwise, +3 OCV with Disarm.

Perks: Numerous Contacts and Favors among the street culture, organized crime, entertainers and the Guard; Fringe Benefits: Professional.

Talents: Immunity: Alcohol, 2d6 Luck.

Powers: Multiform/Were-Ferret, including DEX 25, SPD 5, Climbing and 40 points of Shrinking. However, it has extremely low physical characteristics.

Disadvantages: Hates horses, Sucker for dark-haired and dark-eyed women, Wants to give criminals what they deserve, Watched by Guard, Secret Identity/Lycanthrope.

Equipment: Usually no weapons; nondescript, clean but slightly rumpled clothing, a small amount of money and a bottle of alcohol.

Fuzion Stats

5	INT	4	WILL	4	PRE
5	TECH	5	REF	5	DEX
5	STR	6	CON	4	BODY
3	MOVE	12	SD	12	ED
3	SPD	11	REC	60	END
20	STUN	20	HITS	12	RES

Fuzion Skills: Shadowing, Streetwise, Eavesdropping: 5; other skills listed above at Level 3.

Fuzion Powers: Immunity: Alcohol

Anvoir Geroux and Salem Helcarax

Depending on his mood when you ask him you will get a different story from Anvoir Geroux if you inquire about his past. He has claimed to be a nobleman, the bastard son of a nobleman, a deposed prince, a mercenary, and an adventurer. The last two stories are probably closer to the truth than any of the rest.

Anvoir, with his close friend and ally, Salem Helcarax, appeared together into the strange and dangerous underworld of crime and corruption that lives below the surface of civility in the Allemaini Provinces. Together they have forged a reputation as one of the toughest fighting teams to be found. Both are extraordinarily quick and deadly. Neither hesitates to kill if the need is present. They seem to think that it is present more often than not.

Anvoir Geroux

Often seen about town, Anvoir is flamboyant and foppish. He is extravagant and polite. He is generous to a fault. Though he has a shady reputation his style and grace have earned him a place among some of the social elite of the city. Some hate him, others love him, a jaded few are merely amused, but everyone fears him enough to be polite and watch their tongue. All too often he has killed his opponents with a single quick sword thrust through the bottom of the chin straight up into the hind brain, this while they are just launching their first attack.

13	STR	23	DEX	15	CON	12	BODY
15	INT	12	EGO	18	PRE	18	COM
6	PD	3	ED	4	SPD	8	REC
30	END	27	STUN				

Skills: Acrobatics, Conversation, Disguise, Gambling, High Society, Persuasion, Seduction, Sleight of Hand 14-, Stealth, Streetwise, Trading; Languages: Completely Fluent Calabrian, Albionesse; WF: Common Melee; +2 Levels in All Combat, +6 Levels with Swords+2 with PRE Skills

Talents: Ambidexterity, Defense Maneuver, Fast Draw, Lightsleep.

Disadvantages: Distinctive Features: Handsome fop in the finest clothes; Hunted by Assorted husbands (LesP/11-), Watched by authorities (MoP/NCI, 8-); Psych Lim: Greedy (Common, Strong), Gunslinger Mentality (Uncommon, Strong); Reputation as Deadly Fencer 11-.

Fuzion Stats

5	INT	4	WILL	6	PRE
6	TECH	7	REF	7	DEX
4	STR	5	CON	4	BODY
3	MOVE	10	SD	10	ED
3	SPD	9	REC	50	END
20	STUN	20	HITS	12	RES

Fuzion Skills: All PRE Skills: 4; All Combat: 4; Swords: 8; other skills listed above at Level 3.

Fuzion Powers: Ambidexterity

Salem Helcarax

Like his friend Anvoir, no one knows anything about Salem's past. He doesn't talk about it and he is not the kind of person that one questions. From his looks he of mixed heritage, with olive skin and dark hair and eyes. He stands about 5 feet, 7 inches tall and has a compact, muscular body. The body of a martial artist.

Salem dresses exclusively in loose fitting, black, clothing. The trimmings on all of his visible weapons are black. His soft, calf high boots are also black.

Salem has a reputation among the criminals of his home city. He is a killer, with a mechanical mind, and a heart of solid stone. When Salem first took a piece of the city as his territory he did it by eliminating the competition in a sneak attack that left nearly a dozen men dead by his own hand. He then assassinated the area's previous boss and took his head to the next man up the ladder. He was given the position of boss over the territory. Then, on the second night, he and Anvoir opened the area back up for business.

Salem's style, and his combat tactics are plain and simple. If there is a problem, kill it. If there is no problem, leave it alone, but keep your eyes open for trouble. If a job needs to be done, or someone needs to be taught a lesson Salem prefers to handle the situation himself.

18	STR	20	DEX	20	CON	15	BODY
15	INT	14	EGO	20	PRE	12	COM
8	PD	4	ED	4	SPD	8	REC
50	END	34	STUN				

Skills: Acrobatics. Breakfall, Climbing, Concealment, Paramedic, Persuasion, Riding, Shadowing 12-, Stealth 15-; Martial Arts/Fekeshi fighting styles: Block, Choke, Dodge, Kick, Killing Strike; PS: Assassin 11-; WF: Common Melee, Thrown weapons; +4 Levels with HtH

Disadvantages: Distinctive Features/Conditional: Assassin (small group, major reaction); Hunted by the Scarpini Family (MoP/NCI/8-), Watched by authorities (MoP/NCI/8-); Psych Lim: Overconfident; Reputation as a "target for violence" Frequently 11-, extreme.

Fuzion Stats

5	INT	5	WILL	6	PRE
6	TECH	7	REF	7	DEX
6	STR	6	CON	5	BODY
3	MOVE	12	SD	12	ED
3	SPD	12	REC	60	END
25	STUN	25	HITS	15	RES

Fuzion Skills: Stealth 5; Hand to Hand: 6; other skills listed above at Level 3.

The Counties

Berchlay

Liege: Count Phariance, Provincial Governor (vassal of the Lord Regent)

Population: 1,248,000

Fighting Men: 3,350 including 270 knights, 570 Armsmen, 600 bounders, 435 rangers and 1,475 guardsmen.

Aetherium: 46

Locations

Tewkshurst is home to 26,900 people, and is the seat of the Provincial Governor, Count Phariance. His lands are the richest in the Provinces, and he pays high wages to his large personal army of 140 knights and 1155 other fighting men. Service in the Count's army is sought after by many, and is considered a "plum post."

Alnfield is the second-largest city in Berchlay at 18,200, and governed by the Viscount d'Evrard. He is a well-known romancer and court intrigue, with time on his hands and money to spend. He pays little attention to his people, unless they are pretty young ladies about to be wed. His army of 85 knights and 755 other soldiers patrol throughout the farmsteads, towns and villages that surround Alnfield.

Folkingham is a large town with a strong castle, and home to one of the Count's sheriffs, Giles. More powerful than most nobles, this man rose to his position through ruthless and effective action, not from high moral fiber. He is responsible not only for tax collection and the sitting of judgment, but also for patrolling the expansive woods of the County for poachers. He keeps an army of 45 knights and 1140 soldiers of various type. Many are ex-criminals who have been recruited into military service to avoid flogging or other punishments.

Warchester

Liege: Count Claellus (vassal of the Provincial Governor)

Population: 1,072,800

Fighting Men: 5,855 including 235 knights, 5000 legionnaires, 405 bounders and 215 rangers.

Aetherium: 119

Locations

Archenbury is the home of Count Claellus, and the largest city in the Provinces, reaching 48,200 citizens. It is the headquarters of the 2nd Legion, numbering 5000 legionnaires and 140 knights. He also keeps 215 other bounders and rangers to patrol his hunting forests. While the 2nd is widely held to be the least effective of Allemaine's three Legions, despite its larger size, the Count insists that it is a match for any army. The 2nd has not seen real action in a generation, since it was last recalled to the Bastion, but some of its members can still remember the glory days of war. The 2nd is the only military force in the Provinces with even this much combat experience, and is usually dispersed throughout the Count's lands acting as town guardsmen and escorts for the Count's knights.

Chepfield is a large city of 12,000 people, and home to Sheriff Daniel. He mostly concerns himself with maintaining the peace, for thieves are numerous and well organized in the city. He has a force of 95 knights and 405 woodsmen. To aid in his efforts he has been assigned a detachment of legionnaires numbering 500 men.

County of Leithope

Liege: Count Herlondaas (vassal of the Provincial Governor)

Population: 1,497,600

Fighting Men: 2,650 including 210 knights, 635 Armsmen, 475 bounders, 185 rangers and 1,620 guardsmen.

Aetherium: 31

Locations

Lodegate is the largest city in Leithope at 40,300 citizens, and the home of Count Herlondaas. He is a rich lord, but shares little of his wealth with the rest of the County. His biggest concern is maintaining lucrative trading contracts with the dwarves of Zomun-Katar. He has a personal army of 125 well-armed knights and 1175 soldiers, with good equipment but no experience.

Connacht is home to Renauld, Sheriff to the Count. Renauld's wife was recently killed by highwaymen, and he has retaliated with a vicious series of executions. Tensions in the town and the surrounding villages are high. He keeps an army of 85 knights, and a recently assembled army of 1,265 low-paid soldiers.

Rossdan

Liege: Count Minadorus (vassal of the Provincial Governor)

Population: 979,200

Fighting Men: 1,750 including 105 knights, 385 Armsmen, 385 bounders, 210 rangers and 665 guardsmen.

Aetherium: 20

Locations

Berkbury is the largest city in the County, home to Minadorus, and protected by a small but well-built keep. With a lack of large population centers, good roads, or lucrative trade routes, Minadorus's lands are poor. Many small forts that once dotted his lands have fallen into disrepair through lack of funds. The Count's network of riders and rangers are often prey to bandits and highwaymen. His army of 75 knights and 1,325 soldiers usually confine themselves to towns and villages.

Michaelais denotes the north-eastern border of the County, and is patrolled by Sheriff Henri. Henri keeps an excellent troop of locally-recruited bounders and rangers, who keep his borders well-patrolled. As a result, the Sheriff 's lands are the safest in the County, and he is well-loved by those citizens who live under his care. His troops number 30 knights and 320 soldiers.

Purdenee

Liege: Count Baudwin (vassal of the Provincial Governor)

Pop: 1,036,800

Fighting Men: 1,425 including 100 knights, 200 Armsmen, 340 bounders, 155 rangers and 630 guardsmen.

Aetherium: 22

Locations

Vanaton is the largest population center in Purdenee, but is only the size of a large town, about 1,200 people. It is the center of the Count's power, and the base for some of his 80 knights and 1,020 soldiers. The Count's lands are the most desolate in Allemaine, outside of the northern wastes, and farming is difficult and hard. His soldiers are stationed in numerous forts throughout the County, where they perform public works such as road-building, bridge construction, and other menial labor.

Jumiel is a large town that has been a source of some trouble for the Count. Bands of organized bandits have been present in the area, and Sheriff Dragan has been sent to settle the matter. His investigations have so far suggested that the armed bands are made up of ex-soldiers in the Count's army, who have abandoned service. Now they prey on others and raid villages for food. The Sheriff has amassed an army of 20 knights and 305 soldiers to persuade them otherwise.

Provincial Arms and Equipment

As a general rule, arms and equipment in the Provinces follow the guidelines for Allemaine as a whole. Only those items unique to the Provincial military and criminal element are listed here. Further, items of Excellent or Superior Quality are exceptionally rare, there being no well-known Provincial smiths capable of producing such items. In the event that the rare such armorer is found, use the rules presented in the Allemaine Arms and Equipment section to provide statistics.

Note that all finished goods, including weapons, armor and treasures such as jewelry, will be at least 50% more expensive in the Provinces, and often twice normal cost. Occasionally the local craftsmen can produce a serviceable substitute for much less, however. Horses and raw materials such as foodstuffs and timber will be from 2/3 to ½ cost in the Provinces, thanks to less demand (in the case of riding beasts) and more supply (in the case of crops and natural resources).

Poor Quality Weapons

Few Provincials can afford the expensive and well-made blades found in northern Allemaine, and instead those city criminals who need weapons tend to rely on cheap locally-produced substitutes of dubious quality. Poor quality weapons have the Burnout limitations on a 15+ roll (the equivalent of a -¼ limitation). When used in combat and the attack roll is a 15 or greater,

Weapons

Ordinary Arms	OCV	DMG	STUN	STR	Cost	Notes
Broadsword	+1	1½d6	+0	13	2 C 6 S	

Fuzion	AV	DMG	MAX	STR
Broadsword	+1	+0	6	3

Ranged Weapons	RMod	DMG	STUN	STR	Cost	Notes
Light Crossbow	+1	1d6+1	+0	10		
Medium Crossbow	+1	2d6	+0	15		

Fuzion	RMod	DMG
Light Crossbow	+1	4
Medium Crossbow	+1	6

Poor Arms	OCV	DMG	STUN	STR	Cost	Notes
Dagger	+1	½d6	+0	5	6 F	15+ Burnout
Knife	+1	1d6-1	+0	6	9 F	15+ Burnout
Northern Longknife	+1	1d6	+0	8	1 S	15+ Burnout
Legionnaire Shortsword	+1	1d6+1	+0	10	6 S 8 F	15+ Burnout
Broadsword	+1	1½d6	+0	13	1 C 1 S	15+ Burnout
Sword of War	+1	2d6	+0	15	1 C 8 S	15+ Burnout

Fuzion	AV	DMG	MAX	STR	Notes
Dagger	+2	-1	2	1	Breaks on Roll of 8 or less
Knife	+1	-1	3	1	Breaks on Roll of 8 or less
Northern Longknife	+1	+0	4	2	Breaks on Roll of 8 or less
Legionaire Shortsword	+1	-1	5	3	Breaks on Roll of 8 or less
Broadsword	+1	+1	7	4	Breaks on Roll of 8 or less

the weapon breaks or bends, and will be unusable afterwards until repaired by a weaponsmith. In some cases, the weapon will be unrepairable. They have the same damage level, OCV and STR minimum as regular weapons. The monetary cost for Poor Quality weapons is 1/3 of that for ordinary Allemaini weapons.

Poor Quality weapons are generally found only among bladed weapons, the forging of which requires extreme time and skill. Spears, Axes and other wood-and-metal weapons are cheap enough that quick-and-dirty weaponsmithy is seldom required.

Armors

Partial Plate

Few Provincial knights bother to wear full Royal Plate. It is either too heavy or too expensive. the compromise is this suit of combined plate and chainmail. It includes a full helm, chainmail hauberk with sleeves and gauntlets, and plate leggings and boots. When necessary, a large shield is carried. Average DEF is 7 and weight is 21.85 kilograms. Encumbrance comes to -3 DCV and DEX rolls for 1 END/Turn, changed to -1 and -4 with the shield, which adds 7 kilograms and another END/Turn. Cost: 20 C.

Location	DEF
3-5,16-18	8
6-15	6

Coat of Arms

While of course also referring to the heraldic design of a noble family, the term Coat of Arms can also refer to the armor of the typical Armsman. This is a chainmail vest with laced on leather sleeves, pot helmet, leather leggings and heavy leather gauntlets and boots. Total weight is 13.66 kilograms and the average DEF is 4. Encumbrance penalties come to -3 DCV and DEX , usually modified to -2 after the Armsman's MIA level. The typical Armsman will spend 1 END every turn to wear this armor. Cost: 6 C.

Location	DEF
4-5	8
6-7, 17-18	3
8-9, 14-16	2
10-13	6

Layered Leather

While a few of the 2nd Legion's units are fully equipped with metal armor in the standard fashion, almost two thirds wear leather versions of the traditional Layered Steel. This suit is called Layered Leather, and includes a metal helm and large shield. Average DEF is 2 and weight, with shield, comes to 12.71 kilograms. Cost: 2 C 6 S.

Location	DEF
4-5	7
9-14	3

Provincial Adventuring

The Outlaw Campaign

Robin Hood is one of the most enduring legend cycles in English literature, and has been often imitated and enjoyed. Honest and fair commoners fighting back against cruel and oppressive nobilty was an old theme even in the time of King Richard, and the Allemaine Provinces is the perfect stage for gamemasters and players to stage their own version, and have a lot of fun while they're at it.

Outlaw campaigns are distinguished from other Broken Kingdoms adventure by several unique characteristics. First, the power level is often amazingly low. Even sheriffs and knights are relatively tame compared to the trolls, dragons and other menaces of Ahrivine. This makes the Provinces an excellent site for beginning heroes, who can make a name for themselves fighting for freedom and justice, before moving on to the larger stage. Second, there is often a sense of humor and lightheartedness which makes outlaw adventure particularly charming for players and gamemasters alike. Perhaps its the clear-cut distinction between good and evil that allows player characters to loosen up and relax.

The idea behind an outlaw campaign is not just to rob from the rich and give to the poor; that's a means, not an end. The idea is to do this so successfully, so persistently and in such a public manner that the players begin to inspire the common folk of the Provinces to act against their Allemaine overlords. This requires some thought both on the part of the players, who have to come up with creative and flamboyant deeds, and the gamemaster, who must provide them the proper sort of challenges, as well as develop a large stable of colorful NPCs, whom the players will turn to for shelter, aid, and information.

Outlaw bands shoud develop a strong, hidden base of operations. This may be handed to them by the gamemaster, or built on their own (perhaps after their first base is located and destroyed). The people in and around this base of operations are the most critical for the gamemaster; he should have plenty of people to interact with, both friendly and hostile to the players. As the outlaws succeed in their exploits, more and more of the people will come to see them as saviours and friends.

The primary opponents in this kind of campaign is, of course, law enforcement officials. Fashioning the villain in these pieces is critical—decide at the outset whether he is to be a character utterly without compassion (a villain you love to hate) or someone who's a bit more sympathetic, honorable in his way but committed to opposing the heroes. The more success the heroes have against this antagonist, the cleverer his reactions should become. Initial activty on the part of the City Guard and local bounders may be poorly coordinated and almost funny, but within short order they will be kidnapping friends and family for hostages, planting traitor's into the outlaw band, and threatening the town with hangings and purges should the players' activities continue.

Various characters in the Famous Figures section should provide good examples for players and gamemasters alike. Sheriff Julian is a man who has taken the law to an extreme, some heroes might see a hope for redemption in him; Constable Wormwood is a 'pure' but physically defenseless villain. The Oak Men are an example of the kind of outlaw band that players might belong to, rival, or befriend.

Dark Fantasy: Heroes of Vengeance

In the gritty streets of Archenbury there are many monsters, though most wear human guise. This is the Fantasy hero equivalent of the street-level vigilante subgenre, with players taking the part of grim, bitter men and women who act against killers and thieves unmolested by a a broken-down "justice." Indeed, in a Provincial city plagued by organized crime, incompetent or corrupted officials, violent social unrest and the dangers of illegal guns and drugs, a man with a strong sword arm might be the only kind of law that people understand.

Gamemasters looking for plots and adventure seeds are once again advised to take a look through your Action/Adventure rack at the local video store. Most any police or vigilante movie uses a time honored plot with elements such as assassination, robbery, counterfeiting, smuggling, extortion, serial killers, drug bosses or terrorism, all of which are perfectly applicable in a Provincial setting. Do not try to force player characters into the standard adventuring company framework in this sort of adventuring; whereas a band of knights, a pirate crew or an outlaw band might make sense in other Broken Kingdoms settings, heroes of these dramas tend to be loners.

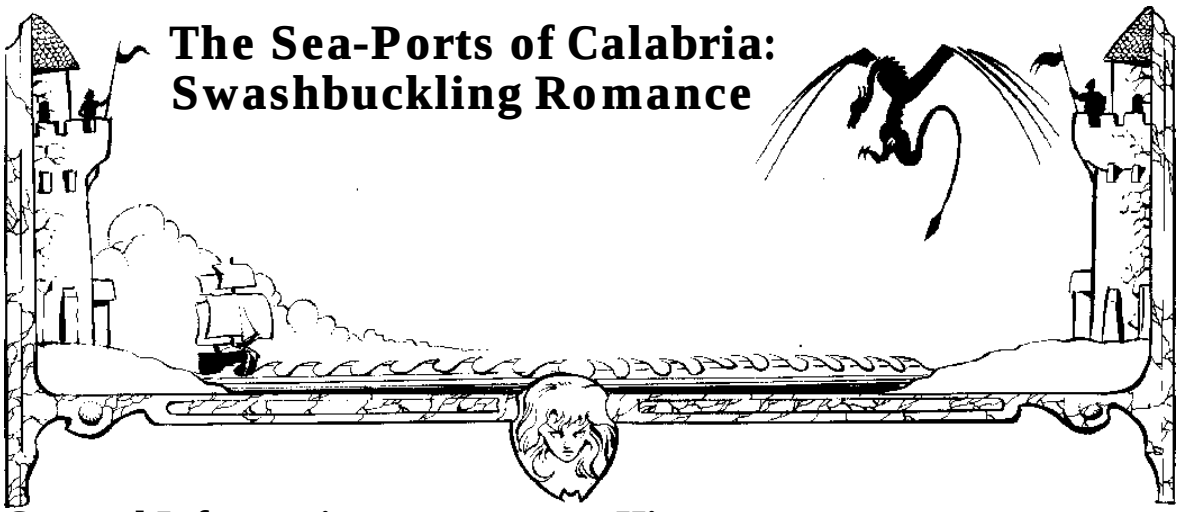
Some specific examples: players may be asked or hired to defend local merchants against Quartermain protection rackets. A band of violent Provincials might conduct a war of terrorism against the city's nobility, in retaliation for recent abuses of power, and the heroes have to defuse the situation. After a few incidents, criminals might hire assassins to hunt down and kill the players, possibly as an example to others. Perhaps a powerful, high-ranking Quartermain boss is visiting the area, and the players have an opportunity to infiltrate his organization and perform a "hit." Private investigators or concerned citizens may stumble across a gun-smuggling ring, and have to stop it on their own; naturally all the local guards have been put "under the thumb." Ongoing war with the Quartermain, especially a specific family such as the Falcorins, can provide many sessions of entertainment. Gamemasters will be allowed to take out many violent agressions while in the role of such criminal misanthropes.

Its a Thieves' World After All

Alternately, when you can't beat'em, join'em! Yes, playing the bad guys flies in the face of everything the Broken Kingdoms is about. Such a game, where the players take on the roles not of vigilantes and renegade guardsmen, but the criminals they try to apprehend, is not recommended for every group. The secret is to make heroes who, though dark, are at least a shade more heroic than the killers and rapists who surround them. As popularized in the excellent Thieves World series of books, even criminals have a line which they will not cross, where they become heroes, albeit anti-heroes.

This sort of campaign is a cross between the first two. As in the outlaw adventure, the heroes are criminals, fighting against corrupt law enforcers. However, there's also a vigilante mentality seen here, and the players often become surrogate policemen, protecting the dregs of society from criminals even worse than they are. This is a world made of the darker shades of grey. Players may migrate from one kind of Provincial adventure to another, beginning as city thieves, then moving to the country when things get hot. Or perhaps they were forest outlaws to start with, then, when they're job there was done, they went to the big city and saw how dangerous things still were.

The Sea-Ports of Calabria: Swashbuckling Romance



General Information

The Sea-Ports of Calabria are a semi-Renaissance culture based on sea power and trade. With the rise of a middle class, and a tradition of rebellion against central authority, Calabria has become host to a myriad of vibrant and energetic cultures related at the roots, but tremendously diverse on the surface. Their technological advancement is the pinnacle of Ahrivine science; magic is taught in refined universities alongside medicine, logic and advanced mathematics. Calabria's primary weakness has been its inability to stand united—individual Princes war with regularity both by land and sea. This, combined with a small relative size and a dependence on the Provinces for food and other raw materials, is all that keeps Calabria from ascending to the position of dominant nation in Ahrivine.

The Calabrian Coast stretches the entire length of the eastern shore of the Demetian Sea, from the Faces of God in the south up to the Severn River in the north, and then up the River for most of its navigable length (almost 200 miles). The inland border is a rough line leading from Carisbrooke in the north to Menevia in the south, forming a triangle-shaped nation. Although all the greatest cities are on the seaside, countless other cities and towns populate this dense triangle, giving Calabria the highest population density of all the Broken Kingdoms.

The capital city moves with the King, but each of the thirteen houses of Sea-Princes keeps his own royal seat in his greatest Port. These Ports form the center for the thirteen small Principalities that make up Calabria, and although all are very densely populated, only Haverland and Benitzia are large enough to surpass the 50,000 citizens found in the greatest cities of other realms, such as Rycliff and Lukastios. The current seat of the King, and the place where he has dwelt for most of his reign, is Sugales. The other twelve Ports, from north to south, include Carisbrooke, Frojina, Haverland, Croix, Grenham, Loragne, Damaris, Sinadon, Pleuce, Benitzia, Menevia and Symkernia. The current population of Calabria numbers slightly over 1.6 million men, women and children.

History

Calabria has always been a place of seafaring peoples, and its greatest gifts have been those brought by the noble houses of Albion across the sea. The rocky coast of the Demetian has long been a haven for the House of Du-Odar, fleeing the oppression of their older and more powerful rivals, the House of Tor. Twice have great nobles of this line landed on the Calabrian Coast to free themselves from the oppressive yoke of their xenophobic cousins. The first was the mass arrival of members of the House in the Age of the Moon Gibbous. It is from this group that the High King, Vertigane, was descended. The second group was the smaller but perhaps more culturally interesting fleet led by Du-Otan, final heir to the lands of Du-Odar in Albion when the Isle finally sank beneath the seven waves of its destiny. From this man, and his Elven bride, came the unique Half-Elven line of Du-Gaer.

The Principalities of Calabria were therefore noted always for their rebellion against the great ruling Kingdom of Albion, and they were the sight of many wars against the conquering armies of that great land throughout the Ages. But after the defeat of the Dark Titan, and his subsequent removal to Doomhault far to the north, Calabria relaxed and exchanged coin purses for catapults. Their knowledge of the sea and of the science of shipwrights remained foremost, however.

Vertigane was able, through his family connections and his noble claim to a Principality of Calabria, to integrate the Sea-Ports into his united High Kingdom. Their naval power proved instrumental in the conduct of his war against the Titan, for such a mighty army needs supplies and secure transport, and this and more the Calabrian fleets could provide. Throughout the time of the High Kingdom the Coast remained an integral part of the strategic picture, linking the northern Kingdom with its southern counterpart in Tarsus, ensuring that the Demetian was safe for trade and communication, and lending its vibrant energy to the Crown.

During the reign of the final High King, his bastard son, Mark, was much beloved by the Calabrians. It was public knowledge that his mother had been a lesser noblewoman of the Ports, and he had as much sail in his blood as any Sea-Prince. As he, and his adventur-

ous exploits, grew he became the hero of the Coast and one of its most celebrated captains. This was very beneficial to the High King and to his son, Claudus, who was ill liked by most of the other nobles, especially the Calabrian ones. With Mark such a hero, loyalty to the family kept the Crown firmly in control. At this time, any thought of a civil war was unthinkable. Alas, that is exactly what happened when the High King died and Claudus tried to kill Mark rather than permit the expected attempt on the crown of the High Kingdom. Mark survived the attempt, took his fleet back to Calabria, and rejected the rulership of his brother.

Thus the Kingdom of Calabria was founded. It flourished as only a young, idealistic and proud nation could, and relied on its invincible sea-power to protect it from invasion by Allemaine. Mark's dynasty continued throughout three hundred years without interruption, and was notable for its acceptance of bastards and Queens as rulers as circumstances dictated. The last two rules, however, have both been male and of legitimate birth. They were Synmark III (the current King) and his father Pellamark (the curious tale behind the unexpected crowning of Synmark instead of his older brother can be found in the history of Siegfried, Duke of Lanahaut).

Recent history in Calabria has been dominated by the rise of the Port of Benitzia. The first Port to found colonies in the far-away lands outside the Demetian Sea, Benitzia and its Prince, Castillo, have become rich beyond belief through the theft of gold and exploitation of natives. This has been both a blessing and a curse for Castillo, as he has been forced to bear the brunt of the costs for the defense of Calabria against its many enemies both within and without, and he has also attracted the attention of most of the other great Princes, who have allied against him. Castillo's power may have been permanently broken recently when his planned invasion of Princess Elise' Port city of Haverland was shattered by brilliant seamanship on the part of her Admiral and a new design of warship purchased from the master shipwrights in Sugales. Castillo remains the strongest single ruler in Calabria, but he is no longer the maker of policy throughout the Coast.

Other recent developments have included a change in leadership for many of the Sea-Ports. Old rulers such as Luther the Great, Caldwell II, Prince Gunther, Saraband II and Prince Kirkland of Carisbrooke have died in war or in bed, leading to a rise of young, aggressive, untested Princes. Prince Reglemont was thrown out of his own lands in Loragne and the Port has undergone a revolution, claiming to have no need for an aristocracy at all. Throughout all of this the King and his royal family have persevered, using their subtle behind-the-scenes pressure to insure that the typical Calabrian infighting does not go too far and doom the Kingdom to subjugation by Mu-Jahdin Corsairs or Allemaini traders. Synmark is also getting on in years, and seems eager to pass on his crown to his eldest son, Harrison.

A Calabrian Timeline: Recent Events

1139: The Wandering Flames are first seen in the sky, announcing the generation of the Boy King, Sea-Prince Harrison born in Calabria, amidst great rejoicing.

1140: Foundation of Benitzia colonies outside the Demetian.

1141: Prince Kirkland tries to invade Frojina, repulsed by Prince Gunther.

1143: Mob violence in Loragne, Prince Reglemont responds with a crackdown on political dissenters.

1145: Prince Kirkland tries to invade Grenham, repulsed with the help of Frojina.

1146: Exodus of Loragne nobility continues as nobles flee the city in droves before they can be executed. Reglemont's strong-arm tactics make him less popular than ever.

1147: Death of Luther the Great, Prince of Damaris. Bloody civil war erupts in Damaris.

1148: Prince Castillo rapidly expands his colonies outside the Demetian.

1150: Prince Kirkland tries to invade Croix. Killed in battle.

Prince Harold crowned in Carisbrooke.

1151: Bloody civil war in Damaris kills last major contender for the throne.

Prince Derek "the Wise", a weak compromise candidate, is crowned in Damaris.

Reglemont forced to flee Loragne as mobs take over the city. Reglemont flees to court of Damaris and Prince Derek.

1152: Princess Elise kills her sister, solidifying her claim to the Haverland crown.

Princess Elise crowned in Haverland.

Prince Derek marries Angela, daughter to Prince Castillo of Benitzia, in an attempt to solidify his throne.

Prince Castillo threatens to invade Haverland.

Duke Ehrlichgaard solidifies power in Damaris, ruling with the approval of the King.

Foundation of Loragne "House of Lords".

Talk of possible marriage between Prince Harrison and the Duchess Suzanna, daughter to Prince Gunther.

Princess Elise secures contract for fleet of Fast Galleons built in Sugales.

1153: Prince Gunther killed in action against Mu-Jahdin land forces.

Regent assumes control in Frojina. Talk of marriage for Princess Suzanna suspended.

1154: Prince Castillo defeats the territorial ambitions of Prince Saraband II and kills him at sea.

Prince Casmir crowned in Sinadon.

Prince Casmir allies with Duke Ehrlichgaard and Damaris.

Prince Castillo consolidates his hold on foreign colonies.

1155: Sugales delivers fleet of Fast Galleons to Haverland.

Benitzia invades Haverland with a huge fleet, but is defeated by Elise' new Fast Galleons. Banitzia's naval supremacy crushed.

1156: Pleuce rebels against Benitzia, assisted militarily by Haverland and Damaris.

1158: Haverland founds colony outside the Demetian Sea.

1159: Princess Suzanna visits court of Damaris, enjoying herself immensely.

Prince Caldwell II of Pleuce is killed in Damaris by Benitzia assassins.

Young Prince Caldwell III crowned.

1163: The return of the Wandering Flames, Lucius calls the Council of Kings.

Government

The government of the Sea-Princes of Calabria is intended to acknowledge the importance and usefulness of a head of state (that is, a King) without ceding to him absolute power over internal affairs. This is an obvious manifestation of the Calabrian discontent with Claudus and other Kings of his ilk, and has survived essentially unchanged since the system was formed three hundred years ago after Mark's return from the siege of Rybonek.

In brief, the King has absolute power over foreign affairs, while he has no power whatsoever over the affairs of the individual Ports, those concerns being the exclusive provinces of the thirteen Houses which rule the Ports through ancestral claim. Each Port is ruled according to the desires and customs of its Prince, who acknowledges no higher power within his own land. It is only in the matter of alliances, treaties and war with non-Calabrian nations that he must bow to the King. This has led to a diverse culture in each Sea-Port, but an underlying aristocracy that has remained firmly in power, though their fortunes have waxed and waned over centuries of internal warfare.

Within the Ports, a noble ranking system not unlike that of Allemaine still persists, though the still fledgling middle class threatens to one day overcome it. Princes are dominant over a bewildering array of Counts, Viscounts, Barons, Knights and other gentle classes. The masses of common townsfolk are free men without the burden of tenant farming that Provincial or Allemaine commoners must struggle under. Only the destitute, criminal and prisoners of war are truly enslaved, and then only until their debt to society is paid.

Of note is the recent civil unrest in the city of Loragne, where the hereditary ruling family of Prince Reglemont has been driven out, and the remaining elements of aristocracy are living in fear of daily executions. A ruling council made up of the wealthy merchants and influential members of society have taken over all government in the city. So far their efforts have been dedicated almost exclusively to repelling the efforts of Prince Reglemont to retake his ancestral lands by force, preferably with the aid of Prince Derek of Damaris.

Daily Life

People

The coast is so diverse in its racial and cultural mix that it is impossible to classify a "typical" Calabrian. Let it merely be said that men and women of all creeds and colors, from Mu-Jahdin and Fekesh to Northron and Albionesse, can be found if one looks hard enough on the tight, twisted, alleys of a Sea-Port.

Calabrians are widely known for their inventive, non-traditional approach to problems and their generally adventurous nature. They are both lovers and fighters, known as much for their romantic and seductive skills as they are masters of quick and deadly swordplay. Bravery against the corsairs of Mu-Jahdin, honorable conduct even by the most hunted of pirates, and courtesy are also well-known virtues. Unfortunately, these virtues are sometimes more honored in the breach than in the observance, for Calabrian pirates and privateers (not to mention nobles) can often be amongst the most brutal and cruel men afloat, casually murdering, raping and pillaging even their own countrymen and kin for fun or money. Other common detractions leveled against the Calabrians focus on their stubborn pride, rebellious nature, and inability to cooperate on anything more elaborate than a good game of whist.

Economy

Currency in Calabria is virtually identical to that of Allemaine, excepting only some name changes. The copper farthing is known throughout the Coast as a Groat ($1) while silver coins are called Shillings ($12). The Crown, made of gold and once the symbol of Allemaini sovereignty, has been rather predictably renamed the Mark ($144).

There is very little land in Calabria that can be spared for crops, and the Sea-Ports rely heavily on foodstuffs imported from abroad. Fishing is, of course, a primary food source. What crops they raise are specialty items rare or unheard of elsewhere in Ahrivine. These include: citrus fruits (oranges, lemons, limes, tangerines and grapefruit), tobacco and teas. Other, minor crops include honey, garlic, almonds, artichokes and clams. Other exports include finished goods such as printed books, telescopes, spectacles, clocks, weapons, jewelry, textiles and glassware. Calabrian wines, especially the whites, are held to be excellent.

Trade is the lifeblood of Calabria, and the economy is uniformly robust, even in lands such as Loragne or Carisbrooke which have seen recent war or social un-

rest. The trade routes of Calabria stretch throughout the Demetian and beyond, and ignore even traditional enemies such as Allemaine and Mu-Jahdin. Piracy, though extensive, rarely chokes off any one city for long, and has been compared to the small fish which leech off the great sharks—that is, barely noticeable.

It is important to note that vast treasures of gold, slaves and other goods have been brought over the sea from Banitzia's far-away colonies. Benitzia has been forced to spend this money as quickly as they gain it, spreading the wealth through the entire Coast. As other Princes compete to explore and rape these foreign peoples, this trend is likely to continue.

Health

Despite universities and colleges of medicine, health in the Calabrian cities is often far from perfect. Calabrian medicine has given up the old, traditional herbal remedies of their Allemaine cousins, and has yet to discover a true replacement. Experiments to learn more about the body's workings are typically lethal to the patient. Bleeding is the universal cure for most ills, and the current argument amongst medical experts in Calabria is not whether or not it should take place, but instead over the value of leeches over cupping. Disease occasionally sweeps through the Ports, decimating the population until altruistic Allemaini healers are able to contain it. Aboard the typical Calabrian sailing ship the situation is even worse, with crewmen sometimes subsisting on dead rats when their rotten meat and stale bread rations run out.

Life expectancy for the common folk of Calabria is the lowest of all the Broken Kingdoms. The nobles are somewhat better off, but still suffer from the lack of any true medical science. Surrounded by dozens of doctors, most nobles simply get bled a dozen times as often. Townsmen away from the dirty cities can also escape the worst of the plagues, and are often happily isolated from professional doctors.

Education, Science and Magic

Literacy and basic mathematics are essential for Calabria's mercantile culture. The advent of the printing press, which is now commonplace in towns and cities throughout the Coast, has further stimulated education. Schools exist in every town and city. Nearly all boys and girls are taught to read and write. About a quarter of these go on to learn mathematics at so called "abacus schools." Private tutors are also easily available, and advanced students can listen to lectures given by Priests of the Brotherhood or attend classes at the newly established Universities. Schools specifically for the education of the children of nobles or gentlemen exist in every court.

Universities teach logic and grammar as the older schools did, but place more of an emphasis on history, poetry, literature, communication techniques and ethics. There are 22 in the Coast at this time, many newly founded, and each admits from one to three thousand students every year. Most of these are children of the rising middle class, or else the young adult gentleman or noble intent on self-improvement. Professional scholars are no longer confined to academic or religious institutions. They find homes with patrons throughout the Coast, and every nobleman worth his coronet has an army of secretaries prepared to give his speeches a literary twist, rationalize the latest war, or defend the authority of the ruler.

Religious instruction by communal houses of the Brotherhood are also easily found, particularly in the northeastern inner portions of Calabria. They use the writings of the Brotherhood as texts from which moral and spiritual examples are drawn. This form of education, though perhaps more restricted than the University or municipal school system, is an alternative that is well used, particularly by the inhabitants of the smaller inland towns of Calabria.

Magical research and instruction is at an all-time high in Calabria. The common belief is that magic, along with all branches of knowledge, are founded on the same basic principles. These principles in turn reflect the secret inner workings of the cosmos. This has led to a unique cooperation between scholars, magicians and Priests to work together in an effort to reveal hidden knowledge that illuminates the nature of the world's existence. Astrology was truly developed as an accurate and reliable divinatory art in Calabria, and master Artificers have constructed a bewildering array of unique devices to amuse, work and war for their patrons.

One unique educational institution in Calabria is the "Academies." These are meeting places for men and women sharing a common interest in the humanities. Generally gathering in private homes, they read from their own works, discuss literature, and smooth the process with wine and food. The Academies have become increasingly popular, acting not only as a mechanism for the dissemination of learning, but also as a way for people of diverse social background and occupation to meet freely and exchange ideas.

Several fields of science have undergone explosive growth, notably astronomy and anatomy. The telescope (known to the ancient Albionesse, but lost for centuries) has permitted unprecedented observation of the heavens and the celestial spheres, and permitted debate over not just idle speculation, but true facts and hard data. Similarly, the printing press has permitted the replication of engravings which depict human anatomy, standardizing medical charts and texts. Unfortunately, without a germ theory of disease, Calabrian health conditions remain in a generally poor state (see above).

Arts, Crafts and Literature

Of the incredibly wondrous flowering of art and sculpture, poetry, drama and other literature that has developed in Calabria, it is impossible to summarize. A bewildering array of work, mass produced by the printing press or patronized by the fabulously wealthy Sea-Princes, have made the entire Coast into an artistic paradise. And there's no sign that the revolution is slowing down.

Painting was reborn a century or more ago with the twin innovations of perspective and oil-based paint. Portraiture has been given new depth and impact through the improved use of color. Techniques are passed on through "schools" of artists, usually related by family. Sculpture has become increasingly dramatic and super-realistic. Architecture, too, has gone beyond the bounds of what was once believed possible and expected, whether in spectacular palaces or modest homes for well-to-do artisans. Music, particularly choral, madrigals, and the exploitation of stringed instruments, has also benefited. Theater and music have been combined, but opera is still in its crawling stages.

With books printed every day, literature has become much more accessible to the common citizen of the Coast, particularly since the Calabrian language has become accepted as a legitimate literary vehicle. Published romances, histories and dialogues stand alongside elementary readers, printed music and maps.

Much of this art, literature, sculpture and music works upon the Calabrian belief that their society has fully explored and developed old beliefs, and can only become greater by diverging from traditional approaches and striving towards the undiscovered. This confident assurance that the ancient world has been mastered and improved upon reveals itself in an obvious pride that insults many foreigners.

A curious trend in recent Calabrian art and literature includes a heavy and obscure use of mystical symbolism . Such work conceals mystical lessons and truths behind complex allegory both visual and literary. They have become a common way for mages to conceal their secrets in a land where the printed word can be mass produced by the thousands of copies. Without the advanced magical training required to understand the allusions and references of such work, they are merely confusing. But when properly trained, sublime and exact revelations can be passed on. Entire complex spell formulas have been concealed in canvas, and complicated alchemical techniques hidden within the lines of an epic poem.

Communication and Transport

Calabria is a naval culture, and its primary artery is the Coast. Every Prince has, by definition, one major Sea-Port within his province. Ships can travel from Benitzia in the far north to Menevia in the south within two days, so communication and transportation should be fast and reliable. Unfortunately, pirates, smugglers and corsairs from Mu-Jahdin make sea-travel hazardous outside of the sight of the Port and their fleets of frigates. Piracy tends to attract the best and brightest of Calabrian sea-farers, at least those that are not employed in the Prince's Navy, and no matter how many are captured there always seems to be more.

Within the interior of the country, the situation is even more difficult. Roads are usually in fair repair, and are often plagued with brigands, thieves and highwaymen. Some Princes keep their towns garrisoned better than others; travelers are advised to be cautious and keep their powder dry.

Most official messages within Calabria are sent by messenger or, recently, by pigeon. This unusual technique was developed by the Duke of Moray, Ehrlichgaard, and has been recently adopted by other Princes.

Social Structure

The society of Calabria is evolving from the Allemaini framework. It is still broadly separated into four groups: the nobility, the religious orders, the middle class, and the lower classes.

Nobility includes not only those who are truly titled or bearers of office, but also the gentry, who have status and privilege but without the traditional sources of power to back it up. Nobility take the highest positions of power and influence within Calabria. In rough descending order they include the King (Synmark III), the Crown Prince, the 13 Sea-Princes that head the traditional Houses of Calabria, then the Dukes, Counts, Viscounts, Barons, Baronets and Knights (other titles, such as Marquis and Earl, can also be found in certain situations). They provide the officers for the army and navy, patronize trade and commerce, sponsor artistic and literary achievement, and act as high ranking civil servants. However, many nobles and gentlemen are relatively poor in real wealth. This means that they have to support themselves with military careers or, as is often common with gentle or noblewomen, as magiciennes.

Members of the Brotherhood are generally more common and more easily accepted than the Priestesses, who have a reputation as being too otherworldly and inaccessible. Nonetheless, both orders are usually present as advisors and court functionaries to the nobility, as well as servicing the middle and lower classes. As is usual with the religious orders in the Broken Kingdoms, they wield little political power but carry considerable status and respect.

The rising power of the middle class makes them wealthy and free of obligation to the nobility. They are entrepreneurs and may rise in status with luck and skill. Examples of middle class occupations include professional military men with rank (sergeants, palace guardsmen) skilled craftsmen, doctors, lawyers, mages, merchants and administrators. The middle classes can live either in the large cities, or else in more rural environments, but they typically have some say in the town's affairs.

The lower classes include both freemen and indentured servants. Freemen comprise most of the laboring professions, but at least may come and go as they please. Debt or criminal punishment can put a man into indenture, making him a serf. He must work the for the holder of their indenture until the debt is paid off (in the case of criminal punishment, this debt may be to society, or to a wronged party).

Fringe Benefits	Example
-10	Slave
-5	Indentured Servant
0	Freemen
1	Sergeant, Palace Guard
2	Doctor, Lawyer
3	Knight
4	Baronet
5	Baron
6	Viscount or Marquis
7	Count or Earl
9	Duke
10	Prince
15	Sea-Prince
20	Sea-King

Status of Women

It has been said that while Allemaine is ruled by men who idealize their women, Calabria is ruled by women who idealize their men. There is some amount of truth in this, and women have more chances at living an independent life free of social constraints in Calabria than they do in any other part of the Broken Kingdoms. However, social restrictions still exist, and sexual equality in Calabria is still a strange concept.

Female rulers in Calabria are accepted and equal—often even superior—to their male counterparts. Princesses and Queens who rule without male consorts are perceived as morally and spiritually superior to ordinary rulers, as if their lone isolation somehow elevates them to a higher power of state. Princess Elise enjoys this status now, as will Princess Suzanna (if she remains unmarried) and as might Queen Elizabeta if her husband were to die. Unlike Allemaine to the north, widowed rulers are not merely caretakers for sons. Daughters may inherit, maneuver or even fight for a throne, though tradition still maintains that female children only begin to inherit after all male heirs have been ruled out.

As with Allemaine to the north, the magical professions tend to be dominated by women. This is even more true in Calabria, in fact, since few women enter the religious professions of the Coast. Female scholars and magiciennes teach at all major Universities of Calabria, and many are the acknowledged masters of their field. For an example of this sort of character, see the Enchantress Evelake, chief advisor to the Prince Roger, below. Women have also achieved dominance in the arts, particularly in music and literature. Visual arts remain primarily the province of men.

Much of women's power is based on the continued strong commitment to romance. Calabrians consider themselves more refined lovers and romancers than any other nation—including the courtly lovers of Allemaine—and will go to great lengths to prove this love of love. They pine, they suit and woo, they war and duel and seduce, sing, gossip, adulter and betray, all for love. And throughout all this, the woman remains firmly in control of the relationship (even if it seems otherwise). While this may be difficult to perceive in the adventurous life of a player character, the concept permeates much of Calabrian life and is not to be underestimated. In many ways, it ensures that women have the final reigns of authority along the Coast.

But certain professions remain unusual for women. There are no women in the army, for instance, nor the navy. Certain eccentric Princes, however, have made exceptions to even this rule. Female swashbucklers, highwaymen and pirates are rare but not unknown.

Code of Honor

The Calabrian honor code, which applies to the nobility, gentry, and those who attempt to ape them, is fairly complicated and infringes on many portions of the nobleman's life. It is impossible to generalize about the degree of seriousness with which Calabrians treat the concept of honor. Some hold it forth absolutely, and base their lives upon it's firm foundation. Others are concerned only with appearances. A few openly scorn it as a holdover from a past age.

Basic concepts in the "Gentleman's Code of Honor" include: generosity and mercy towards enemies, trustworthiness and honesty, and courtesy towards women. Honorable men are pious and respect the gods. They revere rules of hospitality and will not insult or harm those who dwell in their house or are under their care. Guests are assumed to aid their host in return.

When honor has been insulted, nobles may settle the matter through a duel. Duels are occasionally outlawed in the Ports; gentry and nobles conduct them anyway, just in out of the way locations. Duels are performed with sword, and usually last until first blood. Once the duel is resolved, the two men may meet and associate freely in the future, their argument is over. To behave otherwise is the ultimate in bad taste.

The concept of the ransom, which began in Allemaine, has continued in Calabria. Nobles can expect to be well-treated if captured. They will be exchanged for money or other valuable prisoners, usually paid by the hostage's own estates or his family. If they are unable—or unwilling—to pay, however, the uncomfortable situation may last for some time!

There are many local variations on the Gentleman's Code of Honor. Benitzia noblemen are far more concerned with maintaining their reputation of "manliness" then they are of obeying any sort of moral or ethical code. This has led to assassination, cheating and lying as regular tools in the social arsenal of Benitzia males. Of course, they also take no insult when such tactics are used against them! Its all part of the game they play … but don't laugh at them in public unless you've already been fitted for a long wooden box.

The Navy and Privateering

Tradition holds that each Sea-Prince maintain a fleet of at least 8 warships, should the King call the Armada. Some maintain more. A few, currently involved in a minor war or recovering from one, have less. Typically, 25-33% of a Prince's vessels will be in dock at any given moment, for repairs or maintenance. In all, almost 200 warships of various sizes sail the Coast of Calabria, patrolling for pirates, lending a military presence, or making violent war.

Privateers listed with each Sea-Port shows the number of ships who will serve at short notice, or those who can be assumed to be serving currently. But since this number is never constant, Privateer ships are expressed in d6. Long-term crisis such as war or invasion will bring more Privateer captains into the situation, allowing the dice to be rolled again. In any case, the maximum number of privateers who will serve a Prince is equal to the maximum number that could be rolled on the dice shown (for instance, if Croix has a 5 ½d6 Privateer number, the Governor could call upon 5 ½d6 ships in an emergency. If Croix were invaded, or went to war, up to 33 ships could be mustered).

Common Sailors or Marines

10	STR	11	DEX	13	CON	10	BODY
10	INT	10	EGO	10	PRE	10	COM
3	PD	3	ED	2	SPD	5	REC
26	END	23	STUN				

Skills: Use the Sailor or Marine package deal in the character creation chapter.

Equipment: Cutlass or Boarding Pike for Sailors, Musket and Cutlass for Marines, Knife.

These stats are sufficient for the average sailor on merchantmen or out-of-the-way warships that seldom see action.

Fuzion Stats

3	INT	3	WILL	3	PRE
3	TECH	3	REF	3	DEX
3	STR	4	CON	3	BODY
3	MOVE	8	SD	8	ED
2	SPD	7	REC	40	END
15	STUN	15	HITS	9	RES

Veteran Sailors or Marines

13	STR	14	DEX	13	CON	10	BODY
13	INT	11	EGO	13	PRE	10	COM
5	PD	3	ED	3	SPD	6	REC
26	END	26	STUN				

Skills: Use the Sailor or Marine package deal in the character creation chapter.

Equipment: Cutlass or Boarding Pike for Sailors, Musket, Cutlass and Buff Coat for Marines, Knife.

The proven sailors of most Calabrian warships and privateers can be represented with these characteristics. They have a few years of experience on the sea, and the scars to show for it.

Fuzion Stats

4	INT	3	WILL	5	PRE
4	TECH	4	REF	4	DEX
4	STR	4	CON	3	BODY
3	MOVE	8	SD	8	ED
2	SPD	8	REC	40	END
15	STUN	15	HITS	9	RES

Elite Sailors or Marines

15	STR	18	DEX	15	CON	12	BODY
15	INT	14	EGO	15	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
30	END	28	STUN				

Skills: Use the Sailor or Marine package deal in the character creation chapter. Add +1 Level with all combat and 15 points of Martial Arts maneuvers (either Calabrian Swordplay or Dirty Infighting).

Equipment: Cutlass or Boarding Pike for Sailors, Musket, Cutlass and Buff Coat for Marines, Knife.

The crews of the flagships and other famous ships of the line in Calabria, as well as many pirate crews, are made up of tough, well trained and highly motivated men. Use this write-up, customizing for unique individuals.

Fuzion Stats

5	INT	4	WILL	5	PRE
5	TECH	6	REF	5	DEX
5	STR	5	CON	4	BODY
3	MOVE	10	SD	10	ED
3	SPD	10	REC	50	END
20	STUN	20	HITS	12	RES

Fuzion Skills: Add Martial Arts

Warships

Flagship

Calabrian Flagships are massive four-deck ships weighing in at 700 tons. They carry 90 guns and a crew of 576 elite sailors, including 70 elite marines. They are enormously expensive to operate and maintain, and are useful only in offensive action. Therefore, not all Sea-Princes have one. Those that do are capable of offensive naval maneuvers outside the realm of ordinary Calabrian ports. The most powerful ships in the Demetian, a Flagship is usually commanded by a Prince or his appointed Commodore. Due to its uniformly excellent crew, the ship has slightly better handling than its poor lines would suggest.

Prince's Flagship:

Tonnage:	700
Lines:	Poor
Speed:	7 knots
Guns:	90
Cannon	32
Demi-Can.	40
Culverin	10 (6 fore, 4 aft)
Swivel	8
Crew:	576
Sailing:	108 (Elite)
Gunnery:	398 (Elite)
Marines:	70 (Elite)
Cargo:	232 tons

Man o'War

Calabrian Men o'War are four deck, 500 ton ships with 68 guns and a crack crew of 414, including 50 elite soldiers. They are powerful war machines, but are less maneuverable and slower than frigates. A Man o'War is a massive warship which can give and take a powerful punch. They are the pride of the Calabrian navy. Strategy with the Man o'War calls for a single punishing broadside at close range, and then a close to boarding.

Man o'War:

Tonnage:	500
Lines:	Poor
Speed	7 knots
Guns:	68
Cannon	18
Demi-Can.	34
Culverin	8
Swivel	8
Crew:	414
Sailing:	72 (Veteran)
Gunnery:	292 (Veteran)
Marines:	50 (Elite)
Cargo:	179 tons

Fast Galleon

Fast Galleons are a recent design, and currently built only in Sugales, whose superior shipwrights can provide the exactness of detail needed for reliable lines. They carry 56 guns, but none of them are as large as the cannons seen on Men o'War. With four decks and 450 tons, they typically sail with a veteran crew of 305, including 45 elite marines. It is faster than a Man o'War in light winds, and considerably more maneuverable. However, like other large ships, it is ponderously slow when close-hauled against the wind.

Fast Galleon:

Tonnage:	450
Lines:	Good
Speed	9 knots
Guns:	56
Demi-Can.	16
Culverin	26
Demi-Culv	8
Swivel	6
Crew:	305
Sailing:	72 (Veteran)
Gunnery:	188 (Veteran)
Marines:	45 (Elite)
Cargo:	146 tons

Frigate

Calabrian Frigates are small warships, usually three-deckers. They carry 36 guns. Their typical crew is 202 average sailors, including 30 veteran marines. They are fast and maneuverable enough to escape a Man o'War, and are powerful enough to handle any other vessel. Frigates are typically used to scout enemy fleets, harass the enemy, rescue survivors and pass messages. They are the backbone of any Prince's anti-piracy fleet.

Frigate:

Tonnage:	300
Lines:	Good
Speed	8 knots
Guns:	36
Demi-Cannon	12
Culverin	16
Demi-Culv	4
Swivel	4
Crew:	202
Sailing:	48 (average)
Gunnery:	124 (average)
Marines:	30 (veteran)
Cargo:	100 tons

Army

Calabria is home to one of the few professional standing armies of Ahrivine. Like the rest of the Coast, however, it is divided and has never seen combined action as a single force in all of the Kingdom's history. Each Prince maintain his own force, primarily for defensive purposes, numbering from one to two thousand men. This army can be further augmented by marines and sailors from the navy in times of duress, but such measures are seldom effective in any but the most dire circumstances. The largest part of it is pike and musket troops, with a small handful of cuirassiers and light horsemen.

Only the King has the power to summon the combined army of over 20,000 soldiers, although even in this circumstance the Princes have the permission to retain all such men "necessary for the defense of their realm." Command of such a force would fall to the King or his assigned General. This post has been vacant ever since the retirement of the distinguished Benedick d'Armee.

Cuirassiers

Use characteristics for the Knight of Allemaine, and the Cuirassier package deal for skills and perks.

Equipment: Three Quarter Plate, Lance, Backsword, Dagger, Allemaini Charger.

Calabrian Cuirassiers are men in heavy three-quarter armor, usually riding Allemaini chargers or other large, strong horses. They are armed with swords and, rarely, lances. They are used as shock troops, and are trained to charge in massed formations, crossing the field of battle before enemy muskets can reload. Cuirassiers are usually comprised of Calabrian nobility.

Light Horse

13	STR	14	DEX	13	CON	10	BODY
13	INT	10	EGO	13	PRE	10	COM
5	PD	4	ED	3	SPD	6	REC
26	END	25	STUN				

Skills: Use the Calabrian Light Horse package from the Package Deals chapter.

Equipment: Cavalry Helmet, Back and Breast, Long Buff Coat, Poor Backsword, Dagger, Coastal Courser.

Fuzion Stats

4	INT	3	WILL	4	PRE
4	TECH	4	REF	4	DEX
4	STR	4	CON	3	BODY
3	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
15	STUN	15	HITS	15	RES

Calabrian Light Horse are skirmish troops, designed to harass enemy infantry flanks, scout and forage. They wear breastplates and buff coats, and are typically armed with swords. They ride cheaper horses, usually of local stock; the Coastal Courser is most common. They are professional soldiers with slightly higher rates of pay than the foot. Quality varies widely by Port, but a unit is likely to have at least limited combat experience.

Musketeers

Use characteristics for the Allemaini Footsoldier.

Equipment: Matchlock Musket, Musket rest, Bandoleer with 12 ready loads, Bullet Bag with 24 bullets, Slow match, Charging flask of powder, Priming flask of powder, knife.

These are not the famous musketeers of literature, which are more of an elite bodyguard for the King or Princes. Calabrian musketeers comprise half of all infantry. They typically wear no armor, and have no other weapon than their heavy matchlock musket. They rely on pike men for defense. Current tactical thinking orders all muskets in a platoon to fire in a single volley. Note that because the musket requires a stand, and a burning length of slow match, the guns cannot be used while marching, or from horseback.

Pike

Use characteristics for the Allemaini Footsoldier.

Skills: Use the Calabrian Pike package in the character creation chapter.

Equipment: Back and breast, Long Buff coat, Footman's Helmet, Pike, Poor Backsword.

Calabrian pike is trained to form up in mass formations and present a hedgerow of steel tips to an enemy. They wear steel helmets and breastplates, and are armed with swords in addition to their pike. They are professional soldiers, and paid low wages.

Famous Figures

King Synmark III

Ah, for the glory days of life at sea, not a care in the world, taking plunder from the foolish and the slow. This was the life that Douglas lived. But with the tragic death at sea of his older brother, Siegfried (he never could sail a boat worth a damn), Douglas became heir to the Crown of Calabria. Nonetheless, he continued to spend the years in denial, leaving decisions of state to his appointed aides. Douglas continued his career as a famous pirate and privateer (depending on the politics of the moment), usually in disguise.

Love was, as with his brother, his downfall. Though Douglas had always kept a girl in every Port, he found himself coming back time and again to one above all others. Elizabeta charmed the charmer, and when the corsair finally settled down, it was as much to be with her as it was to see to the government of a fractured Coast. His family, not only his two sons but also his newly-reunited brother and his lonely, eccentric sister Giselle, are the lights of his life. They are what truly make him get up in the morning.

Despite his private protests to the contrary, Douglas(or Synmark III as he is officially known) has made a damn good king. He commands the respect of all the Princes, and is more beloved by the people than any sovereign in recent memory. His acquired skill at political maneuvering and social persuasion has kept the realm together despite the efforts of Saraband, Castillo, Kirkland and other imperialists. But Douglas is feeling his age more acutely every day. He longingly looks forward to the day when he will pass on the crown to his adventurous son, Harrison. When that day comes, he will retire to the open seas with his wife at hand, living the life that he has always been born to live.

It has been a long time since Douglas has seen much adventure. He has lost the edge he gained in years of piracy. Still, he was well-known for developing his own peculiar brand of fencing which was an amalgam of several other famous styles, combining the strengths of each. This means that he still has a few tricks up his sleeve, and fencers rarely know what to expect from him in a pinch. He personally trained his son in the finer points of sailing, fencing and romancing. Amongst all the Sea-Princes, he is widely considered the master of fleet tactics, and in the event of the calling of the Armada, he would command it personally.

10	STR	17	DEX	10	CON	8	BODY
18	INT	14	EGO	18	PRE	14	COM
3	PD	3	ED	3	SPD	4	REC
20	END	23	STUN				

Skills: Acting, Bribery, Bureaucratics, Concealment, Cryptography, Gambling, High Society, Navigation, Oratory, Paramedic/Healer, Persuasion, Riding, Seamanship 13-, Seduction, Sleight of Hand, Stealth, Streetwise, Survival, Tactics, Trading, Familiarity: Acrobatics, Disguise, Forgery; AK: Calabrian Coast, Demetian Sea and Pirate Lairs, all on 11-; KS (INT-Based): Calabrian Swordplay, Sea-Princes, Politics and Naval Strategy; Languages: Fekeshi, Jahdetta and Pallean, just enough to swear in; Martial Arts/Calabrian Swordplay: Dodge, Parry, Lunge, Thrust, Slash, Disarm, Fleche, Ballestra (usually used by swinging on a curtain);WF: Blades, Thrown Weapons, Early Firearms, Heavy; PS: Ship Captain, Flutist and Poet on 13-; +2 Overall Skill Levels, +2 Levels with Seamanship, Naval Strategy and Navigation.

Perks: Fringe Benefits: King (20 points), Money (28 points).

Talents: Fast Draw, Lightsleep, 1d6 Luck.

Powers: Running +1", Mental Defense +8, Lightning Reflexes (Lunge only) +3, Lack of Weakness -5 (only vs. Analyze Style).

Disadvantages: Age: 40+, Distinctive Features: Noble bearing, though aging, Enraged if family killed (14-, recover 8-), Hunted by Loretta Silverhand (MoP, 11-), Watched by Sea-Princes waiting to pounce politically (LesP, NCI, 11), Physical Limitation: Bad knee, hurts when the weather is cold, Psychological Limitations: Incurable romantic, Thinks his best days are behind him (considers himself a has-been), Devoted to family, Public Identity, Reputation, 14-: Ex-swashbuckler who has settled down.

Equipment: Excellent matching rapier and dagger, Court clothing that accents his swashbuckling figure, diamond ring, gold and ivory locket with portrait of wife and children, each worth 10 M. Under pillow or under cloak in times of suspicion: superior wheellock belt pistol. Jahdetta Courser (St. Elmo).

Fuzion Stats

6	INT	4	WILL	6	PRE
5	TECH	6	REF	6	DEX
3	STR	3	CON	3	BODY
4	MOVE	6	SD	6	ED
3	SPD	6	REC	30	END
15	STUN	15	HITS	12	RES

Fuzion Skills: Seamanship, Naval Strategy, Navigation 6; other skills listed above at Level 4.

Fuzion Powers: Mental Defense: 8; Combat Sense: 1; Lack of Weakness: +5

Queen Elizabeta

Her grace and beauty have been praised so often and to such heights, that it is impossible even to begin. Perhaps the best testament to Elizabeta's quality was the final return of her only love—Douglas, now King Synmark of Calabria. This was a man who had surveyed (and sampled, but that's a tale for the tavern, not the court) every eligible woman in Calabria. And from amongst all of them he chose Elizabeta not just for a visit, or a return engagement, but for a final walk to the marriage altar and decades of joyful family life.

Quite enamored of her husband (she insists that he has the soul of a poet), Elizabeta has struggled to become the perfect Queen. In this effort she has been uniformly successful. When merchant contracts and loan percentages turn her husband's head to potpourri, she somehow keeps it all straight. Her flawless patience is mixed with cold resolve in the face of crisis, and Synmark trusts her implicitly. She not only supports him in his own actions, but conducts her own diplomatic and personal agendas in the best interest of the Kingdom, and her family.

Much younger than her husband, Elizabeta nonetheless has suffered from irregular health ever since the birth of her first son. Numerous physical problems complicated the birth, and she barely survived the treatment of the royal surgeons. Discreet inquiry with the Priestesses of Pallea assured her that she should never risk another child, but nonetheless just a few years ago she felt compelled to do just that. The Crown Prince had vanished and was rumored to be dead; the

land demanded an heir to the line of Mark. Elizabeta probably could have begged off, letting the crown go to some bastard child of her husband, begotten on one of his earlier affairs, but pride, the good of the Kingdom, and an intense love for her husband persuaded her to take the risk. Since young Christopher's birth, Elizabeta has rarely traveled. Her constitution has become increasingly fragile, and there are those who whisper that any great shock might be the last pressure her heart could bear. What effect this might have on the King, whose personal morale is so intimately bound up in his family, is impossible to say.

The Queen's skills are primarily social and administrative in nature. But her quick grasp of the facts and women's intuition also lend her some talents that are unexpected in a woman who was, when she took the Crown, thought to be mere window dressing. And as far as that goes, Elizabeta is probably the fairest woman in Calabria, with the possible exception of Princess Elise. Her luscious dark hair falls in waves when she lets it, and frames large dark eyes, a soft face and a kind smile. Her hands are gentle and precise. These features, combined with her graceful figure and slender form, have inspired hundreds of poets, artists and troubadors, few of whom can even attempt to do her justice.

5	STR	13	DEX	5	CON	8	BODY
20	INT	18	EGO	20	PRE	22	COM
1	PD	1	ED	3	SPD	3	REC
10	END	14	STUN				

Skills: Acting, Bribery, Bureaucratics, Conversation, Deduction, High Society, Persuasion, Riding, Seduction, Stealth, Trading, KS (INT-Based): Classical Education, Love Poetry, Fashion and Intrigue, Languages: comp. fluent Albionesse, PS: Dance 12-, Sci: Astronomy on 11-, TF: Boats, WF: Blades, +3 levels with all non-combat skills.

Perks: Fringe Benefits: Queen of Calabria (20), Money (28 points).

Talents: Cramming, Resistance +3.

Powers: Mental Defense +14 (not vs. any mental attack that does damage).

Disadvantages: DNPC: 2 year old son, Christopher (incompetent, 8-), Distinctive Features: most beautiful woman in Calabria (concealable with disguise), Physical Limitation: Generally poor health (frequent, slightly), Psychological Limitations: Loves her husband more than life, Tenacious; Public Identity, Reputation 14-, Susceptibility: 1d6 BODY and STUN from severe psychological shocks (swoons).

Equipment: Court clothing worth about 50 M, Signet ring worth 10 M, Emerald amulet set in gold, clasped and hanging with golden thread (a gift from her husband at their last anniversary, worth in excess of 100M), two gold hairpins worth 10M each. In times of danger: excellent dagger with poison sheath, concealed in bodice, Albion Palfrey.

Fuzion Stats

6	INT	6	WILL	6	PRE
5	TECH	4	REF	4	DEX
1	STR	1	CON	1	BODY
3	MOVE	3	SD	3	ED
2	SPD	2	REC	10	END
5	STUN	5	HITS	24	RES

Fuzion Skills: All INT Skills: 5; other skills listed above at Level 3.

Fuzion Powers: Mental Defense 10

Crown Prince Harrison

The dashing and flamboyant Prince Harrison shows all the signs of being a chip off the old block. He has all the drive and reckless abandon of his father, and in his brief but dramatic career has already made many enemies, and broken hearts, all up and down the Coast.

As the first son of Synmark and his Queen, Harrison was terribly spoiled as a youth. He grew up with other Sea-Princes and their children for playmates, and if he wasn't underfoot he was making trouble elsewhere. Precocious is a bit mild of an adjective for him. His quick bonding with the young Princess Suzanna, after he wanted to know why she wore pants, was obvious to all and a royal wedding seemed on the horizon. Alas, Gunther died before the match could be made, and Harrison remained a bachelor (something of which he is thankful with every sunrise).

At a peace conference several years ago, debating the rebellion in Pleuce, the pirate Growltiger attacked. He looted the assembled nobility of Calabria of a large portion of their wealth. The pirate also took the Prince, ostensibly as protection. Soon, however, the young man became close friends with the mangy pirate, and joined his crew for over a year of rapacious plunder. It was during this period that he refined his crisp and clean singing voice.

As a pirate with Growltiger, and in his many exploits since, Harrison has mastered a wide variety of diverse talents. He is at home in all environments, from the darkened alleys of Croix to the silver halls of Sugales. He epitomizes the swashbuckler, and is famous for his acrobatic swordplay. Recently he has learned that latent magic is strong within him—he is debating how best to master these abilities without putting a cramp in his amorous exploits or his other adventures. For now he continues to sail the Coast in his personal ship, the Swan.

Although publicly accepted as the Heir to the Prophecy of the Boy King, Harrison has seldom given this prophecy more than a quick thought. His opinion has always been that if the prophecy is correct, then it will take care of itself and he will be made King whether he tries or no. So he just keeps on in his gleefully irresponsible way, putting off the inevitable day in which he accepts the crown of Calabria. Harrison also has many enemies, mostly those of his father who see in the Prince a way to get at Synmark or the Queen. Prince Castillo would dearly like to see Harrison shot, dangerously weakening the Crown, and a run in with the

Silverhand seems inevitable. It is doubtful that the Prince's famous charm will save him should the vengeful Loretta get her hands on him.

A royal match between Harrison and either Susanna or the Princess Elise of Haverland still seems likely. Harrison, of course, courts both of them as the need and opportunity arises. He is more fond of Susanna, however, if only because they can swap fencing techniques.

Crown Prince Harrison

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	300 kg; 3 ½d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
13	CON	6	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
8	PD	4		Total 10 PD/2 rPD
3	ED	0		Total 5 ED/2 rED
4	SPD	10		Phases: 3,6,9,12
7	REC	0		
26	END	0		
30	STUN	1		

Total Characteristics Cost: 89

Movement: Running 6"/12"
Swimming 2"/4"

Powers & Skills

Combat Training

Combat Skill Levels: +3 Levels w/Martial Arts (9)
Combat Skill Levels: +4 Levels w/Hand to Hand, Only to cancel hit location penalties (10)
Trained Reactions: Lightning Reflexes +2 (3)
Martial Arts—Calabrian Swordplay, Duellist and Two-Swords Styles (Blades Weapons Element is Default) (26)

Maneuver	*OCV*	*DCV*	*Damage*
Ballestra	+2	-2	Weapon +4DC; ½ move required
Disarm	-1	+1	28 STR to Disarm
Fleche FMove	+2	-2	Weapon +v/5;
Parry	+2	+2	Block; Abort
Riposte	+2	+2	Weapon +2DC; Must follow successful block
Slash	-2	+1	Weapon +4DC

Martial Arts—Cloakwork (Cloak Weapons Element is Default) (8)

Maneuver	*OCV*	*DCV*	*Damage*
Baffle	-1	+0	2d6 Sight Group Flash
Trip	+1	+1	STR Strike; Target Falls

Magical Skills

Latent Magic: Alchemy, Artificiery, Hedge Magic, Illusion and Sky Lore (5)

Court Skills and Perks:

Conversation 13- (3)
Familiarity: Bureaucratics 8- (1)
Familiarity: Trading 8- (1)
High Society/Courtier 13- (3)
KS: Duelling Fighting Style 11- (1)
KS: Naval Tactics (INT-Based) 12- (2)
KS: Two-Sword Fighting Style 11- (1)
Navigation 11- (3)
Persuasion 13- (3)
Seamanship 13- (3)
Scholar (3)
Transport Familiarities: Longships, Roundships (Boats is free) (2)
Weapon Familiarities: Blades, Thrown Blades, Heavy Weapons, Off-Hand, Early Firearms, Cloak (7)
Fringe Benefit: Crown Prince of Calabria (15)
Money: Wealthy, 600,000 copper groats a year (25)

Life of Adventure:

Acrobatics 13- (3)
Mechanics 11- (3)
PS: Singing 11- (2)
Seduction 13- (3)
Sleight of Hand 13- (3)
Stealth 13- (3)
Streetwise 13- (3)
Fast Draw 13- (3)

Total Powers & Skills Cost: 157

Total Character Cost: 246

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Psychological Limitation:

Calabrian code of honor (15)
Relentless flirt (10)
Shameless prankster (10)

Hunted by:

The Doomed and their agents, more powerful, 11- (20)

Reputation:

Romantic, erratic Prince of the Coast 14- (15)

Rivalry:

Other Sea-Princes, professional and romantic (10)

Experience Bonus (56)

Total Disadvantage Cost: 246

Equipment:

Buff coat and boots: Armor 2 PD/2 ED, locations 9-13 and 16-18, 3.14 kilograms (usual wear when out of court)

Wheellock pistol: RKA 1d6+1, +1 STUN, Armor Piercing effects (see Calabrian Firearms for full details), Jam 14+, 1 charge (worn in belt)

Sabre: HKA 1d6+1, +1 OCV, STR Minimum 10 (1 ½d6 w/STR adds, more with Martial Arts) (Basket hilt provides DEF 6 to right hand, and may be used for 3d6 HA (5d6 w/STR adds))

Maine-gauche: HKA 1d6-1, +2 OCV with Block, Parry and Disarms, STR Minimum 6 (1 ½d6 w/STR adds) (Basket hilt as with sabre above)

Stiletto: HKA ½d6, +1 OCV, Armor Piercing, STR Minimum 5 (1d6+1 w/STR adds)

Other: Calabrian court finery, various romantic letters

Encumbrance: 3.14 kilograms, no penalties

Fuzion Stats

5	INT	4	WILL	6	PRE
5	TECH	6	REF	6	DEX
4	STR	4	CON	4	BODY
3	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
20	STUN	20	HITS	12	RES

Fuzion Skills: Martial Arts: 6; Melee Evade: 5; other skills listed above at Level 3.

Prince Castillo

The Prince of Benitzia is a swaggering, pompous man, for very good reasons. Darkly handsome, he is a master strategist and tactician as well as a snappy dresser. Just a few years ago, he was sitting on top of Calabria. These days, his position as top banana is somewhat in doubt, but still undeniably strong. Castillo is determined to regain his former glory, and more. Indeed: he aspires towards no lesser goal than the Kingdom itself, usurping the Crown from the line of Mark and beginning his own dynasty. With the Queen ill, Christopher but a child and the Crown Prince out adventuring (where all sorts of nasty accidents could occur) he might just get his wish.

For decades, Castillo has ruled his city with an iron hand. His support is unbreakable, based on the vast wealth of merchant houses and the power of fear. His own family is also related to the Assassin Estates of Benitzia, a curious—though well paid—institution which assures Castillo a ready supply of paid killers (and at bargain family rates, too!). He never admits defeat, and is envious of his few rivals. Castillo used to have a reputation for making good on his threats, but he's grown out of that stage. He seldom bothers with threats anymore. They've become quite tiresome. Now he just executes people. If his enemies don't know what will make him order a murder by now, they deserve to be dead.

Family is not important to Castillo, other than in a political sense. He is intensely jealous of his wife's affections, but tries to conceal this behind bravado since jealousy should not be a common emotion to Princes. To show affection, he beats her. He considers his daughter to be a very important chess piece in the game that is Calabrian politics. Marrying her off to Derek seemed like an excellent idea at the time, but the Duke of Moray's political war against her has robbed her of most of her usefulness. Now, all she can do is spy (even this she is loath to do, but she cannot argue with her father).

One of the Prince's more unusual habits relates to his menagerie—a vast zoo of beasts from all across Ahrivine. Castillo makes a personal point of mastering each and every one. In this way, he keeps his instincts strong.

Finally, Castillo is a seasoned veteran of many personal duels, and has the virtue of the best fencing trainers money and royal patronage can buy. More than one foolish youth has met his death on the end of Castillo's blade, when they thought that he was just another aging nobleman.

15	STR	17	DEX	15	CON	13	BODY
18	INT	18	EGO	20	PRE	16	COM
6	PD	6	ED	4	SPD	6	REC
30	END	29	STUN				

Skills: Acting, Animal Handler 15-, Bureaucratics, Gambling, High Society, Interrogation, Persuasion (intimidation, actually), Riding, Stealth, Tactics 15-; KS (INT-Based): Naval Tactics 15-, Political Schemes, Western Colonies, Calabrian Swordplay; WF: Blades, Early Firearms, Crossbows; +4 Levels with Calabrian Swordplay; +4 HTH Combat Levels, only to cancel hit location penalties.

Perks: Contacts: Benitzia Assassin Estates, 14-; Fringe Benefits: Sea-Prince (10); Money (25 points).

Talents: Fast Draw.

Powers: Mental Defense +9.

Disadvantages: Age: 40+; Distinctive Features: Pompous, swaggering nobleman, Style Disadvantage; Watched by Damaris and Haverland, who want to take over as big Prince on block, 11-; Watched by Royal Family, who suspect his true ambitions, 11-; Psychological Limitations: Must preserve his "manliness," will kill to maintain reputation, Seeks to become "First True King of Calabria," Considers his family bargaining chips; Public Identity; Reputation: vengeful, grasping, master of all he surveys, but with his best days behind him; Unluck 2d6.

Equipment: Handsome court clothing that emphasizes his brave figure, worth 20+M, Excellent rapier and stiletto, Excellent Wheellock horse pistols (2), Coastal Courser.

Fuzion Stats

6	INT	6	WILL	7	PRE
5	TECH	6	REF	6	DEX
5	STR	5	CON	4	BODY
3	MOVE	10	SD	10	ED
3	SPD	10	REC	50	END
20	STUN	20	HITS	18	RES

Fuzion Skills: Animal Handler: 5; Tactics, Naval Tactics: 5; Swords: 6; other skills listed above at Level 3.

Fuzion Powers: Mental Defense 8;

Ehrlichgaard, Duke of Moray

Possessed of a lifetime of political experience, a vast spy network, and brilliant intellect, the Duke of Moray is the de facto ruler of Damaris. His agents are everywhere. Men live in fear of him, and justly so. Ehrlichgaard is a pitiless man, who will do whatever it takes to make sure that his city survives intact. Secretly, he loves the Duchess Angela, but has told no one. He rages over her alliance to the weak boy Prince Derek, but knows that any public hint of scandal could endanger the marriage, dangerously weaken the crown and the city, and possibly bring a Benitzia invasion.

Ehrlichgaard is a brilliant man, but physically unremarkable. Though trained as a youth in the basics of

fencing, he has little or no experience in duels, and relies on agents for such work. Aging, his gray-streaked beard and deep, dark eyes and strength to his otherwise pale and skinny frame. He dresses in dark satins and silk stuffs, occasionally complemented by supple black leather vests, jackets and cloaks when meeting agents impressed by such things.

His many weapons include a commanding presence and surprisingly winning personality. Most people, even his enemies, find him frustratingly likable. This natural talent has turned assassins into allies and vendettas away from violence.

The vast spy network which Ehrlichgaard has access to is his most potent weapon, and the result of years of dedicated labor. There is nowhere in Calabria where the Duke of Moray does not have eyes and ears, and it is only a matter of travel time before he can receive a full report on nearly any action. These agents also will kill on command without hesitation, and are equivalent to a personal army. Remember that his agents will have many of the skills that Ehrlichgaard himself does not possess, like Bugging/Eavesdropping, Forgery, Shadowing, etc.

Derek's relationship to the Duke is hardly complex. The Duke has the necessary skills to rule, the Prince has the crown. They therefore cooperate in most instances: that is, Derek lets the Duke do what he wants. Despite his contempt for a weak boy, Ehrlichgaard has grown to like Derek. Even the Prince's occasional threats of countermanding Ehrlichgaard's edicts have a certain playful charm to it.

10	STR	11	DEX	10	CON	15	BODY
25	INT	23	EGO	25	PRE	10	COM
3	PD	3	ED	3	SPD	4	REC
20	END	25	STUN				

Skills: Acting, Bribery, Bureaucratics, Concealment, Conversation, Criminology, Cryptography, Deduction, High Society, Interrogation, Persuasion, Riding, Stealth, Tactics, Trading; KS (INT Based): Classical Education, Political Lore, Secrets, Calabrian Swordplay, Damaris History; Languages: Completely Fluent Fekeshi, Jahdetta, Albionesse; Martial Arts/Calabrian Swordplay: Thrust, Parry, Slash; PS (PRE-Based): Spymaster 15-; WF: Blades, Early Firearms; +3 Levels with non-combat skills; Well Connected.

Perks: Fringe Benefits: Duke; Money (21 points); Countless Contacts throughout Calabria, so many that he can be assumed to have any contact necessary on 14-, Followers: 1000 men at 50 point base.

Talents: Eidetic Memory.

Powers: Clairsentience, normal sight and hearing, 10 range doublings for 160 mile range (anywhere in Calabria), 0 END Cost, OIF: spies and messages, Activation Roll 14-, Extra Time: 1 Day (travel time), Mental Defense +15.

Disadvantages: Age 60+, Distinctive Features: Style Disadvantage, Watched by Calabrian Princes (AsP, NCI, 8-), Hunted by various political enemies (LesP, 11-), Physical Limitation: Weak constitution, often ill, Psychological Limitation: Totally devoted to the preservation of Damaris and making it supreme in Calabria, Public Identity, Reputation as pitiless master of Coastal politics, 11-.

Equipment: Dark, conservatively cut but elegantly jeweled court clothing worth 25+M, Ruby signet ring worth 15 M, very occasionally an excellent smallsword or dagger, usually in matters of martial emergency (during war, etc.).

Fuzion Stats

8	INT	7	WILL	8	PRE
4	TECH	3	REF	3	DEX
3	STR	3	CON	5	BODY
3	MOVE	6	SD	6	ED
2	SPD	6	REC	30	END
15	STUN	15	HITS	21	RES

Fuzion Skills: Spymaster: 7; other skills listed above at Level 4.

Fuzion Powers: Spies & Messages: Clairsentience Sight & Hearing, 160 mile range, 0 END, OIF (Spies & Messages), Activation 8+, Extra Time: 1 Full Day; Mental Defense: 15

Princess Angela

Daughter of the Prince of Benitzia, Angela is young, beautiful, and used to men fawning over her, working to win her favor. When Derek refused to do this (because it is not the sort of thing that a Prince would lower himself to) Angela became frustrated with him. The marriage grew obviously strained, and Angela was accused of treason (spying for her father). She was also accused of adultery. While she is a spy (how can you say no to Castillo, especially when he's your father) she is not an adulteress. Nonetheless, rumors fly at court like songbirds.

Thanks to a life of being pampered by her father and courted by an entire Kingdom of eligible noblemen, Angela is spoiled and a trifle immature. However, she is resourceful, keenly observant, clever, loyal, and a master of the social skills expected at court: repartee, rumor mongering, romance, etc. She has perfected the technique of humiliating someone through subtle social innuendo—never quite insulting openly, but always making her point and making it with style. This is reflected in her powers of "Repartee," presented below and described in the sidebar.

8	STR	13	DEX	10	CON	11	BODY
15	INT	13	EGO	15	PRE	18	COM
2	PD	2	ED	3	SPD	4	REC
20	END	20	STUN				

Repartee

Repartee is the verbal contest between nobility and gentry—a stream of witticisms that suggest through sarcasm and irony that the rival is a ridiculous buffoon. It is not simply insult—any commoner can hurl an insult. Repartee is distinguished by its cleverness and its allusion to insult, without ever becoming crass.

Angela's Repartee power can drain the target of PRE (embarrassing him in front of others) or EGO (reducing his self-image). She may also drain other Repartee powers, including Power Defense that works vs. Repartee. Repartee is based on INT Combat Value, or ICV, calculated by INT/3. Angela must speak and succeed in a Repartee skill roll. Anyone of higher social class can simply refuse to acknowledge Angela's comments and ignore her Power Drain. Finally, individuals who are attacked with Repartee may also attempt to change the subject and avoid the topic—this is represented with a Dodge manuever, which adds +3 to the target's Defensive ICV.

Fuzion: Use INT value for REF and DEX when making the attack.

Skills: Acting, Bureaucratics, Conversation, High Society, Persuasion, Riding, KS (INT-Based): Repartee 25-, Poetry, Court Rumors, Current Affairs, Politics, Up-and-coming Noblemen; PS (INT-Based): Romance writer, Singing; Languages: Albionesse.

Perks: Fringe Benefit: Princess (10 points), Money, Contacts: Prince Castillo (father) 14-, Assassin Estates 11-.

Powers: 3d6 Characteristic Transfer vs. any single Repartee power (PRE, EGO, Drains, Power Defense, etc.), 0 END Cost, Based on INT Combat Value, Concentrate to 0 DCV, Incantations, Can be refused by anyone of higher social class, Can be dodged, Requires a Repartee skill roll at -12; Power Defense +10, Only vs. Repartee.

Disadvantages: Distinctive Features: Air of pampered and spoiled nobility (conc. with major effort); Watched by court figures who consider her traitor and adulteress (LesP, NCI, 11-), Watched by Prince Castillo (MoP, NCI, 11-); Psychological Limitations: Used to being pampered and courted, Bored; Public Identity; Reputation as spy and adulteress on 8-; Vulnerability (easily shocked) 2x PRE attacks by "uncivilized" bloody or violent PRE attacks.

Equipment: Angela is the maker of fashion, whatever she wears is automatically what the other court women will try to imitate. Consider her everyday garb to be worth 50M or more. She does not carry weapons, not even a knife, much to the frustration of her handful of trusted bodyguards. She has a set of a half dozen diamond hairpins that were given to her by her husband—she wears them rarely, saving them for when she's trying to impress him. Each is worth 15 M.

Fuzion Stats

5	INT	4	WILL	4	PRE
4	TECH	4	REF	4	DEX
2	STR	3	CON	3	BODY
3	MOVE	6	SD	6	ED
2	SPD	5	REC	30	END
15	STUN	15	HITS	12	RES

Fuzion Skills: Repartee 8; other skills listed above at Level 3.

Fuzion Powers: Ranged Transfer 3d6 vs.. any Single Repartee Power (+1 PP): PRE, WILL, Drains, Power Defense, etc.), 0 END Cost (+4 PP) (18 PP), Uses INT instead of REF/DEX to target (+0 PP in this case), Concentrate: 0 DV (-2 PP), Incantation (-1 PP), Can be refused by anyone of a higher social caste (-1 PP; there aren't terrible many people who outrank the Princess!), Requires a Heroic Repartee Skill Roll (-4 PP). Total Cost: 10 PP; Power Defense: 10 pts, Only vs. Repartee Attacks.

Prince Gunther, Restless Spirit

An un-living legend, Prince Gunther was killed years ago, but his restless spirit has been awoken several times, most recently by Prince Derek of Damaris. During his lifetime, he was the only Prince of Calabria who had killed another Prince of Calabria in battle. In this case, Prince Kirkland of Carisbrooke, whose imperialistic ambitions had led him to invade three cities. Gunther was a hard man, universally respected, a military genius and keen judge of character who could win a staredown with any other Prince. Before his death, he was widely looked to by other Princes as a force to oppose Prince Castillo in Benitzia.

Gunther adored his daughter more than life, and has risen occasionally to give commandments on her education, upbringing and eventual rule. He was holding out at the time of his death for a sweet marriage deal between Susanna and the Crown Prince, but this did not materialize. His spiritual powers are relatively weak: he can possess the bodies of others or make them see his spiritual form for a limited time.

15	INT	14	DEX	18	EGO	30	PRE
3	SPD						

Skills: Bureaucratics, Deduction, High Society, Navigation, Oratory, Riding, Tactics 15-; KS (INT-Based): Secrets of the Dead, Calabrian Swordplay, Grand Military Strategy, Mu-Jahdin Tactics; Martial Arts/ Calabrian Swordplay: Parry, Slash, Lunge, Thrust, Riposte; WF: Common Melee Weapons, Early Firearms, Crossbows, Heavy Weapons, +2 Skill Levels with Riding, Oratory and Tactics, +8 Combat Levels with Martial Arts.

Powers: 10d6 Shift Spirit, 0 END Cost, Only usable on self; Astral Vision, Only usable in spirit plane, Useable by one other simultaneously but then also limited with 4 charges of 1 minute each; Sensitive; Normal Senses: sight and hearing; Mental Defense +9 (Affects Spirits); +3 on all Possession attempts.

Disadvantages: Psychological Limitations: Obsessed with the proper maintenance of his daughter and his Principality, Repelled by holy places and holy objects; Watched by Calabrian necromancers 11-; Vulnerabilities: Takes damage from Magic Weapons, Takes damage from Dispel Magic, Takes damage from Forces magic.

Baron General Benedick D'Armee

Perhaps the greatest tactical mind in Calabria, now retired, General D'Armee literally wrote the book on modern warfare. It is called "Pike and Shot; Modern Refinements of Tactical Thought." His singular most talked-about talent was a skill for always knowing when the enemy was about to make their big assault, and then countering it perfectly. D'Armee has a wife and a large family in Sugales, including a daughter and three sons. Aging, more than a little tired, D'Armee never learned to handle public life as a famous figure. He is far too honest for a court functionary, even in a court as enlightened as that of Prince Du-Gaer and the King

Synmark himself. He criticizes people with brutal honesty, considering anyone from Benitzia to be a pompous braggart, and anyone from Haverland a cowardly rascal.

Benedick is a trained swordsman who has fought for his life many times against the Mu-Jahdin and other Calabrians. Though out of practice and out of shape, he is still a man to be reckoned with. His loyalty to Du-Gaer and Synmark have been proven time and time again. His villa and vineyard is on his ancestral land just on the seaside. Quite unbeknownst to him, Mu-Jahdin corsairs are planning a hit-and-run raid on the house, in which they plan to kill the General and his sons, taking his wife and daughter for slaves. The raid is in its final planning stages, and should come off within the year.

15	STR	14	DEX	15	CON	10	BODY
15	INT	13	EGO	15	PRE	12	COM
5	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Skills: Bureaucratics, Deduction, High Society, Oratory, Paramedic, Riding, Tactics; KS (INT-Based): Gunpowder Tactics, Mu-Jahdin military masters, Calabrian ground forces, Classical military texts; Languages: Completely fluent Jahdetta, Albionesse, Fekeshi, Allemaine; Martial Arts/Calabrian Swordplay: Parry, Lunge, Thrust, Slash; WF: Early Firearms, Common Melee Weapons, Crossbows, Heavy Weapons; +2 Combat Levels with Swordplay; +3 Levels with Riding, Tactics and Gunpowder Tactics.

Perks: Fringe Benefits: Baron and General (7 points); Money (15 points).

Talents: Danger Sense vs. all attacks he can sense in the general area, 16-, Only when commanding troops in battle and only relating to danger threatening those troops, Resistance +3.

Powers: -2" Running.

Disadvantages: Age 40+, DNPC: Wife and large family (normals with useful skills, 11-); Distinctive Features: Limp, Style Disadvantage; Watched by Calabrian noblemen he's insulted, out to revenge their honor when the opportunity arises (LesP, 11-), Hunted by Mu-Jahdin military genius who wants to take out the competition (MoP, 11-); Physical Limitation: Bad leg, limps and hurts when its cold; Psychological Limitations: Blunt, Tired—wants to leave the wars to others; Reputation as master of Calabrian modern land warfare.

Equipment: Excellent rapier, matchlock musket which he practices with every weekend, various small momentos of his family, sturdy clothing that no longer tries to hide his growing pot belly, Coastal Courser (Rowan).

Fuzion Stats

5	INT	4	WILL	5	PRE
4	TECH	4	REF	4	DEX
5	STR	5	CON	3	BODY
2	MOVE	10	SD	10	ED
2	SPD	10	REC	50	END
10	STUN	10	HITS	12	RES

Fuzion Skills: Sword: 4; Riding: 5; Tactics: 6; other skills listed above at Level 3.

The Royal Enchantress, the Countess Evelake

Hopelessly devoted to Prince Roger of Menevia and hoping to marry him one day (or at least have a good, long affair), Evelake is the court's royal magicienne (though she hates that word and will pointedly point out her preference for the word "enchantress"). Skilled at astrology, hedge magics, illusion and necromancy, she is one of the best in Ahrivine and knows it.

Evelake cultivates the same "always mysterious" image that her Prince does, more because he likes it than any other reason. She is constantly seeking information that would be of use to him, and is quick to impress him. There is no doubt that she is a beauty, with curling blond tresses, hypnotic sky-blue eyes, full lips and a well-proportioned figure. As is to be expected, she too has many suitors and admirers, but she tries to keep her relationships with them professional—there are many uses that she can put such energy to, including secret missions for her lord, the Prince. Evelake is also known for her habit of slipping into libraries all up and down Calabria, often appearing in the stacks researching some obscure fact, her arrival in the Port quite unknown to the local nobility. She never asks permission for these visits, and apologizes if caught only grudgingly. She seems to consider every dusty tome in Calabria to be among her personal collection.

8	STR	13	DEX	13	CON	12	BODY
20	INT	20	EGO	15	PRE	18	COM
3	PD	3	ED	3	SPD	5	REC
36	END	23	STUN				

Skills: Acting, Bugging/Eavesdropping, Concealment, High Society, Lockpicking, Paramedic/Healer, Riding, Seduction, Sleight of Hand, Stealth; AK (INT-Based): Calabrian Libraries, Calabrian Palaces, Sites of magical power; KS: Calabrian magicians, Modern magical thought, Forgotten tomes; Languages: Compl. fluent Albionesse, Ancient Pallean, Allemaini, Jahdetta; Magic/Celestial 16-, Magic/Illusion 15-, Magic/Necromancy 14-, Magic/Hedge; TF: Boats; WF: Blades; +2 Skill Levels with Magic, +3 Skill Levels for any task that involves breaking into a library unnoticed.

Perks: Fringe Benefits: Royal Enchantress (5 point), Money (12 points), Contacts: Calabrian astrologers on 11-, Favors: Dozens of agents throughout Calabria.

Talents: Eidetic Memory, Only to remember what books are located where and their general subject, not details of their contents, Speed Reading.

Powers: 90 point Variable Power Pool: Magic, No time required to change points, No skill roll required to change points, Requires a Magic Skill Roll to cast, Spell effects and active points limited to: Astrology (90 active), Illusion (70 active), Necromancy (50 active) and Hedge Magic (30 active); Running +1", Mental Defense +9.

Disadvantages: Distinctive Features: breathtaking blond beauty with an air of mystery (concealable with effort); Watched by other Calabrian Courts, who seek to deprive Roger of this particular asset (LesP, NCI, 11-); Psychological Limitations: In Love/Lust with Prince Roger, Bibliophile, Professional pride; Reputation as master enchantress who is enchanted by the Prince, 11-.

Equipment: Blue jewel choker around delicate throat, granting Power Defense +10 and Mental Defense +10, both vs. Magic effects only (IIF, Independent); Perfect sphere of amber with unidentifiable trapped something within, lending END +24, Only for spell casting purposes (OAF, Independent); Superior astrological observatory in Menevia granting +2 to all Magic/Astrology rolls while in use; Excellent portable telescope and other portable tools in a ruddy leather brass-bound case, giving +1 to all Magic/Astrology rolls when used; Silver enchanted dagger of demon-slaying (1d6+1 HKA, +1 OCV, AP vs. Demons, 0 END Cost, OAF, Independent, STR minimum of 0); Letters in her own hand, scented and tied in a bundle, describing her 5 year love/lust for the Prince in torrid detail and kept tucked within her bodice next to her heart; closely tailored clothing of blue and gold, showing off her figure to best effect.

Fuzion Stats

6	INT	6	WILL	5	PRE
5	TECH	4	REF	4	DEX
2	STR	4	CON	4	BODY
4	MOVE	8	SD	8	ED
2	SPD	6	REC	40	END
20	STUN	20	HITS	18	RES

Fuzion Skills: Magic/Celestial: 8; Magic/Illusion: 7; Magic/Necromancy: 6; other skills listed above at Level 3.

Fuzion Powers: Eidetic Memory, Speed Reader; Mental Defense: 9; Magic Pool: Variable Power Pool 18 Power Points, limited as above.

Growltiger, Scourge of the Severn

Amongst all the pirates of Calabria, living and dead, there is none more feared than the infamous Growltiger. For decades he has raided, pillaged and murdered up and down the coast of the Severn River. He seldom attacks other ships, preferring to rape entire towns and villages. No one is safe from his marauding ways, not Allemaini or Calabrian, native or foreigner. In fact, since a Fekeshi sailor cut off half of his right ear a few years ago, Growltiger's rage against foreign sailors has become a personal vendetta.

With such a track record, it is curious that Growltiger has survived this long, but the pirate is cunning and resourceful, well aided by loyal shipmates. His first mate, Grumbuskin, and his bosun, Tumblebrutus, watch his back and give his strategy just enough unpredictable nature to keep him from being caught. Occasionally, when pursuit gets thick, the entire crew will disband and Growltiger himself will vanish, only to reappear three years later with renewed passion.

There is no doubt that the Scourge of the Severn is a brutal and physically powerful man. Massively built, with scars across his body like a map of villainy, he has taken dozens of musket balls and sword strikes with impunity. His preferred method of execution once he captures a ship and loots the cargo is to walk the crew off the plank into the crowd of sharks which invariably follow his vessel looking for scraps. However, one thing must be said for this grand murderer and brigand of the seas: he has an excellent singing voice.

Growltiger is an accomplished baritone, and practices his singing throughout the day aboard his pirate barge. Every member of his crew must learn to sing, usually instructed by the master himself (few other pirates have a background in formal voice training). His repertoire is almost exclusively opera, and although it has earned him many odd looks and the occasional insult, no one dares make them to his face. He has kept up this strange habit for so long that his rival pirates and victims have quite accepted it by now, and the crew get positively jubilant when they get to sing some dark and fiery chorus as the barge bears down on the next coastal village—prey to Growltiger's rampages.

For two years the Crown Prince of the Kingdom was a member of Growltiger's crew. Originally captured and kept as a hostage, he instead learned to make himself useful—he also did a great duet with the Captain. The two men are still fast friends, despite their stances on opposite sides of the law.

23	STR	14	DEX	20	CON	16	BODY
13	INT	14	EGO	23	PRE	8	COM
10	PD	8	ED	3	SPD	9	REC
40	END	40	STUN				

Skills: Breakfall, Climbing, Demolitions, Gambling, Navigation, Oratorio, Seamanship, Stealth, Streetwise, Survival, Tactics, Trading; AK (INT-Based): Calabrian Coast, Severn River, Demetian Sea; PS (INT-Based): Captain, Music Instructor and Singing; WF: Early Firearms, Common Melee, Ship to Ship; Martial Arts/Dirty Infighting: Chin Block, Hoist n' Heave, Punch, Roundhouse, Throw; +2 Damage Classes; +3 Overall Levels.

Perks: Vehicle: Pirate Barge, Followers: Crew of Elite Sailors with PS: Singing 11-; Contact: Crown Prince Harrison 12-.

Talents: Perfect Pitch.

Powers: 50% Resistant Physical Damage Reduction, 12- Activation Roll, Must be Aware of Attack; +2" Swimming, Lack of Weakness +5.

Disadvantages: Distinctive Features: One-eyed, half-eared, weather-beaten pirate (concealable with effort); Hunted by Fekeshi and Mu-Jahdin Corsairs (AsP, 11-), Hunted by Severn anti-piracy forces (AsP, 8-); Physical Limitation: Missing one eye; Psychological Limitations: Hatred of foreigners (esp. Fekeshi, Mu-Jahdin); Reputation (extreme): The Scourge of the Severn on 11-.

Equipment: Long, torn buff coat that's seen better days, cutlass, musket, knife, and a manly baritone.

Fuzion Stats

4	INT	4	WILL	7	PRE
4	TECH	4	REF	4	DEX
7	STR	6	CON	5	BODY
3	MOVE	16	SD	16	ED
2	SPD	13	REC	60	END
25	STUN	25	HITS	12	RES

Fuzion Skills: Singing: 6; other skills listed above at Level 5.

Fuzion Powers: 50% Physical Damage Reduction, Must be Aware of the Attack, Activation 10+, Perfect Pitch; Lack of Weakness +5; Swimming +4 m/yds.

Commodore Duncan Firedrake

Princess Elise's current favorite amongst the court functionaries, and the hero of the defeat of the Benitzia invasion, Firedrake is a slender, red-haired tempest of a man. Romantic, debonair and daring, he has sailed around the world and lived to tell the tale. He is a skilled fencer, leader of men and naval tactician, but has a tendency to ridicule the people, and ways, of other cities. Fascinated with the Princess' beauty, he nonetheless considers himself a bit of a ladies man, and has several courtesans on the side (which he conceals from the Princess with good reason). His most famous exploits, aside from circumnavigation, include a single-handed raid on Castillo's war fleet that put off his invasion attempt for three years, and the sacking of several Benitzia colonies outside the Demetian Sea.

13	STR	17	DEX	13	CON	11	BODY
15	INT	13	EGO	15	PRE	16	COM
6	PD	4	ED	4	SPD	6	REC
26	END	25	STUN				

Skills: Breakfall, Climbing, Deduction, Gambling, High Society, Navigation, Paramedic, Persuasion, Riding, Seduction, Stealth, Streetwise, Survival, Tactics, Trading; AK (INT-Based): Alia, Demetian Sea, Calabria, Haverland, Benitzia; PS: Captain 14-; Well-Traveled; Martial Arts/Calabrian Swordplay: Thrust, Lunge, Slash, Dodge, Parry, Disarm; Martial Arts/Cloakwork: Baffle, Bind, Entangle, Trip; WF: Common Melee, Cloaks, Early Firearms, Heavy Weapons, Off-hand; +4 Levels with Martial Arts.

Perks: Fringe Benefits: Commodore (5 points), Money (15 points), Vehicle: Ship.

Talents: Ambidexterity, Fast Draw, Bump of Direction, 2d6 Luck.

Powers: Running +1", Swimming +2".

Disadvantages: Distinctive Features: Bright red hair, whipcord musculature (easily concealable), Style Disadvantage; Hunted by Benitzia Assassin Estates (AsP, 11-), Watched by other Sea-Princes waiting for him to make a mistake (MoP, NCI, 8-); Psychological Limitations: Love of adventure, Devotion to the Princess; Reputation as flamboyant adventurer and rogue, 11-; Rivalry with other Haverland courtiers, trying to usurp the position of 'Elise' Favorite.'

Equipment: Superior saber, a gift from the Princess (2d6 HKA, +1 OCV, STR Minimum 10), excellent dagger, balanced for throwing, excellent wheellock pistol, handsome long buff coat trimmed in "thread of ruby", back and breast, ship (the Great Voyage), Mu-Jahdin courser, various odds and ends from civilizations unknown to inhabitants of the Broken Kingdoms.

Fuzion Stats

5	INT	4	WILL	5	PRE
5	TECH	6	REF	6	DEX
4	STR	4	CON	3	BODY
4	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
15	STUN	15	HITS	12	RES

Fuzion Skills: Martial Arts: 6; other skills listed above at Level 3.

Fuzion Powers: Swimming +2 m/yds

Roberte Goodman, Playwright

Goodman is the chief dramatist of Calabria, and although he has many competitors at the moment, and is somewhat unappreciated by his peers, history will remember him as the greatest playwright of his time. Beloved by the Princess and privy to her most private thoughts, Roberte is one of the few men of court who is not desperately in love with her. This gives him a unique perspective and makes him a valuable ally.

Roberte has keen powers of perception and a powerful intellect. As a commoner, he has a talent for getting into places that noblemen cannot. He has many friends and contacts throughout the Coast, particularly in courts where his actors have played. Of course, he is also a competent actor himself (he occasionally takes small parts in his own plays), as well as a mediocre fencer, an excellent storyteller, and he can drink a ton of alcohol without falling down. He knows some very raunchy jokes. Although he has no talent for magic, Goodman has a broad knowledge of magical tradition, including hedge magic and necromancy.

Rumor has it that Goodman's plays contain secret messages or mystical secrets imbedded in deep allegorical code. He seems highly amused by these speculations.

10	STR	11	DEX	10	CON	12	BODY
18	INT	15	EGO	13	PRE	12	COM
3	PD	2	ED	3	SPD	4	REC
20	END	22	STUN				

Skills: Acting, Conversation, Cryptography, Deduction, High Society, Oratory, Paramedic, Persuasion, Seduction, Sleight of Hand, Stealth, Streetwise, Trading; AK (INT-Based): Calabrian Theaters, Calabrian Courts; Familiarities: Acrobatics, Animal Handler, Climbing, Disguise, Lipreading, Tactics; KS (INT-based): Magical Traditions, Hedge Magic, Necromancy, Dramatic Incantations, Classical Education, Theater, Calabrian Nobility and their theatrical tastes; Languages: fluent Albionesse; PS: Playwright 16-, Actor 12-, Storyteller 14-; Scholar; WF: Blades; +2 Combat Skill Levels with Blades.

Perks: Contact: Various theater fans and performers throughout the Coast, 11-, Noble patrons of the arts, 12-

Talents: Immunity: Alcohol.

Disadvantages: Watched by necromancers and hedge magicians who think he knows too much (MoP, NCI, 11-); Psychological Limitations: Devoted to the Princess and Haverland in general; Reputation as moderately successful dramatist much beloved by Princess Elise, 8-; Secret Identity: Officer in mystical secret society and creator of allegorical instructional texts (?).

Equipment: Smallsword, dagger, finely tailored court clothing, small book for the taking of notes, pens, inks, shabby worn cloak for disguises, walking shoes, purse with "traveling cash."

Fuzion Stats

6	INT	5	WILL	4	PRE
4	TECH	3	REF	3	DEX
2	STR	3	CON	4	BODY
3	MOVE	6	SD	6	ED
2	SPD	5	REC	30	END
20	STUN	20	HITS	15	RES

Fuzion Skills: Playwright: 6; Storyteller: 5; Blades: 4; other skills listed above at Level 3.

Fuzion Powers: Immunity: Alcohol

Baron Sanchez, Ambassador of State

The Baron is Castillo's most decorated advisor, a veteran of several military campaigns. He is a big, hard-drinking man with a big, hard-drinking wife and a large family of big, hard-drinking boys. He adores the Princess, but would never be one of her lovers. He is not handsome enough for her, anyway. His ruddy face and bursting gut are proud testament to his lifestyle. Ruffled, unkempt hair surrounds an easy and honest smile.

In his official role as Ambassador, Sanchez travels to all the Courts of Calabria representing his Prince. During the days, he wins over enemies through open talk and ribald humor just scandalous enough for the court. By night, he sneaks about from one rendezvous to another, making contacts with the secret agents Benitzia maintains in every court along the Coast. An old pro at midnight intrigue, Sanchez has many tricks up his sleeve. One of his favorite is dressing up his big bodyservant in his own uniform and sending him out of the palace through the opposite gate, ensuring that Sanchez himself can make his appointments unwatched. Despite his seeming honesty and forthright behavior, the Baron has spied for Benitzia, and killed for his Prince, for decades.

Quite unknown to everyone, the Baron is also a practicing magician. He keeps his talents secret, the better to serve the Prince and Princess (who, aside from his wife, are the only ones who know). Alchemy is his specialty, and a little Hedge Magic.

20	STR	14	DEX	18	CON	15	BODY
15	INT	14	EGO	15	PRE	10	COM
8	PD	6	ED	3	SPD	8	REC
40	END	40	STUN				

Skills: Acting, Bribery, Bugging/Eavesdropping, Bureaucratics, Concealment, Cryptography, Gambling, High Society, Lockpicking, Persuasion, Riding, Shadowing, Stealth, Streetwise, Tactics, Trading; KS (INT-Based): Benitzia Spy Network, Politics, Alcohol; Magic/Alchemy 17-, Magic/Hedge Magic 15-; Martial Arts/Calabrian Swordplay: Thrust, Slash, Parry; Martial Arts/Dirty Infighting: Punch, Roundhouse, Hoist 'n' Heave, Block; PS: Ambassador 14-; +2 Combat Skill Levels with Hand to Hand; TF: All Sea; WF: Blades, Polearms, Early Firearms, Heavy Weapons, Crossbows.

Perks: Contacts: Benitzia Spies on 14-, Fringe Benefits: Baron (5 points), Money (15 points).

Talents: Danger Sense in and out of combat, 12-; 2d6 Luck; Resistance +3.

Powers: Mental Defense +8, 50 points of Alchemical Formulas, 30 points of Hedge Magic spells.

Disadvantages: Distinctive Features: Hard drinkin' military man; Watched by Calabrian nobles (AsP, NCI, 11-); Hunted by enemies of Castillo (AsP, NCI, 8-); Physical Limitation: Occasional bouts of ill-health, brought on by his lifestyle (infrequent, greatly impairing); Psych Limitations: Sense of Duty to Benitzia and his Prince, Enjoys living the good life, Pragmatist, Alcoholic; Reputation as Castillo' chief ambassador, 11-; Secret ID: magician.

Equipment: Saber, Long buff coat, Excellent breastplate, handsome military uniform with frogging, high riding boots, rakish hat, beer.

Fuzion Stats

5	INT	4	WILL	5	PRE
5	TECH	4	REF	4	DEX
6	STR	6	CON	5	BODY
3	MOVE	12	SD	12	ED
2	SPD	12	REC	60	END
25	STUN	25	HITS	12	RES

Fuzion Skills: Magic/Alchemy: 6; Magic/Hedge Magic: 5; Hand to Hand: 4; other skills listed above at Level 3.

Fuzion Powers: Mental Defense: 8; 10 PPs in Alchemical Formulas (see Magic Section); 6 PPs in Hedge Magic Spells (see Magic Section).

The Blue Azalea

They seek him here, they seek him there
Those Lorries seek him everywhere,
Who is he, this man that ails ya?
That demmed, elusive, Blue Azalea.

Lord Randolph Chesterfield III, "Chester" to his friends, is perhaps the most well-known member of Calabria's social elite. Uniformly, the opinion held of him by others is the same. With his heroic musculature, beautiful blue eyes and handsome features, he would have been the perfect hero for a nation. Alas, God granted him precious little wit. A single glance at Count Chesterfield assures the observer that he is utterly without intelligence. Like a darling puppy, he can be cute and charming seemingly without effort, but if forced to tackle a problem more challenging than devising a new way to tie a cravat, he would be far out of his depth. Nonetheless, his mastery of all forms of the social graces from whist and fashion to dance, have made him a welcome center of courtly attention.

Then, of course, there is the truth.

No one is quite sure how long Chester's witless giggle and bemused smile have graced the courts of Calabria, but if they were they might realize that it corresponded almost precisely to the day of the revolution in Loragne, when Prince Reglemont was thrown out of his ancestral lands and his wife and children arrested. While Randolph had no love for Reglemont, it was the innocent blood that made him swear that until his dying day he would strive to save every last victim of this bloody revolution. Working quickly and quietly, he assembled a band of loyal aristocratic allies, quick-witted men with time on their hands and a thirst for adventure. Using his own skills at disguise and misdirection, Chester began sneaking into Loragne and liberating those imprisoned or marked for death. To date, he has saved hundreds of men, women and children, but this is not enough for him. His crusade continues. And with each rescue, the legend of the mysterious man known only as the Blue Azalea, grows.

Most recently, Chester's activities have attracted the attentions of the Committee of Public Welfare, which is about ready to arrest the entire House of Lords and put the aristocracy to rest once and for all. Several of the Committee's most popular leaders are competing to see who will be the first to capture the Azalea and bring him to justice.

18	STR	15	DEX	15	CON	13	BODY
18	INT	21	EGO	15	PRE	12	COM
4	PD	3	ED	3	SPD	7	REC
30	END	30	STUN				

Skills: Acting 15-, Bureaucratics, Disguise 15-, Gambling, High Society 15-, Oratory, Riding, Seamanship, Shadowing, Stealth, Streetwise, Tactics, Trading, AK: Calabria, Grenham and Loragne on 13-, Languages: Idiomatic Calabrian; Martial Arts/Dirty Infighting: Punch, Block, Tackle; Martial Arts/Calabrian Swordplay: Parry, Thrust, Lunge, Disarm; PS: Judge of Character, 13-, WF: Blades, Early Firearms, +3 Overall Levels.

Perks: Fringe Benefits: Count, Money (20 points or more).

Talents: Fast Draw, 3d6 Luck, Defense Maneuver.

Powers: Running +3", +1 Enhanced Perception,

Disadvantages: Distinctive Features: Foolish behavior incl. insipid laugh, vacuous smile and foppish demeanor (easily concealable); DNPC: Wife ("the cleverest woman in Calabria": Less powerful with useful skills, 11-); Hunted: House of Lords and Committee for Public Welfare; Psychological: Gentleman's Code of Honor (total commitment); Psychological Limit: Pride; Psychological Limit: Will not rest in his illegal efforts, no matter how dangerous; Reputation as charming but utterly stupid socialite, center of Grenham's social circle; Secret Identity.

Equipment: Nearly anything, Chesterfield possesses vast wealth, the will to use it, and cleverness required to have just the right tool for the job at hand. When not on missions: ridiculously well-tailored clothing, signet ring, lace hankies.

Fuzion Stats

6	INT	7	WILL	5	PRE
5	TECH	5	REF	5	DEX
6	STR	5	CON	4	BODY
5	MOVE	10	SD	10	ED
3	SPD	11	REC	50	END
20	STUN	20	HITS	21	RES

Fuzion Skills: Acting, Disguise, High Society: 6; other skills listed above at Level 5.

Fuzion Powers: Acute Sense (Sight)

Captain Loretta Silverhand

Growltiger's rival as the most feared pirate in Calabrian history is assuredly this self-styled "Gentlewoman," Captain Loretta Silverhand. Her origins are unknown; she rose to preeminence as a pirate within the last decade. Early in her career she dueled the King Synmark, who was pirating in disguise. Defeated, she fell from the deck into the shark-infested waters below, and lost her arm before her crew could rescue her. When she learned the identity of the man who had defeated her, Loretta swore revenge on the Crown. Her intensified war on Demetian shipping has financed a beautiful and lethal clockwork arm to replace the one she lost.

Loretta dresses like a dandy and maintains airs of nobility. She claims virtues such as honesty, loyalty and mercy, but in truth delights in breaking these promises whenever it will cause the most grief. Hundreds of

duels have made her a lethal fencer, one of the best in the land. Predatory cunning dictates her tactics, and she will not hesitate to kidnap DNPCs, hold entire towns ransom under her guns, lie, cheat and blackmail if it will somehow injure the King or his family. The King himself has no navy to order after her destruction, and few privateers are willing to try and take her on. These factors, combined with luck and a small arsenal hidden in her clockwork limb account for her continued existence.

13	STR	20	DEX	15	CON	15	BODY
23	INT	18	EGO	20	PRE	16	COM
6	PD	6	ED	4	SPD	6	REC
30	END	40	STUN				

Skills: Acrobatics, Acting, Breakfall, Bribery, Climbing, Concealment, Conversation, Gambling, High Society, Interrogation, Navigation, Oratory, Persuasion, Riding, Seamanship, Sleight of Hand, Stealth, Streetwise, Survival, Tactics, Trading, AK: Demetian Sea, Pirate's Ports and Shipping Lanes, Martial Arts: Calabrian Swordplay—Dodge, Disarm, Lunge, Parry, Bind, Slash and Thrust; +4 Combat Skill Levels in all Combat.

Perks: Ship, Crew, Money.

Talents: 3d6 Luck, Defense Maneuver, plus Absolute Time Sense and Bump of Direction, both OIF.

Powers: Mental Defense +9, Running +1", Swimming +2", Lightning Reflexes +4, only for Fencing, Multipower: Clockwork Hand, OIF, must be wound once per day; slot 1 (superior wheellock pistol): 1d6+1 RKA, +1 STUN, AP vs. rDEF 7 or less, Mail Armor provides no defense, Jam on 16+, 15 phases to reload, 1 recoverable charge; slot 2 (excellent smallsword): 1 ½d6 HKA, +1 OCV, 0 END Cost, STR minimum 8; slot 3 (grenade): 2 ½d6 RKA, Explosion, +2 STUN, Reduced Penetration, Reduced by Range, Jam 14+, 1 charge; slot 4 (climbing spike): 1 ½d6 RKA, AP and 10" Swinging, linked, Jam on 16+, 1 recoverable charge, RKA must do BODY for Swinging to be used. Arm may have additional, unknown gadgets (GMs, be creative as necessary).

Disadvantages: Distinctive Features: compulsive snuff user, clockwork silver arm; Distinctive Features: Style Disadvantage; Psychological Limitation: Fear of Sharks (uncommon, total); Psychological Limitation: Hates (Loves?) King Synmark; Physical Limitation: Occasionally without her arm (infrequent, greatly impairing); Hunted by agents of the King (AsP, 11-); Watched by bounty hunters and other privateers, waiting for her to drop her guard (LesP, 14-); Reputation as an honorable gentlewomen and noble pirate, 11-; Rivalry with Growltiger, Scourge of the Severn.

Equipment: Wheellock pistol, Excellent rapier, dagger, elaborate clothing, wig.

Fuzion Stats

7	INT	6	WILL	6	PRE
7	TECH	6	REF	6	DEX
4	STR	5	CON	5	BODY
4	MOVE	10	SD	10	ED
3	SPD	9	REC	50	END
25	STUN	25	HITS	25	RES

Fuzion Skills: All Combat: 6; other skills listed above at Level 3.

Fuzion Powers: Mental Defense: 9; Swimming: +4 m/yds; Combat Sense: 4

Captain Sable

This gentleman pirate is a legend in Calabria already, and his career has lasted less than four years. Romantic rumors abound concerning his origin, but certain facts seem to appear consistently. Sable was a doctor and a man of refinement, almost certainly of gentle birth. Due to a tragic misunderstanding he was caught up in an affair of intrigue, and framed for the murder of his own wife. Fleeing to the sea, he was rescued by a pirate ship and then was swept up in a mutiny against a cruel captain. Educated, charismatic, and lucky in a fight, the crew made him captain and he's never looked back.

Sable tries to bring a little compassion to the men under his command, and education as well. He has taught most of them to read, a little history and even started them on the classics. They consider themselves a grade above the standard scum that hunts the Demetian, and their proven success record under Sable seems to bear this out. The noble Captain's rules of engagement are clear—he will not harm women or children, or those men who do not resist him. But against enemies who have fired a shot or raised a sword after they have been duly warned, he never grants mercy. He has a special brilliant silver flag that he hoists to signal his coming.

More than one young woman has fallen completely in love with tragic Captain Sable, and tried to reawaken in him the passion that he had once had for his wife. But despite several brief flings and even one "hostage taking"—in which the captive gentlewoman was kept on board ship for three months, dining and socializing with the Captain and his crew—he remains a lonely sailor on the sea of his destiny. One of his female admirers later joined his crew and has become a loyal comrade.

When encountered face to face, Captain Sable is always shorter than folks expect him to be. Barely five feet, with a lean and healthy build born of a doctor's care for his own body, Sable has a thin nose, black mustache and stormy gray eyes. His skin is well tanned and his musculature much improved from his days as a court physician. He wears black and silver clothing with trim in his namesake fur. In his four years of duels he has displayed a remarkable natural talent for fencing and other combat—given more time he may become the best fencer in Calabria.

15	STR	18	DEX	15	CON	11	BODY
20	INT	18	EGO	18	PRE	18	COM
6	PD	6	ED	4	SPD	6	REC
30	END	30	STUN				

Skills: Acrobatics, Breakfall, Climbing, Conversation, Deduction, High Society, Navigation, Oratory, Paramedic 15-, Persuasion, Riding, Seamanship, Stealth, Streetwise, Survival, Tactics, Trading; Familiarity: Disguise, Gambling; KS (INT-Based): Classical Education, Albionesse medical techniques, Calabrian Swordplay; Languages: Complete fluency Allemaini, Albionesse; Martial Arts/Calabrian Swordplay: Lunge, Thrust, Parry, Dodge, Disarm, Fleche; Martial Arts/Cloakwork: Baffle, Bind, Entangle, Trip; PS (INT-Based): Doctor 15-, Captain, Teacher, WF: Blades, Early Firearms, Ship to Ship, Cloak, Off-Hand; +3 Levels with All Combat.

Perks: Followers: Crew of elite sailors with KS: Classical Education on 8-; Vehicle: Pirate ship.

Talents: Defense Maneuver, Fast Draw, 3d6 Luck.

Powers: Running +1", Swimming +1", Mental Defense +9.

Disadvantages: Distinctive Features: Dressed in black and silver with sable trim, educated and charismatic, Style Disadvantage; Hunted by Anti-Piracy forces (AsP, 8-); Psychological Limitation: Emotionally scarred by his wife's death, Strict honor code, Protective of crew and friends; Reputation as the Noble Captain, 11-.

Equipment: Saber, musket, knife, bag of silver bullets (got attacked by a demon once), long buff coat, handsomely tailored clothing of black and silver with sable trim, pocket watch, bag with doctor's tools, and a momento of his wife that brings him good luck.

Fuzion Stats

6	INT	6	WILL	6	PRE
6	TECH	6	REF	6	DEX
5	STR	5	CON	3	BODY
4	MOVE	10	SD	10	ED
3	SPD	10	REC	50	END
15	STUN	15	HITS	18	RES

Fuzion Skills: Paramedic: 5; Dcotor: 5; All Combat: 5; other skills listed above at Level 3.

Fuzion Powers: Mental Defense: 9; Swimming: +2 m/yds

Ports in Detail

Carisbrooke

Lawrence is the son of Kirkland, an aggressive and imperialistic ruler who tried to invade most of his neighbors. When Lawrence inherited the throne, he inherited many enemies with it. His fleet is small and of unspectacular skill, intended mostly as troop transports, but his moderate-sized army is highly trained and he is much beloved by the common soldiers. It was these soldiers with whom Lawrence (or "Larry") drank and wenched before his father perished. But his wilder days are far behind him now, and his devout religious faith, iron demeanor and unquestionable bravery have brought him fanatical loyalty from his subjects and vassals. To aid his political situation, he has found some support with the Duke of Lanahaut, across the Severn river.

Ruler: Prince Lawrence III

Fleet: 7 ships; 3 Men o'War and 4 Frigates.

Privateers: 3 ½d6

Fighting Men: 1,500 including 195 cuirassiers, 195 light horsemen, 370 pikemen and 740 musketeers.

Sailors: 1780

Marines: 270

Population: 86,100

Allies: Lanahaut, in Allemaine.

Enemies: Frojina, Grenham, Croix.

Frojina

As recently as ten years ago, Frojina was one of the most feared cities in Calabria. But events have led it to adopt a defensive posture, at least temporarily. The port was previously ruled by Prince Gunther, a living legend and a cold, calculating professional ruler. Gunther was responsible for fighting off an invasion from Carisbrooke, and then helping Grenham do the same thing. Gunther finally had to kill Prince Kirkland II to put his invasions to rest. Shortly thereafter he began to invade Mu-Jahdin. The war went well until a stray musket ball struck him dead in that foreign land.

Gunther's daughter, Suzanna, was only six years old at the time. However, the dead Prince had a restless spirit, and he manifested several times over the course of a year to appoint one of his court functionaries, Lord Dornar, Regent until Suzanna came of age. Dornar canceled the foreign war and put off all talks of marriage for the young Princess, and has done a fair job of keeping the city intact so that Suzanna can inherit.

For her part, the Princess is quite the tomboy, and by her father's command has been raised as a boy. She hunts, rides and fences as good as anyone in Calabria, and is also displaying great intelligence and scientific aptitude. Over the years she has grown into a red-haired passionate beauty who has so far been more than any suitor could handle. Dornar involves her in most decisions of state now, and the time has almost come for her to truly take the throne. When she does,

Frojina Names

Female: Aina, Alicia, Alma, Anna, Atalie, Britta, Carina, Cecilia, Ebba, Elsa, Emma, Eva, Frederika, Greta, Hanna, Helga, Johanna, Judit, Kaysa, Lena, Monika, Nanna, Olga, Rosel, Soasan, Stella, Svea, Teresia, Trina

Male: Adolphus, Andreas, Bartholomeus, Benedikt, Davin, Emil, Erik, Filip, Frederek, Georg, Gerhard, Greger, Gunnar, Hans, Henrik, Isak, Jakob, Johan, Kalle, Konrad, Lars, Lennart, Malcolm, Matteus, Mikael, Niklaus, Oskar, Patrik, Rikard, Roald, Rolf, Ruric, Rutger, Soren, Steffan, Sven, Ulf, Valentin, Valter

Haverland and Carisbrooke Names

These two cities share a strong cultural kinship to Allemaine. Use the suggestions in "More Names (Central Allemaine)," along with the lists in "Calabrian Names," for inspiration on the inhabitants of these Ports.

it is likely that she will formalize ties to Damaris, whose culture and people she has great fondness for.

The people of Frojina are widely perceived as cold, remote and extremely competent at what they do. They have good sailors and even better soldiers—their army was one of the first truly modern in organization, thanks to Gunther, and their fighting edge remains sharp. Above all, Frojini are known to have no sense of humor.

Ruler: Lord Regent Dornar

Prince: Princess Suzanna

Fleet: 12 ships; 4 Men o'War and 8 Frigates.

Privateers: 4d6

Population: 137,300

Fighting Men: 2,200 including 175 cuirassiers, 265 light horsemen, 585 pikemen and 1175 musketeers.

Sailors: 2,830

Marines: 440

Allies: Informally, Damaris.

Enemies: Carisbrooke and the Mu-Jahdin.

Haverland

Haverland's previous Prince died years ago, after having married five times without once producing a son. Enfeebled by syphilis, mad with pain and disease, the city breathed a sigh of relief when he at last perished. But when his two daughters fought for the crown, sighs turned to outrage. Elise had the support of the urban populace, but her sister was much beloved by the country folk. Elise was merciless, imprisoning her sister in the palace dungeons. She seized control, accusing her sister of demonic practices and of harboring the servants of the evil one (the sister's popularity amongst the witches of the countryside was well known). Not long after, the execution took place, and Elise now rules unchallenged.

Haverland is home to the most famous of Calabria's privateers, some of whom have succeeded in raiding Banitzia's colonies far to the west. Benitzia invaded a few years ago with a large fleet, but Elise had stalled them politically long enough to purchase a fleet of her own from Sugales. Armed with Fast Galleons and her own locally-made vessels, her Commodore sent most of the Benitzia fleet to the bottom of the Demetian.

The Princess maintains close economic ties to Sugales, and is still paying off the vessels they sold her to resist the invasion. She also supported Pleuce's rebellion against Benitzia. Her current political strategy seems to be to maintain a balance of power, allying with the weaker power in any struggle.

Haverland holds the only colony outside of the Demetian that is not ruled by Benitzia. It is pitifully small and brings Elise no gold, only trade options and a base for privateer action. Nonetheless, it is one of her proudest accomplishments.

Other curiosities of this city include its rare breed of highwaymen, the so-called "Knights of the Road", who obey a strict honor code while relieving rich travelers of their wealth. Also, the city has strict laws against those who use—or pretend to use—magic. Magicians are punishable by torture and burning. Only the Princess' personal court functionaries can safely practice magic, and they are limited to the scientific arts of Astrology and Alchemy, not the wild magic of the wood and of spirits, such as that practiced by her sister's supporters.

All of that aside, Haverland is actually a pretty nice place to live. A wealthy trading center, Haverland has few enemies and a reputation for scholarship that makes it a gathering place for intellectuals throughout Calabria. Financially, militarily, it is a growing power. Its privateers are the most daring and successful ones at sea.

Ruler: Princess Elise

Fleet: 23 ships; 1 Flagship (the Sea Dog), 10 Fast Galleons and 12 Frigates.

Privateers: 4 ½d6

Population: 169,400

Army: 1,800 including 100 cuirassiers, 200 light horsemen, 500 pikemen and 1000 musketeers.

Sailors: 5,170

Marines: 880

Allies: Sugales (creditor), Pleuce.

Enemies: Benitzia.

Princess Elise

Young, beautiful, pure, Princess Elise is widely heralded as the most heavenly woman in Calabria. She has steadfastly refused a husband, knowing that half of her court wish that position and will serve her well trying to get it. Although she has occasional romantic flings, there is no whisper of scandal and she remains the Virgin Princess.

Elise is a master diplomat and negotiator with nerves of steel. She is ably assisted by dozens of skillful counselors and advisors (most of them male and to some degree infatuated with her). Her most ardent suitors always correspond with her most successful military commanders. She is determined to make Haverland the center of Calabrian power for decades to come. She might very well succeed. Her own education is broad and deep; she speaks both modern and ancient Pallean, the language of the Mu-Jahdin, Albionesse and Allemaini like a native.

Thanks to her sister, Elise has a deep and unabiding fear of magic. In her fear, she labels all magicians devil-worshippers.

Croix

At the mouth of the Severn river, just across from the Allemaini City of Newcastle and at the intersection of many major trade routes, Croix has grown up without order or plan. Its streets are among the most chaotic in Calabria. The city has become known as something of the trash heap of coast, but despite this reputation it is home to some of the land's wealthiest, if most eccentric, inhabitants. Its strategic location has ensured profitable trade and more than one invasion by foreign princes or Jahdetta corsairs, but the city always seems to rally an effective, ramshackle defense. All in all, it is simply impossible to predict what might be found on the streets of Croix in a year's time, a month's time, or even a day's. The street layout changes almost on a whim. Somehow, the whole thing continues to work.

Much of this barely-controlled chaos is due to the reign, or lack of reign, of Prince Haudric. A sworn hedonist, Haudric spends most of his time adventuring, spending money in foreign ports, romancing eligible noblewomen, or partying at sea. Nearly every decision is left to his appointed Prince-Governor, a commoner who has earned the respect of the people. Firined has done his level best to keep things in check without the authority of a crown, and much of his effort is spent ensuring that the Prince will have a Port to come home to, should he ever decide to try. His fleet is only of moderate size, but is well-crewed by loyal subjects. The city's many frigates have their work cut out for them patrolling Croix's smuggler-infested coasts. Firined has a close but informal working relationship with the Duke of the Southern Marches, directly to the north.

Prince: Prince Haudric

Ruler: Prince-Governor Firined

Navy: 15 ships; 1 Flagship (the Belle of the Ball), 2 Men o'War and 12 Frigates.

Privateers: 5 ½d6

Army: 2,100 men including 170 cuirassiers, 250 light horsemen, 560 pikemen and 1120 musketeers.

Sailors: 3,300

Marines: 530

Population: 107,200

Allies: Southern Marches (Allemaine).

Enemies: Carisbrooke.

Grenham

Grenham is a relatively quiet Calabrian city, and Prince Thomas has generally made it a point to avoid any entangling alliances with his neighbors. The city is considered the biggest of Calabria's small-time Ports. The fleet, though possessed of a fair number of ships and a strong backbone of Men o'War, has no flagship. Thomas' eldest son, Thomas II, commands his well-trained army. His younger son, Mikita, is an eccentric architect and shipwright with some strange ideas.

The Prince Thomas is either the most revolutionary ship design in Calabria, or else a complete waste of thousands of Marks. Prince Mikita's brainchild, the ship is entirely armored with steel plates. Cannons relying on steam instead of gunpowder make up the armaments. Construction is proceeding slowly, amid rumors of sabotage. Despite his desire for secrecy, Mikita has been forced to ask shipwrights from Sugales to assist him.

Ruler: Prince Thomas I

Fleet: 10 ships; 4 Men o'War and 6 Frigates. In construction, 1 Flagship (the Prince Thomas).

Privateers: 4 ½d6

Army: 1,200 including 35 cuirassiers, 215 light horsemen, 315 pikemen and 635 musketeers.

Sailors: 2,490

Marines: 380

Population: 120,500

Allies: None.

Enemies: Carisbrooke.

Loragne

Several years ago, Loragne's citizens rose in revolt and drove out their Prince, Reglemont. A body of lesser noblemen got together to form a governing council, which has come to be called the "House of Lords". This council makes all decisions in Loragne, and executes its decrees through a civilian police.

Reglemont fled to Damaris, and has gained the patronage of Prince Derek. Loragne was besieged for some time, and has been the source of nearly constant privateer attacks out of Damaris. The city has been on a war footing, building ships and recruiting all able men into the soldiery. There have been few offers of aid to the city—no nobleman wants to encourage this sort of activity on the part of the commoners. On the other hand, Loragne has many enemies—many Princes would like to seize this city for their own.

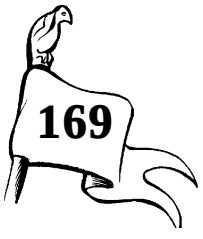
Recent developments have seen a public uprising threatening to throw out even the House of Lords and those noblemen allied with them. A mob of commoners calling themselves "the Committee for Public Welfare" has formed, and is threatening to continue the purge of the aristocracy begun under Reglemont. Already there have been a handful of tragic deaths, and the Committee has begun pulling nobles from their homes, dragging them to execution. Provincial Quartermen have come to the city in great numbers, and tensions are high.

In this hotbed of civil unrest, a mysterious figure called the Blue Azalea has begun to appear, working to rescue aristocrats marked for death. His true identity, and place of origin, remains unknown.

Loragne and Damaris Names

Female: Angeletta, Antoinette, Babette, Bernadette, Caresse, Chantel, Claudette, Cosette, Elita, Falerina, Fanetta, Fayete, Felicienne, Fleurette, Georgette, Halette, Hilaire, Huette, Jeanetta, Josephine, Julienne, Karlotta, Lavergne, Lirienne, Madeleina, Marie, Margot, Mimi, Mirielle, Monique, Musette, Nanna, Nicolette, Rosamonde, Roslyn, Roxanne, Stephanie, Suzette, Veronique, Viollette

Male: Alexandre, Armand, Arnaud, Aubert, Bertrand, Charles, Etienne, Gaspard, Gaston, Guy, Jacques, Javier, Jean, Jeoffroi, Jules, Michele, Normand, Oliver, Paien, Peppin, Pierre, Phillipe, Raoul, Roy, Remy, Rene, Robert, Troy



Prince: None

Ruler: House of Lords, Prime Minister Beckenridge and the Committee for Public Welfare

Fleet: 13 ships; 1 Man o'War and 12 Frigates

Privateers: 6d6

Army: 2,000 men including 240 cuirassiers, 200 light horsemen, 520 pikemen and 1040 musketeers.

Sailors: 2,430

Marines: 410

Population: 68,200

Damaris

Damaris is a beautiful Port that has been wracked by civil war ever since the death of its last Prince, Luther the Great, in 1147. The infighting killed every major candidate for rulership. Finally, in 1151, a compromise candidate was crowned. Derek was young and untested, his rule was perilously weak. Then, to further endanger him and confuse matters, a dangerous guest arrived: Prince Reglemont, barely escaped from Loragne. There, rioting commoners had seized the reigns of power and had threatened to execute him. Reglemont had fled to Damaris for safety.

After the urging of his courtiers (and Reglemont), Derek decided to marry and secure his throne through political alliance to the biggest power in Calabria: Benitzia. Marriage to the Duchess Angela, daughter to Prince Castillo, was meant to give Derek a powerful ally. Through this alliance, he temporarily preserved his crown. Immediately, however, the royal couple was strained, and it looked like everything would fall apart.

Into this mess came Ehrlichgaard, Duke of Moray. Possessing a lifetime of political experience, a vast spy network that made him nearly omniscient, and a fanatical devotion to the city, the Duke became the Prince's chief advisor and confidant. He hates the Princess, has suggested that she is treasonous, and has forged many other alliances to replace her. Only Ehrlichgaard would have allied with Sinadon, a city which until recently threatened to conquer all of Calabria. Pleuce owes the fleet of Damaris for aid against Benitzia, and even the young Princess of Frojina has a fondness for the Duke's court.

Ehrlichgaard makes every important decision in court. Although Derek boasts of his power to veto the Duke's decisions, he very rarely does so. The Prince and the Duke actually happen to like each other and have a friendly rivalry, but the young Derek is eager to please, unsure of himself, and no match for the masterful personality of Ehrlichgaard. The court of Damaris is the current hotbed of Calabrian intrigue.

Not long ago at a royal ball, Prince Derek accidentally summoned forth the ghost of the great Prince Gunther. Discovering that Derek is a necromancer by birth has given the Duke some cause for concern. Ehrlichgaard is uncertain what effect this might have on the Prince, and he has argued unsuccessfully to convince Derek to leave his magical talents unexplored.

Prince: Prince Derek the Wise

Ruler: Ehrlichgaard, Duke of Moray

Fleet: 12 ships; 1 flagship (Sun King), 5 Men o'War and 6 Frigates.

Privateers: 4d6

Army: 2,600 men including 390 cuirassiers, 235 light horsemen, 670 pikemen and 1305 musketeers.

Sailors: 3,360

Marines: 500

Population: 108,100

Allies: Sinadon, Pleuce and (unofficially) Frojina.

Enemies: Benitzia.

Sinadon

Prince Saraband ruled Sinadon for decades, and had great territorial ambitions. Only Benitzia had the might to stop his wars, and the two powers battled for years. When Saraband died in bed, Saraband II continued his efforts, but Castillo defeated the Sinadon fleet at sea, and Saraband II was killed. His young, romantic, adventuresome son inherited the throne, and left the war behind him.

Casmir has no interest in conquest. He has forged an alliance with Damaris to dissuade further vengeance against his city, and entered into informal contracts with Pallea to supply them anti-piracy protection against the Mu-Jahdin corsairs. He is well-loved by his people, who appreciate his benevolence, and he leaves the governing to competent civilians. His large army swells with loyal followers, but has only mediocre training and experience at anything other than sieges (which they know well from Saraband's days).

Mu-Jahdin influence in Sinadon is high, and the entire court is infatuated with Jahdetta fashion. Casmir himself speaks the language fluently, and can quote large sections of their religious texts. He is a collector of oddities and unique creatures, including people, and the Prince's personal guard is an eclectic mix of all sorts of rogues and world-travelers, from martial arts masters to magicians. The court of the Prince also has a reputation for great learning. Many ancient texts from Albion were preserved here, making the city a pilgrimage point for scholars from across Ahrivine.

Ruler: Prince Casmir

Fleet: 20 ships; 1 Flagship (Sultan's Honor), 3 Men o'War, 16 Frigates.

Privateers: 5 ½d6

Army: 800 including 40 cuirassiers, 110 light horse, 215 pikemen and 435 musketeers.

Sailors: 4350

Marines: 700

Population: 141,400

Allies: Damaris, Pallea

Enemies: Benitzia

Pleuce

Until recently, Pleuce was ruled by Benitzia. But heavy taxes on this wealthy City prompted civil unrest. At first, Prince Caldwell II would have been satisfied with a renegotiation of his forced alliance to Castillo, but Benitzia's brutish brand of negotiation, combined with egging on from Damaris and Haverland, eventually led to all-out war. Caldwell II was killed not long ago by a Benitzia assassin, but his 17 year old son took up the crown and the war. His fleet is small, and no match for that of Prince Castillo, but brave privateers—who call themselves the Sea Beggars—have rallied to his defense and sacked Benitzia's satellite ports time and again. Caldwell III has a flagship under construction, called the Thunderer. If it is built, the brave boy may dare to threaten Castillo himself.

Prince: Prince Caldwell III

Fleet: 9 ships; 3 Men o'War and 6 Frigates.

Privateers: 6d6

Army: 800 including 70 cuirassiers, 110 light horsemen, 205 pikemen and 415 musketeers.

Sailors: 2125

Marines: 330

Population: 101,900

Allies: Damaris, Haverland.

Enemies: Benitzia.

Sugales

Home to both King Synmark and the Half-Elven house of Du-Gaer, Sugales is a city with a strong Elven tradition. It is called the Silver City, and its walls are widely held to be the strongest citadel south of Rycliff, behind only that citadel and Asteliard in terms of pure defensive strength. The Prince and the King work very closely and are excellent friends. Sugales, therefore, has close ties to the Duke of Lanahaut, King Synmark's elder brother.

Sugales is the only place with skilled enough shipwrights to produce a reliable fast galleon design. The Prince sold several of these ships to the Princess Elise of Haverland, a contract on which she still owes several thousand Marks. A master weaponsmith in Sugales is also known for his invention of the wheellock, but these rare and expensive guns are still not generally available.

All of this political, economic and military strength is vital to Sugales, however, for they have no other allies amongst the Sea Princes. The Prince Du-Gaer is reclusive, intellectual, and not keen on interfering in coastal politics. Other Princes are jealous of Sugales' wealth and power, but resentful because they aren't powerful enough to ignore or conquer him.

Surprisingly, Prince Calenaew also sold a trio of Fast Galleons to Benitzia and their ruler, Prince Castillo. No one is quite sure why this was done, as Castillo's constant power ploys have been a thorn in the side of the King for some time. Rumor has it that the Halfelven Prince might have been blackmailed, but he also may have judged the three ships necessary to the balance of Calabrian power.

Ruler: Prince Calenaew Du-Gaer

Fleet: 22 ships; 1 Flagship (the House of Du-Odar), 2 Men o'War, 7 Fast Galleons and 12 Frigates.

Privateers: 5d6

Army: 900 including 90 cuirassiers, 100 light horsemen, 235 pikemen and 475 musketeers.

Sailors: 3,920

Marines: 845

Population: 133,400

Allies: King Synmark, Haverland (debtor).

Enemies: None at the moment.

Prince Du-Gaer

Prince Calenaew Du-Gaer is the current heir to the Halfelven tradition of the Du-Gaer line. He is an elegant, handsome, noble and severe man. His obviously more-than-human appearance swiftly alienates him from other Princes however, no matter how much he is beloved by his people.

Calenaew avoids most contact with other Princes, preferring to rely on the strength of his alliance with the King. When forced into social situations, Du-Gaer is the one off by himself, seemingly lost in thought, remembering some beautiful poem sung on a summer long gone by.

Du-Gaer's magical blood runs true, but he has not developed his talent greatly. There are many better magicians. However, Du-Gaer has one powerful weapon: a Ring of Wizardry. This makes him a devastating sorcerer with control over the elements and the power to dominate the minds of others. The Ring drains his life force, however, and he avoids its use unless it is a matter of life and death. It was this ring which Castillo's agents managed to steal, and the ransom of which included three Fast Galleons.

Master Shipwright Gallinee

Sugales is home to the best shipwrights in Calabria, and Gallinee is the best one alive. His newest design, the Fast Galleon, puts reliably good lines on the standard man of war. True, the guns are lighter, but the added speed and maneuverability will totally change the way naval battles are fought.

Gallinee is loyal to the city and to his Prince, Du-Gaer. He considers Sugales the closest thing to heaven that he will ever see. His wife is a beautiful woman that adores him, and his five sons all want to carry on the family business. In short, Gallinee has the perfect life.

He tries to convey this to others with a lively personality. Gallinee honestly tries to make everyone his friend, and few can resist his charm.

Pleuce Names

Female: Ailsa, Clady, Dana, Dorothea, Ebba, Else, Eva, Gudrun, Gytha, Hanne, Inga, Jensine, Katrine, Kolinka, Laila, Lisbet, Mettalise, Petrine, Saffi, Sigrid, Sorina, Wilhelmine

Male: Anders, Arend, Bardo, Christoffer, Dane, Erik, Frans, Frederik, Gregos, Hans, Harald, Henrik, Jakob, Jorgen, Josef, Karl, Klaus, Lars, Mikkel, Mogens, Niel, Niles, Soren, Ulrik

Benitzian and Symkernian Names

Female: Aldonza, Alonsa, Alva, Amalia, Beatrisa, Bibiana, Camila, Carlotta, Carmen, Catalina, Claudia, Conchetta, Consuela, Danita, Dulcinea, Dorotea, Elisa, Enriqua, Esperanza, Eva, Fransisca, Graciana, Isidora, Josefina, Juanita, Lucita, Manuela, Paulita, Ramona, Rita, Rosamaria, Sancia, Serafina, Susana, Sofia

Male: Alberto, Alonzo, Andres, Anselmo, Arturo, Blanco, Carlos, Cristobal, Diego, Domingo, Edmundo, Eduardo, Emilio, Esteban, Federico, Fernando, Francisco, Franco, Gerardo, Hernando, Horacio, Iago, Isidro, Juan, Lorenzo, Miguel, Pablo, Pedro, Ramirez, Raimundo, Ricardo, Roderigo, Rodolfo, Rogelio, Rufio, Santos, Santiago, Sebastiano, Stefano, Teodoro, Tomas, Xavier

Benitzia

Benitzia is the richest city in Calabria, thanks to its half-dozen colonies outside the Demetian Sea. From these, galleons bring back cargoes of gold. This colonial control is completely unchallenged, but the riches gained from it has earned the envy of most of the Coast. Benitzia has no friends and many enemies. Symkernia is a subject state. Castillo also controlled Pleuce until that city rebelled, supported by Damaris and Haverland. Castillo's own territorial ambitions led to a naval attack on Haverland, which failed. Most of Castillo's fleet was sunk. He has only now managed to rebuild to manageable levels (the colonial cargoes put an enormous drain on the Benitzia navy, which must send 6 or more Men o'War out every year, typically in two squadrons of 3 ships each. Before his invasion of Haverland, Castillo commanded a fleet of over a dozen galleons). He tried to solidify his position by marrying his daughter to the untested Prince Derek, but the wily Duke Ehrlichgaard has weakened Angela's influence so greatly that all she can do now is spy.

This vast wealth has also made Castillo the Coast's policeman. When Prince Saraband threatened to conquer half of Calabria, Castillo was the only one with the ships to stop him. When the Mu-Jahdin press on Calabria in force, it is always Prince Castillo's fleet which forms the core of the defense. This might be changing, however. Many Calabrians call Castillo the Old Man of the Coast and say that the best days of his city are behind him. When he hears who said these rumors, he just has them shot.

Ruler: Prince Castillo II

Fleet: 16 ships, 1 Flagship (The Sea-King), 8 Men o'War, 3 Fast Galleons and 4 Frigates.

Privateers: 3 ½d6

Army: 1,100 including 75 cuirassiers, 155 light horsemen, 290 pikemen and 580 musketeers.

Sailors: 4,885

Marines: 725

Population: 157,100

Allies: Symkernia and rich foreign colonies outside the Demetian.

Enemies: Pleuce, Haverland and Damaris.

Princess Isabella

The Prince's wife is a beautiful, stately woman, proud of her status as Princess of the most powerful Sea-Port in Calabria. Isabella is concerned about her age however, and is convinced that her beauty is starting to fade (it isn't, as her many lovers remind her, but she never believes them). She's starting to fool around with younger men who catch her fancy, as a method of reassuring herself.

Isabella is surprisingly well read, and has a great depth of knowledge in a variety of fields. Although she has no gift for magic, she is better schooled in magical theory than most magicians. Astrology is her particular specialty, and fortune telling her common pastime.

Menevia

Menevia is the wild card of Calabria. It is ruled by the charismatic, young, enigmatic Prince Roger. Roger has constructed and maintained one of the largest fleets on the coast. Most of the other Princes wonder who will be he victim of this fleet, but Roger seems content to rent the ships to the Palleans to protect them from Mu-Jahdin pirates. He has so far avoided any other political entanglements, and no one has yet had the guts to make him an enemy.

Unmarried and extremely eligible, Roger is often discussed as a possible match for either of the two unmarried Calabrian Princesses. However, his eligibility is also a tool at home, where he elicits great loyalty and effort from his female court functionaries.

Ruler: Prince Roger

Fleet: 22 ships; 1 Flagship (The Amber Unicorn), 3 Men o'War and 18 Frigates.

Privateers: 5d6

Army: 1,900 including 305 cuirassiers, 190 light horsemen, 470 pikemen and 935 musketeers.

Sailors: 4,695

Marines: 760

Population: 152,700

Allies: Only the Palleans.

Enemies: Only the Mu-Jahdin.:

Prince Roger

Roger is a mysterious, charming man who also happens to be a born power-player. He believes that when you can predict an enemies actions, you can always defeat him. That's why he seeks to learn everything he can about other people, but conceals everything possible about himself.

Roger has no intention of marrying soon. Single, he has much more political clout. Most of his best court figures are female, and to some degree infatuated with him. But Roger is also very charismatic and an excellent orator—men will follow him anywhere as well.

The Prince is young, but good at many fields including fencing, gaming, riding and sailing.

Symkernia

The last dynasty of Symkernia died out a generation ago, and the entire Sea-Port was annexed by Benitzia under Castillo' father. The new family of rulers, the House Orlando, are reasonably loyal to Castillo, though they have been here for so long that they're starting to think of themselves as real Princes.

Traders and merchants from Symkernia are particularly well known in foreign lands traditionally branded the enemies of Calabria. This includes Fekesh, Mu-Jahdin and Kekutchiau. Their trade routes have proven very lucrative (no competition) and the city is rich in gold. They export silk, sugar and, perhaps most importantly, slaves to the rest of Calabria. Many of these slaves are captured by Symkernian pirates and then sold to merchants who don't ask questions.

The city has not seen much tangible growth from all of this wealth. Their infrastructure—roads, bridges, ships and army—are poor, and much of their wealth is sent to Benitzia to pay for Castillo's wars. Discontentment is growing, and the current rulers don't seem to know what side to take.

Symkernia also has one of the most well-respected banks in all Calabria and, therefore, Ahrivine. It houses the wealth of several noble families, and is protected by the most advanced magical and mundane security systems known. The chief of security is a master Astrologer, and rumor has it that everything from animate golems to Dwarven-made traps protect the gold and jewels placed herein.

Ruler: Duke Orlando

Fleet: 4 Men of War, 6 Frigates.

Privateers: 4d6

Army: 1500 including 180 cuirassiers, 90 light horsemen, 410 pikemen and 820 musketeers.

Sailors: 2,490

Marines: 380

Population: 120,500

Allies: Benitzia, Unofficially Fekesh, Mu-Jahdin and Kekutchiau

Enemies: None yet.

Arms

Ordinary Arms	OCV	DMG	STUN	STR	Cost	Notes
Dagger or Knife	+1	½d6	+0	5	6 S	S, Can be thrown
Stiletto	+1	½d6	+0	5	8 S	S, Armor Piercing
Maine-gauche - blade	+0	1d6-1	+0	6	9 S	S, 1,2
- using hilt	+0	(3d6)		5		
Rapier	+1	1d6+1	+0	10	2 M	
Sabre - blade	+1	1d6+1	+0	10	2 M 6 S	1
- using hilt	+0	(3d6)		5		
Backsword or Cutlass	+1	1½d6	+0	13	2 M 8 S	
Pike	-1	1½d6	+0	13	6 S	Very Long, 3
Lance	+0	2d6	+0	15	3 S	L

Fuzion Arms	AV	DMG	MAX	STR
Dagger or Knife	+2	-1	2	1
Stiletto	+1	-1	2	1
Maine-gauche - Blade	+1	+0	4	2
- Hilt	+1	(Str-1)	4	1
Rapier	+2	0	4	1
Sabre - Blade	+1	0	5	2
- Hilt	+0	(Str-1)	5	2
Backsword or Cutlass	+1	+1	6	3
Pike	-1	+1	8	3
Lance	+0	+1	8	4

Weapon	OCV	DMG	STUN	STR	Cost	Notes
Ex. Stiletto	+1	1d6	+0	3	3 M	S, Armor Piercing
Ex. M. Gauche	+0	1d6	+0	3	3 M	S, 1, 2
	+0	(3d6)		5		
Ex. Rapier	+1	1½d6	+0	8	8 M	
Ex. Sabre	+1	1½d6	+0	8	10 M	1
	+0	(3d6)		5		
Ex. Backsword	+1	2d6	+0	10	11 M	
Sup. Stiletto	+1	1d6+1	+0	0	13 M	S, Armor Piercing
Sup. M. Gauche	+0	1d6+1	+0	0	15 M13 S	1, 2
	+0	(3d6)		5		
Sup. Rapier	+1	2d6	+0	5	40 M	
Sup. Sabre	+1	2d6	+0	5	50 M	1
	+0	(3d6)		5		
Sup. Backsword	+1	2d6+1	+0	8	53 M	

Note: On both charts, damage that is in () is Normal or Stun Damage.

1—The Maine-Gauche and Calabrian Sabre have basket hilts providing protection to the hand, as well as making a handy pummeling tool. These hilts grant 6 DEF to the hand wielding them, and other Calabrian blades occasionally sport them as well, adding 25% to their monetary cost.

2—The Maine Gauche is particularly good at close combat, and is designed as a parrying weapon. It grants a +2 OCV on all Blocks, Disarms and Takeaway maneuvers.

3—The Pike is an exceptionally long weapon. It has 1" of Stretching, Always On; meaning that it cannot attack characters in adjacent hexes.

Calabrian Arms and Equipment

Poor, Excellent and Superior Quality Arms

The typical soldier in the armies and navies of Calabria are not armed with the expensive and high-quality swords that are available to the rich nobility. Calabrian poor quality weapons follow the rules given in Provincial Arms. That is, they have the Burnout and Activation Roll 14- limitations.

Excellent Arms are available in the 13 Sea-Ports. Superior Arms can be found only in extraordinary circumstances. One or two such sword smiths live in Calabria.

The rules and guidelines for Excellent and Superior Arms are detailed in the Allemaine Arms section. Note, however, that basket hilts such as those found on the maine-gauche and sabre do not receive a damage bonus or a STR minimum decrease.

Black Powder Weapons

The Sea-Ports of Calabria are known for their widespread use of black powder weapons—especially the musket and the cannon. Guns have very good armor penetration ability, but are unreliable, very slow to reload, and highly susceptible to weather.

To calculate damage of a firearm for Fuzion, use the standard Hero to Fuzion damage table given at the beginning of the book.

Excellent Firearms

There are generally two sorts of high-quality guns: wheellocks and high-quality matchlocks. They are available in the thirteen Sea-Ports, but it is very unlikely that one could be found elsewhere. They are uniformly expensive. Note that with the wheellock mechanism, pistols and carbines (carried not only by cavalrymen but also by thieves, assassins and highwaymen) become possible.

Superior Firearms

Less than a handful of the best gunsmiths in Calabria can create a wheellock mechanism with the sort of precision needed for a truly superior gun. Completely aside from the increased accuracy and firing efficiency of such a weapon, it is likely to be decorated with such beauty that it is also a work of art breathtaking in its grace. They also cost more than whole countries, and characters should be expected to pay character points for weapons of this grade. Note that all of these guns are wheellocks.

Ranged Weapons	RMod	DMG	STN	STR	Cost	Jam	Reload	Notes
Musket with Rest	+1	2d6+1	+2	12	3 M	14+	15 ph.	1,2,3
Blunderbuss	+3	2 ½d6	+0	13	1 M 6 S	14+	10 ph.	2,4
Grenade	+0	2 ½d6	+1	-20		14+	—	5
Matchlocks								
Excellent Musket	+2	2d6+1	+2	12	12 M	15+	15 ph.	1,2,3
Wheellocks								
Belt Pistol	+0	1d6+1	+1	7	5 M	14+	15 ph	1,6
Ex. Belt Pistol	+1	1d6+1	+1	7	19 M	15+	15 ph.	1,6
Horse Pistol	+0	1½d6	+1	8	10 M	14+	15 ph	1,6
Ex. Horse Pistol	+1	1½d6	+1	8	42 M	15+	15 ph	1,6
Carbine	+1	2d6	+2	10	14 M	14+	15 ph	1,7
Ex. Carbine	+2	2d6	+2	10	56 M	15+	15 ph	1,7
Huntsman's Rifle	+2	2d6+1	+2	12	22 M	14+	22 ph	1,2
Ex. Rifle	+3	2d6+1	+2	12	89 M	15+	22 ph	1,2
Sup. Belt Pistol (8)	+2	1d6+1	+1	7	97 M	16+	15 ph.	1,6,8
Sup. Horse Pistol (11)	+2	1½d6	+1	8	208 M	16+	15 ph.	1,6,8
Sup. Carbine (13)	+3	2d6	+2	10	278 M	16+	15 ph.	1,7,8
Sup. Rifle (13)	+4	2d6+1	+2	12	444 M	16+	22 ph.	1,2,8

Number in () is Character Point Cost of the Superior Weapon.

1—Armor Piercing effects in most circumstances; see below.

2—½ DCV to fire or reload; also, requires 2 hands to fire or reload.

3—The RMod and STR numbers listed above reflect the expected use of a rest with the weapon, on which the musket barrel sits. Using the musket without a rest would require STR 17 and decrease the RMod to -1.

4—Reduced by Range, Reduced Penetration

5—Explosion, Reduced Penetration except in target hex.

6—1 handed weapon, 2 hands and ½ DCV to reload.

7—1½ handed weapon, STR minimum 8 if used 2 handed, 2 hands and ½ DCV to reload.

8—Advantages and limitations include: Limited AP effects (+¼), NND vs. Mail Armors (+½), OAF (-1), Independent (-2), 1 recoverable charge (-1¼), ½ DCV to fire (- ¼), Jam on 16+ (-¾), Weather effects (- ¼), STR Minimum: Base/3 (-¾), STR Min does not add damage (-½) … plus 2 handed weapon for Rifle (-½) and 1 ½ handed weapon for Carbine (- ¼).

Jamming:

Firearms of this period have a tendency to misfire and jam. This is due to a large number of factors including powder quality and haste in loading. All Calabrian firearms have the Activation Roll—Jam limitation at the value listed. Rolling the Jam value or higher results in a misfire—the gun does not go off, or it goes off and fails to properly fire. Higher numbers signify possible explosion or other permanent malfunctions.

Jam Roll	Effect
Exactly or +1	Misfire—5 phases to clear weapon, then fire again (2 phases for wheellocks).
+2 or +3	Jam—60 phases to draw the charge, then reload.
+4 or more	Explosion. Do normal damage to user, roll 1d6+3 for hit location. Gun is ruined. Note: guns cannot explode in wet weather. Treat as Jam instead.

Example: *Prince Harrison has an excellent wheellock pistol, which he fires at a Jahdetta pirate. An excellent wheellock has a Jam of 15+, so if Harrison rolls a 14 or less on his Activation roll, the weapon fires normally. If he rolls a 15 or a 16, the gun misfires, and it will take him 2 phases to clear the weapon before he can try firing again. If he fails the activation roll by 2 or 3 (17 or 18) then his pistol is jammed, and it will take 5 minutes to draw the bullet out of the gun and reload. Harrison's gun would only explode on a 19 or more, so at least he is safe from that danger.*

Armor Penetration:

Calabrian Firearms have exceptional armor penetration capabilities—metal plate armors in the Broken Kingdoms just can't really stand up to gunpowder weaponry. In general, black powder weapons are assumed to be Armor Piercing. However, there are various exceptions to this rule.

Rigid metal armor of DEF 8 or higher is assumed to be "proofed." That is, it is designed to be able to resist bullets with its full strength. The Armor Piercing effect of gunpowder weapons is canceled against such armor.

Flexible mail armors such as chainmail, scale armors or the like will have no appreciable defensive value against bullets. Even the layer of leather or heavy cloth worn under the mail is canceled out by the bullet's tendency to turn the links and plates of flexible metal into shrapnel, blowing into the target's body. Mail armors of this type provide No Defense against gunpowder weapons, unless they are Hardened (in which case they defend with their full DEF).

In all other instances, treat guns as Armor Piercing attacks.

Weather Effects:

Rain and other moisture will drastically affect the performance of early firearms. Wheellocks suffer less from these effects, however. The GM can compare the general weather effects with the type of gun used to determine the final Jam value for the weapon, using the brief table below.

	Matchlock Jam	Grenade Jam	Wheellock Jam
Light Rain	-1	-1	-0
Heavy Rain	-3	-3	-1
Very Heavy Rain	auto	auto	-4

Note that all of these numbers are for firing a gun that has already been loaded. It is not possible to reload a gun in Heavy or Very Heavy Rain. It can be done in the lightest rain, but use the Heavy Rain modifiers to determine whether or not the gun actually fires.

Cannon

Calabrian ships, armies and castles are heavily armed with black powder artillery pieces. As weapons of seige and mass combat, it is extremely unlikely that a player character will be the target of such weapons. However, they are included here just in case.

Most Calabrian cannon are bronze muzzle-loaders. Calabrian cannon are relatively mobile, placed on wheeled field carriages and towed by teams of six or more horses. They are much smaller than Allemaine artillery, and you will not find the tremendous half-ton projectiles in a Sea-Prince's arsenal. Artillery cartridges have not yet been developed—all ammunition is "loose." Calabrian cannon is rated according to the weight of its projectile, in stones, each stone being one kilogram in weight. Like bombards, cannon are generally protected from the effects of weather, and do not suffer from the weather effects given above for handguns.

Cannon Variations:

The Calabrians are about a century ahead of Allemaine when it comes to black powder techology, and they have developed some variations on standard cannon, primarily for use on land. It is very, very rare to see any of these weapons on a ship at sea.

Howitzers are designed to fire shells of explosives—they are visually distinguished by their short, thin-walled barrels. They inflict half DMG, but have the Explosion advantage. Due to the vagaries of timed fuses, all Howitzers have their Activation Roll reduced by 2, and if these numbers are rolled (for example: a 12 or a 13 for typical cannons), it is assumed that the charge exploded either too soon or too late, and had no effect.

Mortars are high-angle weapons that throw explosive shells over castle walls (or other obstacles). They are not mounted on field carriages, instead being transported to the battle on wagons and emplaced with fixed elevation and traverse. They have the same advantage as Howitzers, but also have the Indirect advantage.

Cannon

Size	OCV	RMod	DMG	STUN	STR	Reload	Jam	Cost	Notes
Swivel Gun	-2	+2	3d6	+3	10	5 ph	14+	7 M	1
2½ stone	-3	+3	3d6+1	+3	2x10	10 ph	14+	10 M	1
4 stone	-3	+4	3 ½d6	+4	2x10	15 ph	14+	15 M	1
8 stone	-4	+5	4d6	+4	3x10	15 ph	14+	20 M	1
12 stone	-4	+6	4d6+1	+5	5x10	15 ph	14+	60 M	1
15 stone	-4	+6	4 Hd6	+5	10x10	15 ph	14+	160 M	1

1—All cannon jam, according to the following table:

Cannon Jamming:

Jam Roll	Result
+0 to +1	The gun fails to fire. Try again next phase
+2 to +3	The gun is now useless, but at least you were not hurt
+4 or more	The cannon bursts, resulting in an explosion of half damage

Some Mortars are 30 or more stone, and do as much as 3d6 RKA Explosion. Mortars suffer the high Jam rates of Howitzers, for the same reasons.

Repeating Gun are nothing more than 50 or so muskets mounted on a cart and designed to fire with a single match. They are seen in the defense of bridges and gates, and against the occasional slow-moving sea monster. Treat Repeating Guns as Swivel Guns, above, except that they have the Autofire advantage, and always attack with a base OCV of 0, regardless of the DEX and skill level of the person who fires them. All standard range modifers apply against the weapons RMod of +2.

Cannon Quality:

The bronze muzzle-loader is the gun of choice for all Calabrian firing officers. Breech loaders, such as those found in Allemaine, are considered dangerous antiques, and are rarely found. All professional armies and navies use bronze guns—only merchants, unsuccessful bandits and the like will have iron cannon, which are considered Poor Quality. Iron and breech-loading cannon cost only 1/3 the listed price, but all Jam numbers are lowered by one.

Armor

Ordinary Armors:

Footman's Helmet: Worn by pikemen and other infantry, the standard steel helmet is simple and sturdy. It sees much use as soup-pots, shaving bowls, etc. DEF 7 on location 5. Weight: .78 kilograms. Cost: 3 S.

Cavalry Helmet: More efficiently designed, the helm of a standard cavalryman has cheek guards and a lobster-style neck guard. DEF 7 on locations 4-5. Weight: 1.17 kilograms. Cost: 6 S.

Buff Coat: These are common dress among both commoner and nobleman alike, particularly those who expect a little danger. They evolved from the leather jerkins worn by hunters, but have since gained fashionable tailoring and elegant accessories to make them fully acceptable even at court. The leather of a buff coat is good and thick, and the coat is occasionally long enough to reach down the leg. Regular buff coat: DEF 2 on locations 9-12, weight: 2.42 kilograms, cost: 8 S. Long buff coat: DEF 2 on locations 9-14, weight: 3.26 kilograms, cost: 1 M.

Back and Breast: Solid steel plate protection covering both the chest and back, this is the most common armor worn by light cavalry troops, and is often seen worn by infantry officers or pikemen. DEF 7 armor over locations 10-12. Weight: 10.24 kilograms. Cost: 8 S.

Three Quarter Plate: A proofed breastplate covers the torso while slightly lighter fully articulated metal plates protect the arms, hands, head and legs to the knee. A full helmet in the Allemaini style encloses the head. This is the common armor suit for cuirassiers, and is the heaviest sort of suit regularly found in Calabria. DEF 8 armor for locations 10-12, DEF 7 armor for locations 3-9, 13-15. Weight: 31.09 kilograms. Cost: 7 M.

Excellent and Superior Armors:

Calabrians are not known for their skill at the working of armor. As a general rule, armor is seen as something that Calabria is outgrowing, and it is not a field for the young geniuses which are continually taking this country by storm. Excellent armorers are available, however, usually in the Sea-Ports themselves. There are no native Superior Armorers, however. Such talents are imported from Allemaine, and sometimes the armorer himself can be convinced to move to Calabria, where he will be fawned over by his rich patron. The rules for the making of such armor types can be taken from the Allemaine Armor section. Cost is typically x4 or x5 for Excellent Quality armor types, and x20 or more for Superior Quality.

Other Equipment

Fine Felt Hat	4 S	
Riding Boots	4 S	DEF 1 on locations 16-18.
Good Shoes	2 S	
Plain Clothes	3 S	Linen shirt, wool stockings, plain but hard working
Nice Clothes	6 S	Sturdy and attractive, fine linen shirt, lace over-stockings
Candle, cheap	1 G	12 inch tallow taper, burns loud and smells bad for three days
Candle, expensive	2 S 6 G	12 inch Wax pillar, possibly perfumed, burns for six days
Compass	8 S	
Navigational Equipment	4 M	Dividers, sextant, etc.
Surgical Kit	4 M	Lancets, bone saw, scalpels, bullet remover, cautery, needles, etc.
Surveying Instruments	8 M	Compass, transit, chains, flags, plotting boards, drawing tools
Telescope	10 M	8x magnification
Clock	1 M	Wind once per day
Clockwork Firelighter	8 S	
Looking Glass	8 S	Small mirror
Pocket Watch	6 M	10 M or more if you want a second hand.
Pocket Book	2 S	No inside illustration
Large Book	1 M	
Maps and Charts	9 S	Reliable and com plete with wood or ivory tube for storage
Spectacles	2 M	
Quizzing Glass	2 M	
Fancy Quizzing Glass	6 M	Ivory handle, very pretty

Treasures

Rich Clothes	2 M	Velvet over silk shirt, ribbons, buckles and lace
Court Clothes	5 M	Closely tailored, silk and satin, ribbons and silver buckles
Fine cane	1 M	Ivory with silver tip
Elegant Cloak	2 M	Silk, decorated, trimmed and lined
Good Gown	6 S	Shows off your good figure, poss. embroi dery, ribbons, lace
Ball Gown	5 M	Or more
Fan	2 M	Ivory, triple for rare bird feathers
Pomander	4 M	At least, filigree balls with perfume
Large and Rare Book	5 M	Sometimes more
Astronomer's Telescope	20 M	Not portable
Astrolabe	8 M	Essential to the Astronomer
Complex Astrolabe	16 M	Adds +1 to Magic/ Astrology skill rolls
Alchemy Set	8 M	Simple tools, nothing elaborate
Excellent Navigational Equip	20 M	+1 to Navigation Rolls, extremely precise instruments

Mounts and Transportation

Full characteristics for the horses mentioned below can be found in the Bestiary chapter.

Common Horses	Cost	Typical Use
Palfrey	6 M	Riding
Rouncy	7 M	Riding, trained for combat
Imperial	15 M	Cuirassier's mount
Courser	12 M	Mounts of Light Horsemen
Rare Horses		
Barbarian	30 M	Hardy chargers imported from Jahdetta
Gray	50 M	The Prince of Horses, fast and tireless coursers from the Jahdetta desert

Tack	Cost	Notes
Basic	1 M	
Decorative	2 M	Well tooled
Rich	10 M	Elaborate decoration

Seat on a passenger coach	2 S	Day's travel
Sedan Chair, bought	10 M	or 1 S for the night
Plain Carriage, bought	40 M	or 1 M for a day
Well Appointed Carriage	100 M	
Ship Passage, Deck Class	1 M	Hammock in the forecastle, eat with the crew
Ship Passage, Cabin Class	4 M	Double cabin
Ship Passage, Luxury	10 M	Sit with the Captain, served by entire crew

Ships

Other than the military designs described above under Navy, other common ship types can be found among the merchantmen and privateers of Calabria. A selection of those designs are provided here.

Privateer Brig:

This is the sort of small ship, primarily a cargo carrier, which is nonetheless quick and agile enough to avoid entanglements with the massive warships. This makes it very popular among pirates and privateers, who load the ship down with as many guns as she can carry, and use the spare cargo space for their ill-gotten gains. The crew listed for this vessel represents a pirate's dream—most privateer crews are much smaller than this. But quality among pirates is always high (the careless are already dead!).

Tonnage:	200
Lines:	Good
Speed	11 knots
Guns:	30
Culverin	22
Sakers	4
Swivel Guns	4
Crew:	116
Sailing:	48 (veteran)
Gunnery:	68 (veteran)
Cargo:	68 tons

Outrigger:

The colonies that have recently been founded outside the Demetian, along with the occasional trade mission to far-off Kekutchiau, the North, Mezina or other far-off lands, calls for a merchantman far larger than any ship contemplated before. These vessels, which sail for weeks across open ocean, are the target of choice for many lucky pirates. Their crew are typically inexperienced in combat, and their guns are seldom enough to discourage dedicated buccaneers.

Tonnage:	700
Lines:	Good
Speed	6 knots
Guns:	36
Cannon	10
Demi-Cannon	14
Culverin	4
Swivel Guns	8
Crew:	212
Sailing	72 (average)
Gunnery	140 (poor)
Cargo:	567 tons

Merchant Brig:

Another small, easily handled ship, these are cargo carriers without the heavy cannon load favored by pirates. Instead, the merchant brig loads up on rich trade goods from throughout the Demetian Sea. The ideal crew is smaller, there are less guns, and overall crew quality is much poorer.

Tonnage:	200
Lines:	Good
Speed	9 knots
Guns:	24
Culverin	8
Demi-Culv	8
Saker	4
Swivel Guns	4
Crew:	64
Sailing	32 (Average)
Gunnery	32 (Poor)
Cargo:	130 tons

Coastal Skimmer:

This is an example of a fore-and-aft rigged cargo carrier, safe within the relatively quiet confines of the Demetian but out of its depth if forced into an ocean crossing. Such ships seldom have crews used to any sort of violence, and they often carry valuable cargoes. This makes them excellent targets.

Tonnage	150
Lines	Good
Speed	9 knots
Guns:	20
Culverin	10
Saker	6
Swivel Guns	4
Crew:	62
Sailing	16 (Average)
Gunners	46 (Poor)
Cargo	77 tons

Smuggler's Sloop:

A sloop is a very small vessel with large relative sail space. They are very fast and amazingly easy to handle, and they literally sail circles around square rigged warships. This makes them ideal for the quiet trade of smuggling, and Calabrian rogues often load up on guns just in case they run into some trouble.

Tonnage	100
Lines	Good
Speed	11 knots
Guns	20
Demi-Culverin	16
Swivel Guns	4
Crew	64
Sailing	24 (Veteran)
Gunners	40 (Veteran)
Cargo	22 tons

Calabrian Adventure

Piracy!

Entire role-playing games can be—and have been—designed just for pirate adventures. Swashbuckling action on the high seas is a natural environment for player characters of any background, especially since many crews were seized or impressed onto the ship in the first place! Whether as a one-shot adventure for the night, an entire story arc, or a continuing campaign, gamemasters and players alike will certainly not be bored in a game of this sort. Here's a few points to remember, both for players and gamemasters:

The best inspiration in this genre is cinematic. Watch lots of pirate movies. When you run out of films, read the books.

It is easy for pirate adventure to devolve into senseless brutality and murder. This is because many players think that being a pirate is a legitimate excuse for this kind of behavior. But despite the vicious reputation of most pirates, it is important to remember that most prisoners are worth a lot more gold alive than they are dead. Ransoms can bring big rewards, while pirates or privateers who send entire shiploads of victims to the sea bottom will soon be hunted even more than Growltiger and Silverhand. While some pirates are in the business of revenge, the rest are in it because of the money. Pirates can make big bucks.

How does the GM handle all this money? Luckily, pirates also spend big bucks. The words "live hard, play hard," barely begin to describe the lifestyles of most privateers. Part of this is because it is so difficult for pirates to save their cash—they can't exactly walk into most Calabrian banks! If their identities are known, nobility will seize the wealth and use it to fund a fleet of frigates, probably with the pirate's name all over them. But more than the difficulty in saving, the pirates also just spend gold like water. The situation is not unlike that of the gold rush towns in the American west. Everything is expensive in pirate towns, and the sailors never complain. They have the money, why not spread it around! Pirate PCs who sit around counting their shillings and marks are losing sight of the genre. With the exception of the Dread Pirate Roberts, pirates don't have their eyes on saving up money and retiring.

Be dramatic and flamboyant. Swashbucklers don't just "half move and attack." They climb and leap from rigging, across tabletops and over the heads of amazed opponents, all the while making witty repartee. They carve their initials onto tunics, baffle their enemies with flashy swordplay and steal a kiss from the governor's daughter on their spare phases. In pirate adventures, style is as important as substance. Sure, you want to loot the merchantman and make off with a ton of treasure, but if you're just another boring buccaneer, then whose going to remember your name? Gamemasters can encourage this sort of activity by being lenient with dramatic action and clever, unique tactics. In matters like this it is the story, not the dice or the hard-and fast rules of game mechanics, that should reign. Give some OCV bonuses, or DEX rolls to escape from certain death! Think cinematic and play fast and loose with "realism."

As to the actual content of the adventures themselves, remember that pirates are usually after loot (with a little romance or revenge thrown in, depending on your character background). Of course, there are always plenty of loaded merchantmen ripe for the plucking, but your players may try to go in search of the big score. Some suggestions: try the Benitzia treasure fleet that sails every six months from the outside colonies. The exact timing of the fleet is closely guarded, and just obtaining sure schedules for the gold-laded ships will be an adventure in themselves (probably involving sneaking into a Benitzia palace). Then you'll have to defeat the galleons who guard it. If you've got a big crew, sack a town (though getting the gates open or dealing with the cannon will certainly require ingenuity). Smaller team? Take a powerful noble (like Baron Sanchez) hostage and hold him ransom for ten thousand marks.

Gamemasters can also keep the players busy and complicate their own schemes by throwing twists into the plot. Deliver mysterious treasure maps into their hands. Capture one or two, or a helpful NPC, and hold them hostage at some Benitzia fortress. Half-mad old coots can whisper rumors of lost cities of gold and the strange natives who guard it, waiting for a pale-skinned god to return from across the sea. And above all, make memorable villains for the heroes to cross swords with!

Romantic Adventure (Or, piracy without pirates)

Swashes aren't just buckled at sea. And while piracy can make an entertaining diversion or even a short campaign, gamemasters can find it hard to sustain without occasional breaks to get back the land legs. Romantic adventure is typified in novels like the Three Musketeers and the Scarlet Pimpernel. It is adventure for love, not money, and something about that makes it more noble.

Calabrians are big on romance. Affairs between married gentles or nobility are very nearly the norm, not the exception. Covering up or continuing such romances under the scrutiny of peers can be risky and require cleverness. Secret midnight rendezvous, luring away the guard, and retrieving passionate messages that have gone astray (usually into the hands of political enemies) will keep Calabrian characters hopping.

Legitimate romances are no less challenging. Cavaliers have to prove their valor, carrying out missions for the object of their affection or their nearest royalty. Some players really get excited about romance, others have little interest. As GM, the former must be separated from the latter. One efficient way to do this is to dangle romantic plot hooks in front of the players and see if they bite. Don't be upset if they don't. Consider it a learning experience and move on. If they go for it, run.

Honor is another big factor in most romantic adventures. Honor is what separates the hero from the rabble and the villains, and it is always getting tested and stained, often with lethal results. Maintaining the honor code can often be exceptionally difficult, forcing the players into harsh moral quandaries from which there is only painful escape. This is part of the genre, but should only be inflicted on those players who really appreciate the angst (tragedy isn't for everyone). These sorts of problems usually arise when the hero is forced to sacrifice his personal well-being, or break his personal word, for the betterment of others (like his Crown or his family). Occasionally it even means a heroic death. As long as the character lived true to their honor code, and had a good long run in the game, this doesn't have to be a bad thing. After all, every character dies at some point. The GM just needs to give some kind of satisfaction.

Enemies in swashbuckling adventure need to be personal, tailor-made to a specific character or group. Tie the villain into the lead character's background, making him a father's bitter rival or a contender for the same political position that the player is steering for. Maybe the archnemesis won the player's pirate brig over a loaded game of cards, stole his sword or slandered his lady's reputation. Grievances like this can only be settled by affairs of honor (that is, a duel or three). The villain should have skills that enable him to be an even match for the best of the players—in whatever field that might be in (duels don't have to be physical, remember Vizzini's battle of wits in *the Princess Bride*!) Then staff him with enough flunkies and interesting lieutenants to keep everyone busy. Make sure that he has some interesting plot twists in store so the players don't (rightfully) accuse the plot of transparency.

Here's some quick sample plots for Calabrian swashbuckling adventure:

Prince Roger's Message

Prince Roger has sent two messages, identical in all but address, to Princess Suzanna and Princess Elise. While rumor has it that both are proposals of marriage and alliance, complete with poetry expressing undying affection, it would require that the letters be compared to one another for this rumor to be proven true. The player's home Prince, hoping to turn the whole affair into a political bargaining chip, asks that the players secure the letters. Of course, they aren't the only ones! Every spy and agent in Calabria is trying to snag the two notes, and the letters should pass through a dozen hands, drifting in and out of the player's possession at least twice. Duplicates can be forged (but the seal shouldn't be broken!), the letter might be accidentally grabbed by pirates when the current handler is stopped at sea, or the players might discover that both letters are just a clever ruse for the canny Roger's true message—the contents of which could be nearly anything.

A Woman of Means

The players, having proven their worth in previous missions for the Prince of your choice, are met in a secret location by the Prince himself and a very special guest—a women of obvious grace and nobility but dressed as a peasant. This is none other than the Princess Isabella herself, who has finally fled Castillo and the violence of an abusive marriage. But the local Prince cannot guarantee her safety here, and has arranged for discrete passage to a hidden fortification. The players must guard Isabella and see her to the end of her journey. Along the way, they have to contend with an army of professionals from the Assassin Estates, since Castillo is determined to kill the players and bring his wife back home. The Baron Sanchez is coordinating the Princess' safe return, and is torn over his personal devotion to her and his duty to the Prince. Further complications include Princess Angela, Isabella's daughter, who learns of her mother's flight by overhearing a spy reporting to the Duke of Moray. Angela knows that the Duke has arranged to have the hidden fortification staffed with his own men, setting up an ambush and taking Isabella for himself. Then he can use Isabella to incite war upon whatever Sea-Port suits him, just by framing them for the Princess' capture! Oh, and make sure that Isabella falls in love with one the player characters while they're at it.

The League of the Blue Azalea

Prince Reglemont's wife and child remain in a heavily fortified prison in Loragne. The mob's demands for their execution may not be long delayed, and the situation has become desperate. The players may have their own plan to rescue the pair, but security is intense. Surveillance of the prison and other preparations get the players mixed up with the Azalea's own plan, and after initial misunderstandings the two groups link to work together. The trick here is not only freeing the defenseless woman and her child from the prison, but in finding someplace safe where they can hide. The prison is a veritable fortress, with stone walls forty feet high, emplaced cannon, and an elite guard complete with magicians. To complicate matters, Loragne is plagued by frequent riots, raids from Damaris, disease and famine. The Chairman of the Committee of Public Welfare has appointed his cleverest agents to find and arrest the Azalea, and halfway through the preparations, they succeed! Now the players have three people to rescue, and the Azalea might be kept somewhere else all together.

Spies Like Us

Calabria is a hotbed of political intrigue. Everyone's scheming, and not even the King is safe. In fact, Synmark may be in the worst position of all.

Players can get involved in spying through various means. They may be professionals in this line of work or talented amateurs pressed into service during duress. Rewards, both in gold and political perks, can be great. Commoners with the right skills can rise to near-noble status, living a life far better than they'd ever

dreamed of in some rural Calabrian town. And for those characters who are already rich or powerful, recognition, a rare high-quality saber or even a medal will usually suffice.

Spy work puts an emphasis on non-combat skills, though of course the players need to be able to handle themselves in a fight. Bodies left behind mean questions that are difficult to answer, and heroes may be better served by Disguise, Concealment and Sleight of Hand than by Martial Arts. Spying requires a good plan, and often high levels of preparation for the gamemaster. The GM must have detailed maps of the area being spied upon, so that the players can plan their operation out to the last detail. Similarly, he needs to have a good handle on the personalities and motivations of all the local Non Player Characters, so that when he makes a quick decision it remains in character. He seldom has the luxury of a true storyline, since player character approaches are so unpredictable. He has to be able to adjudicate "on the fly" and with confidence.

While possessed of their own certain romance, spies do not have the honor that other Calabrians possess. They are patriotic, of course, and often of good character, but they lie and steal with a facility that true gentlemen would never tolerate. Spy adventures are better, therefore, for player groups with shadier ethics. A spy is not so obsessed with the fair duel, for instance. He's much more likely to just poison an enemy, or set him up for a fall that he didn't deserve.

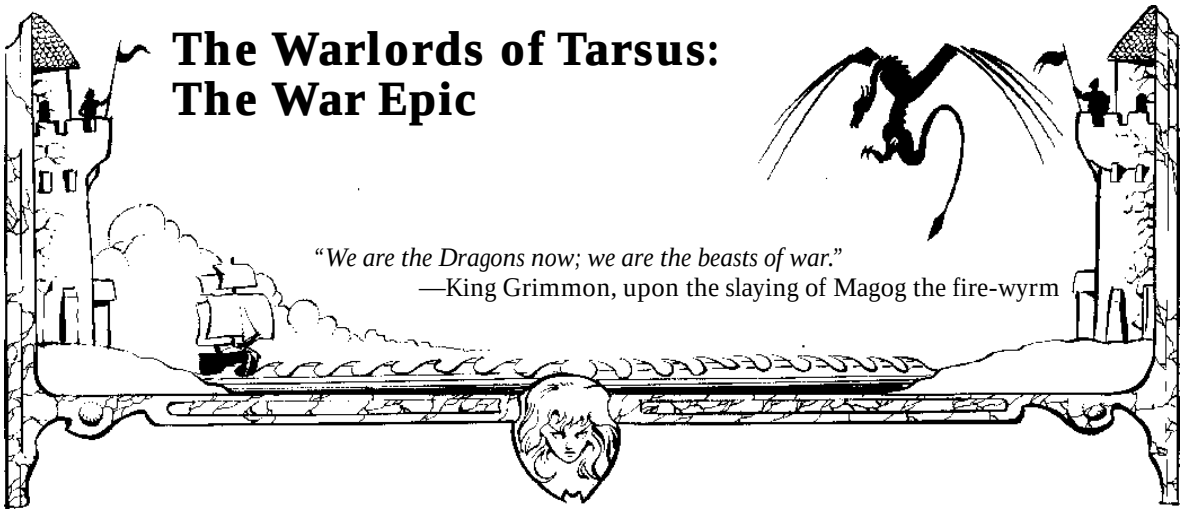
Prince Thomas Must Die!

The players are recruited to destroy the armored warship currently under construction in Grenham. The political climate in Calabria right now would not benefit from another major Sea-Port, especially one that will not be allied to the player's current patron. There are many ways that the players could infiltrate the shipyards, possibly as workers. But Mikita is more than a little paranoid about his ironclad baby, and security is tight. Expect astronomers to be reading the stars for sign of sabotage, and that means that spies might have to alter or forge the astronomical data to cover up their plot. Mikita himself may have to be assassinated and the plans destroyed. Particularly imperialistic Princes might even coordinate an invasion to occur just as the Prince Thomas goes down, capitalizing on the chaos to make Grenham a subject state for the near future.

King Castillo I

Castillo has his eyes on the throne of Calabria, and everyone in Calabria will eventually have to take sides. The honorable thing to do is to resist him, but Castillo has a lot to offer and is more than willing to bribe his enemies into becoming friends. Plus, he's no easy target—protected as he is by secret magicians, a vast fleet, a small army of rogues and secret agents, not to mention the Assassin Estates. Castillo may plot to weaken the King and his family to such a state that someone else is forced to take over as regent (temporarily, of course). To arrange this, he might get Harrison killed, and hope that the strain puts the Queen, already in poor health, over the edge. With only an aging, tired King with no heir on the throne, Castillo would be in a good position to push for a regency. The other problems: Haverland and Damaris, the only other Princes with the power to resist him. Any long-range goal will have to weaken these two countries as well, meaning a possible assassination of Ehrlichgaard, and scandal or civil war in Haverland (Castillo will be more cautious here since his naval loss a few years ago).

The Warlords of Tarsus: The War Epic



"We are the Dragons now; we are the beasts of war."
—King Grimmon, upon the slaying of Magog the fire-wyrm

General Information

War defines the Tarsans. Escaping from the foul sorcery of the Dark Titan, they came from war into war with the monstrous dragons that had cleansed the fields of Tarsus of all but one form of life—the great horses. The new arrivals fought off the wyrms and founded a home for themselves. No sooner had they chosen their first King when they were invaded by their neighbors. To survive, the Tarsans have made themselves a hard culture, disciplined and strong. Martial arts flourish in Tarsus like they do in no other realm of Ahrivine, but magic is still viewed with suspicion and even fear. They are a dark ages culture of chainmail and bloody steel, hoarse cries of war and death shouted from lungs burning hot with hate. These are the fields of Tarsus.

Geography isolates Tarsus from their allies, and invites invasion from their enemies. They dominate the south of Ahrivine; their northern border is the Demetian Sea and the insurmountable cliffs called the Faces of God. The Pennine Mountains prohibit all eastern land travel, excepting only the Dwarven tribes of the southern Holdfast. On the west the fertile plains of grassland gradually give way to the Empire of the Fekeshi, from which swarm thousands of fanatic warriors. Respite comes only with the autumn rains, which flood Tarsus and make true invasion impractical. A southern sea forms the Kingdom's lower border, and across it are other lands which the Tarsans have only occasional contact with. The terrain throughout is universally the same—green fields of grass crisscrossed with innumerable rivers and streams. Along the border with the Pennine there are a handful of mountain settlements and some fortresses.

Many towns and villages exist throughout the plains, but only a handful of true cities exist. Even these are nearly vacant during the seasonal spring and summer months, when the Tarsans maintain their original habits as a semi-nomadic people, herding and hunting. When the rains come and the winter makes outdoor life less comfortable they congregate in the cities and towns, sheltering their horses and children. The capital city is Sarwick, home to some 10,000 inhabitants. The only port of Tarsus, at the far western end of the Faces of God, is Penisteign, with a slightly smaller population. The total population of Tarsus is small compared to that of Allemaine or Calabria—only 390 thousand.

History

The civilization that once called Tarsus home is lost to us now. Only the wisest scholars have any records of their existence at all. But their end is known all too well, for when the Dark Titan arose in evil majesty within the City of Vaults, deep in the Pennine Mountains, countless horrors awoke with him. Among those great monsters, there were dragons.

Of dragons entire volumes could be written, but it is simple enough to say that they were the greatest of creatures ever to inhabit the world. There were many classifications—few mortals ever learned much of them and lived. Some flew, others crawled; they spat fire, devoured without end, and blotted out the sun in their majesty. Like all beings of the world, they too wanted a home. They claimed Tarsus, and within a few years the entire race of men that had lived in this land was no more. The dragons hunted all living things, and there was nowhere to hide from their limitless hunger. Years grew into centuries, and in time the dragons began to run out of meat to feed upon. Some left Tarsus, seeking even greener pastures, but others fell to fighting with each other. In time, they stripped the land of all manner of animal life. Even the small birds, rabbits and rodents had fled Tarsus in their terror. Only one thing remained: the Tarsan horses. Possessed of unending stamina, great swiftness and a clever intellect quite unusual for horses of any sort, the herds of Tarsan horses were able to elude the dragons, though of course they could do nothing to oppose them.

In time the Dark Titan was forced out of his lair in the Pennines, and he met with the Albion refugees who dwelled in the harsh land of Mezina. There he took up new residence, and began to rule the local tribes of Northrons as well. They could not resist him, his armies of Albionesse, and his Doomed. Some of the tribes were conquered by him, but others fled his sorcery for new

lands. Unfortunately, there were no lands to be taken, none but one. Without hesitation, Earl Hallad, chief of this first wave of settlers, landed his longships at the end of the Faces of God. He joined with the other Earls that came with their people, and they worked together to build a home.

The dragons had grown lax in their hunting by this time—many had fallen into hibernation, while others preyed only on each other in petty desperation. Hallad had years to consolidate his realm, and in fact had grown old and wise by the time that the great wyrms noticed his people, who by now numbered in the thousands. Hallad was prepared, and with cunning tricks and the strength of his mighty son, Grimmon, he began to slay the mighty dragons. All the Earls joined his cause, for they knew that there was nowhere else to go—they would die before fleeing back over the seas to the Dark Titan's tyranny.

Thus began the Wyrmstrifing, when the Tarsan people fought for the fertile plains that were their new home. Unfortunately, despite their courage and their cleverness, they were outmatched by the great beasts, and the entire people were threatened with extinction. The tide of battle only began to shift after Grimmon proved able to tame one of the mighty Tarsan horses. This forged an alliance that continues to this day. He named his steed Kingsright, and the two of them sought out and destroyed the mightiest of the firewyrms, Magog. This began the rout of the dragon-kind, in which they fled back to the Pennine mountains, or even farther abroad.

Grimmon made many great changes in Tarsan society. He declared himself King and absolute ruler of all the Tarsan peoples, something that no Earl had ever dared to do. He founded the capital city, not far from the hill where his alliance with Kingsright had been founded. Grimmon divided the Fields into a hundred Wards, each ruled by a powerful clan, and these extended families were granted superior status as the first noble Estates. Although Grimmon selected a successor from amongst the Earls before his death, this appointed heir still had to prove himself in the same trial that Grimmon had—by taming a wild steed of the fields and confirming the alliance.

The next test for the Tarsan people did not come for many years, for it took the Empire of Fekesh some time to believe that the dragons had in fact been defeated. When they believed, however, their invasions began. Stirred by agents of the Dark Titan, the yellow men were filled with hatred and envy for more lands and for the blood of an enemy, any enemy. The Tarsan people defended themselves, however, and once again proved their talents for adapting to hardship. In the process of sending the Fekeshi back to their own homeland they learned and modified the unarmed combat forms of that people, and added them to their own repertoire of steel and horse.

The Tarsan people, under King Stelholm, managed to nearly destroy the Fekeshi threat forever near the end of the last Age. It was then that Stelholm approached King Vertigane of Allemaine with the possibility of formal alliance against the Dark Titan. Without a need to defend his homeland against an invading army of Fekeshi, Stelholm could offer his thousands of riders to the new King in a final attempt to crush the Titan's Hosts. This they did, and the High Kingdom was formed. Stelholm agreed to a position of secondary, but sovereign, ruler—a sort of lesser partner to Vertigane.

This happy arrangement ended with the death of Pellinore Vertigane, the last High King. This sad day in the history of Tarsus, under the rule of King Coelstan, can be read in detail in the description of the dead King Pellinore (found in the Allemaine chapter). After the High King's death and Calabria's rebellion, Tarsus became cut off. Regular communication and travel between the realms of Tarsus and Allemaine was functionally impossible, thanks to Calabrian and Mu-Jahdin corsairs, and there was no common land border. Tarsus was forced to sever official ties to the High Kingdom, though they retained close friendship when possible with the Kings of Allemaine. Of Calabria, and their bastard king, they would have no dealings.

Recent life in Tarsus has been dominated by King Ector, who has ruled for over fifty years and is now an aging man. Concerned over the possible reconstruction of the High Kingdom, and the place of Tarsus within it, he has chosen a hard and brutal man for a successor, one who will fight for Tarsus' best interests. Carados' prowess in battle and his much beloved wife ensured the approval of the Earls. Tarsus in the future will remain as it is—defined by war.

Government

Tarsus is a nation of equals; rulers are chosen by the people and rule with their endorsement. A code of common law, the consensus of the people, holds supreme over all men from King to the simple farmer.

Every free man and woman has a voice at the local Assemblies, held in each Ward of the Kingdom and led by the Earl of that land. In matters of law, the Earl hears all cases and pronounces his judgment, but it is up to the winner of the case to enforce the decision. This often leads to a situation that favors the major Estates and makes it difficult for weaker families to see justice done, but its the way things are in Tarsus and no Earl can afford to buck tradition.

Each Earl meets, together with his family and personal retinue, in the higher governmental body, called the Moot. The Moot makes all major decisions for the Kingdom, including the selection of Kings and Princes and working out the great law questions. They also hear appeals from those individuals who feel they were misjudged in the Assemblies. These appeals are rare, however. Any man who appeals his case and is found still to be in the wrong is automatically sentenced to permanent exile from the Kingdom.

The King, as mentioned, is chosen from amongst the Earls. But he must still prove himself as Grimmon did in days of old, by walking to the hill of Genna, nearby to the capital, and taming the wild horse which

will inevitably meet him there. This mystic experience validates his selection as King, affirms the bond between the great horses and the Tarsan people, and gives the King some measure of unique authority. Many chosen Kings have failed in this trial and been crippled or slain by the stallion they meet. In these cases, another King is chosen and the trial is repeated, though occasionally a year or more will pass before the Earls can decide upon a second candidate.

The King is first among equals. His ability to contradict the laws passed by the Earls depends upon his individual strength. The King is empowered to propose his own laws, but they must be ratified by the Earls before they become permanent. Some Kings have so little support that they are little more than mediators for the political infighting between the Estates. Others, like Ector, are nearly absolute sovereigns with popular appeal so great that the Estates simply validate his every command.

One other noble class of note are the Warlords themselves, chosen by the King and 100 in number. They are assigned to each of the Wards to represent the King's interests and to assist the Earl in the administration of his lands, but they have no vote in the Assembly (though they may speak). Each Earl/Warlord relationship is unique. In the best situations the Warlord acts as a traveling judge, easing the load on the Earl's time and maintaining combat readiness in the local population.

Daily Life

People

Tarsans are a strong, healthy people by nature and evolution. They have a tanned and moderately dark complexion, blond or brown hair, and gray, brown or amber eyes. Occasional exceptions—red hair, blue eyes, etc.—are signs of unique (but not necessarily superior) beauty. Men wear their hair at moderate lengths, and beards are nearly universal among adults. Women's hair usually reaches to the waist. Good diets ensure strength of bone in men and women alike. Tarsans are slightly shorter than the noble lines of Allemaine and Calabria, but taller and broader than the common men in either Kingdom, or in the Provinces.

By nature a bigoted people, the Tarsan's first reaction to strangers of unusual skin color is suspicion and hatred. In particular Fekeshi males, referred to as "yellow men," will be subject to extreme prejudice including beating, exile and death. Other foreigners can expect slightly better treatment.

Economy

The Tarsan economy is largely barter, as befits a seminomadic people. However, currency does exist and became standardized under the formation of the High Kingdom as part of Vertigane's influence on the warlord culture. The coinage is minted at the capital. Copper coins similar to the Allemaine farthing ($1) form the basis for the currency, but have no name other than "coppers." Silver coins are worth twelve copper coins and simply called "silvers," while gold coins ($144) are named, rather predictably, "golds." Its simple, but that's just the way the Tarsans like it. The only unique feature of Tarsan coinage is the "quarter," which is a four-piece breakup of the copper. This differs from the 12 piece "bit" of the northern Kingdoms.

About half of the Tarsan people live on farms. Chief crops throughout Tarsus include oats, rye, barley, wheat, berries and hay. Other crops include pear trees and corn. Other than the obvious horse herding, other livestock include cattle, sheep and buffalo. The Warlords export fine beers, horses, leather goods, honey and dairy products. Along the southern coast there is a growing crop of sugar cane and some profitable fishing.

With the exception of the cities, Tarsus has little trade with outside nations. They are too isolated to make such merchant routes profitable. However, trade is brisk for those merchants who work exclusively within the borders of the Kingdom, or who handle the lucrative Dwarven contracts that come out of the southern Holdfast.

Health

The level of medical science in Tarsus is crude. Wounds are cauterized with hot irons and then left to the patient to mend. While this is harsh, at least Tarsan doctors do not insist on bleeding, as Calabrians do! Disease and other medical problems are handled with traditional herbal cures of mediocre effectiveness; the sophisticated healing herbs cultivated and used in Allemaine are all but unknown here. Diet is good, however, thanks to high amounts of protein. A lack of urbanization makes plagues unheard of.

Education, Magic and Science

Though Tarsus is renowned for many things, education and science is not among them. There is no formal education system in the Kingdom, and what literacy is taught there is generally handled by the Brotherhood of Augelmir. Magical instruction is even rarer, since the Tarsans have a cultural mistrust against any sort of magic, seeing it as an uncontrollable, mythic force that kills or rewards in a completely arbitrary fashion. Science is lost to the Tarsans in all but the most practical fields, such as farming and animal husbandry. Astronomy, geology, chemistry and the like are so obscure as to be almost magic to the Tarsan people.

A few Tarsan women leave their homes and find shelter with the Pallean Sibyls, but this generally ends their life in Tarsus. The Sibyls do maintain a prescence in the courts of the Earls, the towns and villages, but nearly all the Priestesses in Tarsus hail from other lands. They are viewed with some suspicion, but few can deny their good works. Therefore, they are allowed to continue their activities. King Ector has seldom placed much stock in them.

There is one exception to all this lack of education, and that is in the martial arts. The schools of the Sword Arts of Ambrosius flourished here as they did nowhere else in Ahrivine, not even in Allemaine. Even after the end of the High Kingdom the schools continued. It

was in these schools that Warlord Kickfighting was refined and taught to a new generation of Warlords. Young warriors attend these schools during the autumn and winter months, when the usual chores of herding, hunting and farming are more difficult. Pilgrim instructors, who take shelter and food in exchange for instruction, are also common in this land.

Whether in martial arts schools or through wandering scholars, Tarsan men pick up other talents than simply fighting. It is during such instruction that literacy is refined, philosophy and history are handed down from master to student. The quality of such education is hard to regulate, and depends highly on the quality of the master martial artist.

Arts, Crafts and Literature

The Tarsan people are more accomplished craftsmen than they are artists in the traditional sense. They are well known for their leather work and their skill with bracelets, brooches and other ornamentation of precious silver and gold. Few of their works have precious stones; mineral wealth of that nature is almost unheard of in Tarsus.

Literature and history are primarily oral, despite the records of the Brotherhood and the martial arts schools. The great epics are memorized and passed down by the skalds—storytellers and entertainers who are particularly welcome in the courts of the Earls, but can generally earn a night's lodging and food in any house across the land. Skalds search for wealthy patrons that they can flatter with clever turns of phrase and well-crafted compliments, as well as heroic stories of their exploits. The great epics serve as moral examples to the rest of society, defining cultural mores of courage, generosity, loyalty, truthfulness and honor.

Communication and Transport

The best form of communication in Tarsus is a fast horse. Well-trained riders maintained by the King and the Earls ensure a message can regularly travel 200 miles in a day and a night. But roads are few in Tarsus, the only ones of note link the port city to the capital and then back to the mountainous eastern Wards. There are no magical means of communication other than the wandering mystic or occasional Sibyl, and even signal fire technology is virtually unheard of.

Social Structure

Contrary to most of the Broken Kingdoms, Tarsus does not have a rigid social hierarchy. The nobility number only a few hundred men, and are ruled by their people's needs as much as they govern over them. Tarsans pride themselves on a level of equality not found in Allemaine, Calabria or Pallea.

The highest social class in Tarsus is the King. This position has been held, for over two generations, by one of the greatest kings in Tarsan memory: Ector.

The Earls themselves are the heads of the 100 Estates, or major family lines, of Tarsus, and each is responsible for the administration and defense of a Ward, the territorial divisions of the Kingdom. The Earls, and the lesser family heads that have no official noble status, are chosen through age, wisdom, skill in battle and courage. If an Earl is not supported by his family line, they will typically replace him with a better leader, but the system is a responsible one and seldom abused.

Outside of this small nobility, the rest of the nation is relatively equal. Of course, merit and age grant higher respect, but everyone shares in the day to day activities of herding, farming and hunting.

Cost	Status
0*	Free man
1*	House Guard
2	Head of lesser family; "Grandfather," "Elder," or other title
3*	Warlord
5*	King's Champion
6	Earl
8	Earl Commander
9	Princess
10	Prince Commander
13	Queen (if there was one)
15	King

* Tarsan characters from one of the 100 Estates should have an additional +1 point Fringe Benefit added to these values, to reflect their higher status in the Tarsan culture. For example, a Warlord has 3 points of Fringe Benefits, but if the Warlord comes from one of the Estates, he would have 4 points instead.

Status of Women

Tarsus is a civilization of egalitarian *men*. Women are pressured to stay at home, raise children, and administer the household. Lineage is drawn through the male, and there is no tradition of the woman warrior at all in Tarsus. Such a female would be widely perceived as deranged, and would suffer exile or confinement for her madness. Players electing to try their hand at breaking these traditional laws are advised to do it with style.

However, Tarsan women do have rights and privileges, some that would shock and surprise Allemaine women, for instance. They have the right to a divorce at any time, and never actually leave their own family even after marriage. A husband who mistreats his wife can expect punishment to be dealt out by her kinsmen. Women may hold property, speak out and vote at the local Assembly.

Code of Honor

The Tarsan people, like the Allemaini and Calabrians, have a personal code of honor which regulates their society. But honor is much more prevalent in this land than in the others—it is not a code just for nobility. Every Tarsan man, and most women, are expected to obey its rules. Those who do not are the exception, not the norm. The Tarsan honor code embraces many

principles, and covers many facets of everyday life. In brief, the code includes rules of Courage, Generosity, Honesty, Loyalty, Vengeance and Stoicism.

A Tarsan must be brave. This does not mean he must be stupid—no intelligent man throws his life away for nothing. But he will not flee in terror, or fail in a task because he was too fearful to undertake it. If a Warlord must die, then he is expected to buy his life dearly. The greatest Tarsan heroes are allowed to acknowledge fear, but they do not let it stop them.

A Tarsan must be generous. He freely welcomes all visitors to his home with food and shelter, not only for guests of nobility or wealth, but for retainers, followers and servants. Generous hosts and lords, who give expensive, rare or particularly appreciated gifts, are honored throughout the land, and stories are told of their hospitality. Likewise, stingy hosts are the butt of biting satire by the skalds.

A Tarsan must be stoic, willing to accept hardship. He must have the determination to see something through to the bitter end, no matter how grim the final result may be.

A Tarsan must keep his oaths. Once a Tarsan decides on a course of action, he cannot break his word. It does not matter whether or not that word was given to another, or only to himself. To be an oath-breaker is one of the worst reputations in this culture, right next to cowardliness or bastard upbringing. Tarsans are not expected to keep their word with non-Tarsans, though the most honorable do anyway. Likewise, if a person is tricked into making an oath which will bring dishonor upon himself or cause ruin to his family, he is not required to obey it. But again, some Tarsans carry out their words no matter how hard their own life becomes as a result, even unto death, and the tales of these great heroes are sung for generations.

A Tarsan must be loyal to his family, Earl and King (in that order, unless the individual has sworn a special oath of loyalty, such as House Guard to his Earl or King, in which case that oath takes precedence). This loyalty means doing whatever is in the lord or family's best interests, up to and including death. More importantly, the Earl and King must be loyal to the people they govern—doing what is in their interests, acting the proper role model, and treating them well. He must not order them to do things that divide their loyalties or bring dishonor upon them, and he must reward them with praise and gifts.

A Tarsan must remember and revenge all insults to himself or those under their protection. They are a proud people, but do not insist on blood for insults as the Fekeshi do. Instead, a Tarsan will take their case before the Earl.

Lineage

The concept of family line and lineage is very important to Tarsans. There are 100 major family lines, each referred to as an Estate, and several hundred minor branches, all forming the basis for the Tarsan political structure and military. Individuals are measured not only by their personal honor, but also by the honor they receive from, and give to, their line. Dishonorable conduct can bring shame to the entire family, and can lead to exile from the line. Bastards, those who have no family line, are universally scorned and held to be of little merit. Their reputation is comparable to that of a coward or a miser.

Each of the Estates are led by an Earl. The smaller ones make do without official title; each family has its own term for the leader of the house (Grandfather and Elder are common examples, but each family is unique). Alliances between the families of Tarsus are common, and usually arranged through marriage. Similarly, many of the 100 Estates have feuds lasting back many generations. Every Tarsan, male and female, is expected to remember and recite their lineage with pride, going at least as far back as the current Age (about 45 generations). The proudest families can stand and recall their dynasty all the way back to the arrival of the Northrons in the Tarsan fields, and even before.

Those individuals who do not know their lineage, or whose legitimacy is not recognized through marriage (that is, bastard children, male or female) form the outcasts of Tarsan society. This condition also applies to Tarsans who have been stripped of their lineage through past misconduct. Characters wishing to draw their lineage from an esteemed Tarsan line spend an extra point on their Fringe Benefits, as detailed under "Social Status." Similarly, those characters who are from dishonored or inglorious lines could take this as a Reputation.

Family is the single most reliable resource of a Tarsan. They are his refuge, his allies in war, the caretakers of his widow and orphaned children, the nurses when he is sick, the instrument of revenge if he is slain, and his supporters in matters of law. A bastard or an outcast, without family, has no strength in society. If killed, he will not be avenged. If wronged, he will not be able to enforce the judgment of the Earls.

Likewise, the Tarsan is expected to aid the family in all circumstances, performing all those duties that the needy family member would expect in his darkest hour. They must put the honor of their family above their personal honor, even if it means breaking an oath, forsaking a friendship or betraying an ally.

The King's Champion and The Grand Tournament

The King's Champion was a position created to prevent the King from having to risk his safety in honor challenges. The King's Champion does this by standing in for the King, fighting the challenge himself. The position is held for life, and only treason, death, or dismissal by the King can remove a Champion from it.

The King's Champion is a Warlord assigned command of the King's House Guard, the unit of elite warriors who function as bodyguards and servants to the King. Technically, this puts him at the same level as any other Warlord in the Tarsan military, but the pres-

Tarsan Estates

This is a short list of some of the most powerful and famous Tarsan lines. Others should be invented as necessary. These families are among the 100 Estates of Tarsus, and each is led by an Earl.

Arn—Carados' Estate, central Kingdom.

Asgilli—House of Earl Suyvik, wealthy with gold mines along the Pennine Mountains.

Fidlaug—House of King Coelstan, western border.

Hollson—Estate of the first King, based at Penigstein.

Inmund—Known for their family steel-forging secrets.

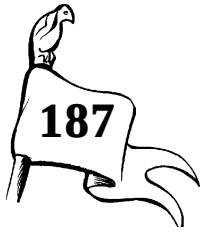
Osbrand—King Ector's Estate, central Kingdom, famous horse herds.

Ragstein—Eric's Estate, famous for its buffalo herds, western.

Raudagrim—Rising Estate on the Southern Sea.

Steinrick—Estate of King Stelholm.

Thromlidi—Sheep herders in the central plains.



Tarsan Houses

Not every hero will be from a great Estate; some of the most honorable lines have never gained the wealth and influence to become political powers.

Fridleik—Known for its Kickfighting masters.

Gelzir—First creators of Serpent Style.

Hunhall—Famous skalds.

Kalidi—Judith's House, was relatively minor until recently.

Lorri—Famous as messengers and riders for the Earls.

Maggi—House of Belsidar, the King's Champion.

Orrmund—Referees of the Grand Tournament.

Reinvaldi—Ship captains.

Styr—Merchants.

Vetrbrand—House of Anic Wyrmslayer.

tige of the position often results in power that makes the King's Champion the fifth most powerful man in Tarsus, after the King, the Prince Commander and the two Earl Commanders.

When there is a need for a new King's Champion, a call is sent out far and wide for those interested in taking part in the Grand Tournament, which has always begun on the Feast of King Aelgard (Antimon 20th). King Aelgard was responsible for beginning the tradition of the King's Champion, after a wartime injury made it impossible for him to fight his own duels. His first Champion, Wagner, triumphed through his newly-developed Kickfighting com bat forms.

Anyone is eligible to enter the Grand Tournament, but if the winner should be someone other than a native Tarsan, the new Champion must swear an oath to serve Tarsus and the King above all else, to the best of their ability, for the rest of their lives. Native Tarsans, of course, are already honor bound to such an oath, and it is not exacted from them.

The Grand Tournament is divided into three competitions: horsemanship, archery and personal combat. To earn the position of King's Champion, one man must win all three competitions. If that does not happen, then each year another Grand Tournament is held until the position is filled. Until that happens, the King is without a Champion, and he must personally fight any challenges that arise.

The horsemanship competition is run as an obstacle course/marathon. Over the course of a full day's ride, the competitors are forced to clear obstacles and retrieve flags while at full gallop. Observers are stationed at various points throughout the race to ensure fairness. The competitor with the most flags and fewest missed obstacles is the winner.

In the archery competition, each competitor is given ten color coded arrows to fire at a group of targets. The shots vary in difficulty, the more difficult targets being worth more than the easier ones. After all shots have been taken, scores are totaled and a winner is declared. In the event of a tie, there is a shoot-off. One arrow at a time, shots are taken by the remaining competitors, each shot more difficult than the last, until a shot is missed by one contestant but successfully fired by the other.

The final competition is in martial arts and personal combat skills. Using a double elimination format, the competitors are paired off to fight duels. Matches are fought with whatever hand to hand weapons desired, and all martial arts styles are welcome. The bouts continue until one competitor cannot or will not keep fighting. The winner of the final duel wins this portion of the contest, which usually lasts several days.

The Army of the Dragon

Organization

The Tarsan military theoretically includes every able bodied man. To avoid the responsibility is confession of cowardice. However, such a massive force would probably be beyond the logistics of the fairly primitive organization structure of the Tarsan Earls. Instead, a smaller host, called the Army of the Dragon ever since its founding at the death of Magog, forms the regular military force. It is composed of two halves, called the Wings. One Wing is responsible for the war against the Fekeshi in the west, while the other guards against dragons and other supernatural creatures along the eastern mountains. One fighting man in 3 is taken into the Army of the Dragon when it is called—the rest of the Tarsan warrior population will act as replacements and reinforcements when needed to resist invasion. Both Wings occasionally come together and act in concert, usually against the Fekesh, but such a historical event only happens perhaps once in a generation.

The larger Estates are responsible for filling the majority of the Army, but each Estate must be represented. The total force, according to current tactics, must be composed of 6000 Riders, 4500 Horse Archers and 4500 Knights. All of the Earls and their House Guards are required to attend, adding an additional 1100 troops. Finally, the King has command of the 100 Warlords, and is always accompanied into battle by his 150 personal House Guard. The total Army of the Dragon therefore numbers 16,350 men, plus mounts and spare horses (sometimes as many as a half-dozen mounts per Rider).

The individual is responsible for bringing his own weapons, armor and steeds, though of course a warrior who appears at his Earl's command and does not have proper equipment should be outfitted by the Earl, else the noble suffer in his reputation and honor. The Earls each command their own men in battle, and these units, known as an Array, can number anywhere from a few dozen to several hundred horsemen.

Leadership of the entire Army would fall to the King, but this is, as mentioned, quite rare. The King appoints from amongst the Earls two Commanders, one for each Wing, and these individuals have authority in the disposition and conduct of their force. The Prince, if there is one, is also a Commander and may assist or assume command of a Wing.

Tactics

While the Warlords are chief amongst all the people of Ahrivine in their personal mastery of combat forms, their field tactics are simple and traditional. Occasionally a clever Earl, Warlord or Commander will come along and bring a new tactic to light or re-use one long forgotten, but these are the exception and not the rule.

To locate an enemy, the Tarsans use their Horse Archer and Rider troops, sent out in wide scouting patterns. When these horsemen detect the enemy they fall back, deliver word to the Commander, and screen the flanks of the heavy cavalry.

Once the Tarsan force closes with the enemy the Horse Archers ride forth and fire volley after volley of arrows at the wings of the enemy force, keeping them pinned down and preventing them from supporting the enemy center. Riders serve to protect the flanks against assault. The heavy cavalry forms in the middle and then charges in formation against the enemy center. Striking with couched spear or swung sword, they strive to pass through the enemy ranks completely, then turn and repeat the maneuver as often as necessary. If stopped by sheer mass of enemy troops, they hack from horseback. Typically the knights will strike in waves, the number of which depend upon the number of heavy cavalry available and the size of the enemy front.

Should the right and left of the enemy force collapse in to fend off the attacks of the heavy cavalry, the lighter Riders and Horse Archers surround their victims, continuing a nearly constant barrage of arrow fire and making quick raids until morale in the enemy is completely disintegrated and the knights can charge again. Once the enemy flees, or if a portion of the force should become separated from the main enemy body, the Riders give chase and hunt them down.

As can be seen, the Tarsans rely on daring frontal assaults, backed up by intelligent screening of the flanks and well-timed missile fire. Such charges are sometimes costly in the face of Fekeshi arrows or teppo. Morale among the Tarsans is so high, however, that an Earl can call upon his fighters to perform feats beyond the bounds of normal soldiers.

Riders

15	STR	14	DEX	15	CON	14	BODY
13	INT	13	EGO	15	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Skills and Disadvantages: Use the Rider Package listed in character creation chapter.

Equipment: Spear, longsword, knife, chainmail shirt, leather leggings, steel cap, medium shield, Tarsan courser.

Fuzion Stats

4	INT	4	WILL	5	PRE
4	TECH	4	REF	4	DEX
5	STR	5	CON	4	BODY
3	MOVE	10	SD	10	ED
2	SPD	10	REC	50	END
20	STUN	20	HITS	12	RES

These are the light cavalry of the Tarsan military. They fit the popular foreign image of a "Tarsan Warlord"—mail-garbed swordsmen of courage and skill, mounted on coursers swift and strong. Nonetheless, Riders are comparatively inexperienced. They wear chainmail shirts and are armed with swords, round wooden shields, and nine foot spears which they use from horseback. They specialize in patrol duties, guarding the flanks, and chasing down fleeing enemy.

Horse Archers

Use characteristics for Riders, above.

Skills and Disadvantages: Use the Horse Archer Package given in the character creation chapter.

Equipment: Spear, longsword, knife, composite bow, two quivers of arrows, chainmail shirt, leather leggings, steel cap, Tarsan courser.

Tarsan archers use short composite bows with swords and spears when they are forced to engage in melee. Like the Riders, they are used for patrol duties, guarding the flanks and chasing down the enemy after they have broken from the field and fled. The mounted archers, however, also use their skill with the bow to weaken defensive enemy formations in preparation for charges from the heavy cavalry.

Knights, Heavy Cavalry

18	STR	17	DEX	18	CON	16	BODY
13	INT	15	EGO	18	PRE	10	COM
7	PD	5	ED	3	SPD	8	REC
36	END	35	STUN				

Skills: Use the Rider Package Deal in the character creation chapter, and add the following: +1 Combat Skill Level in Hand to Hand Combat, KS: Warlord Kickfighting 11-, Martial Arts/Warlord Kickfighting: Killing Strike, Low Kick, Roundhouse.

Equipment: Double or barmail hauberk, helm, heavy leather leggings, longsword, knife, spear, Tarsan destrier.

Fuzion Stats

4	INT	5	WILL	6	PRE
5	TECH	6	REF	6	DEX
6	STR	6	CON	5	BODY
3	MOVE	12	SD	12	ED
3	SPD	12	REC	12	END
25	STUN	25	HITS	15	RES

Fuzion Skills: Hand to Hand: 4; other skills listed above at Level 3.

The term "Knight" is applied to these men only by foreigners. The Tarsans themselves refer only to heavy cavalry. They are experienced veterans of many battles, and are better equipped. They ride the larger, slower and stronger Tarsan Destriers and specialize in formation charges on the center of enemy lines.

House Guard

The King and the Earls each maintain a small bodyguard of personal servants and soldiers selected from the best and brightest of the warriors. The King keeps 150 such men, and the Earls about 10 each.

For write-ups of the House Guard, use Rider, Archer or (most commonly) Knight statistics with the addition of High Society, Oratory and/or KS: Poetry, all skills gained in the halls of the nobility. They will be armed and armored as their fellow warriors, though their clothing and other possessions will typically be of higher quality.

Famous Figures

Equ, Lord of Horses

Equ is a divine servant of the gods, caretaker and protector of the wild horse herds of Tarsus. Though beasts, the animals know him and defer to him, granting him the respect he is due. Occasionally he converses with Wizards and Elves, but he generally stays to his own kind. It was Equ who was responsible for permitting the alliance that bound the Tarsan horses to the newly arrived Northron settlers all those centuries ago.

When Rhea and Augelmir made the world, the horses were amongst their most noble creations. As tribute to them, and to provide them with a patron guardian, an Incarnate was chosen for them, urged to protect and nurture them. Equ became Lord of Horses, and for millenia he has fulfilled his mandate from the Gods. He felt the Destroyer apprehend his makers, but even in the moment of his abandonment, when the powers of Darkness were loosed forever on the world, he did not tremble. Instead, he renewed his commitment, for there would be no one else to protect the horses, shoud Equ fail.

For many long years Equ sought to make the horses more than what they were, to raise them to a greater level of awareness and intelligence. To this end he occasionally placed sparks of his divine nature into carefully chosen stallions and mares, and from them the seeds of his power spread throughout the herds. As a result, the Tarsan horses are stronger, longer-lived, swifter, and above all smarter, than any earthly breed. He has further directed the stallions, and their riders, by temporarily entering into and dwelling in the bodies of his followers, and these incidents are largely responsible for the legends that the Tarsan horses are truly sentient.

It was Equ who protected the Tarsan horses from the rampages of the dragons, and when the Northron longhips arrived Equ was unsure what future they might hold. He intended to battle them as well, or at least to keep his horses free of their yoke, until he was met by the Wizard Blaise. Blaise was a champion to the men as Equ was to the horses, and Blaise made clear that it was his intention to see the Tarsan people firmly emplaced in the new land. The two immortal beings acknowledged that the best recourse was to settle the matter peacefully, without dangerous struggle, for if both the horses and the men were weakened, then the dragons would devour all. Equ consented to a contest: Blaise and the Horse Lord would each choose a champion, and if the man won, the horses would cooperate with them. If Equ's champion won, Blaise would forsake the Northrons, and let them be destroyed by the dragons that they battled. Equ was supremely confident of victory; he was shocked when Grimmon mastered the chosen stallon, moreso even than when he felt the Gods vanish from this world.

He kept his bargain, however, with one proviso. The horses would ally with the Tarsan people, but with the rise of each new King the contest must be re-enacted. Humans should never come to take the stallions for granted. Always they must remember that it was alliance with the horses that saved them from the dragons and from the endless sea. Equ even came to like the Tarsans. Most of them, anyway.

No mortal has ever seen Equ; only Wizards and Elves have confronted the Horse-Lord in person. By nature an invisible spirit of pure magic, he transcends powers and skills in the conventional sense. However, he often adopts material form to run the grasslands with his people, and in these instances he can be defined with numbers and words.

Equ, Lord of Horses

Val	CHA	Cost	Roll	Notes
60	STR	25	21-	100 tons; 12d6 [6]
40	DEX	90	17-	OCV: 13/DCV: 10
35	CON	50	16-	
35	BODY	40	16-	
20	INT	10	13-	PER Roll 17-
20	EGO	20	13-	ECV 7
50	PRE	40	19-	PRE Attack 10d6
30	COM	10		
25	PD	18		
25	ED	18		
6	SPD	10		Phases: 2,4,6,8,10,12
25	REC	22		
80	END	5		
100	STUN	29		

Total Characteristics Cost: 387

Movement: Running 20"/40"
Superleap 14"/28"

Powers & Skills

Combat Training
- Combat Skill Levels: +4 Combat Skill Levels w/Hand to Hand Combat (20)
- Combat Skill Levels: +4 Combat Skill Levels, Moving in Armor, Plate (20)
- Combat Skill Levels: +4 Combat Skill Levels, Moving in Armor, Mail (20)
- Combat Skill Levels: +4 Combat Skill Levels, Moving in Armor, Leather (20)

Divine Nature
- **Magical Life force:** Damage Reduction, 50% Resistant Physical and Energy (60)
- **Divine Willpower:** Mental Defense +19 (15)
- **Magical Resistance:** Power Defense +15 (15)
- **Immortal: Life Support:** Immune to aging, disease, temperature extremes; Does not eat or sleep (14)
- Universal Translator 13- (20)
- **Revert to True Form:** Instant Change (this allows Equ to instantly adopt his immaterial, invisible spirit form) (5)

Horse Powers
- **Size:** Growth, 25 points, 0 END Cost Persistent, Always On (33)
- **Kick:** HKA 2d6, No Normal Defense, Does BODY (normally against HERO System rules, but Equ is a god), 0 END Cost (4d6 w/STR adds) (100)
- **Bite:** HKA 1d6+1, Reduced Penetration (2x 1d6+1 w/ STR adds) (16) [2]
- **Running:** Running +13" (26) [1/5"]
- **Leaping:** Superleap +7", Requires an Acrobatics Roll (5) [1/5"]
- **Alertness:** Enhanced Perception +4 (12)

Night Sight: Enhanced Vision +4, only to cancel darkness penalties (4)
Hearing: Enhanced Hearing +4 (8)
Smell: Enhanced Smell +2 (4)
Horse Skills
Acrobatics/Jumping 17- (3)
Animal Handler/Herding 17- (15)
AK: (INT-Based) Horse Plains 17- (7)
Combat Driving (pulling carts and wagons) 17- (3)
High Society/Dressage 19- (3)
Lockpicking (with his tongue) 17- (3)
PS: (PRE-Based) Leadership (of horses) 19- (3)
Riding (actually, Being Ridden) 17- (3)
Survival 17- (15)
Tactics 17- (11)
Bump of Direction (3)
Danger Sense, Mystical, Any Area 17- (47)
Defense Maneuver (5)

Total Powers & Skills Cost: 598

Total Character Cost: 985

Disadvantages 100+

Distinctive Features:
Divine aura, not concealable, extreme reaction (25)
Tarsan breeding (10)
Physical Limitation:
Limited manipulation (10)
Psychological Limitations:
Absolutely devoted to the welfare of the Tarsan horses (25)
Proud (15)
Reputation:
Lord of Horses, recognized very infrequently 8- (5)
Experience Bonus (795)

Encumbrance: None; Equ would never permit someone to ride his own form. He often, however, inhabits the body of mortal horses, and will be ridden in this manner.

Endurance Under Saddle: 160 miles

Fuzion Stats

6	INT	6	WILL	16	PRE
1	TECH	13	REF	13	DEX
20	STR	11	CON	11	BODY
14	MOVE	22	SD	22	ED
7	SPD	31	REC	110	END
55	STUN	55	HITS	18	RES

Fuzion Skills: All Combat: 6; Amor: 4; other skills listed above at Level 3.

Fuzion Powers: 50% Physical & Energy Damage Reduction, Mental Defense: 19; Power Defense 15; Shapechange to Spirit Form; Other special talents and powers listed above

Hallad Hollson

Hallad was the chief of the first settlers in Tarsus. He landed at the future sight of Penisteign with a dozen large longboats, but there were many more to follow. Hallad was known for his cleverness and his ability to plan for the future—this was what made him a leader that other men would follow. He prepared for the coming of the wyrms by training his people in the use of the longbow, and through contracts with the Dwarves he purchased many large ballista and other siege weapons. But he also was an expert at tricking the great beasts—his most famous stunt was giving a small herd of cattle enough poison to slowly kill them, then leaving them for a nearby dragon to feed upon. The wyrm died a slow, agonizing death after gorging himself on the beasts.

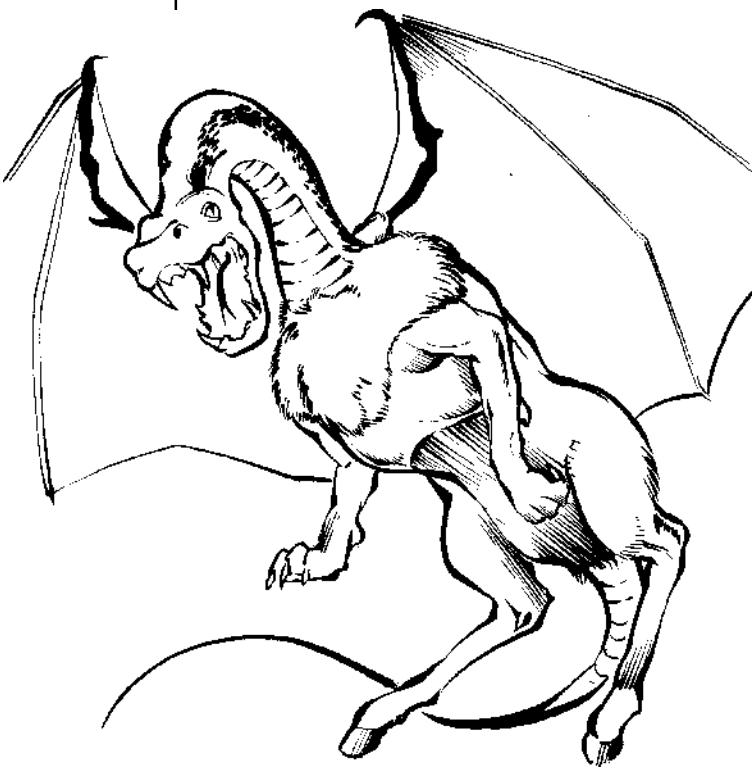
Hallad was an aging man when Grimmon tamed the wild horses, something that Hallad had never been able to do. He had great admiration for his son, and died a happy man with a large family.

Grimmon

Grimmon was the first King of Tarsus, and was a hard and bitter man as well as an awesome warrior. Before he became King he distinguished himself many times in battle against the great crawl-wyrms which came out of the mountains, and it was largely through his example that the Tarsan people took courage to continue the fight against the dragons. He was unquestionably his father's strongest supporter, and grieved to see his father fail in his efforts to bring the wild horses of the fields under saddle. Both father and son knew that the secret to victory lay with the mighty steeds that had successfully survived the dragons for lo these many years.

Grimmon was led to the hill of Genna by the Wizard Blaise, who had been in communication with Equ, Lord of the Horses. Equ and Blaise were at odds over the future of Tarsus, the people and the horses that lived there. They eventually decided to settle the matter with a contest, man against horse. Blaise secretly chose Grimmon as his champion and arranged for him to be at the hill at the appointed time of the contest. Hallad's son never knew the part he played in the contest; he saw a stallion, tried to ride it, succeeded, and ever since the horses worked in partnership with him and his descendants.

Fortunately for everyone involved, Kingsright (as the chosen stallion came to be known) and Grimmon came to like and even respect each other. Grimmon defeated Magog single handedly, with only the aid of his stallion and his own sword, and in the resulting surge of popularity it was easy for him to become King. He used his position to make many broad social changes, including the formation of the Estates (which solidified his power with the support of the Earls) and the Army of the Dragon. He continued his war against the drakes with eager bloodshed, and did not stop until he had driven all but the most desperate back into the Pennine.



In life, Grimmon was a large. dark haired man of plain appearance. He had a foul mood, and was prone to fits of brooding and melancholy. He married three times, and had a handful of children who shared in his ill luck. Grimmon also set the precedent for passing the title of Kingship when he worked to confirm the Earl of another Estate as Prince, ensuring that no single family would keep hereditary title to the throne. This has kept relatively competent Kings in Tarsus ever since.

Coelstan

The King of Tarsus during the time of the breaking of the High Kingdom , Coelstan was a man who could do nothing halfway. It was often said of him that if he could not love, he must hate. He was King during one of the Kingdom's most difficult times; for centuries the Doomed had planned a trick to end the life of the High King, and they had built their forces for generations just to this purpose. During Coelstan's reign, vast hosts of Mu-Jahdin, Fekeshi, Inach and Trolls spilled over the borders into the fields, marauding and murdering thousands of Coelstan's people. It was all that he could do to slow down the progress of the invasion and send word via Calabrian messengers that the High King's assistance was needed.

When Pellinore Vertigane arrived, he brought his whole northern fleet and thousands of mounted knights. Pressuring Coelstan to push for a swift victory—for his son the Prince Regent was in sore political and military straights back home—Pellinore led a daring assault with Coelstan against the invading army. Unfortunately, the leader of that host, Du-Dania the Singer, Dark Damosel, used her powerful sorceries to destroy the High King. Coelstan fought bravely but to no use, and although he dispersed the enemy host he was unable to stop the Lady from escaping the field of battle with Pellinore's body.

Coelstan never forgave himself for the death of the High King, the loss of his body and the capture of the enchanted Royal Arms. His mood after the invasion was spent became bitter and angry. He led deep raids into Fekeshi territory where he caused the burning of entire towns and the slaughter of thousands of Fekeshi peasants. He died in that foreign land, pushing himself and what remained of his army in one battle after another. It is a commonly held truth that his was a suicide, albeit one concealed under the cloak of war.

As is evident by his ability to stand against a member of the Doomed in single combat, Coelstan was a fierce warrior and a master of the Sword Arts. He came from an Estate of only moderate size and power—he was in many ways a compromise candidate for Kingship that many thought would not succeed in the trial of Genna. He surprised his detractors, however, and had great loyalty from amongst his fellow warriors, even when the Earls derided him. His was a troubled, unfortunate soul cursed to live in interesting times.

King Ector

The living legend of Tarsus is past his seventieth year, but strength still flows in his bones. Ector is the epitome of the Tarsan ideal—handsome despite his age, displaying unshakable courage and leadership, he is also generous to a fault. No King has ever been more devoted to the welfare of his people than Ector, and he is much beloved. During his 50 year reign, the King has amassed much more power than the position is used to, and the Earls are almost a rubber stamp for his every command. In the rare circumstances that he perceives reluctance, he handles the situation fairly and with a second look at his own priorities. If he decides that he was, in fact, in the right, then he applies renewed pressure until the Moot caves in. Otherwise, he yields to the Earls.

Ector's two most controversial policies in recent memory have concerned Carados and Terrod, two men described below. Carados was an unpopular choice for Prince, but Ector remains steadfast in his assurance that the days to come will need a warrior for a king. After the blood has been shed then the healing may begin, and that may indeed require a different sort of man than Carados, but in the mean he is perfect for the job. Terrod is widely known to be the bastard son of Ector's brother, Terran, but because he has no official lineage he has no social status whatsoever. Nonetheless, Ector has acted as an unspoken sponsor for him, and after many years in the military campaigns against the Fekeshi chose to make him a Warlord.

Personally, Ector is a solemn, lonely man. He never married, always with more important things to do until he turned around and realized that his best years were behind him. He treats all his people as his children, and is open-handed with gifts of gold, horses and other treasures. Though weary of life, he is determined never to shirk his duties as King. He will sit tall in the saddle until his dying days.

It is often said that if Ector had not been chosen to ride the wild stallion and be King, he would have been a legendary skald. His voice is low and rumbling, his speaking cadence regular and strong, and his memory for detail has never failed him, not in seventy years.

With fifty years of combat experience behind him, and no time to get rusty, Ector is an awe-inspiring opponent. Sagas are frequently sung of his exploits, and the young warriors in today's Tarsan army can only wonder what he was like when the strength and vitality of youth were still with him.

16	STR	14	DEX	13	CON	14	BODY
17	INT	20	EGO	25	PRE	14	COM
6	PD	6	ED	4	SPD	6	REC
26	END	31	STUN				

Skills: Animal Handler, Breakfall, High Society, Oratory, Persuasion, Riding, Survival/Hunting, Tactics, Tracking; AK (INT-Based): Tarsus, the Fekeshi Border, Eastern Forts; KS (INT-Based): Sword Arts of Ambrosius, Warlord Kickfighting, the Great Sagas, Cavalry Tactics; PS: Storyteller , Lawmaker, Horse Breeder; Martial Arts/Sword Arts of Ambrosius/Strike, Bind, Counterstrike, Disarm, Evade, Fast Strike, Parry, Return Strike, Running Strike, Takeaway; WF: Common Melee, Bow, Shield; +4 Levels with Animal Handler, Riding and Horse Breeder; +4 Levels with Oratory, Tactics and Cavalry Tactics; +10 Levels with Martial Arts; +2 Levels MIA/Mail.

Perks: Fringe Benefits: King (15 points), Money (20 points), Follower: Moonsilver (see below, 23 points).

Talents: Defense Maneuver, Eidetic Memory, Lightsleep.

Powers: Mental Defense +9.

Disadvantages: Age: 60+, Distinctive Features: Noble bearing and immense charisma (concealable with effort), Style Disadvantage; Hunted by Fekeshi assassins (AsP, 11-); Physical Limitation: Old, various ailments and occasional ill health; Psychological Limitations: Tarsan Code of Honor, Always acts in his country's best interests; Public Identity; Reputation as aging, noble, warrior-king 14-; Vulnerability: x2 BODY from all attacks with Find Weakness.

Equipment: Superior longsword, the symbol of his status as head of his Estate; Superior shirt of close Dwarven chainmail links (DEF 7, Hardened, OIF, Independent, Real Armor, ½ weight, locations 9-13); jeweled dagger, handsome leather leggings, gold crown, ring and amulet.

Fuzion Stats

5	INT	6	WILL	8	PRE
5	TECH	4	REF	4	DEX
5	STR	4	CON	5	BODY
3	MOVE	8	SD	8	ED
2	SPD	9	REC	40	END
25	STUN	25	HITS	18	RES

Fuzion Skills: Animal handler, Riding, Horse Breeding: 6; Oratory, Tactics, Cavalry Tactics: 6; Martial Arts: 10; other skills listed above at Level 3.

Fuzion Powers: Mental Defense: 9; Lightsleep; Eidetic Memory

Moonsilver, Tarsan Courser

King Ector's mount is the lord of the Tarsan horses. He is pure white in color with perfect conformation, a long flowing tail held high, a kind eye and a finely shaped face. He is in fact Ector's second mount as King, a rare event. Moonsilver serves his master with fanatic devotion. He is widely held to be the greatest living war mount. Unfortunately, after a bad campaigning season several years ago, Moonsilver took a wound to the thigh and is slightly lame. This is not normally a problem, however, so long as a little preventative care is taken (Ector wraps and soaks the leg).

37	STR	28	DEX	22	CON	17	BODY
8	INT	8	EGO	30	PRE	24	COM
12	PD	7	ED	5	SPD	13	REC
50	END	60	STUN				

Skills, Talents and Powers: Use the Tarsan Courser write-up in the bestiary chapter. Add the following: +4 with Tactics, AK: Tarsus 11-, PS: Lead Horses 15-, Racing 15-; +1 Level MIA/Leather, Bump of Direction, +1 to Danger Sense roll, Superleap +1", Requires Acrobatics Roll.

Disadvantages: Distinctive Features: Breed (concealable); Physical Limits: Limited Manipulation, Not Sentient, Slightly Lame (Infrequent, greatly impairing); Psychological Limits: Fanatically loyal to Ector, Early Riser; Reputation: famous war mount 11-.

Equipment: Leather barding, DEF 3 on Activation 12-, Rugged but handsome tack and saddle of superior Tarsan workmanship.

Fuzion Stats

2	INT	2	WILL	10	PRE
1	TECH	9	REF	9	DEX
9	STR	7	CON	5	BODY
3	MOVE	14	SD	14	ED
4	SPD	19	REC	70	END
25	STUN	25	HITS	6	RES

Fuzion Skills: Tactics: 6; other skills listed above at Level 3.

Fuzion Powers: Bump of direction

Prince Commander Carados

The Prince of the realm, chosen by the King and confirmed by the Moot, grew up in the quiet central wards, but soon left seeking conflict. From youth he was a difficult young man, earning much praise for his ferocity in battle, but earning also much hatred for his angry, bitter ways. He rose to leadership of his Estate when a large number of elders were killed in a dragon attack. Carados avenged them, venturing into the wyrm's lair and slaying it there. This brought him to the attention of the Earls.

In the wars against the Fekeshi, Carados distinguished himself with great valor. His presence on the battlefield became a great source of inspiration to the men under his command, and with him at war it was said that the Tarsan riders could not lose. Though many agreed that Carados was still churlish and ugly, difficult to get along with in any circumstance, they put up with these flaws and recognized his incredible natural talent for carnage. When the King chose an heir, it was Carados.

It took some time for Carados to be approved by the Earls—he was widely unpopular amongst anyone who had not fought beside him. Ector's influence proved great enough and the confirmation was made even before Carados announced his upcoming marriage. The thought of the legendary Dame Judith, well known as the most beautiful, most gracious host and most devoted woman in all the Kingdom as Queen to the realm sealed Carados' support at once. He is now firm in his position as heir, and only his premature death could prevent his accession to the throne after Ector's demise. His supporters say that Judith's influence has softened the troll's heart, but others insist that this is only wishful thinking. Carados remains a hard man, chosen for a hard time to come.

Within his own mind, Carados' allegiance to Tarsus has never wavered for an instant. At the same time, his rivalry with Terrod, bastard nephew of the King, is well known. It began when Terrod disobeyed Carados' orders and rode back into a phalanx of Fekeshi muskets to save a wounded comrade. Later, the two dueled and Carados received a slashing scar to his neck which never healed and gave him a harsh, brutal voice to match his face. Carados chose Judith as his bride not only because she would solidify his claim to the throne, but also because Terrod was desperately in love with her.

Despite this petty revenge, Carados has method behind his actions. He knows that, in the forefront of every war, he could die at any time. Ector, too, is close to the end of his reign. If disaster should strike and Tarsus should be without a King and a Prince, Carados knows that Terrod possesses the will and charisma required for the position. He therefore has groomed Terrod for the Kingship from afar. He has sent assassins after the bastard warlord to raise his fighting skills, and committed acts that fill Terrod with rage—a rage that he will need if he is to be a strong King and not a puppet of a reunited High Kingdom. As for Judith—Carados has never touched her in any but the most peremptory way, and has never consummated their marriage. He knows that if he saves her for Terrod upon the event of Carados' death, Judith could sway the Earls into the adoption of Terrod into one of the Estates. With Judith by his side, even a bastard could be King.

Carados has spoken none of this aloud, will never speak it to anyone but Terrod, and that only on the day before the Prince meets his final destiny.

23	STR	21	DEX	23	CON	20	BODY
13	INT	18	EGO	23	PRE	6	COM
9	PD	7	ED	4	SPD	10	REC
50	END	50	STUN				

Skills: Animal Handler, Breakfall, Climbing, High Society, Interrogation, Oratory, Riding 14-, Stealth, Survival/Hunting, Tactics 14-; KS (INT-Based): Sword Arts of Ambrosius, Warlord Kickfighting, Great Tarsan Heroes, Analyze Style; Martial Arts/Sword Arts of Ambrosius: Counterstrike, Fast Strike, Parry, Running Strike, Slashing Strike, Strike; Martial Arts/Warlord Kickfighting: Headbutt, Killing Strike, Low Kick, Punch, Roundhouse Kick; WE: Use Sword Arts Barehanded (Parry only); +2 Damage Classes; +2 Levels Overall, +4 Levels in Hand to Hand Combat, +2 Levels with Martial Arts, +2 Levels MIA/Mail and Plate; WF: Common Melee, Bow, Shield.

Perks: Prince Commander (10 points), Money (18 points), Follower: Neckbiter (see below, 21 points).

Talents: Combat Sense, Defense Maneuver, Fast Draw.

Powers: Frenzy (see Heroic Fantasy Abilities) with 4d6 STR Aid, +2 HtH Combat Levels and 50% Resistant Physical Damage Reduction, 14- Roll to enter or leave Frenzy, no DCV bonus due to shield or levels, cannot dodge or block; Running +1"; Damage Resistance 9 PD, Only vs. unarmed martial arts killing attacks; Mental Defense +9; Lack of Weakness -5.

Disadvantages: Distinctive Features: Ugly, brutal and massive troll of a man (concealable with effort); Hunted by Fekeshi assassins (AsP, 8-), Watched by Earls (LesP, NCI, 11-); Psychological: Tarsan Code of Honor, Devoted to his country and his King (total commitment); Rivalry with Terrod the Warlord (Professional and Romantic); Reputation as a god of war on the battlefield, 11-.

Equipment: Superior plate and chain combination of black high steel and Dwarven make, DEF 8 over locations 6-7 and 13-14, DEF 9 over locations 4-5, 8-12, 15-18, OIF, Independent, Real Armor, ½ weight; medium shield, excellent longsword, knife, spear, composite bow.

Fuzion Stats

4	INT	6	WILL	7	PRE
5	TECH	7	REF	7	DEX
7	STR	7	CON	7	BODY
4	MOVE	21	SD	21	ED
3	SPD	14	REC	70	END
35	STUN	35	HITS	35	RES

Fuzion Skills: Hand to Hand: 6; other skills listed above at Level 4.

Neckbiter, Tarsan Destrier

This vicious steed became the property of the Crown Prince when no one else could ride it. Rumor had it that the bloodthirsty animal had bitten clean through the neck of his handler. Whether this was true or not, Carados has since cultivated the mean reputation of his animal, and it is widely whispered that the beast drinks blood and eats flesh. Neckbiter is a massive destrier of reddish-black coloration, one of the largest of his kind, and has a bit of Mezina Black in his blood. He is fully armored in dwarf-made barding of superior workmanship, and is a fearsome mount for a fearsome man.

45	STR	21	DEX	19	CON	21	BODY
6	INT	8	EGO	28	PRE	14	COM
13	PD	8	ED	4	SPD	14	REC
44	END	72	STUN				

Skills: High Society/Dressage, Riding, Tactics 13-, Language: At Liberty, +2 Levels MIA/Plate, +2 Levels in Hand to Hand combat.

Talents: Danger Sense in and out of combat, 11-.

Powers: 25 points of Growth, 0 END Cost Persistent, Always On; 1d6 HKA, Reduced Penetration, 2x 1d6 with STR adds; Running +5"; Horse Enhanced Sense Package.

Disadvantages: Distinctive Features: Breeding; Physical Limitations: Not Sentient, Limited Manipulation; Psychological Limitations: Bad Habit—Biting, Serious Temper; Reputation as a bloodthirsty mount 11-.

Equipment: Superior plate barding of black high steel, DEF 9 with Activation Roll 14-, ½ weight; black leather tack of coarse appearance.

Fuzion Stats

1	INT	2	WILL	9	PRE
1	TECH	7	REF	7	DEX
10	STR	5	CON	7	BODY
8	MOVE	10	SD	10	ED
3	SPD	20	REC	50	END
35	STUN	35	HITS	6	RES

Fuzion Skills: Hand to Hand: 4; other skills listed above at Level 3.

Dame Judith

Her hair is the gold of ripened wheat, her lips like strawberries begging to be tasted. Her eyes are the blue of a perfect summer day, and the perfect shape of her form has redefined beauty. Judith is the wife of Prince Carados and is, without question, the most beautiful woman in Ahrivine. The skalds sing of her grace and charm, her generosity and wisdom until the gods themselves must hear. Alas, the skalds shall never know of her tragedy—the deep tragedy which has only added to her beauty, giving it a depth not seen in other women.

Judith is a member of a prominent Estate, and was much beloved as a precocious but charming child. Her father quickly realized what a prize she would make as a wife, and Judith grew up well aware of the benefit to her family should she marry well. In her early adulthood she met and fell in love with a young soldier in the army, only to learn that he was a bastard of no lineage. Despite this, Terrod made her wonderfully happy and every moment with him was a joy. She decided to follow her own course, not that of her family, and marry the man she loved.

That was when the Crown Prince, Carados, approached her father and the Earl of the Estate with a proposition of marriage. This would seal her family's future, and they swiftly agreed to convince Judith to wed the nearly-legendary warrior. Terrod was out on campaign, and Judith was pressured to remember that her needs were outweighed by the needs of her line. Grudgingly, she agreed. The marriage took place almost overnight, and before she even really knew what it was like to be a maiden, she was a wife.

On the night of her wedding, she honestly thought that she might die. But strangely, Carados never touched her and never bed her. This clued her in to the fact that there might be more going on here than she at first realized—that her marriage was more for the Kingdom than it was for her, for Carados, or even for revenge on the Prince's longtime rival. With her in the Princess position, and later as Queen, Carados would have the support in the Moot that he needed to rule unchallenged. Despite this, she cannot keep herself from hating her husband.

Judith loves Terrod desperately and absolutely. She will continue the romance even if it brings great danger. She is skilled at concealing her true emotions, and it is unlikely that her true heart will be discovered (except by Carados, who already knows but seems willing to let it go by so long as subtlety is employed).

8	STR	13	DEX	13	CON	13	BODY
18	INT	18	EGO	18	PRE	26	COM
3	PD	3	ED	4	SPD	5	REC
26	END	24	STUN				

Skills: Acting 14-, Animal Handler 12-, Breakfall, Concealment, Deduction, High Society 14-, Oratory, Paramedic/Healer, Persuasion, Riding, Tactics, +1 level Overall.

Perks: Fringe Benefits/Princess (9 points); Money (15 points).

Talents: Resistance +3.

Disadvantages: Distinctive Features: Beauty, grace and nobility superior to any other woman in the Broken Kingdoms (concealable with effort, major reaction); Psychological Limitations: Tarsan Code of Honor, Hates her husband, Loves Terrod the Warlord; Public Identity; Reputation as a just, noble and beautiful woman, the best in Tarsus, 14-, extreme; Unluck 2d6.

Equipment: Embroidered vest of blue and green over simple but elegant cotton gown of pleated peach, amulet given to her by her husband, woolen cloak for harsh weather, soft and supple leather slippers, Terrod's last letter close to her heart.

Fuzion Stats

6	INT	6	WILL	6	PRE
5	TECH	4	REF	4	DEX
2	STR	4	CON	4	BODY
3	MOVE	8	SD	8	ED
2	SPD	6	REC	40	END
20	STUN	20	HITS	18	RES

Fuzion Skills: Skills listed above at Level 4.

Eric, Earl Commander of the Western Wing

A dark and handsome man, with long black hair and an imposing glance, Erik was given command of the Western Wing six years ago after the last major Fekeshi invasion attempt. In that war the Earl lost a wife, a son and a leg. He makes do as many other Tarsans have through the centuries, in the saddle, and relying upon a nearly perfect communication with his steed, Helstrom.

The years and his personal losses have made Eric a bitter man, and he makes no secret of his hatred of the "yellow men." He calls them treasonous weaklings, dangerous only because there is no end to them. Despite occasional pressures from other Western Earls to adopt the use of muskets from the Fekeshi, Eric insists that the weapons are overrated. His men and horses are used to the thundering blasts of gunpowder now, and can respond with faster and more accurate bowfire than the Fekeshi can hope to match. This, along with the fact that muskets cannot yet be used from horseback, has kept traditional weapons and tactics employed on the western front. But Eric is no fool—he has secretly approached several Calabrian merchants about the possibility of arming a unit of Heavy Cavalry with wheellock pistols. The extreme cost of such an endeavor has so far been prohibitive.

Two sons remain to the Earl Commander, but neither are particularly close to him. The quiet and moody Eric seems able to alienate even members of his own kin after extended contact. He is leader of his powerful Estate, which has vast cattle and buffalo herds on which to base their wealth, but is feared and respected rather than loved.

18	STR	15	DEX	18	CON	15	BODY
13	INT	18	EGO	20	PRE	12	COM
8	PD	6	ED	4	SPD	8	REC
36	END	43	STUN				

Skills: Animal Handler 12-, High Society, Oratory, Paramedic/Healer, Riding, Survival/Hunting, Tactics, Tracking; KS INT-Based): Fekeshi Tactics, Sword Arts, the Western Wing, the Western Front; PS: Commander, Herder; Martial Arts/Sword Arts of Ambrosius: Counterstrike, Parry, Slash, Strike, Running Strike, Disarm; WF: Common Melee, Shield, Bows; +1 Overall Level, +1 with Survival, Riding and Animal Handler, +2 in Hand to Hand Combat, +2 with Martial Arts, +2 Moving in Armor Levels/Mail.

Perks: Fringe Benefits, Earl Commander (8 points), Money (15 points), Follower, Tarsan Destrier (Helstrom).

Talents: Defense Maneuver, Fast Draw, Resistance +3.

Powers: -4" Running; Sense storm front, ranged, 360 degree (leg hurts when the weather changes).

Disadvantages: Enraged against Fekeshi who wound him 11-, recover 8-; Distinctive Features: Style Disadvantage, huge dark-haired warrior missing a leg; Physical Limitation: Missing one leg; Psychological Limitations: Hatred of the "Yellow Men," Bitter about personal losses; Hunted by Fekeshi assassins (AsP, 8-); Reputation as embittered but successful commander 11-; 2d6 Unluck.

Equipment: Excellent fitted barmail, medium shield, excellent longsword, composite bow, knife, cloak of black buffalo hide, pinned with handsome brooch worth 5 G, gold badge of office, shaped like the wing of a dragon and made of gold, worth 10 G.

Fuzion Stats

4	INT	6	WILL	6	PRE
4	TECH	5	REF	5	DEX
6	STR	6	CON	5	BODY
1	MOVE	12	SD	12	ED
2	SPD	12	REC	60	END
25	STUN	25	HITS	18	RES

Fuzion Skills: Survival, Riding, Animal Handler: 5; Hand to Hand, Martial Arts: 5; other skills listed above at Level 4.

Suyvik, Earl Commander of the Eastern Wing

The lord of the eastern front is a young, strong, boisterous youth who also happens to be heir to his Estate's rich gold mines in the Pennine mountains. With reddish-gold curly locks, a broad and quick smile, and many practiced tales of his own valor, he has many female admirers and is considered one of the Kingdom's most eligible bachelors. Suyvik's widespread fame comes from his personal slaying of the demi-drake Lokmaw just over a year ago. In his telling of the tale, however, he remains humble and claims that the victory was more due to luck than skill or courage. Indeed, he insists that when confronted by the beast he "ruined his mail from the waist down."

As Earl Commander of half the Army of the Dragon, Suyvik earns the respect of the men by remaining one of them. He drinks, hunts and wenches, tells bawdy jokes and boasts right alongside the rest of his riders, and when he is the butt of the joke he laughs all the harder. On constant tour of the mountain strongholds, he keeps an irregular schedule but is always welcome. Thanks to his family's wealth, he is known as a very generous man, and gives many gifts and rewards in his Estate's gold.

When decorum is called for, Suyvik can live up to expectations—he just doesn't take much in life seriously. He and Carados have never gotten along, and there is in fact a small faction of the Estates that would back Suyvik if he ever decided to contend for the throne.

18	STR	18	DEX	15	CON	15	BODY
15	INT	18	EGO	15	PRE	16	COM
7	PD	6	ED	4	SPD	7	REC
30	END	40	STUN				

Skills: Breakfall, Climbing, Gambling, High Society, Riding, Seduction, Sleight of Hand, Stealth, Survival/ Hunting, Tactics, Tracking, Trading; KS (INT-Based) Eastern front, Eastern fortresses, Pennine monsters, Tarsan taverns and beer brands; Martial Arts/Sword Arts of Ambrosius: Evade, Fast Strike, Parry, Return Strike, Running Strike; Martial Arts/Tarsan Kickfighting: Low Kick, Head Butt, Elbow Strike, Roundhouse Kick; +2 with all combat, +2 with hand to hand combat, +2 with martial arts.

Perks: Fringe Benefits, Earl Commander (8 points), Money (15 points), Tarsan Courser (Sedges, named after the particular brand of beer which this horse prefers).

Talents: Fast Draw, 2d6 Luck

Powers: +1" Running.

Disadvantages: Distinctive Features: Style Disadvantage; Psychological Limitations: Pretends to take nothing seriously, Desperately afraid whenever he is alone, Cares for his men; Watched by Estates looking for a challenger to Carados 11-; Reputation as a dragon-killer and general party animal 11-.

Equipment: Fang, a longsword of dragon-slaying crafted by Dwarves and recovered from Lokmaw's lair (2d6+1 HKA, +2 OCV, AP vs. Dragons or Draconic beasts, 0 END Cost, Independent, OAF, STR Minimum 8), Superior Dwarven mail, excellent knife, composite bow, various items of gold jewelry which he gives away freely, including an arm ring, two finger rings and a brooch, each worth 5-10 G.

Fuzion Stats

5	INT	6	WILL	5	PRE
5	TECH	6	REF	6	DEX
6	STR	5	CON	5	BODY
4	MOVE	10	SD	10	ED
3	SPD	11	REC	50	END
25	STUN	25	HITS	25	RES

Fuzion Skills: Hand to Hand, Martial Arts: 6; Other Combat: 4; other skills listed above at Level 3.

Belsidar, The King's Champion

Belsidar has been the King's Champion for over two score years, and is the only such man ever to also possess grandchildren. He was the fifth son of a minor lord from an eastern ward of Tarsus. This situation would have doomed most young men to obscurity, but Belsidar was not most young men. As soon as he was old enough, Belsidar left home behind and he went away to fight the Fekeshi as a member of the Riders. His early career marked Belsidar as a hard worker and a student of the science of war. He received promotions earlier then most and became a House Guard in the company of an Earl at the age of 21.

During this period, Warlord Manderon, who had been the King's Champion for the past 13 years, asked for dismissal due to health concerns. He was granted it by the young King Ector, and a Grand Tournament was scheduled as tradition dictated. Belsidar, eager for the opportunity to compete for the position, traveled to Sarwick in time for the Tournament. Although he did well, winning the horsemanship competition, no one was able to win all three events and Ector went without a Champion.

Three more years and three more Grand Tournaments went by, and Belsidar entered all of them, doing very well. At his fifth attempt, he triumphed over Warlord Fendian in a duel of swordsmanship to take the title. Belsidar was made King's Champion that evening, and over the years he has fought challenges in the name of the King many times, never losing to any man. Except for Fwendian and his children, he has also been a very popular Champion, and his tenure has made him powerful and rich.

In his advancing years, the Champion has become a rather fatherly man, well known as the one to go to share a confidence or to give a word of advice. He expects a great deal from the men under his command, and does not remain in a comfortable chair by the fire as most men his age would do, preferring to stay where the action is. When not involved in business, Belsidar can be found with Elisa, his wife of 32 years, who is in charge of educating the children in and around the Royal Halls at Sarwick.

Note that Belsidar has two unusual powers, reflecting his combat mastery. The first is his "ultimate defense" technique, a unique parrying style which allows him to ward off all blows with ease (his Force Wall). The second is the ability to analyze the combat style of an opponent while he is dueling him, purchased as Combat Levels that accumulate 1/phase, assuming that Belsidar makes his Analyze Style skill roll.

Also, Belsidar's heart is not as strong as it used to be, and during combat he will suffer a 1d6 Susceptibility every turn. For this reason, he makes his duels fast and to the point. He still tries to avoid unnecessary bloodshed, however.

13	STR	18	DEX	13	CON	10	BODY
18	INT	18	EGO	20	PRE	14	COM
6	PD	6	ED	4	SPD	6	REC
26	END	24	STUN				

Skills: Animal Handler, Breakfall , Bureaucratics, High Society, Oratory, Persuasion, Riding, Stealth , Survival/ Hunting, Tactics; KS: Analyze Style 16-, Classical Style, Open Handed Style, Pellinore Style; Martial Arts/ Sword Arts of Ambrosius: Bind, Disarm, Evade, Lightning Strike, Parry, Return Strike, Resist, Running Strike, Sacrifice Strike, Strike, Takeaway; WE: Barehanded, Clubs, Thrown Swords; WF: Common Melee, Common Missile, Shield, Thrown Sword; +3 Levels Overall, +3 Levels in All Combat, +2 Levels with Hand to Hand Combat, +2 Levels with Martial Arts, +4 Range Skill Levels with Bows, +3 Levels Moving in Armor/ Mail.

Perks: Fringe Benefits: King's Champion and Warlord (5 points), Money (10 points), Follower: Tarsan Courser (Tribold).

Talents: Defense Maneuver, Fast Draw.

Powers: Analyze Style: +4 OCV and DCV, Requires a skill roll at -4, Extra Time: Half Phase action, Failed roll or interruption prohibits further rolls at this time, Only vs. one observed foe, Gains +1 OCV and +1 DCV per skill roll ; Ultimate Defense: 16 PD Force Wall, Transparent to Energy attacks, Personal immunity, ½ Endurance, Only vs. HTH attacks, No range, Extra time: Half phase action to raise.

Disadvantages: Age 60+; DNPC: His wife, Elisa (Normal on 8-); Physical Limitation: Weak Heart (Infrequently, Fully); Psychological Limitation: Overprotective of King Ector (Common Situation, Strong commitment); Reputation as King's Champion (on 14-); Susceptibility to hard physical exertion (Uncommon, 1d6 Damage per Turn).

Equipment: Good luck charm (gift from his mother when leaving home, 3d6 Luck, IAF, Independent), fitted barmail, medium shield, superior hand and a half sword (2 ½d6 KA, +1 OCV, STR Min 10), 2 excellent knives, excellent composite bow.

Fuzion Stats

6	INT	6	WILL	6	PRE
6	TECH	6	REF	6	DEX
4	STR	4	CON	3	BODY
3	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
15	STUN	15	HITS	18	RES

Fuzion Skills: Hand to Hand, Martial Arts: 5; Bows: 6; other skills listed above at Level 5.

Terrod, Warlord of Tarsus

Much of Terrod's history and plight has been written elsewhere, in the entries for King Ector, Prince Carados and Dame Judith, all individuals which Terrod's fate is closely bound to. However, they are not all the story.

The skalds have long sung of the King's younger brother, Terran, who served Ector faithfully as a Warlord in the wars against the Fekesh. Nonetheless, the day came when Terran's heart was taken—not by a Fekeshi long arrow, but by the beauty of a woman. Mariel was just a common sheep herder, an unmarried daughter of a minor house, but Terran adored her at once. He made it plain that after this one last season of war he would retire from battle. No one criticized his decision or called him coward—already he had done more than a dozen other men might do. He and Mariel lay together one night before he rode away with the Western Wing to battle.

He never returned. The Fekeshi long arrows who had missed his heart hit instead his eye, and he died instantly. Word came back to his lover only after many months, and by then she was large with child. The Fekeshi came again, breaking through Ector's hastily thrown together reserves, and after several months came close enough to raid her village. In the carnage that followed Mariel, too, was killed. This time a curved blade took her in the neck, decapitating her. Terrod was cut from her womb by Mariel's maid, two months premature but very much alive.

His lineage was never recognized, despite the efforts of his foster mother, Genevieve. When he was fifteen he left the village in search of yellow men to kill, and found them. His skill at arms and courage was recognized even then, and he was taken to the capital where he became the youngest member of the King's House Guard. It was there that he received proper training in horsemanship and hand to hand combat.

From his youth it seemed clear that Terrod was made of noble stuff. His personal charisma and seeming invulnerability to pain have made him a legend among his fellow riders, even when they deride his bastardy. Indeed, his lineage remains at once his strength and his greatest failing, since everyone knows that he is the King's nephew, but no one can forget his illegitimate nature. Ector has taken a great fondness for him, granting the young warrior the use of Terran's sword—a family heirloom reputedly forged by Augelmir himself and possessed of fantastic magical powers. Terrod calls this blade, "the sword of my ancestors," but any magical powers it seems to possess have yet to surface.

Of his love for the Princess there is little to say. They met and fell in love years ago, but before he could ask for her hand it had already been granted to Prince Carados. Judith had no choice but to accept—the match was a godsend for her family and brought the promise of stability to the throne. Terrod remains absolutely devoted to her despite her marriage, and they communicate irregularly through letters, carried by a trusted fellow Warlord, Cawdor.

Despite his semi-noble rank, Terrod has left his homeland to wander Ahrivine. The bitter rivalry between him and Carados became too violent for peaceful coexistence, and Terrod suspected that the nearer he was to Judith, the more violent Carados might be to her. Terrod despises the Prince, personifying him as everything that is wrong with his own life. Carados has the woman and the throne that are rightfully Terrod's. However, since there is nothing he can do about it, he quests and puts distance between himself and the one he loves.

His wanderings are not completely without purpose. Terrod actively seeks out swordsmen against whom he can test his skills. He pursues the goal of becoming the best swordsmen ever, and though he has some distance yet to go, there is no doubt that he is mighty, indeed. He long ago learned of the Prophecy of the Black Prince's Immortality, and suspects that he might one day thwart it. Only time will tell.

Terrod, Warlord of Tarsus

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [4]
20	DEX	30	13-	OCV 7/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
16	COM	3	12-	
8	PD	4		See armor, below
6	ED	2		See armor, below
4	SPD	10		Phases: 3,6,9,12
8	REC	0		
36	END	0		
34	STUN	0		

Total Characteristics Cost: 111

Movement: Running 6"/12"
Swimming 2"/4"

Powers & Skills

Combat Training
Combat Skill Levels: +2 Levels with Hand to Hand Combat (10)
Combat Skill Levels: +3 Levels with Martial Arts (9)
Combat Skill Levels: +2 Levels Moving in Armor, Mail (10)
"Sword of My Ancestors"
Sword: HKA, 2d6+1, Armor Piercing, 0 END Cost, +1 OCV, OAF, Independent, STR Minimum of 8 (17)
Martial Arts—Sword Arts of Ambrosius, Pellinore and Serpent styles [Counterstrike; Fast Strike; Parry; Running Strike; Sacrifice Strike; Use Art with Clubs (all maneuvers) or Shield (Parry only)] (Blades Weapons Element is Default) (25)
Martial Arts—Tarsan Kickfighting [Block; Low Kick; Punch/Elbow Strike; Use Art with Swords or Clubs (Block and Punch only)] (14)

Martial Arts Powers
Pain Resistance: Damage Reduction, 50% Physical Resistant, 14- Activation Roll, Must be aware of attack (17)
Toughness: Damage Resistance, 8 PD, Only vs. unarmed martial arts killing attacks (4)
Strength of Pneuma: Mental Defense +7 (3)

Tarsan Skills:
Animal Handler 11- (3)
Breakfall 13- (3)
KS: Pellinore Fighting Style 11- (1)
KS: Serpent Fighting Style 11- (1)
KS: Warlord Kickfighting 11- (1)
Riding 13- (3)
Survival/Hunting 11- (3)
Tactics 12- (3)
Tracking 12- (3)
Weapon Familiarities: Common Melee, Common Missle, Shield, Staff (6)
Follower: Mount, Tarsan Courser (Gallant) (16)

Background Skills:
AK: Croix 8- (1)
Climbing 13- (3)
Scholar (3)
Stealth 13- (3)

Warlord Skills and Perks
KS: Law 11- (1)
Oratory 13- (3)
PS: Teacher 8- (1)
Fringe Benefits: Warlord of Tarsus (3)

Total Powers & Skills Cost: 170

Total Character Cost: 281

Disadvantages: 100+

Distinctive Features:
Style Disadvantage (10)
Noble Bearing (10)

Hunted by:
Assassins, as powerful 8- (10)

Psychological Limitations:
Loves Dame Judith (15)
Tarsan Code of Honor (15)
Hatred of the Fekesh (10)

Reputation:
Bastard son, extreme, limited geography, 14- (15)

Rivalry:
Prince Carados, professional, romantic, superior position (15)

Experience Bonus (81)

Total Disadvantages Cost: 281

Equipment:

Barmail hauberk: Armor 7 PD/7 ED, locations 8-14, 14.91 kilograms (excellent quality, fitted, worn almost constantly)

Heavy leather gauntlets and leggings: Armor 3 PD/3 ED, locations 6-7 and 15-18, 1.45 kilograms

Helm: Armor 6 PD/6 ED, locations 4-5, .84 kilograms

Medium shield: DCV +2, 4 kilograms

Mace: HKA 1d6+1, STR Minimum 10 (2d6 w/STR adds, haft turns to project a six inch spike—1d6 HKA, 1 ½d6 w/STR adds)

Knife: HKA ½d6, +1 OCV, STR Minimum 5 (1d6+1 w/STR adds)

Spear: HKA 1 ½d6, -1 OCV, STR Minimum 13 (two handed weapon, +1" range, 2d6 w/STR adds, also useable as a staff—4d6 Hand Attack, +1 OCV, (6d6 w/STR adds))

Composite Bow: RKA 2d6, +1 RMod, STR Minimum 15, ½ DCV (Max Range 165")

Other: Clothing purchased in his travels; a souvenir for Judith, probably valuable

Total Encumbrance: 21.2 kilograms, -1 DCV and DEX Rolls (MIA Levels already added in)

Fuzion Stats

6	INT	6	WILL	6	PRE
6	TECH	6	REF	6	DEX
6	STR	5	CON	5	BODY
3	MOVE	10	SD	10	ED
3	SPD	11	REC	50	END
25	STUN	25	HITS	25	RES

Fuzion Skills: Hand to Hand: 4; Martial Arts: 5; other skills listed above at Level 3.

Fuzion Powers: Pain Resistance: 50% Physical Damage Reduction, Must Be Aware of the Attack, Activation 8+, Toughness: Armor 6 KD, limitations as above; Mental Defense: 7

Anic Wyrmhunter

One of the strangest men ever to travel the fields of Tarsus, Anic is a bit of legend to those who study such things. A famous slayer of dragons, his reputation extends so far back in the past that he is commonly believed to be dead. Were someone to claim that they had seen Anic, or even worse claim to *be* Anic, they would certainly be charged a liar and forced to prove their words. Fortunately, his own tired and weather-beaten form is so ancient, gnarled and wrinkled that his claim is usually accepted without argument.

Wrapped in thick wools that guard his frail health from the occasional chill, Anic is a testament to the human body's ability to survive. He long ago lost all hair, and his skin is so folded and thin that it defies description. Miraculously, he still has four entire teeth remaining. His eyes are yellow and red, but still keen enough to see. No longer does he possess the iron-like grip that once hacked the heads of mighty wyrms from their necks. Now, he must use his wits.

Despite his age, Anic remains a wyrmhunter. Relying on his cleverness and deceit to triumph when strength and youth have given out, he wanders the mountains at the edge of the eastern Wards looking for signs of prey. Occasionally he will stop at the house of an Earl, and in such instances he is always given food, shelter, and entertaining stories of his youth. Sadly, he usually falls asleep not long after the stew.

Anic is a living repository of draconic lore, and has in his days confronted every sort of wyrm-like beast ever imagined by man. Most of them he has been able to destroy, but he makes no secret of the fact that he has run from dragons when forced to, and there are some of the great drakes out there who remember their encounter with the diminutive Anic, and shudder or rage against his name. Though he will gladly help in the destruction of lesser draconic creatures such as wyverns, mountain lizards and the like, it is against the true dragons that he is sharpest. He claims credit for the death of eleven of the great beasts.

The key to Anic's success is cleverness. Dragons are always overconfident when confronted with humans, particularly with humans who seem weak and pitiful even for humans. Anic is very patient—he will work for decades on the destruction of a single wyrm if necessary. Once, early in his career before his fame had spread, he became the personal entertainer to a dragon and remained in the beast's lair for seven years. During that time, he persuaded the dragon to invest much of his horde in certain Calabrian banks, banks which paid profitable interest. When the dragon insisted that the interest be delivered, Anic sent messages to the bank to that effect—along with additional notes ensuring that the silver was to be accompanied by several tons of gunpowder. The details are sketchy, but shortly thereafter the cavern lair of the dragon collapsed in a tremendous explosion, one that Anic crawled out of.

Over a hundred years old, Anic knows that his remaining time is limited. He figures he has about enough left for one more target. He plans to make that hunt a profitable one, however. He will assemble a band of followers to help him make the kill, and then select from among them an apprentice—someone to whom he can pass on all his secrets. Then, when the time finally comes for him to take the Last Road, his legend will not die.

5	STR	11	DEX	8	CON	10	BODY
25	INT	28	EGO	8	PRE	8	COM
2	PD	2	ED	3	SPD	3	REC
16	END	20	STUN				

Skills: Acting, Animal Handler, Breakfall, Bribery, Bugging/Eavesdropping, Bureaucratics, Climbing, Concealment, Contortionist, Conversation, Cryptography, Deduction, Demolitions, Disguise, Forgery, Gambling, High Society, Lockpicking, Mimicry, Navigation, Paramedic/Healer, Persuasion, Riding, Security Systems/Traps, Shadowing, Sleight of Hand, Stealth, Survival/Hunting, Tactics, Tracking, Trading, Ventriloquism, Weaponsmith/Melee and Bows; KS (INT-Based): Classical Sword Style, Dragons, Dragon Psychology, Dragon-like creatures, Dragon Lairs, Dragon Physiology, Drunken Sword Style, Riddles; Languages: Completely Fluent Albionesse and a half-dozen other ancient languages that dragons might converse in; PS: Storyteller 11-, Jester 11-, Accountant 14-, Servant 14-; WF: Common Melee, Common Missile, Early Firearms, Heavy Weapons, Staff; Martial Arts/Sword Arts of Ambrosius (Drunken Classical Style): Evade, Parry, Running Strike, Strike, Lightning Strike, Return Strike, Counterstrike; +3 Overall Levels.

Perks: Money (from hoards, 30 points).

Talents: Danger Sense in or out of combat, 14-; Find Weakness with all attacks 14-, Only vs. Draconic creatures; Lightsleep; 3d6 Luck, Simulate Death.

Powers: Mental Awareness, Mental Defense +16.

Disadvantages: Age 60+; Dependence on various herbal medicines (common, 5 hours, 2d6); Distinctive Features: Older than god (concealable with disguise), Style Disadvantage; Hunted by Dragons out for revenge (MoP, 8-), Hunted by young wyrm-hunters out to make a rep (LesP, 11-, mildly punish); Physical Limitation: dozens of ailments, swiftly approaching the end; Psychological Limitations: Mad thinker type—must outwit any opponent, Determined to find an heir to carry on his work, Will hunt dragons till the end of his days; Reputation as a dead, famous, wyrm hunter 14-.

Equipment: Virtually anything, thanks to the looting of eleven major dragon hordes and hundreds of lesser treasures. Anic also has almost unlimited wealth, though he sure doesn't look it. Wool cloak, shabby underclothing in need of a wash, body lice, flask of "medicine," legendary magical longsword concealed through illusion to look like a rusted and pitted backsword from some scrap pile.

Fuzion Stats

8	INT	9	WILL	2	PRE
6	TECH	3	REF	3	DEX
1	STR	2	CON	3	BODY
3	MOVE	6	SD	6	ED
1	SPD	3	REC	20	END
15	STUN	15	HITS	27	RES

Fuzion Skills: Skills listed above at Level 5.

Fuzion Powers: Danger Sense: 14; Find Weakness (all attacks), Skill of 14; Lightsleep; Mental Defense: 16; Mental Awareness

Warlords

20	STR	18	DEX	20	CON	20	BODY
15	INT	18	EGO	20	PRE	10	COM
8	PD	6	ED	4	SPD	8	REC
40	END	40	STUN				

Perks: Fringe Benefits: Warlord (3 points), Money (8 points), Follower: Tarsan Courser (16 points)

Talents: Defense Maneuver, Fast Draw.

Skills: Animal Handler, Breakfall, High Society, Oratory, Riding 14-, Survival, Tactics; KS (INT-Based): Sword Arts of Ambrosius, Warlord Kickfighting, Law; PS: Farming, 11-; Martial Arts/Sword Arts of Ambrosius: Counterstrike, Parry, Running Strike, Slashing Strike, Strike; Martial Arts/Warlord Kickfighting: Killing Strike, Low Kick, Punch, Roundhouse Kick; WE: Use Sword Arts Barehanded (Parry only); +2 Levels Overall, +2 Levels in All Combat, +2 Levels in Hand to Hand Combat, +2 Levels with Martial Arts, +2 Levels MIA/Mail; WF: Common Melee, Bow, Shield.

Powers: Usually none, but may possess various sword-mastery techniques such as Autofire, Area Effect or Damage Field Killing Attacks (representing sword flourishes) or Damage Reduction (50% Physical, 14- Activation Roll, Must be aware of attack).

Disadvantages: Distinctive Features: Badge of the King (easily concealable, major reaction), Style Disadvantage; Hunted by other Tarsan warriors anxious to prove their skill (LesP, 11-, mild); Watched by Earls concerned about their authority (AsP, 11-, NCI); Psychological: Tarsan Code of Honor, Fanatically Loyal to King; Reputation as representatives of the King 11-.

Equipment: Fitted double or barmail, heavy leather leggings, helm, medium shield, excellent longsword, knife, spear, composite bow, Tarsan courser, badge of the King's office.

Fuzion Stats

5	INT	6	WILL	6	PRE
5	TECH	6	REF	6	DEX
6	STR	6	CON	6	BODY
3	MOVE	12	SD	12	ED
3	SPD	12	REC	60	END
30	STUN	30	HITS	30	RES

Fuzion Skills: Riding: 5; Hand to Hand, Martial Arts: 5; other skills listed above at Level 4.

Although the general folk of Ahrivine tend to refer to any warrior born in Tarsus as a "warlord," the precise title only really applies to a specific social class. The Warlords are a kind of free nobility appointed by the King. They are assigned to territory on a temporary, rotating basis, where they settle disputes and assist in administration without actually owning anything and without owing direct allegiance to the local Earl. This is supposed to keep the Warlord neutral in matters, though the system has occasionally come under abuse by dishonorable men. There are only 100 Warlords, one for each Ward.

The Warlords are chosen on the basis of several criteria, but the foremost of them is martial expertise. They are, without doubt, the greatest warriors in Tarsus and, therefore, all of Ahrivine. Each one of them is easily a match for a half dozen armed and armored men. No one reaches this superlative level of skill without displaying great wisdom, self-discipline and honor—thus ensuring that they also make good administrators and will uphold the honor of the King. Being a Warlord of Tarsus is no casual office—it is a public statement that you embody all the virtues of this great and terrible land.

In addition to their delicate political role, the Warlords are responsible for the care, breeding and training of the great Tarsan horses. In this matter their authority is unchallenged by even the Earls. They represent the King and his mystical relationship with the wild herds.

Tarsus in Detail

The Faces of God

Isolating Tarsus by sea along the northern border with the Demetian is the awe-inspiring cliff face called the Faces of God. One of the natural wonders of Ahrivine, the cliffs stretch for over 250 miles, from the edge of the Pennine mountains all the way to the edge of Tarsus. They are well known to be completely unclimbable, though certain attempts have been made by heroes of legend who were courageous enough, or desperate enough, to brave their face. Occasionally, spars of rock or other sediment project far enough out from the granite cliffs for small skiffs to run ashore.

The name of the cliffs come from the ancient legend that the Giants, when they were fresh from creation and newly settled in Ahrivine, carved the cliffs in the likeness of their father, Augelmir. To men, and to most other mortals, they seem like completely natural features, though imposing.

Giselle's Tower

The Faces are broken by only a handful of settlements built atop them. About a hundred miles west of the Pennines stands Giselle's tower, home to Princess Giselle, sister to the King of Calabria. Untouched by the Tarsan lords around her, living in a foreign land with the explicit permission of the local Estate and the King, the Princess Giselle sees no one. Sizable rent is

paid for the use of this tower, which was constructed centuries ago as a lighthouse along a particularly nasty stretch of cliff face. No light burns there now.

The tower is tall, round and dotted with small windows, but largely an unfriendly sight. A wall of stone surrounds the tower, but is in ill repair and would not do much to deter hostiles. Within is a small yard of pigs, sheep and other animals, maintained by the Princess' handful of servants. It has been years since even her family visited her in this isolated location.

The West

This is the battle front with the Fekesh, and it shows the scars of war. Burial mounds are a too-frequent observation, and fires have sometimes burned the grass for miles. Many of the Earls have fenced in their lands with stout wooden poles. Towns are rare, being vulnerable to Fekeshi raiding. Western Tarsans stay on the move.

Despite the close proximity of the two peoples, visitors will find no mixing of cultures. Aside from matters of warfare—in which the Tarsans will freely adapt and learn from their enemies—prejudice remains high. There are no cross-racial marriages or offspring, no learning of the Fekeshi tongue or script, and no adoption of other Fekeshi cultural traditions. The Tarsans, particularly those in the west, have nothing but hatred and contempt for their foreign neighbors. There is no household or farmstead here that has escaped the loss of a brother, father or son, and the western Wards are noticeably less populated than the rest of the Kingdom.

The buffalo herds largely stay in the west of Tarsus as well. During times of war the Fekeshi musketmen slaughter huge numbers of them for food and hide, and this is another source of the hatred held for the invaders.

Penisteign

This is Tarsus' only major port, a large town of almost 10,000 inhabitants. Calabrian vessels and some local ships can be found here at all times, and occasionally an Allemaini vessel will make it through the pirate fleets to reach it, but little else. Fishing is common, and trade is good. Penisteign is protected by a deep ditch and high rampart, topped with a wooden fence and dotted with occasional watch towers. Thanks to its close proximity to the front, it is burned to the ground with some frequency. The residents seldom complain, however, and simply resign themselves to rebuilding. Occasionally a pirate captain will think about raiding the town, but then logic and the possibility of fighting off an entire town of Tarsans brings second thoughts. Besides, there is precious little to steal besides horses, which do not travel well on a pirate vessel.

The famous Tarsan beers are largely brewed in Penisteign, and this makes it a popular stop for merchants and Calabrian shipmasters. Pirate captains are famous for bringing their crew here after a rich plunder—with no Calabrian naval presence and plenty of fine drink, the crew can party without fear of reprisal (though the brawls with the locals can get a bit rough).

The Central Kingdom

The central Wards of Tarsus are the most peaceful, without the annual raiding of the Fekeshi or the supernatural marauding of dragons and Inach from the Pennine mountains. Consequently, they are also the wealthiest, and many of the great Estates have their traditional Wards in the central kingdom. Farms and pasture land, dotted with the occasional manor house and horse yard, are the predominant terrain. There are no fences, by consensus of the people, so single riders will usually be seen escorting the great herds of cattle and sheep found here.

Towns numbering in the thousands of inhabitants are fairly common in the central Wards, but they seem vacant and empty in all but the wet and winter months. The towns are seldom fortified with anything more impressive than a ditch and rampart, it being unheard of for the Fekeshi to reach this far inland with anything more than a token force.

Along the south edge of the Kingdom are the fishing towns and many small villages. The Tarsans have very limited contact with the cultures across the Southern Sea, but are always watchful for Fekeshi ships.

Sarwick

This is the capital of Tarsus, founded by Grimmon in the middle of the last age. It is built on a series of low hills and is surrounded by a wooden wall. Two rivers meet here to supply a ready source of water for the city's 10,000 inhabitants. Merchants from all parts of the Kingdom come through here, and trade is brisk. The Dwarven armorers and blacksmiths who manufacture the high quality swords and mail so much in demand in Tarsus are seen here regularly. In addition, the great swordsmanship schools that pass on the Sword Arts of Ambrosius and the Tarsan's own style of Kickfighting are quite prevalent here. All of the most famous schools are located in Sarwick, though some of the best instructors have decided that the city has grown too commercial for true wisdom, and have retreated from its walls.

Only a quick ride from the front gate of Sarwick is the hill of Genna, where the Kings of Tarsus prove their worth against a wild stallion of the plains. The hill is a sacred place to the Tarsan people, visited only with great reason. Nothing distinguishes it from any other hill, however, save the feeling of ancient power which runs through its rich earth.

The Mountain Wards

The foul creatures which inhabit the Pennine Mountains are the Dark Titan's legacy to man. Despite the efforts of Dwarves and Tarsan alike, there seems to be no end to the Inach, Trolls and other more monstrous beasts which bubble out of the Pennine's heart. To better watch for these incursions, which are small or large without pattern or prediction, the Earls of the eastern Wards have constructed solid castles of stone on the

mountain edge. For this purpose they had the assistance of the Dwarves, and of Allemaini engineers, for the citadels were built during the glory of the High Kingdom.

What few mines there are belong to the eastern Earls, making a handful of them wealthy out of all proportion to the influence they have in matters of politics and law. But most of the rich mineral lodes were spotted and mined by the Dwarven people centuries ago, and the Earls generally make a livelihood in the traditional manner—hunting, herding sheep, and farming the rugged soil.

The culture of the eastern Earls differs somewhat from the traditional Tarsan mold, and they are largely seen as a frivolous bunch intent on drinking, feasting and wenching, instead of war. But the truth is that they are just not as solemn as their brothers in the rest of the Kingdom, a trait perhaps retained from their old homeland in the North. Easterners insist that stoicism is over-rated, that to be cheerful is a better virtue than to be glum. Their culture has also been affected by their closeness to Calabria—they have affected strange manners of dress and style. The Calabrian fashion of frogging in fact originated here, and the local "Hussars" can be recognized in this way, along with peculiar boots with pointed, slightly curled toes and heavy jackets.

Eastgate

Eastgate is the single strongest fortification in Tarsus, and was largely constructed with the assistance of the Dwarven people. It is located in a strategic position, blocking one of the few travel routes out of the mountains large enough for an Inach horde. Much of the citadel is rumored to be underground, but few have been permitted entry, so hard facts are difficult to come by. The stronghold does have its own plentiful water supply, however, and its walls have never been broken in the six centuries since it has been built. The pride of the Earl and his powerful Estate, it is kept in excellent repair and staffed by veteran soldiers.

Tarsan Arms and Equipment

(See the Chart on the next page)

Notes:

1—The Cestus adds a 1 pip HKA to the punches of any wearer.

2—The Tarsan axe, most used in martial arts techniques, can be thrown.

( )—Damage in ( ) is Normal or Stun Damage.

Excellent Arms

The blacksmith skill of Tarsan swordmakers is well known to be quite excellent, and this is another area in which they have learned and adapted the techniques of the nearby Fekeshi. There are many well-known blacksmiths capable of making excellent swords, knives or other unusual weapons. Many farmstead blacksmiths are known for the high quality of their work, and travelers searching for weapons of merit should not necessarily restrict their search to the cities. The rules for Excellent arms are the same as those described in the Allemaini chapter—+1 DC and -5 STR Minimum. Characters do not need to spend points for a weapon of this sort. Note that the Tarsan smiths excel in making weapons that cut and thrust—crushing weapons such as maces, staves, flails and the like are not found in excellent quality.

Tarsan composite bows can also be found to be of excellent quality. The best are made in the eastern Wards, among the mountain strongholds. Add +1 to their RMod and subtract -5 from their STR Minimum.

Superior Arms

Although the Tarsan smiths excel at the making of high-grade weapons, they do not possess the technology required to reliably manufacture Superior swords or other weapons. Very occasionally, once in a generation, a smith will along whose natural gift will allow him to overcome these limits, but as a rule if a Tarsan wants a Superior quality weapon he must buy from the Dwarves, who are well known to make such tools if the warrior is willing to pay the price. Characters should always be required to spend character points for weapons of this quality. They have a +2 DC bonus and -10 to their calculated STR Minimums. Only a few of the possible weapons are listed below, the sorts most likely to be found.

Superior quality composite bows are rare in the extreme, but they do exist in Tarsus as family heirlooms and other treasures. Therefore they are represented here. Superior bows receive a +1 RMod Bonus, a +1 DC bonus, and -10 to their STR Minimum. Such items could not be bought or sold, therefore they are not given a cost in money below, just a value in character points. The point cost listed below assumes that the archer carries two quivers of 24 arrows each—the standard load of a Tarsan Horse Archer.

Armor

Ordinary Armors

Chainmail Hauberk: This is the usual light chainmail protection worn by the majority of Tarsan warriors, including both Riders and Horse Archers. It includes not only chainmail from the shoulders to the abdomen, but also a steel pot helmet, light leather leggings and boots. Total weight: 12.78 kilograms. Average DEF is 3. Cost: 4 G.

Location	DEF
5	6
9-13	6
14-18	2

Eastern Names

Female: Agnessa, Alena, Alla, Anastasia, Anna, Dasha, Dominika, Ekaterina, Elga, Helenka, Helga, Irena, Ivana, Kira, Kisa, Katya, Lada, Lidia, Margarete, Masha, Mavra, Nadia, Natasha, Nesya, Nika, Nina, Olena, Olenka, Ranya, Sasha, Sonya, Tania, Tasya, Vera, Zena

Male: Alexei, Anatolii, Andrei, Anton, Arman, Boris, Dimitri, Egor, Fyodor, Filip, Fredek, Ivan, Karol, Kostenka, Levka, Luka, Maks, Mikhail, Nicolai, Pavel, Pyotr, Rurik, Sacha, Sergei, Stanislov, Stefan, Vassily, Viktor, Vladik, Vladmir, Yasha, Yurik, Zorya

Weapons

Ordinary Arms	OCV	DMG	STUN	STR	Cost	Notes
Cestus	0	(+1DC/K)	+0	3	3 C	S, 1
Knife	+1	½d6	+0	3	3 S	S
Fighting Club	+1	(3d6)	—	5	6 C	M
Axe	0	1d6	+0	8	5 S	M, 2
Shortsword	+1	1d6	+0	8	3 G	M
Staff	+1	(4d6)	—	6	1 S	L, 2H, +1" Range
Broadsword	+1	1d6+1	+0	10	4 G	M
Longaxe	+0	1½d6	+0	10	7 S	M, 1½H
Longsword	+1	1½d6	+0	13	5 G	M
Spear	-1	1½d6	+0	13	3 S	L, 2H, +1" Range
—Shaft Strike	+1	(4d6)	—	6		
Hand and a Half Sword	+1	2d6	+0	15	6 G	M, 1½HH
Greataxe	+0	2d6+1	+0	18	8 S	L, 2H, +1" Range
Greatsword	+1	2d6+1	+0	18	7 G	L, 2H, +1" Range
	RMod	DMG	STUN	STR	Cost	Notes
Comp. Bow	+1	2d6	+0	15	6 G 3 S	2H, ½ DCV, 165" Range

Fuzion	WA	DMG	MAX	STR		
Cestus	0	-1	4	1		
Knife	+1	-1	3	1		
Fighting Club	+1	(Str)	5	2		
Axe	0	0	5	3		
Shortsword	+1	-1	5	3		
Staff	+1	(Str)	8	2		
Broadsword	+1	+1	6	4		
Longaxe	+0	+1	8	4		
Longsword	+1	+1	7	4		
Spear - tip	-1	0	6	3		
—as staff	0	(Str)	6	3		
Hand and a Half Sword	+1	+1	8	4		
GreatAxe	0	+1	12	5		
Greatsword	+1	+1	10	5		
Comp Bow	+1	5d6	5	4		
Excellent Arms	OCV	DMG	STUN	STR	Cost	Notes
Knife	+1	1d6	+0	3	1 G	S
Axe	0	1d6+1	+0	5	4 G	M, 2
Shortsword	+1	1d6+1	+0	5	12 G	M
Broadsword	+1	1½d6+0	8	16 G	M	
Longaxe	0	2d6	+0	10	6 G	M
Spear	+1	2d6	+0	10	3 G	L, 2H, +1" Range
	+1	(4d6)	—	6		
Longsword	+1	2d6	+0	10	20 G	M
Hand and ½ Sword	+1	2d6+1	+0	13	25 G	M, 1½H
Greataxe	0	2½d6	+0	15	7 G	L, 2H, +1" Range
Greatsword	+1	2½d6	+0	15	30 G	L, 2H, +1" Range
	RMod	DMG	STUN	STR	Cost	Notes
Comp. Bow	+2	2d6	+0	10	25 G	2H, ½ DCV, 180" Range

Fuzion Excellent Arms give +1 dice of damage

Superior Arms	OCV	DMG	STUN	STR	Cost	Points	Notes
Knife	+1	1d6+1	+0	0	5 G	9	S
Axe	+0	1½d6	+0	3	20 G	9	M, 2
Shortsword	+1	1½d6	+0	3	60 G	11	M
Longaxe	+0	2d6+1	+0	7	30 G	13	M
Longsword	+1	2d6+1	+0	7	100 G	14	M

	RMod	DMG	STN	STR	Cost	Points	Notes
Comp. Bow	+2	2d6+1	+0	7		10	2H, ½ DCV, 205" Range

Fuzion superior weapons provide 1 extra dice of damage and are +1 accuracy

Barmail: A much heavier combination of armor types, barmail is a reinforced chainmail which also covers more of the body, stretching from the upper arms to the thighs. Leather, very thick and strong, protects the hands, arms, legs and feet. Finally a helm with noseguard protects the face. Average DEF is 5, and weight is 23.15 kilograms. Cost: 7 G.

Location	DEF
4-5	6
6-7	3
8-14	7
15-18	3

Excellent Armors:

The best Tarsan mailmakers, working with the best in high-grade steels, can make excellent suits of armor featuring better DEF for the weight. Note that this benefit does not apply to leather work, only the chainmail armor types most relied upon in Tarsus.

Fitted Chainmail: This is a suit of light chainmail made of high quality steel and tighter link. This makes the shirt slightly less weight for its defensive value. It is usually worn with the light leather leggings and steel cap of the light cavalry, and this is the sort of reward that a particularly rich and generous Earl might give one of his House Guard. Total weight of the suit is the same as for an ordinary outfit of the same sort, 12.78 kilograms—only the DEF is altered. Average DEF is 3. Cost: 15 G.

Location	DEF
5	6
9-13	7
14-18	2

Fitted Barmail: The Warlords of Tarsus, that select band of 100 warriors which represent the King at the courts of the Earls across the realm, are the most well-known wearers of this excellent suit of fine chainmail. Offering the extra protection of barmail without the troublesome weight, it is made of the highest grade steel—light but strong. It is worn with the usual heavy leather over the arms and legs, along with a standard helmet, but only the chainmail itself has the benefit of quality. Average DEF for a suit of this type is 5, and the hauberk itself weighs 14.91 kilograms, +2.29 kg for the rest of the suit (total weight: 17.2). Such a suit costs 28 Gold.

Location	DEF
4-5	6
6-7	3
8-14	7
15-18	3

Superior Armors:

While armor of this fantastic quality is normally unobtainable by Tarsan warriors and blacksmiths, recent trade arrangements with the Dwarves of the southern Holdfast has opened up new possibilities. Superior chainmails, made by Dwarven smiths, would have much higher DEF and much lighter weight. Price would be extreme, and characters who possess armor of this rare quality must also expend character points. Other advantages, such as Lack of Weakness, Hardened Defense or other magics might be possible in Dwarven armors.

Superior Barmail: This is the most resplendent of Tarsan armor types, and is the sort of armor worn by Kings or found in the treasure hordes of dragons. This particular suit is of very heavy protection value, and includes heavy leather leggings and gauntlets, as well as a strong steel helm. All metal pieces are ½ weight, and the total weight for the suit is16.94 kilograms. Such a wondrous suit of armor would be worth 140 Gold at a minimum.

Location	DEF
4-5	7
6-7	3
8-14	8
15-18	3

Mounts

Many sorts of unusual steeds can be found in Tarsus, usually in the breeding herds of the wealthy Earls. By far the most common horse is the native breed, all but replacing the common rouncys, palfreys and coursers found elsewhere in Ahrivine. But the Tarsan horses are simply not for sale except through licensed merchant Estates who hold traditional contracts with the crown. Certain other mounts, the Nobles (trained only in Allemaine) and the Fekeshi pony are not found in Tarsus, for various reasons. What mounts are to be found are generally of superior quality, and are therefore uniformly expensive.

Travelers trying to sell horses in Tarsus can be in for a bit of a shock. As professional purveyors of horseflesh, the average Tarsan is unimpressed with most mounts brought in from abroad, and will pay only one tenth of their resale value in most instances.

Common Horses	Cost	Typical Use
Tarsan Courser	165 G	
Uncommon Horses		
Tarsan Destrier	225 G	
Rare Horses		
Albion White	90 G	Imported from Mezina, pure white riding breed
Barbarian	85 G	Hardy chargers imported from Jahdetta
Black		200 G Huge destriers imported from Mezina
Desert Charger	135 G	Jahdetta grays trained for battle instead of the hunt
Gray	145 G	The Prince of Horses, fast and tireless coursers from the Jahdetta desert

Tack and Elaboration	Cost	Notes
Basic	4 S	
Decorative	6 S	Well-made tooled leather
Of Note	10 G	Trimmed with silver
Royal	50 G	Add gold and precious stones
Barding	10 G	DEF 3 with Act. Roll 12-, see Bestiary for details

Treasures

The Tarsans are not a rich people. They measure worth in the weight of a man's courage, and perhaps his herd of horses. What treasures they possess or seek are humble compared to those of other lands. Livestock has real and practical value to a Tarsan as well—the prices for such animals below reflect their value in barter.

Item	Cost	Notes
Hawk	8 S	
Ewe	8 S	
Goat	1 G	
Heifer	1 G 6 S	
Sow	1 G 6 S	
Ram	2 G	
Milking Cow	2 G	
Boar	3 G	
Bull or Ox	10 G	
Draft Horse	14 G	
Fur Cloak	1 G	
Board Game Set	2 S	
Fancy Game Set	1 G	
Arm Ring, Silver	1 G	
Brooch, handsome	2 G	
Arm Ring, Gold	5 G	
Jeweled Arm Ring	50 G	

Tarsan Adventure

Invasion

This is the most common Tarsan activity—fending off another Fekeshi invasion attempt or extended raiding party. It involves a lot of bloodshed and tragedy, sometimes mixed with pathos, but few moral questions. The heroes are soldiers in a war, and they're doing what they have to do. Many war epics fall into a sort of predictable pattern, meant to build the drama and keep things interesting. The outline of an invasion goes something like this:

Pre-emptive Strike

The characters, the local Earl, a wandering mystic or a Warlord on patrol learns of the impending assault and tries to foil it. Either that, or he becomes its first victim. The players might be involved in an attempt to stop the invasion before it starts, by killing the fanatical Fekeshi general insistent on "One more time!" or by disrupting their supply lines so badly that the war must wait another year. One interesting approach which is often a nice break in the campaign—the gamemaster makes a small team of entertaining characters who try to break up the invasion but fail thanks to overwhelming odds or personal conflict. The players get a change of pace, and this sort of thing happens all the time in the movies, where a short vignette sets up the great impending menace.

First Assault

The Fekeshi make their first strike, killing native Tarsans and attempting to intimidate them and gain an early morale victory. This usually means committing horrifying atrocities on the local inhabitants, who are so jaded from repeated invasion that only truly despicable acts will make an impression upon them. Examples: separating all the women and children out of a village, herding them into a barn and then setting it on fire, shooting those who try to escape in the legs so that they die slowly and are eaten by Fekeshi war hounds, etc. Be assured that the Fekeshi will allow none to escape, and they hope to crush the Tarsan morale by an overwhelming show of force. This also means that their first targets are often very important locations: like the sole port city, or crushing a famous Array of cavalry.

Conquering Territory: The third stage of an invasion is the Fekeshi army's need to take vital resources which will sustain their war effort. This might involve herds of animals, collected food from the last harvest, or even slaves needed to tend to the Fekeshi animals and soldiers. Resistance at this stage is still very weak—the Fekeshi tend to have the run of the place after their First Assault. But thanks to the depth of the front, they can't get far before they run out of supplies. This phase of the war is meant to solve that problem.

Fekeshi Have Victories

In the sagas, and the long story arcs that gamemasters are likely to run when full-scale invasions are planned,

the Fekeshi usually win early on. The player characters may end up fighting against overwhelming odds, have to evacuate civilians out of towns, or win small skirmishes while the overriding tide of battle runs against them. Remember that the players cannot be everywhere at once, and their commanders or fellow warriors may fail in their efforts to fight off the Fekeshi, but be wary of letting the players blame everything on some incompetent Tarsan Earl in charge of the local front (unless that's what you had in mind).

Things Get Worse

Just when the Fekeshi seem to be winning, they keep on winning. Perhaps a second army of Fekeshi show up, led by a famous general. Other reinforcements might include special foreign mercenaries, Tarsan outcasts paid to fight their own people with promises of land, black-clad assassins or some powerful sorcerers. Fekeshi allies, Mu-Jahdin or Doomhault, may be the source for these new troops, and this might include anything from Inach to Trolls, Mezina heavy cavalry, shape-changing djinn or even one of the Doomed.

Tarsus Starts to Rally

The individual local armed forces in Tarsus, which until now have been resisting the Fekeshi in piecemeal units, start to get together and get organized. Look for one of the Earl Commanders, or even the Prince or King, to put in an appearance. Some personality conflicts inevitably arise as old grudges and Estate rivalries start to flare up. There may be arguments over command.

New Options

Something new and unexpected, something that will really help against the Fekeshi this time around, is discovered. This may be many things—from a magical relic that will turn the weather against the invaders to a company of Calabrian musket and pike. Usually the players will be personally responsible for obtaining or discovering this new advantage. Other possibilities: a new martial arts style is found which the Fekeshi cannot defeat, a band of Giants are freed from their magical prison and ally with the Tarsan forces, a flight of hippogriffs are tamed and the Tarsans take to the air.

Regaining Ground

Now, equipped with their new weapons or allies, organized and jumping on cracks which have started to show in the Fekeshi assault, the Tarsans start to take back ground in a big way. They may be able to recapture the site of the Fekeshi's first victory—the port city or the critical fortress. Certainly they deprive the invaders of much of the resources they need to continue the war.

The Big Push

The Fekeshi start to see the writing on the wall, and they hatch a desperate plan to crush the Tarsan resistance forever. This may involve an assassination attempt on the King and Prince, the conduct of a magical ritual that will bring a massive meteor down on the Army, or any other similarly devastating plan. They may bring in more allies and mercenaries from other lands, or use weapons that they have not yet revealed (grenades, for example, or stolen Tarsan coursers).

The Great Battle

This is the finale, for which the gamemaster might want to find a good set of wargaming rules (if his players like that kind of thing). As the player characters stop the Fekeshi Big Push they meet in a tremendous battle which includes all the warriors available on both sides. The winner takes all and every trick or weapon is used. Nobody is holding anything back. At the end of this battle, the Fekeshi are usually completely defeated, and if any are alive they flee for home.

Epilogue

When all the bloodshed is over, the heroes have to take stock of the losses. At least one brave, noble hero will be dying or dead after the Great Battle. Have the players found a way to stop the Fekeshi from invading again, or does the problem remain? Other loose ends need to be tied up here. Examples: what will happen to the Tarsan outcasts who fought with the Fekeshi? If entire Wards have been slaughtered in Fekeshi atrocities, who will rule those strategic lands, and where will the settlers come from? Where will the Giants go now that they are freed? If the assassins found their mark, who will take over the Kingdom? What about prisoners of war, stolen weapons or allies of questionable origin (like Fekeshi traitors)?

As can be seen, an Invasion story arc can go on for some time—two or three months would not be unusual. Gamemasters who want to try a more limited version of this type of adventure can abbreviate the agenda to the basics (first strike, Fekeshi win victories, regaining ground, the great battle).

A few things to remember when building a Fekeshi invasion:

First, make an interesting leader. He might be an aging shogun, a twisted and evil sorcerer, or an up-and-coming daimyo out to make great military victories in his push for rulership of the whole Empire. The leader should have solid psychological limitations that make his character and personality unique, and define his conduct of the war.

Then, surround the leader with some interesting subordinates. These individuals will certainly come into conflict with players early in the invasion, and to many of the players these sub-commanders will represent the entire Fekeshi force. Customize the opponents to match the players, including martial arts masters, magicians and archers if the player group includes such characters. Perhaps one of the sub-commanders raided the home and family of one of the player characters, or has seduced a bastard brother of the players into serving him. Remember to keep personal hatred and rivalries alive throughout the invasion, as individual players single out enemy commanders for their ire. Don't forget to throw some divided loyalties and personal agendas into the sub-commander mix. It will keep things interesting.

Now you'll need the rank and file Fekeshi troops, not forgetting any secret weapons that they might have, like mercenaries or magical forces from other lands. Ensure that there are several different sorts of invader; the players will get bored if they fight the same character sheet every week. Think a moment about their tactics, and make sure that they are a credible threat.

A final note about the Invasion plotline—the gamemaster should decide before he starts out if he wants to permanently alter the status quo in Tarsus. That is, if he wants the players to finally end the Fekeshi invasions forever (or at least a generation). If the victory over the Fekeshi is meant to be permanent, then the balance of power all across Ahrivine may change. The Army of the Dragon may go north and help Allemaine fight off Doomhault, or they may drive through Fekeshi into Mu-Jahdin (possibly with the assistance of the Calabrian Armada). The gamemaster should be sure that he is tired of the Broken Kingdoms as they are written, and is ready to lead his players into a new phase of the campaign.

Otherwise, make sure that the victory is only temporary. If the players found a magical artifact that helped defeat the Fekeshi, it needs to be stolen, destroyed, or run out of power. Allies need to help out once and then leave, perhaps with promises to return later if needed. Casualties among the Tarsans need to be high, and popular opinion for another (or sustained) war at a low. The Fekeshi need to rebuild quickly, at least to a defensive position, and will probably get help in this from Doomhault and the powerful magical assistance of the Doomed. In this way the invasion is defeated, for now, but the threat remains and the Fekeshi may come again in a few years.

Martial Arts Adventure

Tarsus is one of the few places in the Broken Kingdoms where the scientific application of combat forms have given rise to the creation of true martial arts. Gamemasters and players who enjoy martial arts action adventure in a western-style fantasy setting might wish to try that approach here. Adding in Pallean boxers, wrestler and pammachona to mix with native kickfighters and swordmasters should provide for an interesting mix. The possible range of adventures that emphasize the martial arts is wide. Some examples are provided below:

Secret Mission

Leaving their usual open warfare behind, the heroes are asked to participate in a secret mission. The mission may be the rescue of someone captured and imprisoned, the assassination of a nefarious enemy, or simply mass slaughter and destruction. They may be offered rewards, asked by someone in authority (an Earl, for example) or even threatened or blackmailed into agreeing. But once they get in things go wrong for them: their employers turn out to be the real villains, and their victims are actually good guys, or someone in their midst betrays them, or the target is better protected than they thought. Once things turn sour, the heroes have to fight their way free or somehow come up with a way to escape. The mission may be a total failure, though it is seldom the fault of the players.

The Seven Swordsmen

While minding their own business the players come across a village or town that has been raided by the Fekeshi or by other bandits (possibly a band of outcast Tarsan bastards, or an Estate that was dishonored and disbanded by the King). They may even be assaulted by some magical force, Inach or by foreigners (the Quartermain, for instance). The players decide to help, and quickly thrash some low-level representatives of the enemy when they come to collect the usual taxes. Quickly the villains realize that something unusual is going on—they investigate the heroes, send their high-level assistants to test them in combat, and kidnap DNPCs or conduct other dirty tricks designed to get a fast advantage. This prompts the heroes to realize that they're going to have to seek and destroy their opponents, finding their hidden base and defeating everyone in it so that the village can be free.

The Return of the Warlords

In this sort of adventure, the heroes are quickly defeated by the master villain, left alive because they are not worth the effort, and must retrain themselves for eventual victory. Any of the other plots mentioned here—and nearly any found in this book—can be modified into this sort of adventure plot. The key to defeating the villain requires some attention from the gamemaster. Perhaps it is a special martial arts style, perhaps a magical weapon. Usually the players must seek out and learn from an aging martial arts master, who will order them to perform all sorts of bizarre activities that secretly train them for their coming trial. Agents of the villains find the heroes and attack them, ensuring that there are occasional combat scenes to break up the training montages. Eventually, armed with their new technique, stance or magical widget, the heroes get another chance to fight the master villain. This time nobody pulls any punches.

Tournament

The heroes, either invited as well-known martial arts masters or due to challenges or luck, go to a martial arts competition. It may be sponsored by one of the martial arts schools, an Earl, gamblers or even the King. First they fight battles with many minor opponents, meeting each other (this is a great way for new campaigns to start off) and getting noticed by the true contenders. They meet some new friends, and some eventual rivals. Someone is invariably cheating or betting on the results of the match, and is unhappy when the players start to throw the odds off. Soon, the evil gamblers, magicians or rival Estate are trying to get rid of the player characters through threats, bribery or seduction. These failing, they quickly escalate to ambushes with ever-stronger thugs. The players fight off all these threats and continue to progress in the tournament. Finally, the evil organization tries to kidnap

the player that is most threatening their plans, kidnap an important NPC or otherwise distract the heroes so that they have to fight the villains and miss the tournament.

Unasked for Attention

In this sort of adventure the players are living peacefully at home, or traveling about minding their own business, when some nefarious group decides to hurt them. The hurt is usually very serious—killing entire families or groups or friends, hurting or insulting the heroes' martial arts master, or something similar. The players resist in several combat scenes, usually trying to end things peacefully, but finally realize that they can only settle this matter by bloodshed. During this period there are more attacks from the enemy group. The heroes travel to the enemy camp (fighting more of them along the way) and finally penetrate deep into their stronghold and defeat them in an exciting climax.

The best inspiration for making martial arts adventure is to watch martial arts movies.

Homefront

During the wet autumn and winter months, the Tarsans retreat to their towns, villages and farmsteads. They fear no invasion during these months—the fields become nearly impassable to large bodies of infantry such as the Fekeshi are usually forced to field. What do the players do during these quiet periods at home? Many things, mostly attend disputes and matters of law, often involving inter-Estate conflict.

As House Guards or even just free men in the company of an Earl, the heroes are likely to be present when disputes between lesser families are brought before the Earl, usually over real estate or the division of spoils in war. If the Earl rules against a powerful house, it can cause conflict as the weaker family cannot enforce the decision. This is where the players come in, either on their own initiative, asked discretely by the Earl, by the injured family, or else brought in through distant family ties of their own. This will test the player's honor codes as they try to fulfill the law without causing unnecessary bloodshed or embarrassing the Earl. The important thing is to avoid a full blown feud between the two families. Can the players be peacemakers as well as warriors?

Hunting

Tarsans love to hunt, and with their unique coursers to help them out they're usually quite good at it. All of the advice given in the Allemaine adventuring section under Hunting applies to Tarsans as well.

Battle the Wyrms

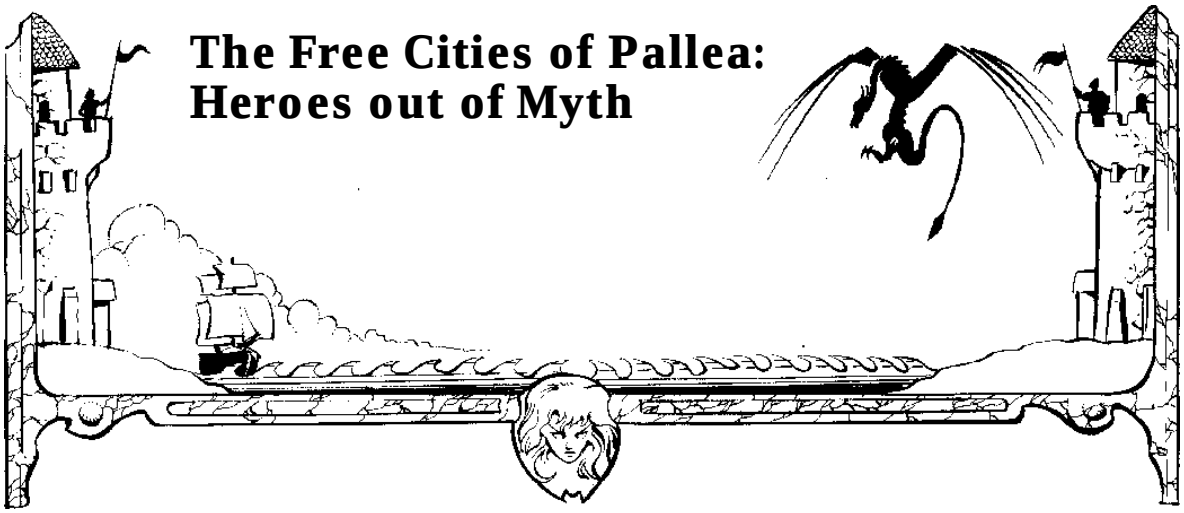
Whether they are just big lizards or winged, fire-breathing behemoths from the pits of hell, dragons are the perfect opponent for a company of adventurers. Fighting a dragon remains one of the pre-eminent "bits" of fantasy role playing, and Tarsus is the proper place for it in the Broken Kingdoms. The gamemaster should be careful to create a storyline, not just a fight scene with a big dragon in it. The wyrm should be a credible threat. Finally, it should be unique enough to stand out against all the other adversaries the players have faced.

Why is the dragon a threat now? Is it coming out of the Pennine mountains, or from farther abroad? What is its motivation for destruction (if that is in fact what it is doing)? The possibilities are many, and it is easy to get overwhelmed. Perhaps the dragon is seeking out one particular enemy, or some unique artifact which it wishes to possess. It may be under a compulsion to attack now, or it may be half-mad with hunger and rage. What is its new agenda, and how will the people of Tarsus react to that agenda? The point here is to make a fully developed storyline, with real plot. The players, of course, should figure highly in this plot, since that will make it seem more personable and more memorable. Remember that one of the Doomed has a magical relation to dragons, and might command or corral the creature for his own schemes.

Obviously, rookie player characters should not be pitted against a 500 foot dragon with flight, area effect flame strikes and natural armor that bounces a full lance charge, but if their opponent is a real dragon and not just a dragon-like creature, it must be physically impressive. One common way of addressing this problem is to make the beast impossibly tough to defeat, but with a fatal flaw which the players can exploit in order to gain the advantage. Often the flaw seems very minor—it requires the players to think about how they might use it. Any easily-predicted behavioral quirk would qualify, for instance. Perhaps the dragon always attacks people dressed in red, to the exclusion of all others. Or it may have a fear of the ocean. At other times the dragon's weakness is obvious and easy to use—a magic weapon enchanted to slay it, for instance. The difficult part in these situations is gaining the weapon in the first place, or learning the flaw.

Finally, the dragon should be unique and memorable. When the players defeat a dragon, they should remember it, and have something to brag about. If some of the players die, chances are they will not be overly angry—if people can't die fighting a dragon (commonly perceived as the ultimate fantasy RPG menace) then they probably can't die at all. If the dragon is intelligent, it should have a fully developed personality with speaking habits, quirks and motivations. Physically, the dragon may be unique as well. Perhaps it does not breathe fire, but instead has some other devastating magical attack form that the players are not expecting—hypnosis, choking smoke clouds, or something honestly bizarre. Fine tune the details of the dragon's physiology; this will help make him stand out from others of his kind. Does he have arms as well as wings, or just claws halfway down his wing length? Perhaps it has two tails, or multiple heads.

Write-ups for dragons can be found in the Hero bestiary and in the *Fantasy Hero Companion.* A set of dragon-inspired magic is in the *Fantasy Hero Companion II.* Two dragons have full write-ups in the Bestiary chapter of this book.



The Free Cities of Pallea: Heroes out of Myth

General Information

The Free Cities of Pallea are a classical culture similar to the Minoans and Mykenaens of our own world, ancient civilizations before the rise of Classical Greece. They are a trading civilization known for their rival religious faiths, dramatists, athletes, and strange political system that combines Kingship with democracy, citizenship with slaves. They are also the home to the Pallean Sibyls, and awesome, powerful magics. The islands are currently split by a divisive religious and political conflict, represented by the rise of the militaristic Emnirian City-States and their pantheonic Incarnate-worship over the traditional Goddess-based faith of the original island settlers. Pallea has risen to prominence only in the High Kingdom's decline, and its Free Cities never accepted Allemaine's rulership. The islands have no natural enemies and, until comparatively recently, no strong military. Generally peaceful, all but one Pallean city is completely unwalled. After raids from Mu-Jahdin corsairs proved tedious, they hired Calabrian captains as seafaring mercenaries; these fleets protect them from invasion.

The Isles of Pallea number in the dozens, but most are small and home to only a few cities each. Six islands dominate the area. The first and foremost of these is Pallea proper, the largest island, slightly over 100 miles in length and quite narrow. Lycia, Caria, Melos, Kallista and Cumae are the five other largish islands, the last being the exclusive home of the Pallean Sibyls. In general, the terrain of the isles is mountainous, rough and hilly, but its beauty is well-known throughout Ahrivine.

Each Free City is independent, and there are over a hundred of them, but the two dominant powers are the Lukastios Confederacy, and the Emnirian League; both Lukastios and Emniria are located on the Pallean island itself and number about 50,000 inhabitants each. Other Free Cities range in size from 35 thousand down to barely a thousand (or even less, depending on recent hardship). Despite the fact that these small centers of habitation are more accurately termed as towns or even villages, each City has equal protection and sovereignty in Pallea, and retains its rather impressive title. Total population is the smal—only about 500,000 inhabitants (but they have a lot of tourists).

History

The Pallean islands have been colonized several times during their long history, by Albion and other lands, but various disasters including conquest, volcanic eruption, earthquake and plague have cleansed the place at periodic intervals; only ruins and the hint of ancient civilizations remained. They remained deserted but were claimed by High King Vertigane as territory of the High Kingdom, even though they were unsettled. His first use for the picturesque isles was to give one of the larger ones, Cumae, to his chief oracle. Elaine became the Pallean Sibyl, and the religious order she founded and led has claimed the isle as home for over a thousand years. About this time, other settlers followed, but there was no organized government, not even from the High Kingdom. Life on the islands was difficult, but quiet and relatively safe from the depredations of war.

Five centuries ago, however, during the reign of Vertigane IV, a wave of immigrants arrived led by a far-seeing and charismatic navigator named Lukas. When he landed on Pallea he searched the island for a sign that might indicate to him that the long exodus was over, and he found it when he managed to rouse a long-sleeping servant of Rhea the Goddess. Britomart gave shelter to Lukas and his people, and through her magic the land became a bountiful paradise. A profound relationship with the traditions of the Goddess, through Britomart and her legacy, led the Pallean Sibyls to welcome Lukas and his people—one of the Sibyls even left the order to become his bride. More ships came, and the citizens of Lukastios was joined by many others, each of whom found spiritual strength and meaning in the glory of the Goddess.

Perhaps it was the newly-awakened power of Britomart herself which brought the other, newer gods to the Isles. Rebellious Incarnates who had divested themselves of their Creator's ways altogether, the new pantheon called themselves true gods, and demanded worship. From their manors atop the clouds these mighty beings "adopted" entire tribes and cities of the Pallean people. Divine patronage brought many benefits, but put the people at the mercy of meddlesome

gods. Britomart initially worked to oppose the intruders, but she soon realized that the Pantheon, when united, was more powerful than she, and also that many of their worshippers and chosen people preferred the new ways to the old. Refusing to save a culture who had forsaken her, the faithful servant of Rhea has adopted a hands-off policy and allowed the new gods to split Pallean society. The city of Emniria embraced pantheonic worship whole-heartedly, has beaten its plowshares into swords, and now threatens Lukastios itself for leadership of the Free Cities. The final fate of the Isles, of Britomart and the new gods, is a grave and undecided matter.

Thanks to its relative newness and the whimsical nature of its resident gods, Pallea remains an unknown to most people of the Broken Kingdoms. Britomart has withdrawn her blessings from most of the land, and the depredations of the gods have made the place dangerous, wild and strange.

Government

Each of the hundred or more Pallean city are self-governing, though nearly all are bound to one or another of the major trade alliances in the Isles, the traditional Lukastios Confederation and its militaristic rival the Emnirian League. The governments found in the Cities of these two groups are broadly similar, but differ in specific, critical points. Traditional Pallean government is described first, with Emniria's simpler and more despotic system following.

The fundamental political organization in every Free City is the Council, generally composed of 100 citizens (less in smaller cities), elected by popular vote of the citizens themselves and enjoying their office for life. The Council meets frequently throughout the year, appoints judges, tax collecters, law enforcement officials, and other posts; propose legislation and generally oversee the needs of the city's population. The Council functions, however, only with the blessing of one of the higher offices. Each piece of legislation they enact must have the name of either the Tetrarchs or the Minister.

Three Tetrarchs are chosen from among the Council, for staggered 6 year terms. The true leaders of the Council, Tetrarchs are responsible for providing direction to the Council itself. Between mediating the Council's often longwinded debates, enacting widespread legislation, shepherding personal issues into law and working for re-election, they are generally kept very busy. The offices of the Tetrarchs was meant as a counterbalance to the even more powerful position of Minister—when acting in concert the trio can veto the Minister. This is rare, however. Tetrarchs seldom get along.

The Minister, of which there is only one in each city, again elected for life, is the most powerful single individual in the city. Ministers wield sweeping autocratic powers, but can be checked by the Tetrarchs or even the Council. The Minister is also the supreme commander of the city's armed forces. Citizens typically do not suffer poor Ministers; unpopular officers are often forced to flee before stoning or exile puts a permanent end to their careers.

Finally, the head of state in the City is the King (or Queen, female rulers are common and, in some Free Cities, favored). Charged with largely ceremonial duties, the King is the symbolic liason between the people of the City and the Earth Mother. The degree of the King's actual power in the governance of his city depends solely on his personal charisma and the trust that the people place in him. If they are much beloved, a single choice phrase can cause sweeping reforms; usually traditional Kings are about as poweful as the Minister or the united Tetrarchs. Kingship is traced through dynastic lines, but a child must be popular and charismatic if they wish to inherit; an older child will usually lose out to a younger, more dynamic one. Again, the citizen body display their disaproval of weak Kings through mob violence.

All of these positions are selected from amongst the Citizen body, which includes all men and women over the age of 20, and who also own land within the City limits. Athough the duties of Tetrarch, Council, Minister and King conflict and often overlap, the Palleans don't consider this as a problem. They think it strong enough to provide leadership without promoting despotism; flexible enough to stand the test of centuries, empowering for the people.

The King of Lukastios has traditionally enjoyed a status slightly elevated than all other rulers, thanks to his role as symbolic husband to the Goddess. This is the only role in Pallean politics reserved exclusively for men.

Emniria began as a rebel enclave of discontented Lukastians, but it gained divine patronage under the Pantheon and its beliefs swiftly spread. Emniria has a Council, but that institution has no real power. There are no Tetrarchs nor Ministers; a King wields absolute power. Women are lesser creatures in Emnirian society, they are considered unfit for citizenship, let alone rulership.

Daily Life

People

The settlers of the Pallean Isles are a graceful, slender and beautiful people with narrow waists, broad shoulders, and a reddish complexion. Hair is worn long and in thick curls, tied back, loose or braided. Men usually go clean shaven but occasionally sport neat, short beards. Black hair is most common, followed by brown, red and then blonde.

Clothing styles are quite sparse for men—just a kilt, codpiece and a belt, leaving the chest exposed. Shoes, sandals or boots are rare unless at difficult labor. Pallean women are known for their attention-getting formal wear—multi-layered full length skirts and bodices open at the bosom. When dressed more casually, expect a long belted robe or a short "mini-skirt" off one shoulder, leaving one breast exposed (Pallean fash-

ion had a vogue in Calabria for a while, but the King was forced to put a stop to it—didn't want to see his Queen exposed and catch a cold).

Traditional Pallean virtues include a diligent, peaceful and modest nature. They are not overly aggressive or prone to conceit. Trading and sailing are preferred to war. There are notable and common exceptions, however—the greatest of Pallean heroes are all mighty warriors, and Emnirian society is decidedly martial in character, forsaking wealth and finery as the symptoms of weakness. Detractors of the Palleans call them greedy cowards who would rather cut your throat while you're asleep then duel you in fair combat.

Most foreigners take a very dim view of Pallean sexual morality; their open acceptance and encouragement of homosexuality has made the Pallean Catamite a staple of bawdy comedies throughout Calabria and the Allemaine Provinces.

Economy

The ability to mint your own coins is one of the most visible signs of independence, and each of the hundred or so Free Cities makes their own coins out of tin, brass, bronze, silver, gold, electrum, or other metals. The coins have a myriad of names, usually derived from the individual whose head is depicted on the face, or else the location of the mint. However, because so much of Pallea's strength is based on its mercantile trade alliances, all coins are readily convertible to the currency of Lukastios and, fortunately, when Lukas arrived in the Isles he saw the wisdom of adapting the original economic system of his homeland to the base-12 coinage of the High Kingdom (which was, after all, his most important trade partner).

The standard coin in Pallea is a "dram," and this name is used whether the coin is of tin, copper, silver or gold, which convert according to standard Broken Kingdom rates. That is, twelve tin drams equal a copper dram ($1), twelve copper equal a silver dram ($12) and twelve silver drams equal one gold dram ($144). Lukastios also manufactures coins worth three, four and five of their equivalent metal, and calls them "tetradrams," "quatradrams" and "pentadrams" respectively. Since all of these coins may be of silver, gold, or other metals, it all tends to be quite confusing. The Palleans don't seem to mind.

Pallean chief crops are olives, grapes and other non-citrus fruits. Other crops include figs, aniseed, ginger, dyes, healing and aromatic herbs and pistachios. Common livestock includes sheep, goats and cows. Profitable exports include fine wines, pottery, tile, woolens, lumber and olive oil. As a final resource, the Isles are the primary source of poppy plants, and export Opium to the entire Demetian Sea.

In their unique position as the center of Demetian trade, and protected as they are by Calabrian contracts, the Free Cities of Pallea are very, very rich in trade and profit. Its citizens enjoy a life of remarkable luxury, with five times the average income of the common Tarsan, Allemaini or Calabrian freeman. Nearly any item can be found in its markets, imported from as far away as Kekutchiau, Mezina or the North.

Health

Citizens of the Pallean cities can expect a healthy, clean standard of living. With the close proximity of the Pallean Sibyls, whose skill at both herbal and magical healing is well known, serious injury and disease can often be treated. Pallean sewage systems and other plumbing feats are the best in all Ahrivine, including such conveniences as flush toilets. For these reasons, plague is kept to a minimum. Easy trade with Allemaine, Calabria and other lands ensures that diet is highly variable and good.

However, many of the smaller cities are quite poor, and it can be difficult for their rulers to provide proper health conditions for the people. It is areas such as this that need the Sibyl's aid most of all. Corrupt rulers also can starve their own people, preferring to lavish delicacies on the aristocracy while the common folk starve. Opium abuse has begun to plague much of the Pallean artistocracy, particularly amongst the Lukastios Confederacy. It is commonly believed that these men and women would rather languish in drug-induced torpor than admit that their time in Pallea has passed.

Education, Magic and Science

Pallean education is the model for many of the schools found elsewhere in Ahrivine. Although this gives it an honorable distinction, it also means that other Kingdoms have had a chance to improve on the Pallean system, which is now a bit archaic. The standard educational system instructs the young aristocrat in grammar and literature, moving on to mathematics and rhetoric. Music and gymnastics are also strongly advocated—a student in Pallea is certain to be more physically fit than his contemporaries in Allemaine, Calabria or the Provinces, and probably has some training in wrestling or boxing.

The Emnirian League is more concerned with the training of soldiers than they are of musicians, mathematicians or public speakers. Their system of education is meant to instill discipline, not the liberal arts. Though all of these cities have a harsh educational system, that of Emniria itself is surely the toughest. At age 7 the child leaves home and enters a dormitory . There he lives a hard life, enduring such indignities as short rations and only two baths a year in cold water. At age 12 they turn in their shirt for a cloak—this is their only piece of clothing (and their blanket) for 4 more years. At that time, 16 years of age, they are sent out alone for a several week long testing period during which time they are expected to live off the land and careless innocents. If caught during this period, they are whipped to death, in order that the remaining students might learn a lesson. Predictably, this ordeal makes the soldiers of Emniria the most feared warriors in Pallea.

Magic is not taught in Pallean schools. Women who have an interest in such fields travel to the Isle of the Sibyls, where they will be accepted if they have magical talent. Alternately, some would-be enchanters go in search of reclusive masters; if they do not perish in

their quest, they are often successful. It is also possible for wealthy citizens to learn science and magic in more socially acceptable ways, typically by joining secret brother (or sister) hoods. These hidden societies consider magic and science to be one and the same thing, and will probe the secret of manipulating illusions, predicting the weather or the like at the same time that they teach algebra and geometry. Other schools study medicine and human anatomy, biology, geography, astronomy and mechanical invention.

Engineering in the Isles is particularly advanced. Alongside the aforementioned indoor plumbing (Pallean bathouses are all the rage in Allemaine and Calabria) engineers have also developed sophisticated aquaduct and viaduct systems, irrigation channels and drainage systems.

Arts, Craft and Literature

It is impossible to list the complete contributions of the Palleans to art, particularly in their goldwork and miniature skills. The Palleans have developed a beautiful, lean, naturalistic style that conveys an incredible sense of movement. Wall frescoes decorate both the interior and exterior of palaces and homes, complemented by paintings and sculpture. Pallean jewelry is the most beautiful in Ahrivine. Pallean craftsmanship is also seen in their pottery and in the attention spent on everyday objects. Everything from cloaks and tunics to pottery and cooking utensils will be decorated with embroidery, enameled, tooled or otherwise enhanced with beautiful colors and sometimes entire pictures. Emniria is particularly well known for its excellent weapons and hilts; their art is often more abstract, filled with geometric patterns and bold, striking forms.

Written literature is not highly regarded in the Isles. The spoken epic is immensely popular, however, and achieved its greatest reknown under the supervision of the blind poet Helaster, now dead for two decades. Epic poems preserve Pallean virtues and tell the tales of its greatest heroes. Nearly every educated citizen knows how to deliver a speech or story relating to his or her own family.

Communication and Transport

To send a message from one place to another in Pallea, one sends a herald. The herald is known by the unique scepter he bears, and it is considered a crime to interrupt a herald in his journey or to cause him harm. The heralds travel by running—horses are not commonly ridden in Pallea, only the Sibyls practice this habit.

Other transport is done through draft horses, carts and wagons. The rich use chariots, not only for arriving somewhere in style but also for war. The Pallean Isles are now home to a particularly large breed of domesticated mountain goat that the settlers brought with them, and these animals are actually large enough to draw chariots.

The Sibyls often seem to have some sort of advanced communication system that allows them to pass information quickly and silently, but the details of this are unknown. It may just be an observed effect of their widespread prophetic powers. Whatever the case, since the Sibyls are so common in the Isles and can be found in every Free City, messages of great import can often be received faster than expected.

Social Structure

Pallean society is divided into a few broad social classes. It is distinguished by its whole-hearted acceptance of slavery and, until recently, a very egalitarian society promoting equality for men and women. The requirements for Citizenship, as well as the duties and powers of the various Pallean offices, can be found above in the Government section. Pallean government officials are always extremely wealthy. Government workers are not paid, and recieve no official compensation of any kind. Only the rich can afford a life of politics.

Palleans who do not qualify for citizen status are freemen (though this title applies to women as well). They have rights and are protected under the law, but have no voice in government. Freemen are always associated with the household of a particular citizen, who acts as their patron and their spokesman in matters of law. They will usually be employed by the citizen in some role, shepherds or herders, warriors, smiths or farmers. Women in the Emnirian City-States are less than free, but slightly better than slaves.

About 10% of the total Pallean population are slaves, and most of those are women who sew, clean, cook and perform household chores such as serving meals. The few male slaves work the fields. Most of them are taken in war or due to criminal punishments. Slavery is also hereditary so, unless one of the parents is a citizen, children of slaves are also slaves. Slaves are protected under the law, which considers them to be valuable property, and if they belong to a rich house they can gain status and prestige. Fair treatment of slaves is expected at all times, though abuses are common (particularly in Emniria).

Finally, at the bottom of the Pallean social ladder, are the true outcasts and beggars. Because they have no house as freemen or even slaves do, they have nobody to protect them and nowhere to run. Beggars do not even have the protection of the law. A beggar might be a runaway slave, an outcast from another city or a criminal on the run.

Cost	Status
0	Freemen
1	Pallean Maiden
3	Citizen, Pallean Sibyl
5	Councilman, High Priestess, Crone
8	Tetrarch, Lady of the Isle
10	King, Minister
15	Priest-King of Lukastios

The Status of Women

Women have great political power and social equality in traditional Pallena culture. They fulfill all political duties as Council members, Tetrarchs and Ministers. The Pallean faith is goddess-based, and the role of women in understanding Rhea is universally acknowledged. With the exception of the symbolic Priest-Kings, all Pallean religious figures are female. In accepting this responsibility, however, women have allowed men to fill the ranks of the army and navy, allowing a relatively equal division of sexual role in society.

Of course, social division in the Pallean culture has reduced the status of women in Emniria and their ally cities. Goddess-worship has been forsaken, and the role of women ignored in favor of male-dominated pantheonic gods. Women are widely percieved as naturally inferior to men, kept ignorant and locked withinthe confines of the house. Since Emniria is largely responsible for the popularization of the Great Games which take place in the Isles every four years, women are not allowed to compete in them. They have responded by holding their own competitions, sponsored by wealthy and prominent Lukastios women.

Marriage in the Isles is a simple event. The couple simply announces that they are married, and they are. Sometimes a Sibyl or the King will bless the event, but that's about it. Divorce can be declared by either partner at any time.

Female player characters in Pallea may take the standard roles of Heroine, Demigoddess or Diplomat, just as men do. Pallean enchantresses are known to be particularly fearsome. In addition, character types such as the Sibyls and their subsidiary order of Huntresses are open only to women.

The King Must Die: Old-Time Religion

Pallean religion is currently in a state of crisis, but there is no doubt that the gods and their inheritors have a much greater role in the Isles than in any other of the Broken Kingdoms. For centuries the Palleans kept faith with Rhea, represented to them by the spirit Britomart. Goddess-worship has played a fundamental role in Pallean society, and is demonstrated not only by the female nature of religious service, but also by women's success as citizens, Council members, Tetrarchs and Queens. In the past two centuries, however, Goddess-worship has been in the decline as more and more followers take to the dynamic, young gods of the Pantheon. Before this recent phenomena can be understood, it is critical to have at least a basic grasp of the Pallean faith as it began, and as it continues to be practiced in those Free Cities still loyal to their covenant with the Goddess.

The Goddess of the Palleans is a fertility goddess, an Earth Mother responsible for the miracles of life and for the fertility of the land. In exchange for devotion and service, she protects and enlightens her people. When the bleak and cold seasons overtake the world, it is she that brings back the spring. The Pallean people worship the Goddess at temples in all of her Cities, performing libation and other ceremonies. Temples, and the many holy caves which dot the rocky countryside, are administered by the Sibyls, who act as her agents. Although the Goddess is the embodiment of life, however, there is also a sinister aspect beneath her surface. Sometimes, the Goddess demands a sacrifice—a sacrifice of blood.

The Priest-Kings who ceremoniously rule the Free Cities symbolize male power, and act as surrogate mates for the Goddess in her religious rituals. Every year they act out the replenishment of the earth, undergoing symbolic love, death and rebirth for the land. In most years, this death remains symbolic, but very rarely, perhaps once every five generations, the King of Lukastios chooses to re-enact the true ritual, the voluntary sacrifice to the Goddess that revitalizes her and the land, bringing a new era of power and fertility. This ultimate ritual has not been practiced for many years. Some whisper that it may be too late, that the Goddess has grown too weak. Only the King of Lukastios can perform this rite.

The primary representation of the Goddess in Pallean ritual is Britomart (whose name means "sweet maid" in the original Pallean tongue). Britomart is an Incarnate, a spiritual servant of Rhea who survived her mother's dissapearance and lay in slumber for centuries. With the arrival of the Pallean people she awoke, and has attempted to cherish and guide them as best she may. Britomart's version of religion is much different than Rhea's, however, as the above notes on sacrifice may indicate. She has more or less adopted the role of Goddess, and has encouraged the Pallean people to think of her not as a lesser servant of Rhea, but as an incarnation of her. To the Pallean people, Rhea, Britomart and the Earth Mother are all facets of one and the same being.

The Order of the Sibyls found themselves swiftly absorbed into the Pallean religious structure when Lukas and his people settled the islands in force. The Sibyls knew that Rhea was gone, and that Britomart was a powerful spirit with a fragment of divine power but not a god. At the same time they saw an opportunity to do much good in the Goddess' name, through the Pallean people, and they feared what might occur if they left the Palleans to their own devices. At that time a decision was made to accept the role of priestesses to Britomart, and through her to Rhea. The Sibyls have struggled to maintain the memory of Rhea in the Pallean worshippers, ensuring that Britomart does not completely eclipse her. To fulfill the many religious needs of the Pallean people, the Sibyls have founded a subsidiary order based on their own, accepting women from throughout the Isles and waiving their original requirements of healing or prophetic powers. This lesser order has been kept in the dark about Britomart's true nature, for better or worse.

The fate of Britomart, and Goddess-worship in the Isles, remains in doubt. Britomart has led her people to greatness, cared for them and served as the basis for

spiritual and personal growth, but her faith has come on hard times with the rise of the Pantheon. It is widely believed that the time of the Goddess may be past, that this is a time for new gods, new direction. If the truth ever emerged, exposing Britomart as an imitator of the Goddess and usurper of Rhea's mantle, it may prove the last blow to a faltering faith.

The Pantheon and their Offspring

The specific origin of the Pantheon is unknown. What is known is that they are Incarnates from across the sea, once serving the true gods but now fallen from that path. Adopting the people of various Free Cities, they have gradually brought their followers to prominence, even while they vex them with frequent interference in their affairs. It is pointless to debate whether or not the benefits of the Pantheon outweight the drawbacks—they are here to stay, and Pallean culture has adapted around them.

According to the myths that they themselves have propagated, the Pantheon are the children of the Earth Mother (Rhea) and the Sky Titan (Augelmir). With the aid of their mother, they rebelled against the cruel overlordship of their father, and they defeated him and his army of giants in a mighty battle. The giants were killed and the Sky Titan cast down into a pit where he remains to this day. The Pantheon began its aggressive war for the hearts and minds of Pallea with Emniria, which was for a long while just a disgruntled camp of Lukastios self-exiles. Under Pantheonic patronage, however, Emniria has grown to become the center of a widespread military, mercantile and political alliance called the Emnirian League.

New members of the Pantheon spring up with unusual frequency. They may be lured to the islands by the magical forces that reside there, which act as a beacon to spirits across Alia. Their leadership, however, remains relatively stable. A small group of perhaps a dozen Incarnates rule the others and remain pre-eminent. Each has chosen a sphere of influence, probably derived from their original duties to Rhea and Augelmir. Some of them are: Damocletos (sky-god, nominal ruler of the Pantheon), Chrymacha (his wife), Myriscon (sea lord, Damocletos' chief rival), Dictynna (goddess of the hunt), Euthilias (driver of the sun chariot), Clardema (moon goddess and patron of magic) and Parcreon (fire god, lord of the volcanoes and master armorer to the gods). The gods expect respect and obedience from mortals, including religious rites such as libations and animal sacrifice.

Despite their godlike abilities and profound power levels, the members of the Pantheon are human in many ways and very easy to identify with (one reason for their popular appeal). Some are good and noble, others petty and treacherous. They are very active in the lives of mortals, usually because they are so bored. When they aren't messing up mortal lives with omens, dreams or their semi-divine minions, they explore the world or scheme against one another. Often, they seduce mortals and beget children by them, which they generally ignore. Finally, it should be noted that Pallean gods don't have much consideration for the mortals underneath them , and even the best of them occasionally forget how fragile mortals can be.

The gods of the Pantheon have sired many, many semi-mortal children amongst the Pallean people. By granting portions of their divine power to mortals who please them, the Pantheon has created a new level of aristocracy in the Isles, one defined by divine inheritance. The 'demigods' or 'god-children' as they are usually known, are most common in Emniria and its League, but can now be found anywhere. The Character Creation chapter includes the Demigod Package Deal, showing one example of the increased physical capabilities that such heroes inherit. Demigod heroes have proven to be a great inspiration to Pallean society, further enhancing the appeal of the Pantheon. Demigod heroes can expect to be protected and advised by their divine ancestor, but can also expect to be a pawn in their manipulations and to draw the ire of the inevitable divine rival. The gods seem to draw immense pleasure from the interactions of their children.

Although the gods have great power and immortality, they are not all-powerful or omniscient. The greatest of heroes, ones with great fighting skill and divine blood of their own, have defeated gods in battle. And since the gods plot and scheme against one another all the time, but can't really keep tabs on each other with their own powers, they tend to order their mortal followers around the world for this purpose. Many of the great quests, wars and other adventures of recent Pallean history have been the result of divine manipulation.

Honor

Pallean concepts of honor are Emnirian in origin and are a code for male warriors. To an Emnirian, there's just not enough honor to go around. Great heroes must compete for their share of it, even with allies and friends, and they do this in a variety of ways. Generally, any act which impresses allies, or enemies, will earn honor.

Defeating enemies is a great way to gain honor, and it is common for victors to keep the armor, weapons or shields of the conquered as testaments to their accumulated honor. Perhaps the second most common way to gain honor is to capture prisoners or fabulous treasures, especially magical ones. Note that stealing is dishonorable, but only if done against friends, family or allies. Sneaking into an enemy city and stealing their crown, scepter or magical weapon, or even ambushing him, is not only honorable but worthy of bragging about!

Honor is also gained by avenging yourself on people who injure you or your house. Palleans tend to be pretty bloodthirsty when it comes to vengeance—victims can expect only death.

Sexuality

Though its a bit of touchy subject, (no pun intended) Palleans have a reputation for unusual sexual orientation, and it is best to set the record straight from the start.

Pallean society considers homosexuality, primarily male but also female, to be perfectly normal and even, at times, encouraged. This cultural bias came with them from their homeland, and despite pressure and prejudice from the other portions of the Broken Kingdoms, they make no apologies.

Male homosexuality first arose in the Emnirian military education system, where the boys were kept in an isolated, male-exclusive environment for 9 years of their life, but it spread rapidly. It was further enhanced by Emnirian attitudes towards women, who are considered inferior and just not interesting enough for intelligent men. Erotic relationships between older and younger men are the usual sort. The elder partner becomes a role-model and advisor for his lover, even helping in the selection of a wife (it is the duty of eery good citizen to increase the City by having children—a man who loves other men exclusively is shirking his civic duty). Generally, the higher in the social structure the Pallean rises, the more common affairs of this sort become. The strength of the bond often appears in military matters, where lovers are always assigned to the same military unit so that their devotion to each other becomes an asset to morale.

Pallean soldiers, merchants and ambassadors are labelled as catamites when visiting foreign countries, and are the subject of constant scorn. In the case of soldiers, a hard and bitter brawl is the common result, often resulting in the death of the offender (see the section above on education for the other results of a Pallean military upbringing).

Pallean Warfare

Pallean battle tactics are not advanced. The geography of the Isles does not lend itself to large field battles, and small skirmishes composed of elite troops are the order of the day. The actions of a single hero can often determine the outcome of an entire battle. Further, because the Palleans are by nature a peaceful people, wars amongst them are uncommon. Lukas and his descendants considered an army and navy to be necessary evils—something that was a constant danger to honest citizens. Nonetheless, wars do occur, generally begun by the rare imperialist who wants to conquer another City and force it to pay tribute to him, or else by rulers who felt that they have been insulted or wronged, and use this as an excuse to invade a neighbor and lay it waste.

When a Pallean army clashes with an enemy, they keep a center of dense formations of spearmen, all in heavy armor and tightly packed (a tactic first developed by Emniria, and so successful that all other Cities had to imitate it or perish). These phalanxes are screened by charioteers and archers. Elite soldiers of a city bear the double-bladed axe, which traditionally is a very prestigious weapon in the isles. As warriors specializing in single combat, the axe bearers earn more honor and glory than their formation-bound companions (it is hard to claim a kill when there a hundred of you all rolling towards the enemy line in a big steel square). The Pallean shield is very distinctive, usually being shaped as a figure eight, with animal hide across the face.

Personal duels and challenges are very popular and common in Pallean warfare. A hero from one army will step up and challenge someone else to a duel, usually with identical weapons (to keep things fair). Challenges of this sort take place before the main battle; it is very rare for clashing armies to separate and let two champions duel, but it has been known to happen.

The Pallean islands have never been forced to ally, and their individual armies rarely cooperate in bands of more than a few thousand. If the armies from each of the Free Cities were amassed all together in a single great host, it would number perhaps 17,000 men. Nearly half of these troops would be from Emniria, and the overall commander would almost certainly be from that city.

Archers

13	STR	11	DEX	13	CON	10	BODY
10	INT	10	EGO	10	PRE	10	COM
5	PD	3	ED	2	SPD	6	REC
26	END	25	STUN				

Skills: Survival/Hunting, Familiarity: Tactics; +1 Combat Level with Bows, WF: Common Melee, Bows.

Equipment: Regular bow, quiver of two dozen arrows, knife, tunic and sandals.

Fuzion Stats

3	INT	3	WILL	3	PRE
3	TECH	4	REF	4	DEX
4	STR	4	CON	3	BODY
3	MOVE	8	SD	8	ED
2	SPD	8	REC	40	END
15	STUN	15	HITS	15	RES

Fuzion Skills: Skills listed above at Level 3.

The least honorable position in a Pallean army is that of archer. There's nothing necessarily wrong with archery as a skill, but warriors who fight only with bows are inferior to those who confront their enemy face to face.

Archers are lightly armed and armored troops, usually with no armor whatsoever. They carry a bow of horn or wood, a quiver of 24 arrows, and a knife. They have some degree of limited experience in combat, but are no match for veteran troops and will flee or disperse if pressed. They usually fire their arrows from the front lines while the enemy is closing, then retreat to the flanks or rear.

Hoplites

15	STR	14	DEX	15	CON	12	BODY
10	INT	13	EGO	13	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Skills and Disadvantages: Use the Pallean Hoplite package from the character creation chapter.

Equipment: Pallean plate and mail, shortsword, spear, knife, medium shield.

Fuzion Stats

3	INT	4	WILL	4	PRE
4	TECH	4	REF	4	DEX
5	STR	5	CON	4	BODY
3	MOVE	10	SD	10	ED
2	SPD	10	REC	50	END
20	STUN	20	HITS	12	RES

These are the formation spearmen of Pallea. They are well armed and armored, typically with a shirt of scale mail that reaches to the thighs, a breastplate over that, metal greaves, helmet and a medium shield. He carries a long and heavy spear, a shortsword for close fighting, and a dagger. Experienced warriors, their close formation and rigorous training ensures that their morale is good. But they have very little flexibility in combat and mobility is very poor.

Chariot Drivers

10	STR	14	DEX	13	CON	10	BODY
10	INT	10	EGO	10	PRE	10	COM
4	PD	3	ED	3	SPD	5	REC
26	END	23	STUN				

Skills: Combat Driving/Charioteer, Survival/Hunting, WF: Common Melee.

Fuzion Stats

3	INT	3	WILL	3	PRE
4	TECH	4	REF	4	DEX
3	STR	4	CON	3	BODY
3	MOVE	8	SD	8	ED
2	SPD	7	REC	40	END
15	STUN	15	HITS	15	RES

Fuzion Skills: Skills listed above at Level 3.

Pallean chariots are pulled by two horses and carry two men, one driver and one warrior, armed with spears and a bow. Usually these men will dismount from their chariot to fight, but sometimes they will engage in chariot dueling. The two opposing charioteers will ride towards each other or parallel to one another while the warriors that are riding along stab at each other with spears. Large formations of chariots can be fielded by the greatest cities, making them real battlefield assets that can screen flanks, make charges or pursue retreating infantry.

Chariot drivers are lightly armed and armored; its their passengers that have the weapons. Treat the warriors in the chariots as Hoplites or Ax-Bearers (below), armed additionally with a regular bow and some extra spears. The statistics above are for the driver part of the team.

Axe Bearers

20	STR	15	DEX	18	CON	14	BODY
10	INT	13	EGO	15	PRE	12	COM
8	PD	6	ED	3	SPD	8	REC
36	END	35	STUN				

Skills, Perks and Disadvantages: Use the Pallean Hero package deal in the character creation chapter. Alternately, add the Child of the Gods Package as well.

Equipment: Pallean plate and mail, Greataxe, shortsword, knife, rich clothing.

Fuzion Stats

3	INT	4	WILL	5	PRE
4	TECH	5	REF	5	DEX
6	STR	6	CON	4	BODY
3	MOVE	12	SD	12	ED
2	SPD	12	REC	60	END
20	STUN	20	HITS	12	RES

The great double-bladed axe is the most prestigious weapon in the Pallean arsenal, perhaps because it is almost impossible to remain in an effective formation and fight with it. Most of the great heroes of Pallea will fight with an axe when in war, though they may prefer swords, spears or even bows for more everyday mayhem.

As the richest and most elite warriors in a Pallean army, almost always citizens, Axe-Bearers are well-trained and possessed of high morale. They are the veterans of many combats and personal adventures. Their armament is similar to that of the heavy hoplite, but the spear is exchanged for the great axe. Note that the sword is maintained as a back-up weapon.

Famous Figures

Elaine, the Pallean Sibyl

The greatest oracle and seer in history, the Pallean Sibyl was widely known during her life to have never issued a prophecy that did not come true. She made several of the greatest prophecies of the Broken Kingdoms, in particular the prophecy of the Boy King, the prophecy of the Night Lord's immortality, and the prophecy of the Dark Titan's destruction. It was this last which proved to be her undoing, for she claimed that the Dark Titan could not be killed by "sword nor spell." Nonetheless the terrible giant who was the Dark Titan was, in fact, killed by an enchanted sword, and at the moment of this event Elaine gasped once, and died.

During her life Elaine displayed great skill not only with prophecy but with the healing arts, and her wise counsel was well taken by no lesser man than the future high king, Vertigane himself. Of the fondness and close relationship that developed between King and seer it would not be prudent to speak, but it can be said that Elaine remained forever devoted to her goddess above all others. When she commanded that her Sibyls forbear from men, she asked of them nothing that she had not already insisted upon for herself. Vertigane gave the island of Cumae to her and to her

heirs, and this solidified the fledgling religious order that had sprung up around the enigmatic priestess. Though the order was thrown into turmoil by her death they soon chose a successor, and the Sibyls remain Elaine's chief legacy to the world.

Well known for her beauty as well as her prophetic powers, Elaine was a raven-haired enchantress of sublime grace. Her typical garb of purple and blue became the traditional wear for all members of her order. She did not prefer much jewelry, though she was well known for wearing a gold torque around her neck which was reputed to have various magical properties.

Lukas

The leader of the Palleans from their original homeland, Lukas was not the intrepid explorer and adventurer that later legend made of him. Always more than a little unsure of himself, he had a tendency to think too much and to take action only after great debate. Nonetheless, his people lionized him and ignored his flaws until late in his life.

Called "the Bricklayer" because he built the road across the Demetian that later ships would follow, Lukas was a skilled sailor and navigator, not a man of violence known for superhuman feats or skill at personal combat. Rather, he was a motivator and an organizer who attracted all of the bravest and strongest heroes on his adventures.

Upon arriving in the Pallean Isles Lukas searched for a sign that his journey was over, and found one when he entered a cave and awoke the sleeping Incarnate Britomart. That meeting forged a relationship that was to become the basis for an entire civilization. Soon after, the Sibyls sent one of their number, one Iphenia, to speak to Lukas. The pair fell in love and he persuaded her to become his bride.

For decades the couple ruled in the city Lukas founded, but in time he decided to divorce her and take another wife. Iphenia was angry over this turn of events, killed Lukas' new bride and sought sanctuary on Cumae. The people of Lukastios took her side of the argument, and chose the couple's eldest son as King, exiling Lukas. He wandered, broken and alone, for the final years of his life. No one knows of his true fate, though some claim that a final reconciliation was made with Iphenia. Others hold that he was taken by Britomart as a sacrifice.

Lukas was a handsome, troubled soul. His hair was dark, curly and kept shorter than most fashion. He was known for his furrowed, concerned expression—a face that is still given to him in depiction to this day.

Britomart, "Sweet Maid"

During the first Ages, Britomart was just one spiritual servant of the Goddess, among many. She preferred the quiet seclusion of caves and cavern complexes to the forests, and she became a guardian of the small animals who dwelled in and around the mountains that she loved. Under her guardianship, they prospered. Her life was a timeless routine, and she found it humbling and fulfilling.

But one day, without forewarning, she felt a shadow eclipse the sunlight, and she knew that the Destroyer had struck. Rhea and the Creator were gone, never to return, and Britomart was completely reduced. Afraid, forsaken and alone, she fled to the inside of a particularly picturesque mountain cave, slipped her spirit down a well, and hid—for centuries. In time, weariness and lethargy overcame her, and she slept.

There she would have remained if not for the chance arrival of Lukas, captain of a fleet of settlers from across the sea. Lukas found the cave and stopped to drink from the well. His prescence disturbed the sleeping spirit, and she rose to meet him, appearing as a beautiful maid. Lukas was humbled by her, and the flattered Incarnate took an instant fondness for the unsure navigator. She promised to shelter him and his people; he in turn swore to maintain fidelity with her. She recieved her current name, in fact, from that meeting—Lukas named her for the sweetness of the water that he had tasted.

Britomart is both more and less than human; her psychology is not easily understood by mortals (quite in contrast to the all-too-human Pantheon). Without Rhea's guidance, she has acted as she wished, and the reasoning behind her occasional demands for sacrifice and her supplanting of Rhea with her own name remain inscrutable to mortals. She has always enjoyed a very central role in the Pallean faith, and never clarified her status as a servant, not synonym, to Rhea, until most Palleans do not distinguish between the two at all. Despite this self-promotion, Britomart remains a loyal patron of her followers. Britomart does not appear to her followers; only the heir to Lukas can communicate with her directly, though she does send messages to her chosen agents, through dreams and omens. She has always been very distant to the Sibyls, whether out of fear or respect remains unknown, and does not meddle in the affairs of the Order, nor tresspass onto Cumae, their home.

The trouble has come recently, as Britomart's worship has been supplanted by that of the more aggressive, dynamic and involved Pantheon. At first she actively opposed them, but she proved unable to match their vigor, and slowly her followers slipped away. Now she has become more and more isolated, even bitter, withdrawing her support from those who have broken their covenant with her, watching them fall into misery and war. Britomart's powers have not faded, but she refuses to use these powers to benefit those who have denied her. Thanks to her long slumber underneath Pallea, she is unable to leave the area of the Isles, but her powers there have been magnified even greater.

As an Incarnate, and one who has never apportioned out or otherwise sacrificed her power, Britomart defies game quantification. Assume that she can perform nearly any act within her sphere of influence. She seldom takes mortal form.

Myriscon, God of the Sea

Only marginally inferior to his great rival Damocletus, Myriscon is Lord of Oceans and one of the most powerful of the Pantheonic gods. Since his sphere of influence surrounds the Isles, and even the Lukastian Confederacy must pay him homage thanks to their powerful navy, he wields more than considerable power. Some suggest that he may attempt to seize control of the Pantheon, but the gods have never been known to wage outright war, and such a coup is unlikely.

Myriscon's true heritage is unknown. He was almost certainly an Incarnate servant of Augelmir, charged with supervision and maintenance of a watery domain. With Augelmir's dissapearance, however, Myriscon somehow fell to self indulgence. He ignored his appointed task and began to lord his power over mortals. Arriving with the other chief gods of the Pantheon about two centuries ago, he installed himself as chief god of the sea. His wife, Pasia, is a lesser goddess of rivers and streams.

Worshippers know Myriscon as a loyal but terrifying god. Those that obey his commands recieve his steadfast support, but those that disobey suffer the cruelest of fates. As absolute commander of storms and the waves, sea monsters and the like, he has many weapons at his disposal. A breed of intelligent dolphins serve him, as well as a race of mermaids of whom he is very fond. Very occasionally, however, he is prone to bits of fickle whimsy, and it is in these instances that he seeks out mortal women who strike his fancy. Usually adopting magical forms such as raincloud or fish, he mates with these women and has sired a small number of divine offspring. Sons of Myriscon typically go on to become great sea captains and powerful Kings.

Having invested a large portion of his divine power on such offspring, and also having fallen far from his true nature, Myriscon is no longer able to manifest in his original majesty. He is trapped forever in physical form, though he can change shape at will. His usual body is that of a giant, naked, heavily muscled merman with a thick black beard. He wields a trident, which is his primary magical aid. Preferring to dwell in his undersea citadel, Myriscon almost never goes to his official Pantheon manor among the clouds.

Myriscon, God of the Sea

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6.4 tons; 8d6 [4]
20	DEX	30	13-	OCV 7; DCV 7
30	CON	40	15-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV 7
40	PRE	30	17-	PRE Attack 8d6
20	COM	5	13-	
15	PD	7		
15	ED	9		
4	SPD	10		Phases: 3,6,9,12
15	REC	2		
60	END	0		
60	STUN	5		

Total Characteristics Cost: 213

Movement: Teleportation 10"/100 miles
Swimming 10"/20"
Running 6"/12"

Powers & Skills

Combat Training:
Combat Skill Levels: +4 Overall Levels, only for doing anything underwater (20)

Incarnate Powers
Magic: Variable Power Pool, 187 points (187)
Magic, Continued: Control Cost, No skill roll to change, No time to change, Limited to effecting himself, the sea, its inhabitants and environment (160)
Godly might: Damage Reduction, 50% Resistant Physical and Energy (60)
Divine will: Mental Defense +10 (10)
Immunity to magics: Power Defense +10 (10)
Whirlpools: Teleport 10", 13 levels of non-combat multiple (for a total range of about 100 miles), Area Effect Selective, Useable at Range (191) [19]
Immortality: Life Support, does not age, immune to disease and temperature extremes (9)
Speak Tongues: Universal Translator 12- (20)

Aquatic Form:
Great Size: Growth 45 points, 0 END Cost Persistent (NOT added in to characteristics, above) (90)
Breathe Water: Life Support, Breathe water (3)
Swimming: Swimming +8" (8) [1/5"]
See underwater: Ultraviolet vision (5)

Trident of Gold (all with Independent and OAF limitations:
Control the Seas: Telekinesis STR 60, Area Effect Radius, 7 levels increased area, for about a mile and half radius, 0 END Cost, Only on oceans and lakes (70)
Trident: HKA 2d6, Armor Piercing, +1 STUN, Autofire (3), 0 END Cost, STR Minimum of 15 (3 ½d6 with STR adds) (18)
Magical Aid: +540 END, Only for magic (60)

Lord of Ocean Skills:
Animal Handler 12- (5)
AK: Demetian Sea 17- (8)
Concealment 12- (3)
KS: Treasures lost at sea 17- (8)
Navigation 17- (15)
Oratory 17- (3)
Stealth 13- (3)
WF: Common Melee, Nets (3)

Total Powers & Skills Cost: 1029

Total Character Cost: 1242

Disadvantages 100+

Distinctive Features:
Divine Aura, easily concealable, extreme reaction (15)
Merman, easily concealable (5)

Enraged by:
When disobeyed 11-, recover 8- (10)

Psychological Limitations:
Rewards loyalty, but cruel to those who disobey him (15)
Considers the sea his domain(15)

Rivalry:
Damocletus, professional, superior position (10)

Experience Bonus (1072)

Total Disadvantages Cost: 1072

Fuzion Stats

5	INT	6	WILL	13	PRE
6	TECH	6	REF	6	DEX
13	STR	10	CON	6	BODY
3	MOVE	20	SD	20	ED
3	SPD	23	REC	100	END
30	STUN	30	HITS	18	RES

Fuzion Skills: Skills listed above are at Level 6 while underwater; AK: Demetian Sea, KS: Treasures lost at sea: 10; Navagation, Oratory: 8; other skills listed above at Level 3.

Fuzion Powers: Magic Pool: 37 Power Points, limited as above; Godly Might: 50% Physical & Energy Damage Reduction; Power Defense: 10; Other powers lister above

Alcaeus

This legendary hero is certainly the greatest champion of Pallea. The son of Damocletus and an Emnirian woman, he was endowed with tremendous strength and great courage. He founded the Great Games and donated the many treasures that he had obtained in his adventures to be its first prizes. He also competed in and dominated the Games for several years, until he retired to become a judge of them instead. Late in his life, after many tragedies and heroic exploits, Alcaeus was taken up to the Pantheon's cloud manors and granted immortality. Though he is not worshipped, he still defends and protects noble champions of Pallea who uphold his personal values of honor, courage, loyalty and truthfulness.

A fantastic warrior, Alcaeus routinely wrestled with gods and once changed the course of an entire river. One of his most famous exploits was the strangling of a great sea dragon which had blocked off all travel to the city of Kethon. Once the creature was dead he hauled the body to shore and the starving people feasted on its meat for a week. He had a great bow of bone and sinew made from the monster's ribs, and was made King in the city, though he left not long after. His was always a wandering soul. He married twice, once to an enchantress and once to a Huntress of the Sibyls, who of course was forced to leave her order. From these marriages, and other one-night stands, he had many children.

Timophon, King of Lukastios

Years ago, in his youth, Timophon was one of the greatest orators and statesmen of Lukastios. Vibrant, an electrifying speaker, he could quiet a mob or incite one seemingly at will. Privately, his fatherly manner and obvious concern for the people of his beloved city made him universally cherished. He was one of the most popular Kings in memory.

It is only that memory which preserves him now. Somehow, no one knows the specifics, Timophon lost the steel will that served as his foundation. Gradually overcome by age and opium, he has shrunk to become an enfeebled, white-haired old man. Still kind, he retains a bt of grandfatherly charm, and his once-glorious reputation keeps him safe from political rivals, but the days of his majesty are long behind him.

And this may be Pallea's doom, for many citizens of Lukastios and their allies hold that what the Isles need now more than ever is a strong, great King ready and willing to make the ultimate sacrifice to Britomart, ready to die that the land can be reborn. In his drugged state, sick with age and an unnamed heartache, "King Tim" (as he is known to his detractors) is unfit for the ceremony and would never be accepted by the Goddess.

Timophon seldom leaves his royal chambers in the expansive, labyrinthine palace at Lukastios. The dishevelled King is usually dressed only in his nightshirt.

8	STR	11	DEX	10	CON	10	BODY
13	INT	11	EGO	13	PRE	10	COM
2	PD	2	ED	2	SPD	4	REC
20	END	19	STUN				

Skills: Acting, Bureaucratics, Concealment, Conversation, Deduction, High Society, Oratory, Stealth, Tactics; WF: Blades.

Perks: Fringe Benefits: Priest-King of Lukastios (15), Money: Wealthy (25), Contact: Britomart 11-.

Disadvantages: Age: 60+; Distinctive Features: Grandfatherly old man; Physical Limitations: Opium addict; Psychological Limitation: Loves his people; Reputation: Great, but fallen.

Fuzion Stats

4	INT	4	WILL	4	PRE
4	TECH	4	REF	4	DEX
2	STR	3	CON	3	BODY
3	MOVE	6	SD	6	ED
2	SPD	5	REC	30	END
15	STUN	15	HITS	12	RES

Fuzion Skills: Skills listed above at Level 3.

Minister Aristothenes

The current Minister of Pallea's pre-eminent naval power is a good diplomat and a popular leader. Very young for his position, he is only in his mid-thirties, but nonetheless owns vast estates on the central isle of Pallea, including world-famous vineyards. Amidst the Lukastios city Council, he is known as a consensus builder who seldom pursues his own agenda, and instead tries to unify disparate elements of the city's rather fractious political structure.

Aristothenes believes in moderation in all things, which means that he rules out no behavior out of hand, no matter how many stares it may get him or how much it might titillate the active Lukastios rumor-mill. His education is broad, and this, combined with his natural talent for oration and a naturally beautiful appearance, has made him a much-beloved head of government. This is despite his occasional moral lapses. He has taken many lovers, mostly male, but has never married. Instead, he has adopted several of his slaves as his sons, raising them to citizen status. One such slave, a famous athlete, is described below.

The slow decline of the King has brought home to the young Minister the needs of his people. The Goddess must be returned to her place of authority, or else classical Pallean civilization will fall. Aristothenes has begun to search for answers, and none of them please him very much.

An intellectual who nonetheless maintains a fit physique, Aristothenes has commanded his city's warriors in battle. He generally leaves the front of the fight to the real heroes, however. At sea his policy is the same—direct but do not lead. His common habit is to appoint a war commander when hostilities with a foreign nation break out, relying on that commander and replacing him only after obvious incompetence.

Make no mistake, Aristothenes is very skilled at the political game. He has ensured his future by making several favorable decisions for the wealthiest and most powerful families in Pallea. It would take a truly momentous disaster—and a decent rival candidate—to turn the public and the council against him and remove him as Minister.

Good natured, quick to smile and with bright blue eyes that hint of his cleverness, Aristothenes has the build of a gymnast. His hair is gold, his boyish face clean-shaven.

13	STR	15	DEX	13	CON	11	BODY
15	INT	15	EGO	15	PRE	18	COM
5	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Skills: Acrobatics, Acting, Breakfall, Bureaucratics, Combat Driving/Charioteer, Conversation, High Society, Oratory, Persuasion, Seduction, Survival/Hunting, Tactics, Trading; KS (INT-Based): Pallean Politics, Classical Education, Wrestling; Languages: Completely fluent Ancient Pallean, Allemaine and Calabrian; Martial Arts/Wrestling: Hold, Escape, Reversal, Take Down; +3 with PRE-Based Skills; WF: Common Melee, Common Missile, Shield, +3 Levels with Polearm.

Perks: Fringe Benefits: Minister (10 points); Money (25 points); Contact: Menevian Privateer Fleets 14-.

Talents: Luck 2d6.

Powers: Running +1", Swimming +1".

Disadvantages: Distinctive Features: Adonis-like beauty, Style Disadvantage; Hunted by Serpidon and his agents (AsP, 11-); Psychological Limitations: Everything (and that means everything) in Moderation, Loves his city and the people in it; Reputation as fair-minded if licentious ruler 11-.

Equipment: White kilt trimmed in cloth of gold, gold circlet holding back his hair, gold ring and gold armlet, each worth 10 GD, sandals, excellent knife.

Fuzion Stats

4	INT	5	WILL	5	PRE
5	TECH	5	REF	5	DEX
4	STR	4	CON	3	BODY
4	MOVE	8	SD	8	ED
2	SPD	8	REC	40	END
15	STUN	15	HITS	15	RES

Fuzion Skills: All PRE Skills: 5; Polearm: 5; other skills listed above at Level 3.

King Serpidon of Emniria

Aristothenes' chief political rival, Serpidon was chased out of Lukastios about a decade ago after an assassination attempt against the young Minister was exposed. Fleeing to Pallea's other great economic and political power, Serpidon displayed a hard cruelty which endeared him to the warlike Emnirians. Several rival factions each thought that they could control the smooth-talking foreigner, but once they propelled him to power they learned that he had already built a coalition amongst the weaker families. This coalition, when acting in concert, was easily enough to cancel the manipulations of the elite. Serpidon has been King in Emniria for eight years now, and is stronger than ever.

Serpidon possesses devilishly good looks: black hair and short beard, dark eyes and a slender, graceful build. His voice can switch from hard as steel to slick as a snake without missing a beat. One of his early political enemies called him "a used chariot salesman." He has several bad habits, including a "kill the messenger" mentality that has put fear into his heralds.

There seems to few acts of malice which Serpidon will not perform. He routinely has his enemies killed, usually by paid thugs. He has poisoned more than one potential rival with his own hands, and has even framed particularly difficult cases for witchcraft, allowing the suspicious Emnirian mob to carry out the execution for him. Rumors of his private life are chilling and do not bear repeating here.

Quite unwilling to pay the exorbitant prices the Calabrian privateer fleets charge for defense against the Mu-Jahdin, Serpidon has in fact gone the other direction. He has forged secret alliances with the sorcerer kings of that desert land. They have agreed not to terrorize his city or shipping, and in exchange he assists in their spying operations and permits secret landings for Jahdetta raids into the isles. The final clause of the agreement states that Serpidon will assist the Mu-Jahdin in the conquest of Pallea, and in exchange rule over it completely as an allied King. Betrayal on one or both sides is likely, but the final outcome remains in doubt.

The rivalry between Serpidon and Aristothenes is very much alive, though Serpidon finds it difficult to strike against the handsome Minister these days. Instead, he satisfies himself with thwarting Aristothenes' plans and sending assassins against his agents and friends.

It could be argued that Serpidon is far out of his league ruling the powerful Emnirian estates, but he

manages to keep on top through sheer cunning and one secret weapon—Eutana, a wretched Pallean crone with clairvoyant powers. She warns him of assassination attempts and guides him towards his enemies. In return, he grants her shelter and other … favors.

13	STR	14	DEX	13	CON	12	BODY
18	INT	17	EGO	18	PRE	14	COM
4	PD	4	ED	3	SPD	6	REC
26	END	26	STUN				

Skills: Acting, Bribery, Bugging/Eavesdropping, Bureaucratics, Concealment, Conversation, Deduction, High Society, Oratory, Persuasion, Stealth, Streetwise, Trading; KS (INT-Based): Classical Education, Poisons; Languages: Completely Fluent Ancient Pallean and Jahdetta; WF: Blades (for knives in the back); +4 HtH Combat Levels, only with surprise attacks (ditto); +3 with PRE-Based Skills.

Perks: Fringe Benefits: King (10 points), Money (23 points), Contact: Mu-Jahdin Sorcerer Kings 14-.

Powers: Mental Defense +8.

Disadvantages: Berserk when he gets bad news 14-, recover 14-; Distinctive Features: Devilishly handsome; Watched by powerful Emnirian families (LesP, NCI, 11-), Watched by Aristothenes (AsP, NCI, 8-); Psychological Limitations: Early phases of Opium addiction, Hatred of Aristothenes—considers him his personal nemesis, Sexually depraved, Utterly merciless and without pity; Reputation as a "Used Chariot Salesman" made King 11-.

Equipment: Excellent dagger in poison sheath, richly decorated black cloak and full length toga, several items of gold jewelry worth 10 GD each.

Fuzion Stats

6	INT	5	WILL	6	PRE
5	TECH	4	REF	4	DEX
4	STR	4	CON	4	BODY
3	MOVE	8	SD	8	ED
2	SPD	8	REC	40	END
20	STUN	20	HITS	15	RES

Fuzion Skills: Surprise Attacks: 6; All PRE skills: 5; other skills listed above at Level 3.

Fuzion Powers: Mental Defense: 8

Orithyia, the Lady of the Isle

The Pallean Sibyls have long held this great truth—the Dark Titan was not killed at the battle of the Rydion Gap, as all the population of Ahrivine would like to believe. They have no proof of this, only faith; faith in the accuracy of Elaine's prophecy that the Titan could not be killed by sword nor spell. When Vertigane "killed" the Titan, he may have slain the flesh, but the Order is certain that the spirit lives on, and they have prepared for that day. Orithyia, the current Lady, was chosen to help in that preparation.

Over the centuries the Sibyls worked to strengthen the noble lines of Ahrivine in a massive secret breeding program, meant to eventually give rise to a child which would grow to be a very special man—a man whose very body would be a weapon. The man would be able to slay the Titan's next fleshly form through the use of hands and feet, without reliance on weapons or magic, thus ending the threat of the Dark Titan forever without breaking the prophecy. As the centuries passed and the omens began to converge, the High Priestesses knew that the time had come. They chose a young woman, new to the purple robes, to bear the child.

In a secret rendezvous, they used ancient magics to change the appearance of Orithyia and to fog the mind of the child's father—King Synmark of Calabria. The young King thought he slept that night with his wife Elizabeta, and though he has since realized that something about that night was amiss, he has yet to learn the truth. Orithyia returned to Cumae, was kept in seclusion so that her identity would not be known to the other Priestesses, and nine months later bore the expected boy child on the night of the arrival of the Wandering Flames. The crones made the delivery, and from that day all of the Sibyls were mother to the young boy—who was christened Areopus, and is fully described below.

Orithyia proved to be a very talented Sibyl, and despite her violation of the order's law of chastity her prophetic powers continued to grow. In time she became a High Priestess, and upon the death of the Lady of the Isle she was chosen to lead the Order through its destiny. By now, everyone that knew of Orithyia's role in the birth of Areopus is long dead. She keeps the secret deep within her, and will tell no one so long as it might be used against Areopus himself.

In her daily duties as Lady of the Isle, Orithyia is known as a reclusive, modest woman. She is surrounded by several trusted councilors, Crones and High Priestesses mostly, but some younger girls, and tends to think on a decision for some time before taking action. She dreams of the future vividly and with regularity, though the visions are of all times and places, so are difficult to interpret. She has come to accept these dreams, makes what she can of them, and files away the rest for later. Orithyia occasionally regrets the freedom that she had as a younger woman, and is prone to bouts of depression during which she feels the constraints of fate most acutely. But these moods are easily lifted by her close confidants. She maintains a secret love for the King of Calabria, and watches him occasionally with her prophetic powers. Her closest friends know that she writes poetry, but none have been permitted to read these devotions of what might-have-been were she and Synmark to be just ordinary people.

Long privy to the secret of Britomart, and troubled by the state of the Pallean Goddess-worship, Orithyia long struggled to discern the proper course of action. For now, she believes that the matter is one that should be handled by someone other than her Order. She is debating whether or not to break the subsidiary order of Britomart's priestesses off into an independent institution. The Pantheon does not bother her—they seem to have some respect for the Order, and generally stay away from Cumae.

Possessed of a dark, rich beauty, Orithyia has a very close resemblance to Elaine herself, and fits the stereotypical image of a Pallean Sibyl perfectly. She has long black hair in ringlets and braids, green eyes and elegant posture. She wears the traditional purple and blue robes of the Sibyls, with a small collection of tasteful jewelry. In speaking, she is quiet and elusive, with an elusive authority of tone.

10	STR	13	DEX	15	CON	11	BODY
18	INT	25	EGO	23	PRE	20	COM
4	PD	4	ED	3	SPD	5	REC
30	END	24	STUN				

Skills: Acting, Conversation, Deduction, High Society, Navigation, Paramedic/Healer, Persuasion, Riding, Stealth, Survival/Hunting, Familiarity: Seduction; AK (INT-Based): Calabria, Cumae, Pallea; Languages: Completely Fluent Ancient Pallean, Albionesse, Old Elvish, Allemaine and Tarsan, Native Calabrian; KS: Pallean Prophecies, History of the Order, Famous Magic Workers, Herbalism, Rhea's Words and Deeds, Philosophy, Psychiatry; TF: Boats; +2 Overall Levels.

Perks: Fringe Benefits: Lady of the Isle (8 points), Money (20 points), Headquarters (Cumae), Followers (Entire Order will obey her commands).

Talents: Danger Sense, mystical, any danger over any area 14-; Eidetic Memory; Lightsleep; Resistance +3.

Powers: Clairsentience with sight, hearing, smell and Mental awareness, into past and future, Activation roll 14-, Visions are often vague and without context (-½), Cannot see wizards or the Doomed; Mental Defense +20; Mental Awareness.

Disadvantages: Age 40+; Distinctive Features: Dress; Hunted by agents of evil (AsP, 8-); Psychological Limits: Dedicated to the Order, Love for King Synmark, Love for her son, Moody; Reputation as head of the Sibyls 14-; Secret Identity: mother to Areopus.

Magical Artifacts: Scrying pool (adds range multiplies to Orithyia's Clairsentience, allowing her to scry anywhere in Ahrivine; also includes END Reserve of 300 END and Recovery 10, OAF, Bulky, Independent), Elaine's Golden Torc (protects her from magic: 25d6 Dispel vs. All Magic Powers, 0 END Cost, Persistent, Selective—Orithyia may choose what incoming magical effects to Dispel, and which to permit, IAF, Independent), Girdle of Soul Preservation, woven from the Sibyl's hair and mate to the sheath of Vertigane's blade (stores her soul—effectively turns Orithyia into a spirit if her body is killed. She will remain this way until either the girdle is destroyed or she chooses to enter a new body. In this latter event, the girdle is empty and can once again be used, but Orithyia must permanently possess the new host or die forever).

Other Equipment: Robes of office, crown of flowers, excellent knife, ring of pearl.

Fuzion Stats

6	INT	8	WILL	7	PRE
5	TECH	4	REF	4	DEX
3	STR	5	CON	4	BODY
3	MOVE	10	SD	10	ED
2	SPD	8	REC	50	END
20	STUN	20	HITS	24	RES

Fuzion Skills: Skills listed above at Level 4.

Fuzion Powers: Mental defense: 20; Mental Awareness; Clairsentience as above

Penthisilia, Leader of the Hunt

The other Sibyls and Maidens know her only as a distant and hard taskmaster, though one who will do anything to protect her fellow huntresses from harm. Her origins are a mystery, though it is known that she came to the isle a fully-grown woman, not a girl like so many. Since her arrival here she has never been known to leave the isle. Some whisper that when the night is cold and the moon is dark, the goddess calls to Penthisilia, leader of the hunt, and she chases down and kills enemies of the order, wherever they may be, but the truth is somewhat less dramatic.

The child of a wood-sprite and a mortal man, Penthisilia was heir to divine blood, and from birth it was clear that she would be a very special child. But when she learned that one of her attendants had taken a lover—and a mortal lover at that—Dictynna grew angry. She turned the sprite into a gnarled old willow tree, and hunted far and wide for the child so that she might kill it. Penthisilia, who by now was nearly full grown into majestic womanhood, ran swifter than the wind. She spoke to the birds of the woods, who warned her of the goddess' approach, and she hid within the folds of the forest with such skill that even the mighty goddess of the hunt herself could not find her.

And when, after a long night hunting without success, the Dictynna stopped to rest, Penthisilia stepped out of the darkness and knelt before her. Because in all of her heart, despite the sentence of death that lie upon her, there was no person in the world more devoted to the mountain huntress than this half-breed young woman. Dictynna was pleased, and forgave the girl, but for her divine mother nothing could be done, for once the curse of the gods is placed upon a being it can never be lifted.

Penthisilia thus became Dictynna's favored child, and her adventures across Pallea and the wider world were many and defy concise summary. On one of her adventures she slew a son of Myriscon, and ever since the Ocean Lord has pursued her. Myriscon swore vengeance, and did not tire as Dictynna had. Finally, with the King of the Ocean's minions in close pursuit, and the moment of her death nearing, Penthisilia made a fateful decision. She fled to the isle of the Sibyls, where she knew that none of the Pantheon could tread, for the Goddess whom the Sibyls served was ancient and more powerful even than they. Once she was granted refuge on the isle, she knew that here she would remain—forever safe from her enemies, but forever isolated from goddess she adored.

Since her self-imposed exile on the isle of the Sibyls, Penthisilia has adapted well. Quickly appointed leader of the hunt by Orithyia, she has been vigilant in her defense of the isle from many hideous creatures, which have a tendency to crawl from the smoking chasm which lies deep within its heart. She has faced down wyrms, manticores and other frightful monsters with ease, inspiring great loyalty from her fellow huntresses. Her own prophetic powers developed not long after her arrival on the isle—fitting to her occupation, they allow her to see any beast or creature within the confines of Cumae, and she uses these powers to great effect in the hunt. Her other divine powers include communication with birds and incredible speed and agility. She has traveled Cumae from one corner to the other so often and so well that nothing dangerous happens on it without her instincts being aroused.

The duration of her exile remains unknown. Penthisilia yearns to return to the world and Dictynna again, but knows also that Myriscon has a very long memory, and will kill many innocents in his efforts to reach her. This is the primary cause of her isolation—she does not fear death or the wrath of a god, but she despairs of the casualties which would inevitably result from such a conflict. She refuses to simply give up and surrender herself to the deity.

The leader of the hunt is distant from most of her fellow priestesses, but gets along in a quiet, withdrawn way with Orithyia and a handful of others. She has a few protégés amidst the huntresses, in which she takes great silent pride. While not exactly a man-hater, it should be said that she has never found much use for them. On nights of the full moon she walks alone on the isle and sings ancient songs to her goddess, dreaming of freedom.

15	STR	24	DEX	18	CON	13	BODY
15	INT	23	EGO	20	PRE	18	COM
6	PD	6	ED	5	SPD	7	REC
40	END	35	STUN				

Skills: Acrobatics, Animal Handler, Breakfall, Climbing, Concealment, Navigation, Paramedic/Healer, Riding, Security Systems/Traps, Stealth, Survival/Hunting 13-, Tactics, Tracking, Weaponsmith/Melee and Bows; +2 Overall Levels, +3 Levels in all Combat; +3 Levels with Animal Handler, Survival and Tracking; WF: Common Melee, Common Missile, Shield, Staff, Net.

Perks: Fringe Benefits: Leader of the Hunt (4 points).

Talents: Bump of Direction and Danger Sense in or out of combat, both only on the isle of Cumae; Fast Draw, Find Weakness with Bows, 13-; Resistance +3; Luck 2d6, not on the island of Cumae.

Powers: 50% Physical Damage Reduction, Activation 14-, Must be aware of attack; Mental Defense +10; Running +4"; Swimming +2"; +3" Superleap, Requires Acrobatics Roll; Increased CHA Maxima: DEX 27, SPD 5; Clairsentience with sight, hearing and smell, into past and future, Can only see animals and other creatures, Cannot see wizards or the Doomed, Activation Roll 14-; Mental Awareness; Mind Link with any bird, Visible to sound (she talks and the bird chirps back), only within normal speaking distance.

Disadvantages: Distinctive Features: muscular olive-skinned beauty, poised and graceful; Hunted by Myriscon (MoP, NCI, 8-, Limited geo), Watched by Dictynna(MoP, NCI, 8-, Limited geo); Psychological Limitations: Very protective of her fellow huntresses, Determined to show no fear, Abstinence from men; Unluck 2d6, Not on the island of Cumae.

Magical Artifacts: The Moonbow, a gift from Dictynna (3d6 RKA, Armor Piercing, No Range Penalty and +1 STUN, all only when fired by a woman, +3 OCV; also: Images to illuminate 4" radius, only when fired by a woman; OAF, Independent, 24 recoverable charges, STR Minimum 15); Skinner of Stars, a crescent blade of pure white material reputed to be a slice of the moon itself (1d6+1 HKA, AVLD: Mental Defense, Does BODY, +1 STUN, 0 END Cost, +1 OCV, OAF, Independent, STR Minimum of 5).

Other Equipment: Simple white miniskirt, short and loose, usually worn off one shoulder; quiver of 24 arrows, sandals.

Fuzion Stats

5	INT	7	WILL	6	PRE
6	TECH	8	REF	8	DEX
5	STR	6	CON	4	BODY
7	MOVE	12	SD	12	ED
4	SPD	11	REC	60	END
20	STUN	20	HITS	20	RES

Fuzion Skills: Animal Handler, Survival, Tracking: 6; All Combat: 5; Bows: 6; other skills listed above at Level 4.

Fuzion Powers: Bump of Direction; Danger Sense: 13; Find Weakness: 13; 50% Physical Damage Reduction, Activate 8+, Must be Aware of the Attack; Mental Awareness; Other powers as listed above

Areopus

He is the product of centuries of planning, and the greatest breeding program in history. Although Areopus has no knowledge of his parentage, and perhaps never will, he knows what his destiny will be.

Areopus grew up on the isle of the Sibyls, the only mortal man ever to walk its shores. Every woman on the isle was his mother and his sister, and he knew even then that he was being trained and hardened for eventual personal combat with Darkseeker himself. The pressure of his position never bothered him, however—he accepted it calmly. At an early age he was sent away from the isle to be put into slavery—a hard life, but one that would make

him strong and self-reliant. Physically adept and clever in a brawl, he soon began athletic training in the stables of Aristothenes, then a young democrat on the rise. Areopus went to his new life with no argument; this was just one more step in his inevitable progress towards fate.

As the years passed, Areopus became the favorite of his master. After he saved Aristothenes from an assassination attempt by his rival, Serpidon, he was released from bondage and accepted as the Minister's sole heir. A citizen now, Areopus' athletic training nonetheless continued. He studied under Darius, and eventually outstripped his teacher's abilities. Anxious to continue improving his skills and athletic prowess, Areopus took to travel and adventure, taking the title "the Pallean Champion." Unfortunately, other Pallean athletes and martial artists seemed to take a dim view of Areopus' claim. After a series of challenges, he lost the title of "Champion" to a fellow fighter named Hyllus. This has only redoubled his efforts at attaining unarmed combat perfection, however, and he is intent on regaining the title after a year to master his new techniques. In the meantime, his adventures continue.

Areopus is eager to join quests and other adventures. Unfortunately, he also tends to believe just about anything he is told. As a result he has occasionally been duped into serving dishonorable men who persuaded him of the righteousness of their cause. When he learns of the trick played on him—and he always learns eventually, through his "mothers" if nowhere else—his wrath can be terrible. In other situations, Areopus is a likable, enthusiastic traveling companion. He never fails to rally to the defense of those in need, and will gladly help people just because it is the right thing to do. His life is a simple one.

With years of martial training behind him, and superhuman physical prowess, Areopus is an unpredictable combatant and an intimidating foe. His techniques are meant for defense rather than attack—a sign of his tendency to protect the weak and leave the slaughter to others. Although he has forsaken all hand to hand weapons, he is proud of his archery skills, and in his travels has recovered the lost riverdragon bow of Alcaeus. It is his most valued possession. His other martial arts techniques include a nearly perfect parrying style (his Force Wall), the ability to catch and deflect arrows, and a spiritual power that manifests as increased strength or an ability to ignore injuries (STR and BODY Aid).

He stands over six feet tall and is profoundly muscular. His hair is shoulder length, and he dresses in simple togas or fighting tunics designed to stay out of his way. Areopus carries himself in a way that suggests he was always more than a mere slave or brawler—his noble lineage shines through despite his ignorance of it. Great leather cesti studded with silver spikes are his only weapon in melee, while the great dragonbow is usually across his back. He has a quick and endearing smile.

Areopus is completely unaware of his ancestry, and his theoretical claim to the throne of Calabria. He has met Harrison in his adventures, but has no idea that the man is his half-brother. He is closest to the Sibyls, who remain his first family, and to Aristothenes, his adopted father.

Areopus

Val	CHA	Cost	Roll	Notes
25	STR	20	14-	800 kg; 5d6 [5]
20	DEX	30	13-	OCV: 7/DCV 7
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack 2 ½d6
14	COM	2	12-	
8	PD	3		
8	ED	4		
4	SPD	10		Phases: 3,6,9,12
10	REC	2		
36	END	0		
37	STUN	0		

Total Characteristics Cost: 109

Movement: Running 7"/14"
Swimming 3"/6"

Powers & Skills

Combat Training

Combat Skill Levels: +2 Levels w/all Combat (16)
Combat Skill Levels: +1 Level w/Hand to Hand Combat (5)
Combat Skill Levels: +2 Levels w/Hand to Hand Combat, only to reduce hit location penalties (5)
Martial Arts—Boxing, Wrestling and Pammachon (42)

Maneuver	*OCV*	*DCV*	*Damage*
Block	+2	+2	Block; Abort
Crush	+0	+0	STR +6d6; Must follow grab
Escape	+0	+0	50 STR vs. grabs
Hold	-1	-1	Grab two limbs; 45 STR to hold on
Jab	+2	+1	STR +2d6
Joint Break	-1	-2	Grab one limb; 2d6 HKA; Disable
Kick/Punch	+1	+0	STR +4d6 Strike
Legsweep	+2	-1	STR +3d6; Target Falls
Slam	+0	+1	STR +2d6 +v/5; Target Falls

+2 Damage Classes, already added in
Use arts with cestus

Martial Arts Powers

Ultimate Defense Technique: Force Wall, 9 PD, Fully Invisible, Transparent to Energy Attacks, 0 END Cost, Activation Roll 14-, Extra Time: ½ Phase, No Range, Only vs. Hand to Hand Attacks, Only to surround own hex, Must have a hand free (20)
Pain Resistance: Damage Reduction, 50% Physical Resistant, 12- Activation Roll, Must Be Aware Of Attack (15)
Further Pain Resistance: Lack of Weakness -1 (1)
Arrow catching: Missle Deflection vs. arrows and thrown weapons (10)

Bow of the River Dragon

Bow: RKA, 4d6, +1 STUN Modifier, Armor Piercing vs. Demons and Dragons, No Range Penalty vs. Dragons, 0 END Cost , +2 OCV, +3 RMod, Concentration: ½ DCV, STR Minimum of 20, Can't Add damage with STR Minimum, 2 Handed Weapon, OAF, Independent (32)

Pneuma Powers
Increased Strength: 4d6 c.p. STR Aid, Fully Invisible, Extra Time: Full Phase, Concentrate: 0 DCV, Activation Roll: 14-, Increased END Cost: x2, Side Effect: 6d6 NND, Only on self (10) [8]
Spiritual Healing: 2d6 c.p. BODY Aid, Fully Invisible, Extra Time: Full Phase, Concentrate: 0 DCV, Increased END Cost: x3, Only to restore BODY to original total, Only on self (5) [6]
Athletic Powers
Running: Running +1" (2)
Swimming: Swimming +1" (1)
Athletic Skills
Acrobatics 13- (3)
Breakfall 13- (3)
Climbing 13- (3)
Combat Driving/Charioteer 13- (3)
KS: Boxing 11- (1)
KS: Pammachon 11- (1)
KS: Wrestling 11- (1)
Weapon Familiarity: Bow (1)
Pallean Citizen Skills
Bureaucratics 12- (3)
High Society 12- (3)
Language: Fluent Ancient Pallean (1)
Oratory 12- (3)
PS: Teacher 8- (1)
Riding 13- (3)
Scholar (3)
Fringe Benefits: Citizen of a Pallean City State (5)
Money: Well Off, 25,000 copper farthings per year (10)
Sibyl Trained Skills
Survival/Hunting 11- (3)
Eidetic Memory (10)
Simulate Death (3)

Total Powers & Skills: 228

Total Character Cost: 337

Disadvantages: 100+

Distinctive Features:
Noble Bearing (10)
Style Disadvantage (10)
Hunted by:
Serpidon, King of Emniria, as powerful, non-combat influence, 11- (20)
Psychological Limitations:
Stoic (20)
Loyalty to Aristothenes (15)
Reputation:
Heir to Aristothenes, ex-slave and athlete (15)
Watched by:
Pallean Sibyls, as powerful, non-combat influence, 11- (10)
Experience Bonus (137)

Total Disadvantages Cost: 337

Equipment:

Cesti: HKA 1 pip (no STR adds), Armor 5 PD/5 ED, location 6, .46 kilograms (excellent quality leather, slightly higher DEF for the weight, spikes are made of silver, especially to battle Demons, worn routinely)

Other: Toga

Total Encumbrance: .46 kilograms, no penalties

Fuzion Stats

4	INT	4	WILL	4	PRE
5	TECH	6	REF	6	DEX
8	STR	6	CON	5	BODY
3	MOVE	12	SD	12	ED
4	SPD	12	REC	12	END
25	STUN	25	HITS	12	RES

Fuzion Skills: All combat: 4; Hand to Hand: 5; other skills listed above at Level 3.

Fuzion Powers: Force Wall: 41/2d6 SDP, Transparent to Energy Attacks (Energy Attacks just pass right through the wall and are not stopped by it, nor do they damage it); Pain Resistance: 50% Physical Damage Reduction, Must be Aware of Attack, Activation 10+; Lack of Weakness: +5; Increased STR: 4d6 Aid; Spiritual Healing: 4d6 Aid; Eidetic Memory; Simulate Death; All powers have limitations as above.

Cleon

Disciple to the now-deceased legendary blind poet Helaster, Cleon is probably the greatest orator and composer of original verse in Pallea today. It has been half a lifetime since his master died, and in that time Cleon has struggled to equal or surpass his instructor's legend. His continued failure has driven him over the edge, and now he is almost certainly mad.

He began as a humble student, guiding his blind master and learning at his feet, but when Helaster died the mantle of creation fell to Cleon, and he struggled to fill his master's shoes. Striking out on his own to learn the stories of great heroes and despicable villains, he journeyed far and wide in search of experience. He fought in wars, walked through plagues and famines, tread the fell roads of Doomhault and the shade-lined paths of the Forest Sauvage. Amidst all this he saw great heroism and greater tragedy, treacherous acts of foul villainy and equally noble sacrifice. He recorded it all and fashioned it into powerful verse, epics which spread his name far and wide and caused some to say that he had even surpassed the talent of his master.

But the more he walks the world, and the more he sees the actions that man is capable of, the more he realizes that the real limits of mortal experience are still beyond him and yet to be found. This has become his goal—to find the greatest extent to which man can be pushed. What is the greatest act of nobility to which a man might strive? What is the foulest act of depravity? If he could answer these questions then Cleon might form the penultimate epic, the defining moments within which all the rest of human experience might fall. Since he has not been able to observe these acts, he has been forced to arrange them.

This is now Cleon's obsession. He continues to travel, and through suggestion, manipulation or overt force, arranges tests of human character. He forces some men towards darkest evil, while helping to carry others towards the light, and in each circumstance he records the results for posterity. Careful always to remain in the background, and using a clever talent for voices and posture to obscure his identity, he always escapes

and survives to fashion another drama even more tragic than the last.

Gamemasters looking for examples of Cleon's work might try *Romeo and Juliet* (Cleon would have orchestrated the lovers' deaths intentionally) *Hamlet* (cast Cleon as the ghost, and Claudius was probably innocent) or *Othello*. Only one person knows the truth: an ex Sibyl by the name of Artena, whom he seduced into forsaking the goddess many years ago, when he was starting small. She pursues him to this day but, with her prophetic powers confused and tormented, she remains confounded by the clever manipulator.

The epic poet is a large, imposing and inscrutable man with thick white hair and broad shoulders. Despite his many acquaintances across Ahrivine, few find him very personable. Having fought in wars both noble and inhumane, he has acquired some skill in hand to hand combat, but he remains a behind-the-scenes organizer of morality plays.

15	STR	14	DEX	18	CON	15	BODY
20	INT	20	EGO	23	PRE	16	COM
6	PD	6	ED	3	SPD	7	REC
36	END	40	STUN				

Skills: Acting, Animal Handler, Bribery, Bugging/Eavesdropping, Climbing, Concealment, Conversation, Criminology/Inquisition, Disguise 14-, Forgery, Gambling, High Society, Interrogation, Lockpicking, Mimicry 14-, Navigation, Oratory, Paramedic/Healer, Persuasion, Seduction, Shadowing, Sleight of Hand, Stealth, Streetwise, Survival/Hunting, Tactics, Tracking, Trading, Ventriloquism; KS (INT-Based): Famous Epics, Poetry, the Limits of Human Experience, Prophecies, Mob Psychology; Languages: Idiomatic Pallean, Completely Fluent Ancient Pallean, Albionesse; PS (INT-Based): Servant, Storyteller, Prophet; TF: Ships; WF: Common Melee, Common Missile, Shield; +2 Overall Levels, +2 Levels with Common Melee Weapons.

Perks: Fringe Benefits: Citizen (3 points); Money (10 points); Contacts in the art community and the aristocracy 14-.

Talents: Eidetic Memory, Perfect Pitch, Simulate Death.

Powers: Mental Defense +10.

Disadvantages: Age 40+; Distinctive Features: large, handsome, commanding white-haired man (concealable with disguise); Hunted by Artena (LesP, 11-); Psychological Limitations: Obsessed with learning the limits of what man will do, Must surpass the reputation of his dead master, No longer perceives people as people—just potential characters in his future epics; Reputation as famous epic poet 11-; Secret Identity.

Equipment: Depends on his current role, but if between engagements he wears a long simple off-white tunic that leaves his broad chest exposed.

Fuzion Stats

6	INT	6	WILL	7	PRE
5	TECH	4	REF	4	DEX
5	STR	6	CON	5	BODY
3	MOVE	12	SD	12	ED
2	SPD	11	REC	60	END
25	STUN	25	HITS	18	RES

Fuzion Skills: Skills listed above at Level 4.

Fuzion Powers: As above

King Cylarabes

The enterprising young King of Phylakopi traces his lineage to the divine through his grandfather the god of messengers. Therefore, Cylarabes seems to think that it is his duty to travel to as many out of the way locations as possible. He relies more on cleverness than combat skill to get himself out of scrapes, but often has the need of courageous companions willing to brave the unknown with him.

Cylarabes is an endearing travel companion. He has great wealth and delights in flaunting it on behalf of whoever he is with. Perhaps his most famous habit is that of granting the perfect gift for every nobleman whom he happens to stay with in his many adventures. Unfortunately, this also means that he has to load his ship up with gold and other valuables, making him a popular target for pirates and bandits (and further reinforcing his need for stalwart traveling companions).

With straw-blonde hair, a twinkling eye and a ready, lascivious grin, Cylarabes presents a likable appearance. When not out adventuring, and not attempting to rule his city, he has a habit of rock-climbing the famous cliffs of his home.

25	STR	21	DEX	13	CON	12	BODY
15	INT	13	EGO	15	PRE	18	COM
8	PD	5	ED	4	SPD	8	REC
30	END	35	STUN				

Skills: Acrobatics, Breakfall, Climbing, Combat Driving/Charioteer, Gambling, High Society, Navigation, Oratory, Paramedic/Healer, Persuasion, Seduction, Sleight of Hand, Stealth, Survival/Hunting, Tactics; PS: Rock climbing 13-; Martial Arts/Boxing: Block, Jab, Punch; WF: Common Melee, Common Missile, Shield; +3 Levels with Blades; +3 Levels with Breakfall, Climbing and Rock climbing.

Perks: Fringe Benefits: King (10 points), Wealth (20 points).

Talents: Ambidexterity, Luck 2d6.

Powers: Running +1", Increased CHA Maxima: STR 30, DEX 24, SPD 5 (as yet unexploited by him, but he's young yet).

Disadvantages: Distinctive Features: endearing charm; Watched by god of messengers (MoP, NCI, 8-), Hunted by minions of Parcreon (who hates the noise he makes climbing up and down all those mountains, often while singing or committing other, equally foolish, activities—AsP, 8-); Psychological Limitations: Explorer, Compulsive gift-giver, Overwhelmed by politics; Unluck 2d6.

Equipment: Excellent longsword, excellent plate and chain armor, knife, spear, shield, rich and slightly ostentatiously clothing worth 10 GD.

Fuzion Stats

5	INT	4	WILL	5	PRE
6	TECH	7	REF	7	DEX
8	STR	4	CON	4	BODY
4	MOVE	8	SD	8	ED
3	SPD	12	REC	40	END
20	STUN	20	HITS	12	RES

Fuzion Skills: Breakfall, Climbing, Rock climbing: 5; Blades: 5; other skills listed above at Level 3.

Anchinoe, Enchantress

One spring afternoon, as Euthilias the sun god went wandering in the green meadows of Pallea, he came across a young girl plucking flowers by the riverbed. He was much stricken with her, though he did not know that she was the daughter of Clardema and the heir to great powers of magic, and he wooed her. As they sat by the river, he charmed her and promised that he would love her and even marry her. But she refused him, thinking him just a common farmer or a sheepherder, despite his fair appearance. Then the proud sun god became angry. He dropped the veil of mortality which he wore and revealed himself in his true splendor, and he cursed her, that if she would not lie with him then she would lie with none at all, and she became hideous to behold with the power of this curse.

Fleeing from her mortal family and her city's people, all of whom could not abide her unrelenting ugliness, Anchinoe went deep into the woods amidst the dark beast men and the monsters. There she beseeched her mother for the power to gain terrible revenge. She remained for many years, and she learned many secrets. It was ever her desire to lift the hideousness that Euthilias had stricken her with, and to gain her revenge. Clardema heeded her and bestowed upon her many wondrous powers, but never was the curse lifted, for once the power of a god is used upon another it can never be removed.

So although she became a mighty enchantress, and although she did learn to hide her horrific visage, she could not remove it completely. In time she left the woods, for she was often disturbed by brave heroes who sought to learn the truth behind the rumors of the hideous witch, and to defeat her if the rumors were true. These men became a great inconvenience to her. She sailed to a small island, and the people who lived there became the victims of her magic, and she amassed great wealth and many slaves to do her bidding. There she pursued her study of ancient lore and plotted her revenge on the sun god that had so cursed her.

In the many years since Anchinoe took up refuge on a small deserted island, she has continued to improve her magical skills. This has been easy for her thanks to her mother's position as moon goddess and patron of magic. She is a master of illusions and alchemy, with a bizarre magical gift for turning people and things into flowers, but her greatest powers are probably those dealing with the motion of the moon and the stars. She prepares for the day when she will call down the sun god himself, driving his chariot into the sea and thus gaining her revenge. Despite her mother's many cautions that the curse cannot be lifted, she continues to believe that there is a way if she could only find it.

Achnioe's career on her small island has lasted for over a century now—thanks to her divine blood she is quite immune to the effects of age. She long ago came to see this as a curse rather than a blessing, however, for it means that she shall suffer through her ugliness for the space of many lifetimes instead of only one. There is no doubt that she is an angry, bitter, self-absorbed woman. However, she is not beyond redemption. If she could ever find someone who could come to love her despite her hideousness, it just might shake her whole world view enough that she would give up her craze for vengeance and her pitiless dominance over the mortals who get in her way.

When concealing herself with illusions, Anchinoe takes the form of a gorgeous Pallean woman with long, dark curling hair, flawless olive complexion and appealing form. Even in disguise, however, she cannot conceal the flashing eyes that mark her power as an enchantress. Her alchemical potions are generally harmful—sleeping potions, choking powders in food, and the like.

10	STR	13	DEX	11	CON	13	BODY
30	INT	30	EGO	20	PRE	0	COM
3	PD	3	ED	3	SPD	4	REC
50	END	24	STUN				

Skills: Conversation, Deduction, Disguise (for use with illusions only), High Society, Magic/Alchemy, Magic/Astrology 20-, Magic/Illusions 18-, Oratory, Seduction 15-; KS (INT-Based): Eldritch Lore, Religious Rites, Lunar Astrology; PS: Priestess of the goddess of magic 13-; +5 Skill Levels with Magic.

Perks: Citizen (city of GM choice, 3 points); Money (15 points).

Talents: 3d6 Luck.

Powers: 6d6 Transform into Plant, Cumulative, Area of Effect Selective, Based on ECV, Extra Time: Full Phase, Concentration: ½ DCV, Activation Roll: 15-; Mental Defense +10; Increased CHA Maxima: INT 30, EGO 30.

Magic: 50 points of Alchemical formulas, 80 points of Illusions and 100 points of Astrology.

Disadvantages: Distinctive Features: flashing eyes; Watched by Clardema (MoP, NCI, 11-), Hunted by minions of various gods, whose champions now flourish in her flower beds (AsP, 11-); Psychological Limitations: Obsessed with regaining her beauty, Wants revenge, No regard for mortals; Reputation as evil, hideous witch 11-; Unluck 3d6.

Fuzion Stats

10	INT	10	WILL	6	PRE
7	TECH	4	REF	4	DEX
3	STR	4	CON	4	BODY
3	MOVE	8	SD	8	ED
2	SPD	8	REC	8	END
20	STUN	20	HITS	30	RES

Fuzion Skills: All Magic: 7; other skills listed above at Level 3.

Fuzion Powers: Mental Defense: 10; Tranformation Attack: 16D6 Human to Plant, limitations as ; 10 PPs of Alchemical Formulas, 16 PP of Illusions, and 20 PPs of Astrology Spells (see Magic chapter.)

Jordanes

According to his own claims, Jordanes is the son of the Earth Mother herself. While this truth is in some doubt, he certainly demonstrates some wondrous abilities. Jordanes is a wandering hero out for adventure, glory and booty (both wealth and romance). He has a fast and ready smile, is not terribly bright, but will generally keep his word if it is given. Recently he has been taken in by King Serpidon, and is this scoundrel's preeminent bodyguard. This is an easy job for Jordanes; he is almost invulnerable to harm.

Because of his semi-divine lineage, Jordanes gains strength and vitality whenever he is contact with the earth. Obviously, he is always bare footed, and seldom wears any clothes more encumbering than a loincloth. If he is injured, the slightest contact with the ground will instantly heal him of his wounds. On the rare occasions when he takes a knife or an arrow for his patron, Serpidon merely picks Jordanes up and deposits him on the bare earth. Even poisons or terrible curses will be nullified by Jordanes' special power.

Only Jordanes and Serpidon know of the source of the hero's fantastic healing abilities, no one else has put it together. Needless to say, Jordanes doesn't like boats or swimming, and cannot be persuaded to take up such habits (his personal nightmare is drowning).

25	STR	15	DEX	23	CON	20	BODY
10	INT	13	EGO	15	PRE	16	COM
8	PD	8	ED	3	SPD	10	REC
50	END	50	STUN				

Skills: Breakfall, Climbing, Combat Driving/Charioteer, Gambling, High Society, Seduction, Stealth, KS: Boxing 11-; Martial Arts/Ancient Boxing: Block, Jab and Punch; +2 DC; WE: Cestus; +2 Levels in hand to hand combat, +2 Levels with Boxing.

Perks: Pallean Citizen(3 points), Money (5 points).

Talents: 2d6 Luck.

Powers: Increased CHA Maxima (STR 30, CON 25, BODY 25); Running +2"; Swimming -2"; 10d6 Aid vs. all wounds, curses, diseases or poisons, 0 END Cost Persistent, Only when in contact with the earth, Only on self, Only up to starting values.

Disadvantages: Distinctive Features: Huge appearance, Style Disadvantage: Boxing; Hunted by minions of Myriscon (AsP, 8-), Watched by an earth goddess (MoP, NCI, 8-); Psychological Limitations: Overconfident, Brags about his parentage in vague allusions, Pallean Code of Honor; Unluck 2d6

Equipment: Loincloth, knife, and a few items of expensive jewelry that he has looted or been given over the years.

Fuzion Stats

3	INT	4	WILL	5	PRE
4	TECH	5	REF	5	DEX
8	STR	7	CON	6	BODY
3	MOVE	14	SD	14	ED
2	SPD	15	REC	70	END
30	STUN	30	HITS	12	RES

Fuzion Skills: Hand to Hand: 4; Boxing: 6; other skills listed above at Level 3.

Fuzion Powers: Luck: 2d6

Darius

Honored and known throughout the islands as one of the best athletic trainers alive today, the quiet man called Darius is a slave in the stable of Aristothenes. Though he has been offered his freedom, he refused it, and seems to prefer his current state.

There is no hint of divine blood in Darius' veins, and despite his diverse combat skills he is destined to be forever eclipsed by his students. This does not bother him, however. In his private moments he muses poetically on his life, and his legacy that lives on in his greatest pupils. He competed in the Great Games when he was younger, to some success, but never was able to defeat the great demigods of legend. He found his true place as a trainer, and grooming competitors for the games are still his specialty. He is expert in all the events, and considers a pupil who cannot perform at least competently in all of them as a complete waste of time.

When working with new slaves, or with citizens and freemen who are under his instruction, Darius is inscrutable. He seldom bothers to explain his methods, having long ago realized that every student thinks they know the best way to learn. He believes in hard physical instruction, often matched with long, repetitive exercise in manual tasks. This is hard on his students, and occasionally prompts them to depart or take out their aggressions on him, but Darius shows no sign of changing. He will teach anyone that he is commanded to, with only one exception—if defeated in combat by a pupil, he will not teach. To Darius, this just makes sense. The student must be inferior to the master for proper instruction to take place. Pupils who defeat him have nothing left to learn and must go.

The master instructor is a grim man in his middle age, with short pale blonde hair, clear blue eyes and his best years behind him. He has a strong face and a muscular build, is an expert in all three of the native Pallean fighting arts, but has no knowledge of those combat forms developed in other lands.

20	STR	18	DEX	15	CON	10	BODY
13	INT	13	EGO	18	PRE	14	COM
8	PD	6	ED	4	SPD	7	REC
30	END	30	STUN				

Skills: Acrobatics, Breakfall, Combat Driving/Charioteer, High Society, Paramedic/Healer; KS (INT-Based): Analyze Style, Boxing, Pammachon, Wrestling; PS (INT-Based): Massage, Teacher; Martial Arts/Ancient Boxing: Jab, Block, Punch; Martial Arts/Wrestling: Take Down, Escape, Hold; Martial Arts/Pammachon: Crush, Legsweep, Break Bone; WE: Cestus; +2 Combat Levels in Hand to Hand Combat.

Talents: Combat Sense, Defense Maneuver.

Powers: Running +2"

Disadvantages: Style Disadvantage; Psychological Limitations: Hard on his students, Loyal to Aristothenes; Reputation as famous trainer 11-; Unluck 2d6.

Equipment: Kilt.

Fuzion Stats

4	INT	4	WILL	6	PRE
5	TECH	6	REF	6	DEX
6	STR	5	CON	3	BODY
5	MOVE	10	SD	10	ED
3	SPD	11	REC	50	END
15	STUN	15	HITS	12	RES

Fuzion Skills: Hand to Hand: 4; other skills listed above at Level 3.

Pallean Sibyls

10	STR	11	DEX	13	CON	10	BODY
15	INT	15	EGO	15	PRE	14	COM
3	PD	3	ED	3	SPD	5	REC
26	END	22	STUN				

Skills, Perks, Powers and Disadvantages: Use the Pallean Sibyl Package Deal in the character creation chapter.

Equipment: Purple and blue gown, a few items of tasteful jewelry (gifts from nobles, kept as sources of ready cash). Large purse contains: good knife, herbs, bandages, needles and other emergency first aid gear, book, mirror, fork, other odds and ends.

This write-up serves as the average traveling Pallean Sibyl. The priestesses are usually assigned a rather large area to watch over, so they are kept busy. Each will also have a handful of knowledge skills reflecting personal fields of interest and specialization, probably customized for the area in which they live (for instance, a sibyl assigned to Calabria might have KS: Politics, KS: Poisons or Acting skill).

For a full description of the training and organization of the Sibyls, see the chapter on Religion.

Fuzion Stats

5	INT	5	WILL	5	PRE
4	TECH	4	REF	4	DEX
3	STR	4	CON	3	BODY
3	MOVE	8	SD	8	ED
2	SPD	7	REC	40	END
15	STUN	15	HITS	15	RES

The Islands in Detail

Pallea

The largest of the islands is the home to the two greatest cities of the Isles, Lukastios and Emniria, leaders of the great rival political alliances. Pallea is a long, narrow island with mountains in the south and west. The northern and eastern shores are beautiful beaches—some of the most picturesque scenery in all of Ahrivine. The central portions of the island are heavily forested and inhabited by a variety of magical creatures and beast-men. Travel within these forests is extremely dangerous and best left to heroes on quests of great import. Outside the forests, leading towards the eastern beaches, are the best pasture lands and meadows, including the island's most famous vineyards.

Lukastios

Founded at the site of Lukas' first landing in the Isles, Lukastios remains Pallea's largest and most prosperous city. Lukastios is ruled by King Timones and his Minister, Aristothenes, who relies on a large and powerful navy linked to the aggressive merchant houses of the city to retain dominance in Pallean affairs. The city is unwalled, like most Pallean habitations, reflecting the peaceful nature of its inhabitants. It is dominated by the massive, sprawling palace of the King, which is a magical construct with shifting walls and numerous subterranean levels.

Lukastios also serves as the hub of one of the two great trade/military alliances in Pallea. This alliance remains nominally dominant over its rivals, primarily because of its greater naval power and the rich wealth of its merchant houses. Tribute from the component parts of this alliance makes the citizens of Lukastios very, very rich.

Visitors to Lukastios often note the double-bladed axe motif, which remains the symbol of the city even after the general Pallean exodus to the many nearby islands.

Ruler: Aristothenes, Minister

Allegiance: Lukastios

Population: 50,000

Army: 3,570 men including 2105 Hoplites, 820 archers, 285 chariot drivers and 360 axe bearers.

Ships: 40

Emniria

The city of Emniria was founded by Lukas' political rivals, and grew quickly to become a major power under the patronage of the Pantheonic gods. Theirs is a conservative, military culture, a reaction to the democratic and liberal ideals put forth by Lukas and his kind. Though they have never enjoyed the mercantile strength of Lukastios or its allies, their army is the largest and best trained in the islands, and can stand against any force in the Broken Kingdoms.

Social structure and customs in Emniria are unique from most of the other Free Cities, excepting only those

close allies of Emniria who seek to copy their ways. Slaves, mostly taken in battle, are much more common than usual, and they cannot escape from their condition except by order of the city's ruler. This ruler is not a Minister, but is instead a fully empowered King. He has the power of life and death over the people of the city, even citizens and wealthy families (but even Kings can be deposed by revolution, so abuse is usually kept to an expected level). Although the King occasionally calls councils, during which he asks the opinion of the city's elite, he is under no obligation to obey their wishes, and in fact does not even have to ask their opinion.

Unique among the Free Cities, Emniria is protected by a tremendous stone wall, which virtually precludes any attack from other Pallean City-States (since siege equipment is virtually unheard of in the islands). They are the head of a mighty trade alliance which provides great wealth for them, though not so much as Lukastios.

Thanks to their reputation as the greatest soldiers in Pallea, Emnirians are always included in any talk of alliance and cooperation against aggressors. When they choose to participate, they always take the most difficult role, and are always in command. Their army, large as it is, would be even bigger if they forced their slaves to fight.

The symbol of the city is a griffin, which can be found emblazoned on shields and all coins minted in the city. Two huge, majestic griffin statues frame the great gate that provides entrance to the city.

Ruler: King Serpidon

Allegiance: Emniria

Population: 49,500

Army: 8,000 men including 5000 Hoplites, 1500 archers, 500 chariot drivers and 1000 axe bearers.

Ships: 25

Oliniki

Long ruled by a succession of strong and charismatic Queens, the Free City of Oliniki has often been overshadowed by its powerful island neighbors. Situated a pleasant day's ride from Lukastios, its firm ally, Oliniki enjoys some reputation as the place for wealthy Palleans to vacation. The city is one of the most beautiful in the Isles, with awe-inspiring fountains and gardens. Queen Nikia is one of the primary sponsors of female athletic events in the Isles, and it is her hope to include women in the Great Games before the end of her reign. Although she detests the Emnirians immensely, she keeps her city open to them in the name of diplomacy and trade. Rumor also has it that she has spies in Serpidon's court. The truth of this is unknown, but last year the Emnirian King did purge his house of female slaves.

Nikia gets along well Minister Milito, her Tetrarchs and Council. Her own family, which has made millions of drams in the tourism industry, holds many important administrative positions, and generally determines the course of events in the City.

Ruler: Queen Nikia, Minister Milito

Allegiance: Lukastios

Population: 25,000

Army: 900 men including 500 Hoplites, 220 archers, 90 chariot drivers and 90 axe bearers.

Ships: 20

Lycia

The island of Lycia lies slightly to the north of Pallea, and is largely dominated by an active volcano; this volcano is also one of the forges of Parcreon. Cyclops, Giants and other creatures are therefore occasionally seen on the island, usually taking a break from their labors. Lycia has many excellent beaches and harbors dotting its coastline; it is home to dozens of moderately-sized cities. The largest however, is Silopolis.

Lycia was inhabited by a primitive tribal culture when the Palleans arrived. Though these people were quickly taken as slaves and their culture obliterated, certain elements of it remain in the language of the Lycians. A lighter skin tone, unlike the reddish color of the Palleans, also betrays some heritage from these "savages," and is often the subject of social prejudice.

Silopolis

This large and prosperous trade city is Emniria's wealthiest partner. The King is a middle aged diplomat who can trace his lineage back to the founding of the city. He is largely considered to be intelligent but in decline. Internal struggle within the city has been on the rise, due largely to the incredibly high tithes which the citizens of Silopolis pay to Emniria. There have been rumors of a break with the city, but the locals don't like the Lukastians either. Few in the council dare to consider the possibility of true independence from the traditional Pallean political structure.

Silopolis uses the Pegasus as its symbol, dating from a time centuries ago when the city's King tamed a wild winged horse and used it to fly to the top of the island's volcano. He never returned, and the poets continue to elaborate upon what he might have found there.

Ruler: Silon

Allegiance: Emniria

Population: 25,000

Army: 900 men, including 550 Hoplites, 160 archers, 135 chariot drivers and 55 axe bearers.

Ships: 12

Pastea

A medium-sized City state on a tiny island not far off the coast of Lycia, Pastea has been terrorized for almost a year by a terrifying octopus of monstrous proportions. No ship, merchant or traveller, has been able to penetrate the ghastly guardian and reach the city—sometimes at night the piteous wailing of the inhabitants can be heard floating across the water. Pastea was once led and protected by a powerful King, a demigod with great strength and martial character—he surely must have perished trying to defeat the creature.

Pastea was once a profitable and loyal Emnirian trading partner, with the only source of lapis in the Isles. Its loss has hurt the League economically, and Serpidon is anxious for the place to be liberated.

Ruler: Unknown

Allegiance: Emniria

Population: Was 15,000, now unknown

Army: 535 men including 300 Hoplites, 135 archers, 50 chariot drivers and 50 axe bearers.

Ships: None left

Caria

To the south and west of Pallea, this island is a frequent battleground between Lukastios and Emniria. It is home to dozens of cities and is blessed with good pasture land and easily accessible harbors. Although there is a ridge of mountains bisecting the island, there are none of the active volcanoes which are so common elsewhere in Pallea.

Carians are well-known for their trading skill, and the stereotypical Carian is a bit of a con-man.

Lapica

The largest city on Caria, Lapica is a close Emnirian ally. Its army is closely based on the Emnirian mold, and has a tradition of unshakable morale even in the face of overwhelming odds. They keep many religious ceremonies honoring their fallen warriors, and it sometimes seems that there is a monument built around every Lapican corner. However, Lapica also maintains fairly civil relations with Lukastios, and for this reason its leadership are often acting as emissaries and intermediaries in disputes between the two powerful rivals.

Sychaeus is a well-known and decorated commander who was made King after a great military victory several years ago. His rulership seems secure, mostly because he has made it clear that he will not tolerate politics or petty bickering on the council floor. His family includes four sons, all of which have critical posts in the military and civilian government, further solidifying his power. None of them seem particularly promising as King, however, and there has been some concern over who will follow Sychaeus as ruler.

Ruler: Sychaeus

Allegiance: Emniria

Population: 35,000

Army: 1,250 men including 805 Hoplites, 240 archers, 90 chariot drivers and 115 axe bearers.

Ships: 22

Eritresis

Actually located on a small and densely wooded islet just off the coast of Caria, Eritresis is the site of Pallea's annual dramatic competitions. Citizens from throughout the Isles gather here for twin contests of drama and comedy; winner are chosen by popular support. Queen Polykleia is extremely proud of her city's literary reputation, and has occasionally been known to play roles in the dramas herself (though never the ribald comedies—royalty must have some dignity).

Small by Pallean standards, Eritresis' population swells to triple its normal size during the height of the theatrical season. Some small villages of satyrs and fauns are located deeper within the woods; Minister Aicestra suffered in popularity recently when she banned them from the city.

Ruler: Queen Polykleia, Minister Aicestra

Allegiance: Lukastios

Population: 5,000

Army: 180 men, including 100 Hoplites, 40 archers, 20 chariot drivers and 20 axe bearers.

Ships: 1

Melos

Another volcanic island—like most of the Palleans—Melos lies to the south and east of the central island. It is small and pretty, with steep cliffs along the west coast, upon which has been built the largest city on the island. The inhabitants of the islands mine in addition to ordinary Pallean occupations, and the best obsidian in the world can be found here.

Phylakopi

The cliff dwellings of Phylakopi are among some of the most spectacular architectural wonders of Ahrivine. The wealthier the citizen, the farther down the cliffs their homes are built, until the richest families have their windows just a few feet above the raging sea. Transportation up and down the cliffs are provided by water-driven lifts and elevators in a dizzying array of shapes and styles. Some of them date back five centuries.

Phylakopi is ruled by a young, handsome and adventurous King. Cylarabes was chosen to lead the city because his heroic exploits had made him famous among the populace. Unfortunately, he is quite in the dark concerning real administration, and gleefully leaves administration to his Minister and Tetarchs while he purses a life of adventure. The major families of the city decide everything amongst themselves and use Cylarabes' popularity to ensure public support for their policy. Cylarabes spends much of his time sailing the islands, thrashing monsters, routing pirates and other brigands, or fleeing the machinations of the gods.

As a wealthy lesser partner to Lukastios, Phylakopi pays substantial tribute to their powerful neighbor. However, they receive protection from Emnirian imperialism, so consider this a fairly equitable trade. A small faction of the city's politicians—primarily the older and more proud—insist that not even the Emnirian army could successfully invade the stone cliffs of Phylakopi, but others are not so sure.

Ruler: Cylarabes

Allegiance: Lukastios

Population: 20,000

Army: 700 men including 420 Hoplites, 145 archers, 65 chariot drivers and 70 axe bearers.

Ships: 11

Kephorace

Although no men are permitted to the Isle of the Sibyls, there is a great demand for prophecy and guidance from all the people of Pallea. Therefore, centuries ago, the Lady of the Isle sent out one of her most reliable seers to this small island not far from Melos. There she remained with a handful of servants, and dispensed prophecy to travellers and pilgrims who sought her wisdom. The oracle's mountain retreat was soon home to a small village, then a town, and now a full-fledged (but still small) City.

Kephorace is an oracle-town; nearly all the city's services are aimed at the tourist and questioner who has come to see the priestess. Britomart has long favored the place, and it is her single holiest location other than Lukastios itself. There is a sense of latent power here, in the rocks and in the air, that anyone can sense. King Agathon is careful to ensure that the city's affairs do not interfere with the oracle's work, and he remains a loyal worshipper of the Goddess.

Ruler: King Agathon

Allegiance: Lukastios

Population: 5,000, much of that transient

Army: 100 men, including 50 Hoplites, 30 archers, 10 chariot drivers and 10 axe bearers.

Ships: None.

Kalliste

Yet another volcanic island, Kalliste is actually unfired, but its immense size is nearly the entirety of the isle. The lower slopes of the mountain are green and lush, while the summit is shrouded in clouds. The island is the southernmost of the large Palleans, and has a virtual monopoly on whatever trade manages to get out of Tarsus, plus a large amount of trade with the other islands. The harbors are all along the southern coast, and there are several cities around the island's rim.

Akrotiri

Although Minister Myles was once known as a famous law-giver, just and wise, his best days are behind him. Losing his wife a decade ago to a pestilence, Myles remarried a vicious and malignant—though incredibly beautiful—young maiden named Laogore. She has turned his court into her personal playpen, and has managed to get enough of her personal favorites in power to ensure her family's continuance. Those who whisper of treason against her are murdered, usually in a revolting manner that serves as an example to others. Myles himself long ago succumbed to his young wife's temptations, and has become as bad as her (or worse). He routinely tortures slaves for pleasure, carries out perverse "breeding experiments" and demands tribute from the free population in the form of unmarried girls, which he adds to his harem or gives as gifts to his close supporters (usually after what he calls a "breaking in period").

Myles and Laogore do not pay much attention to affairs outside of their little world—they grudgingly pay their tribute to Lukastios because they secretly fear reprisal should they stop. Some of the more courageous rational elements of the citizenry have appealed to Lukastios for aid in their current situation. So far, they have got lots of promises but no hard results.

Ruler: Myles, Minister

Allegiance: Lukastios

Population: 30,000

Army: 1100 men including 650 Hoplites, 230 archers, 90 chariot drivers and 130 axe bearers.

Ships: 16

Cumae, the Isle of the Sibyl

The Isle of the Sibyls is small and rocky, split down the middle by a central gorge referred to simply as "the Pit" by the inhabitants. It is from this pit that many diabolical creatures have come, including serpents, flocks of poisonous birds, ravenous fire-breathing bulls, shape shifting vampires, beast-men, spirits, harpies and gigantic versions of ordinary animals, always with tempers to match their girth. The monsters emerge at infrequent intervals and can rise at any time, but are sure to appear after the earthquakes which are common to this island. The huntresses have tried to seal the chasm with various methods, including causing landslides and even building a giant bronze plug, to no avail.

Aside from this unwholesome geological feature, the rest of Cumae is possessed of a rugged beauty that quite defies description. A large mountain rises over 6,000 feet from the north end of the island, and is covered by evergreens over much of its slope. Springs, streams and waterfalls, plunging many feet into cold lakes, grant the opportunity for some spectacular scenery. Unfortunately, only women are permitted on the isle. Only the wizard Blaise seems to be excepted from this rule.

The Sibyls generally dwell in a single city at the foot of the mountain. They maintain no political or economical ties to either Lukastios or Emniria. Indeed, all Pallean cities pay annual tribute to the Sibyls, tribute which pays for many of the Order's needs.

Weapons

Ordinary Arms	OCV	DMG	STUN	STR	Cost	Notes
Cestus	+0	1DC KA	+0	3	1 SD	S
Dagger	+1	½d6	+0	5	4 SD	S
Javelin	+0	1d6	+0	8	3 SD	M, Can be thrown
Shortsword	+1	1d6	+0	8	2 GD	M
Short Spear	-1	1½d6	+0	13	5 SD	L, 1½ H, Can be thrown
Longsword	+1	1½d6	+0	13	3 GD	M
Spear	-1	2d6	+0	15	6 SD	L, +1" Range, 2H, Can be thrown
Great Axe	+0	2d6	+0	15	4 GD	M

	RMod	DMG	STUN	STR	Cost	Notes
Sling	-1	1d6+1	+0	10	1 SD	2 H, 85" Range
Regular Bow	+0	1½d6	+0	13	2 GD	2 H, 125" Range
Heavy Bow	+0	2d6	+0	15	3 GD	2 H, 150" Range

Fuzion	WA	DMG	MAX	STR
Cestus	0	-1	4	1
Dagger	+2	-1	2	1
Javelin	0	-1	3	2
Shortsword	+1	-1	5	3
Short Spear	0	-1	4	3
Longsword	+1	+1	7	4
Spear - tip	-1	0	6	3
- as staff	0	(Str)	6	3
GreatAxe	0	+1	12	5

Fuzion	WA	DMG
Sling	-1	3d6
Regular Bow	+0	4d6
Heavy Bow	+1	5d6

Excellent Arms	OCV	DMG	STUN	STR	Cost	Notes
Dagger	+1	1d6	+0	3	1 GD 4 SD	S
Javelin	+0	1d6+1	+0	5	1 GD	M, Can be thrown
Shortsword	+1	1d6+1	+0	5	8 GD	M
Short Spear	-1	2d6	+0	10	1 GD 6 SD	L, 1½H, Can be thrown
Longsword	+1	2d6	+0	10	12 GD	M
Spear	-1	2d6+1	+0	13	2 GD	L, +1" Range, 2H, Can be thrown
Great Axe	+0	2d6+1	+0	13	16 GD	M

	RMod	DMG	STUN	STR	Cost	Notes
Regular Bow	+1	1½d6	+0	8	8 GD	2 H, 140" Range
Heavy Bow	+1	2d6	+0	10	12 GD	2 H, 165" Range

Superior Arms	OCV	DMG	STUN	STR	Cost		Notes
Dagger	+1	1d6+1	+0	0	7 GD		S
Javelin	+0	1½d6	+0	3	5 GD		L, Can be thrown
Shortsword	+1	1½d6	+0	3	32 GD		M
Short Spear	-1	2d6+1	+0	8	7 GD 6 SD		L, 1½h, Can be thrown
Longsword	+1	2d6+1	+0	8	60 GD		M
Spear	-1	2½d6	+0	10	10 GD	L,	+1" Range, 2 H, Can be thrown
Great Axe	+0	2½d6	+0	10	80 GD	M	

	RMod	DMG	STUN	STR	Cost	Notes
Regular Bow	+1	2d6	+0	10	40 GD	2 H, 165" Range
Heavy Bow	+1	2d6+1	+0	13	60 GD	2 H, 190" Range

Pallean Arms and Equipment

Excellent Arms

Pallean smiths can manufacture excellent weapons, usually through the assistance of magic. This might include actual magical forging techniques, or else magical materials. They weapons are not, however, "magical." They do not cost points for characters. Bows of excellent quality are usually made from horn, wood and/or brass. Weapons of this sort might be used to equip an elite unit of guardsmen, as a gift from a wealthy citizen, or as one element of a treasure-horde.

Rules for excellent weapons follow those given elsewhere in this book; that is, they enjoy a +1 DC bonus (for melee weapons) or +1 RMod (for bows) and -5 STR minimum.

Superior Arms

As a general rule, weapons of this extraordinary quality should be made only by gods or those that they have blessed. For instance, Parcreon might grant one of his children the power to forge superior weapons, or a the child Euthilias might be able to heat a forge to such a degree that new alloys are possible, permitting superior grade weapons. These weapons have +2 DC (or +1 RMod and +1 DC for bows) and -10 STR Minimum. They cost both money and points, though of course a player may obtain one on a quest without spending any cash at all (though they should still spend points).

Armor

Ordinary Armor Types:

Plate and Mail: Usually crafted of the native Pallean bronze, this suit of armor includes a crested helmet, a coat of scale mail stretching to the thighs, a solid breastplate, armored belt and greaves. A tower shield (+3 DCV) is also carried, fashioned in the unique Pallean figure-eight style. Final weight is 10.95 kilograms, or 17.95 kilograms with the shield. Average DEF: 3. A suit like this would cost 12 GD, and the shield would probably be another 1 GD.

Location	DEF	Weight
4-5	4	.42
9-11	6	7.32
12	5	1.62
13-14	3	1.17
16-17	4	.42

Plate Armor: This is a curious armor design, quite unusual and the subject of some amusement for the knights of Allemaine and Calabria. It consists of a bronze shoulder plate to which are hung great bronze rings that encircle the wearer, descending to the knee. The result looks something like a long bronze dress. This armor type is very difficult to move in, and is usually seen only in charioteers and certain palace guardsmen. Weight: 19.82 kilograms. Average DEF: 4. A shield is not normally carried, and the cost for armor of this type is 20 GD.

Location	DEF
4-5	4
9-15	7

Excellent Armors: Armor of quality can be constructed by the best Pallean smiths—legendary figures who are fought over by Kings. Alternately, smiths with access to magical materials or special magical processes might be able to fashion excellent armors. Famous heroes or wealthy soldiers will often wear armor of this level of quality. Points do not need to be spent to Excellent quality armor, though the monetary cost can often be high. They receive a +1 bonus to DEF for their weight. Note that this should apply only to metal armors—Pallean smiths cannot work miracles with leather.

High Plate and Mail: This is a standard suit of armor such as that found by a wealthy Pallean warrior, except made with stronger metals. Further decorated with pictures or designs enameled on or inlaid in gold. Add +1 DEF to all locations. The large shield should be lighter—4 kilograms. Total weight with shield: 14.95 kilograms. Average DEF remains a 3. Cost: 50 GD for the armor, 5 GD for the shield.

Superior Armors: This should be considered the ultimate gift—such as that given by a god to a son that pleases him, or given by an King to the hero that has delivered the city from a great evil. It costs character points as well as gold, and has +1 DEF in addition to ½ weight.

Superior Plate and Mail: Armor fit for a King, or an Minister. Fashioned from magical and rare metals and crafted with divine skill, it might even seem to be made of pure gold. A hero who wore this suit of armor would be famous for it, and when he took the field of battle everyone would know it. The pieces of the suit are given individually in case a player might loot or plunder just a portion of a full suit. Total weight for the suit, including shield, is 11.69 kilograms. Average DEF: 3. Cost is 250 GD and 2 character points for the armor, or 25 GD and 4 character points for the shield.

Location	DEF	Weight	Notes
4-5	5	.29	Helmet with plume of horsehair
9-11	7	5.12	Molded breastplate and inlaid designs
12	6	1.16	Metal belt, also with designs
13-14	4	.83	Metal rings on a leather skirt
16-17	5	.29	Plate greaves
Large Shield	4	4	+3 DCV, Fantastic design or picture on face

Mounts

Horses are not used for riding anywhere in Pallea, with the notable exception of the Isle of the Sibyls. There, a variety of mounts can be found, received as donations from just about anywhere in Ahrivine.

Elsewhere, horses are used for draft purposes or to pull chariots. The local breed is similar to the common sorts found in Allemaine and Calabrian though generally smaller. They sell for about 2 GD, though particularly handsome or quick ones can easily for twice this much. Large goats are sometimes used to pull chariots as well.

Treasures

Item	Cost	Notes
olive oil	2 GD	10 gallon porcelain amphora
Gold ring	4 GD	Simple but handsome
Gold torque	10 GD	Beautiful work
Goblet	50 GD	Solid gold
Common slave	7 GD	Field worker or housekeeper

Pallean Adventure

The Hero's Journey

This is the classic format, and the template from which nearly all later heroic adventure derives. It makes heavy use of the Gods, symbols, and cyclical journeys to create archtypical epics.

Pallean epics generally focus on one of the player characters in specific; although he has companions on his journey, there is no question that he is center stage. This requires some preparation by the GM—be sure to give everyone something to do every game, and don't be afraid to capture the hero once or twice, and let his friends get him out of danger.

The first step in the Hero's Journey is the "Call to Adventure," in which the problem surfaces. A magical treasure may be stolen, a King or princess may have a problem that only the heroes can solve. Sometimes the hero trips over a new world completely by accident, and he has a chance to explore it. Often, he sees a magical creature or wondrous spirit, who lures him out of the world he knows. A monster may be sent by the gods to ravage a nearby area. A villain may wrong the hero and his friends in a way that demands vengeance. Sometimes the hero refuses this call—and with player characters this is always a possibility.

Upon accepting the challenge, the hero meets a benign force—male or female—which provides him with aid. This may be a tactic or strategy that the hero will later need, or magical devices that grant supernatural powers or protection.

This aid is soon necessary, for the hero and his companions are about to cross the first threshold into the magical landscape of adventure, and to do this requires the defeat of that land's guardian. Although often physical in nature, the guardian also may have great magical powers of terror or confusion. They are usually defeated by cleverness or guile rather than brute strength, and conciliation is often possible. Beyond the guardian lies a strange new world, sometimes the Underworld.

There, the hero undergoes a series of tests. This is the predominant phase of Pallean mythic adventure, and players must often travel from one minor goal to another, gaining some small ground towards the final goal with each obstacle overcome. For instance: the players travel to an oracle for advice, and she sends them to a far-away King, who only helps the players if they defeat a rampaging dragon, who can only be defeated by a special sword, which was taken by another neighboring King, etc. Most of the monsters, geographical features and magical wonders found in this strange world are symbols, representing ancient mythological archetypes and deep-rooted psychological concepts—but those concepts can be cheerfully ignored in favor of high adventure.

The climax of the quest cycle comes when the hero undergoes a supreme test and achieves the ultimate prize. This reward can take a variety of forms. The most common are: a wedding or other communion with the goddess; denial of women's seductive attraction; reconciliation with a male, father figure or an initiation that allows the hero to replace him; the attainment or divine status or the understanding of great universal truth; earning or stealing some magical treasure of ultimate worth. Sometimes the hero never returns from heaven/the underworld, and his companions must go on without him.

If the inhabitants of the magical realm are unfriendly, and the hero has been forced to take or steal the object of his quest, he now flees for all he is worth, pursued by fantastic forces. Other player characters may be forced to stay behind and slow pursuit, giving time for the hero to get away. Heroes who have earned the respect and acceptance of the divine powers are not chased—instead, they are sent home to act as emmisaries and bringers of wisdom. Finally, escape from the other world is sometimes only possible through rescue from outside; the hero's companions

must go in and get him.

Crossing back to the world of his origin, the hero must survive the blast of mundanity that is the world he left behind. He must either cast aside the powers that he has gained, or else they are stripped from him without his volition. He must knit the two experiences together into a single whole. Alternately, he has attained such supreme success in his quest that he has mastered both worlds, and can travel between both at will. The world has often changed (for the worse) in the hero's abscence, and the powers that he brings with him become a boon, life is restored or saved, and the journey is over.

Infinite variations exist on this basic model. The most common modification is for the GM to select one or two episodes from the outline, and heavily emphasize them, so that they dominate the journey completely. The cycle of trials is, as noted, the favorite for this. The journey may be compressed and then repeated, to make an epic journey composed of many smaller adventures.

Do not be intimidated by the high-minded symbology of the mythic outline. Goddesses of the Pantheon may symbolize the divine mother or the mystery of the feminine, but they often seem like nothing more than petty, bickering girls. Mighty all-fathers are represented as mortal Kings or philandering gods, demystifying them almost completely. Heroes fight, wrestle, sail and run; seldom do they sit and meditate upon the great universa truths that the object of their quest symbolizes. In the words of Joseph Campbell, Greek myths are "superhuman romances."

The Great Games

Founded by the great Emnirian hero Alcaeus, the Great Games of Pallea have grown ever since their inception and now include representatives from every one of the Free Cities. Many athletes from other Kingdoms are able to compete as well, so long as they do so in the name of a Pallean sponsor. As a result, competition is fierce, and the Games have become a dynamic synergy of talents from across Ahrivine. Nearly anything can happen during the Games; fortunes can be won and lost, reputations made and ruined, heroes slain or elevated to immortal fame.

Originally, only five events were included in the Games—a hammer-throw, a one-mile race and a chariot-race (by far the most popular, even today), followed by wrestling and boxing competitions. Since then, additional events have been added, including archery, spear-throwing, hundred-yard dashes, long-jumping, and the like. It takes two weeks for the Games to be played to completion, with plenty of down-time between events to allow for relaxation and recuperation. Betting reaches an outrageous frenzy. Not every athlete competes in all the games, but the Pentathalon, which combines all five of the original events into a single award, remains the pinnacle of achievement.

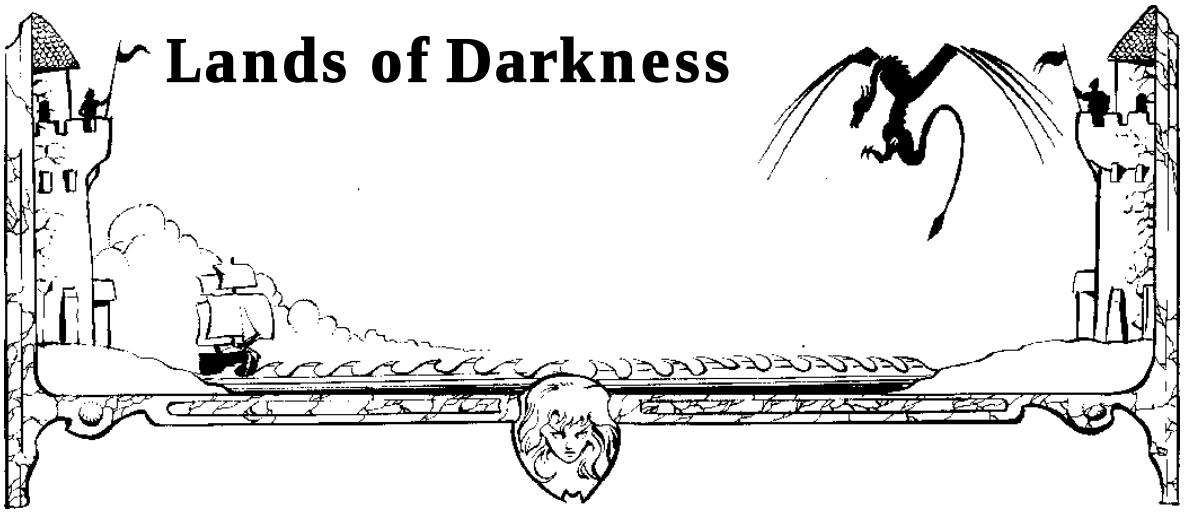
The King of each city is responsible for rewarding his own athletes. In addition, however, wealthy Citizens have started putting up prizes before the contest, just to raise the level of competition and earn some good PR from the participants and spectators. As a result, those athletes who place first, second or third can expect to recieve a variety of eclectic prizes, plus an additional reward from their own King. Any athlete who competes honorably, regardless of whether or not he wins or looses, will be lauded by the crowd, especially if he performed well and brought status to his City. Wealthy patrons often reward athletes who did well, but did not place.

Rivalries amongst the Free Cities come to the fore during the Games. The entire set of competitor camps are split across lines of political and military allegiance, and a cunning diplomat can discern much about political trends just from observing the layout of the tents and pavilions. Every decade or so either the Emnirian League or Lukastios Confederacy will boycott the Games, generally making them pointless. This is widely percieved as a terrible tragedy not only for the Isles, but for the athletes, who train for years for the chance to compete, so this particular measure is never popular. The last boycott was 12 years ago, when Emniria refused to go to the Games (detractors insist that this was because the famous Emnirian boxer, Dardanos, would have lost against the Lukastian challenger, and the Emnirians couldn't bear to lose their reputation).

The Games are a great opportunity for players to pit themselves against NPCs, friendly or hostile, in non-deadly competition. Most of the events are relatively easy to adjudicate, boiling down to STR rolls or DEX rolls, sometimes with additional complementary checks (the hammer-throw, for instance, might be done as follows: each hero gets a chance to push their STR, requiring an EGO Roll; resulting STR determines how far the 50 kg (!) hammer can be tossed with a standing throw. A DEX roll can modify the result, +/- 1" for every 2 points by which the roll was made or failed). Heroes with divine heritage or special athletic powers (such as Superleap or STR Aid) may run away with the medals at first; gamemasters should plan ahead to make sure everyone is challenged. Sabotage, cheating and psychological warfare could all contribute to make the competition more interesting. Even non-athletic characters will attend the Games, just to watch and have a good time. Its an excellent opportunity for treaties to be negotiated, marriages arranged, friends visited, and fabulous feasts attended.

Don't forget that the Great Games are merely the most famous of the Pallean athletic competitions. In between the four year cycles, various other smaller events are held throughout the Isles, and many of these are avidly attended. In particular, the women's events are on the rise in popularity.

The Palleans love competitions—not just athletic, but poetic and dramatic as well. Theatric competitions hold the same potential for role-playing and adventure as athetic events, they're just a lot less sweaty.



Darkness

A terrible land of darkness and evil, Doomhault remains the source of many of Ahrivine's troubles. Its bleak territories were largely unsettled before the Dark Titan was thrown out of the City of Vaults, but when he arrived he quickly began to fortify it as a stronghold. He ruled it for centuries, breeding Inach and Trolls and using it as a base for raids into the petty kingdoms of Allemaine. After his destruction at the hands of Vertigane, however, Doomhault was sorely bled of troops and defenders, and it was only after many generations that they rose again to be a threat, this time under the leadership of the Titan's chief lieutenant, Tor-Mezin the Lord of Night. It is under his rulership that Doomhault remains, and it has once again achieved dominance as the central Kingdom in the alliance of darkness which threatens to overwhelm all of the Broken Kingdoms.

The borders of Doomhault stretch from the Rydion mountains east, until they reach another mountain range that forms the border with the adjoining land of Mezina. The southern coast are harsh cliffs quite unsuitable for harbors—Doomhault has no ports to speak of and no navy. For centuries after the Titan's defeat Allemaine kept watch on the borders of the land, but since the forces of the Lord of Night took Rybonek and fortified it's ruins against the Kingdom, the watch has been more and more difficult to maintain. There are many other fortresses and strongholds inside the land of Doomhault, serving as additional obstacles to invasion or as rallying points from which to field an army. Much of the land is mountainous and volcanic, and it is beneath these mountains that the Inach breed in overwhelming numbers. The overpowering stench and smoke that covers Doomhault comes from the volcanoes and from the constant work of the smiths, who use the natural heat of the flaming mountains to produce a never-ending stream of weapons and armor with which to arm the Inach. What resources there are in Doomhault are almost exclusively mineral—nothing edible to humans can grow in its bleak and poisoned soil.

Of its inhabitants, the dominant force by far are the Inach, which form the front-line troops for Tor-Mezin's unending attempts at conquest. The precise number of them is unknown, but all except for the females and newborn are fully capable of fighting and killing, and there certainly over a hundred thousand of them. Trolls also dwell in Doomhault in comparatively large numbers, and many thousands of human troops have been brought in from Mezina, Mu-Jahdin and Fekesh to supplement the Night Host with cavalry, archers and other specialty troops. Animal life within Doomhault is uniformly inimical to man, and includes many carnivorous, poisonous or rabid beasts. Large clouds of bloodsucking flies and ravenous locusts roll over the ashen plains in search of anything alive. Of course, the most important inhabitants of Doomhault are the Doomed themselves, which each have some citadel or stronghold in fief here, and where they can occasionally be found. They have many powerful magicians, fearsome trolls and other intimidating individuals as sub-commanders and lieutenants, and these individuals handle the day to day operations of the Host and the implementation of their masters' haunted plans. Doomhault is a land ruled by force. The strongest have power over the weak, and non-compliance is rewarded with death.

There are few large centers of habitation in Doomhault, since the majority of its inhabitants are subterranean-dwelling Inach. However there is at least one city within its borders, and it serves as the throne for the Lord of Night. Built atop an unclimbable mountain, and accessible only through winding goblin-infested tunnels or a single road, it serves as the center of the land's darkest sorceries. Rumors persist that Tor-Mezin has learned to harness the volcanic fire of the mountain itself so that, in the event of war, he might pour uncounted tons of lava and ask upon the heads of any invader. Certainly the mountain continuously belches up thick smoke that blots out the harshest light of the sun and permits the Inach to travel unimpeded even during the day. The second most notable habitation is the ruined city of Rybonek, which is now fully entrusted to Caleb Halfelven, King of the Wyrms, as the foremost staging area for war onto the Last Bas-

tion. The ruins of Rybonek have become a sprawling metropolis of Inach, trolls and evil men, housing most of the Black Host's sixty thousand human warriors. The recapture of this city is the first goal of any successful campaign against the Lord of Night, and would be a fantastic moral victory to the people of Allemaine.

There is no doubt that Doomhault will continue to be the heart of Ahrivine's darkness for many years to come. Any army that attempted to invade would be thwarted by the combined effort of a hundred thousand Inach, a thousand trolls, numerous near-impregnable fortresses and the inhospitable environment of the land itself. Indeed, it is impossible to say exactly what will come out of the mountains next. It is a place not for the bravest of adventurers, but for the most foolish.

Mezina—Black Land

The Black Land was settled in the last age by the final wave of Albion refugees fleeing the sinking of their land. Lost and without leadership, they quickly came under the influence of Tor-Mezin, who maintained his claim to the throne of Albion despite his Doom. He organized the refugees into a feudal kingdom with himself at its head, and maintained many of Albion's customs. Now, insulated from its enemies by the vast expanse of Doomhault itself, Mezina has become a powerful and strong nation providing cavalry, a skilled navy, magicians and other troops to the Lord of Night's war machine. It remains his personal fief, and was such even during the days of the Titan's rule in Doomhault.

Although initially harsh and unyielding in appearance, Mezina has fertile soil and the land can support men, albeit far from the comfort of Albion's green fields and clear rivers. Its borders extend from the edge of Doomhault in the east all the way to the Demetian coast in the south and west. A great river forms the official boundary with the proud Northrons. Resources are plentiful but low in variety, leading the jaded Mezini to imports many goods from their greatest allies, Mu-Jahdin and Fekesh. The terrain is dominated by dry plains, hills and occasional mountain peaks, with small streams and rivers—usually possessed of foul-smelling and barely-drinkable water—crossing the landscape. The rocky southern coast continues from Doomhault and shares its general unsuitability for harbors or ports, with one notable exception. A massive chasm, torn open from the land by the Titan himself, opens up Mezina's largest city to the sea and provides them with their primary southern port. The western shore is more hospitable, though the water is very cold. The Mezina fleets set out from here to explore and conquer nations across the Demetian, in a vain attempt to regain their long-lost empire.

The men of Mezina are proud, xenophobic and culturally sophisticated. Their accomplishments in the fields of art and science are vast, though much has been forgotten in the past millennia. Their skill at seamanship is well known, as is their horsemanship and their facility with a blade. Generally serving as officer corps in any large Host mobilized by the Lord of Night, their grasp of military tactics serves Tor-Mezin well. The nobility practice many customs which are unacceptable in the Broken Kingdoms, such as the keeping of multiple wives, large harems and many slaves. Non-humans in particular are sought out as slave material, and Elves are used in breeding to extend the lifespan of the Mezina aristocracy. The Elves of Mezina are so far removed from their original home, having been bred and raised in the Black Land for many generations, that it is unlikely that Elves from the Forest Sauvage would feel any kinship at all with them (pity, perhaps, and rage, but not kinship).

The army of Mezina numbers perhaps sixty thousands, and that does not include the many Inach tribes which also dwell here, acting as servants and expendable soldiers. The Inach dwell and breed in mines and underground tunnels beneath the Mezina cities, and even trolls are not unheard of as elite bodyguards and gladiators. The flora and fauna of Mezina is largely imported, and includes the powerful horse breeds famous throughout Ahrivine as destriers, as well as gentler and beautiful white riding mounts. Slaves work the fields and toil in the mines, leaving the noble families with Albion blood to their own entertainment and endless preparations for warfare.

A highly organized aristocracy rules in Mezina, with the Lord of Night at its head. Tor-Mezin has much to watch over, however, and his appointed Constable, selected from the Dukes, wields most power in the Lord's name. The Dukes themselves, of which there are perhaps a half dozen, form the second tier of rulership, followed by Counts, the many Barons and their knighted sons. The nobility frequently plot and scheme against each other, and occasionally break out into open warfare. The Lord of Night seldom interferes in these wars, for he considers them good for keeping the knighthood in practice, and also serving to weed out the strong from the weak.

The nobility is assisted by a powerful religious structure based on worship of the Dark Titan, whom the Mezini insist merely sleeps. This Temple of the Dark Titan generally accepts only nobility into its ranks, and includes various smaller orders such as the Sanctum of the Abyss (an order of religious knights, or Templars) and the Haven of the Master (or simply the Havenry, a monastic order). The entire structure is overseen by a Papal Curia of 13 members, titled the Black Ravens. Finally, the Emissary of the Dark Titan holds the position of leader of the Mezina church, but the identity of this individual has not yet been learned by scholars of the Broken Kingdoms. The religious orders in particular are well known for their training of demonologists, necromancers and other magicians to fill the upper ranks of the Lord of Night's officer corps.

There are many cities and towns in Mezina, and its population of men has been estimated at around 1.5 million. Every Baron and other nobleman has a castle

or two to his name, but these habitations pale in comparison to the capital of Mezina, Ozengen. Dominated by a horrifying citadel called the Tower of Skulls, this city is the largest metropolis in Doomhault or Mezina. It is fed by the Gap of Blood, a vast chasm opened in the southern cliffs through magic (its name is derived from the red chalk within the cliffs, which was exposed by this magic and now stains the water). This makes Ozengen the only port leading into the Demetian, and it has a vast naval presence. This city also holds the Ebon Throne of the Lord of Night, and is a melting pot of Jahdetta, Fekeshi, Northrons, Inach, Trolls and other mercenaries from even farther afield. It is said that any service, no matter how depraved, debauched or deadly, can be purchased on the streets of Ozengen.

Fekesh: Oriental Adventures

The fields of Fekesh were settled millennia ago in the first age, by explorers and settlers from Albion. They landed first at the northern point of Ahrivine's western half, founding the city of Abblasoure, and from there migrated south. The Albionesse were a proud people who wanted their own lands answerable to no one. As a result, Fekesh was founded as a large number of small independent states, each held by a House of Albion. Slowly, over the centuries, Fekesh developed its own language, traditions, and racial characteristics. By the time of the great wars in the Ages of the Moon, the Fekeshi were a unique culture with few ties to their homeland. Because of the complexity of their culture and the many differences between it and other realms of Ahrivine, this essay is more detailed than others in this section.

Physically, the Fekeshi are quite diminished from their ancient founders. The typical Fekesh is considerably shorter (about 3 inches) and lighter (about 30 pounds) than other men. They have almost exclusively black hair and brown eyes. Straight hair is considered beautiful, while wavy or curly hair is a sign of foreign birth, and therefore ugly. Politically, they have many long-standing allies and enemies. Their most well-known ally is the nation of Mu-Jahdin, to the immediate north. Occasionally a border skirmish breaks out between the two nations, and these sometimes escalate into a war in all but name, but peace is swiftly arranged and the alliance continues. Enemies are far more numerous. First, Fekesh is its own enemy, for powerful clan leaders often war with each other to achieve political power. The death of a Great General or the ascendancy of a new Emperor can plunge Fekesh into a civil war lasting for years. The horsemen of Tarsus engage Fekesh in constant border wars as well, which keeps the clan lords on the eastern edge quite busy during spring and summer. Bandits are a constant threat to the peasants.

The political structure of the Fekeshi is quite complicated, moreso because it is actually composed of several layers, not all of which are aware of the others. The Fekeshi believe in an ordered society with a single Emperor as head. This Emperor has been chosen by Heaven, and in theory he rules through a complex bureaucracy. He makes all laws, rules and appointments. Justice, defense and administration are the province of the Emperor alone, and his appointed bureaucrats and governors.

In fact, the Fekeshi are divided into clans, which are in turn divided into families. The rulers of the largest clans are the real power-brokers. They govern the provinces (not the appointed officials) through their retainers, the Paladins. Paladins are the warriors; they are also the tax collectors, administrators and advisors. Each noble has a karo, or chief Paladin. His is the responsibility of making sure that the clan's activities match the wishes of the clan lord. For most of their history, the Emperor has been a puppet of one of the clan lords. He is a very important puppet, since his official approval is required for every law and major government appointment. Control of the Emperor is necessary to secure the legitimacy of whoever is the real ruler. Several times energetic Emperors have tried to re-assert Imperial rule. Though they succeeded for a time, the Clan lords always eventually triumphed. For almost seven hundred years the real ruler has been the Shogun, or Great General. This man is appointed by the Emperor, and has always been from the Rihayocho clan, though the three most powerful families of that clan have long struggled for supremacy.

The Imperial Court remains the ceremonial center, the source of fashion and art, and Imperial nobles still enjoy enormous status. This includes precedence over the powerful provincial nobility in affairs of ceremony. However, since their income is governed by the Great General, they are frequently poverty-stricken. Besides the Imperial court, temples and monasteries, clan lords and even merchants can wield powerful political influence. It all gets very complicated.

As a final note in the Fekeshi political structure, a hidden force has been manipulating the clan lords, Great Generals and Emperors for centuries. Du-Dania the Singer, one of the Doomed, is the appointed secret ruler of this land and answers directly to Tor-Mezin himself. It is Du-Dania who has ensured that Fekesh remains a tool of Doomhault, engaging in frequent war with Tarsus and maintaining the status quo. Although Du-Dania has a small number of agents who serve her interests in the courts of the major clan lords, she often relies on her own natural powers of persuasion, seduction and enchantment to bind the Great Generals to her will. When it is necessary for her to act openly, such as when she led the attack on Tarsus that spelled the end of the High Kingdom she adopts the role of a goddess.

Social structure in Fekesh is rigid but fairly simple. The highest social class is the warriors. This includes

the Imperial Court, the clan lords, and the Paladins. Only these men have the right to carry a sword, and they have the legal right to kill those lower in status who behave rudely (this includes such crimes as touching the paladin's sword or not speaking in properly deferential tones). Even a Paladin without a clan lord still ranks as a warrior. Next come the commoners. According to ancient philosophy, the highest of these is the farmer, since without him, no one can eat. Second is the artisan, who makes things people need. Last, but richest, is the merchant—he profits off of what other people make. Religious figures do not fit neatly into this structure. Ascetics, healers and exorcists usually rank as warriors, but warrior-priests, diviners and mediums rank as farmers. Lowest of all are the outcasts, originally including only those who handled the bodies of the dead (butchers or gravediggers, for example) but eventually extending to include beggars, gamblers, entertainers, magicians, exiled criminals and survivors of suicide pacts. Outlaws live in their own districts on the outskirts of the village or town and are governed by their own kind. Killing an outcast is not considered murder; it is punishable by a fine.

Fekesh is a shame culture. Its people are less concerned with questions of morality and legality than with social acceptance. They call themselves a "considerate culture", because they tend to say what they think their audience would like to hear. Fekeshi respect bravery, hospitality, sincerity, loyalty and politeness. Financial success is valued openly only by merchants, who are despised as miserly and greedy (particularly by paladins and nobles, who are often in debt). Honesty is less valued than loyalty. People are expected to lie to protect their relatives or clan, but warriors easily throw their lives away in service to their clan lord. Society expects all people to show respect to their parents, real or adopted. Married women are expected to show similar piety to their husband's family. Students owe respect to their teacher, who treats them as members of his extended family. Often the best pupil is adopted as heir. Servants and employees owe piety to their master. According to Fekeshi law, killing your teacher or master is patricide—the same as killing your father.

The local feudal system places some clans above others. This is based on considerations of fighting strength rather than bonds of loyalty, and it is here that the loyalty begins to break down. It is quite common for allied clans to turn on each other in the middle of a battle, or for a subordinate clan to attack it's larger family's castle to enlarge its own territory. Fekeshi history chronicles that when the larger clans battle, the lesser clans often divide their forces. The clan father will fight one side, his brother or son on the other. That way the clan survives no matter who wins. The family leader who backed the winner becomes the clan head.

Friendship is very practical, almost a business transaction. Romantic love is seen to be different from the ties that bind a husband and wife. Love is an overpowering and destructive emotion - felt not for a respectable wife but for a geisha or courtesan. A few such romances end happily, but most end in tragedy. The lovers commit mutual suicide, hoping to meet in better circumstances in their next life. Cowardice is despised, particularly by paladins. Man or woman, adult or child, a Fekesh is expected to be brave enough to face death. Suicide is common, and is considered an honorable, even noble, act. Of course, Fekeshi are as afraid of being killed, robbed or haunted as anyone else, but they are too ashamed to admit it. They usually react to a frightening situation with pretended amusement. Laughing loudly, they make a show of courage and then beat a hasty retreat.

Killing is a very important component of any discussion of Fekeshi culture. The instinctive reaction of an ashamed Fekesh is to kill—either to kill the person who has shamed him or to kill himself. Anything that shows a Fekeshi as less than perfect involves some loss of face, and could provoke violence. This is true for all social classes, not just the paladins. The law accepts that paladins have hot tempers and are prone to kill. Paladins are asked to leave their swords behind when they enter the geisha quarter or a theater. The usual punishment for an unauthorized killing is one year as a ronin, without a master. There is a saying that a paladin isn't a real man unless he has been ronin three times. Duels or blood feuds are virtually mandatory upon the murder of a father, master, teacher employer or clan lord.

The geography of Fekesh extends from the well-enforced border with the Tarsans in the east to the north and west, until the land becomes drier. This signals the threshold of Mu-Jahdin. The coastal borders, both north east and southwest, are complex and home to many ports and river towns. Fekesh is largely mountainous, with many shallow rivers and lakes in the valleys. Farming is performed along the coast and in a few tiny mountain plots. Four fifths of the population are farmers.

Religion, magic and mysticism is very prevalent in Fekeshi culture, with a bewildering array of spirits and gods being worshipped, appeased or avoided by the populace. Ancestors take their place among these spirits, and temples or shrines are common. Though priests are respected and honored, magicians are not trusted. Mages are thrown out of their families if their interests are discovered, and many find solace with Du-Dania or her agents, working them into Fekeshi's secret government. Black magicians and other Diabolists are very common, and become servants of the creatures just as the paladins serve their clan lord.

The martial arts of Fekesh are highly advanced, as might be expected in such a violent culture. The unarmed combat techniques began when the clan lords forbade the peasants to bear weapons, and the farmers experimented to come up with new ways of defending themselves against bloody paladins or roving bandits. Fekeshi sword-combat techniques have much in common with the Sword Arts of Ambrosius, and were certainly cross-inspired. Other unique features of Fekeshi military include large bodies of peasants armed with cheap muskets, the secrets of which were

imported from Mu-Jahdin. These "teppo" have proved to be one of the few effective deterrents to the standard Tarsan cavalry tactics, and may begin an arms race between these two warring neighbors.

A final unusual element of Fekeshi culture, and one that poses some great danger to Tarsans and other enemies of the Fekeshi people, are their assassins. These black-clad warriors are outcasts in the rigid social structure of this land, but they are well-paid and often-used tools of the clan lords. Armed with rigorous martial arts techniques, obscure mystic rituals, cleverly disguised weapons and covert operational skills, these efficient and silent killers have been the death of more Tarsan Earls and House Guards than any other single force (save perhaps the teppo). The precise numbers and organization of these assassins remains unknown to eastern scholars.

Mu-Jahdin: Arabian Nights

The far-away desert lands of Mu-Jahdin are seldom traveled by easterners. They are isolated from all of the Broken Kingdoms by the wide expanse of the Demetian Sea, though their corsairs and pirates are known and feared far and wide. Mu-Jahdin was the site of Albion's first landing in Ahrivine. The ancient port city of Abblasoure, founded by the Albionesse and made by them into a mighty stronghold, remains one of the largest and most profitable cities in this arid desert land. The Albionesse settled vast portions of Mu-Jahdin, but the terrain prohibited true nation-states in the traditional mold, and desert tribes mixed with coastal cities and towns were the result. All attempted to be independent but eventually ended up either hiding in the desert or else paying tribute to Albion across the sea. After Albion's empire was destroyed, the Dark Titan sent one of his Doomed to unite the entire land under his rule. This has been done, and for centuries the Mu-Jahdin people have served in the Hosts of the Doomed.

Mu-Jahdin begins at the edge of Fekesh and stretches north until it reaches the Demetian Sea, and this land is largely bordered by water. To the north west is the crying jungle, a difficult obstacle to invasion, across which lies the ancient kingdom of Kekutchiau. The coastal areas are green and fertile, with the interior forming a large and inhospitable desert. Most of the population remain in the lush coastal areas, but travel across the desert is common and always runs afoul of the many desert tribes who wander across these trackless wastes, robbing from other tribes, demanding taxes and tolls from travelers, or finding shade in the many oasis which dot the harsh land.

Natural wildlife is widely varied and includes not only the famous gray horses, but also camels, large predatory cats (including the cheetah, which is trained for hunting and is kept in court), scavenger dogs and the fantastic elephant, which the Jahdetta train for war. Mu-Jahdin pride themselves on their horses and their horsemanship skill—surely only the Tarsans can rival them in natural talent for the saddle. Hawking is also a popular sport.

The people of Mu-Jahdin, known alternately as the Mu-Jahdin or the Jahdetta, are black haired and usually dark of skin. Black hair and eyes and a slender build are beautiful traits. The desert nomads are a cooperative, capable and tough people with an honor code that demands strict hospitality—the harsh environment ensures that everyone will need help eventually. In the cities, trade is common and profitable, including contact with not only allied nations such as Mezina, Fekesh and the Northrons, but even with the warring neighbors of Kekutchiau, Pallea and Calabria. All of this money has made the ruling aristocracy of Mu-Jahdin fabulously rich and ostentatious. The kings keep many wives, large harems and entire houses of slaves.

Religion dominates Mu-Jahdin existence; it is strict and tightly bound to the government, law and social custom. Their original belief in Augelmir has been corrupted by centuries of Doomed rule, so that they now worship the Dark Titan instead and war continuously in his name. Traditionally the faith has no priests—each person dealt with the Creator individually, but again changes have put the old teachers and scholars into positions of rulership, and now the priest caste is an instrument of Ardun-Rake the Binder. Religious law is often savage and is based on an "eye for an eye" principle.

The scientific achievements of the Mu-Jahdin are impressive, motivated by an intense belief that spiritual insight is linked to science and the natural world. Universities and religious schools teach alchemy, astronomy, mathematics, medicine, philosophy and physics. Magic is widely perceived as a route to power in Mu-Jahdin, many of the lesser Kings are advised by powerful viziers who are also skilled mages, and viziers have often seized control of the throne. The Binder, who remains firmly in control of the many lesser nobles, is himself a Doomed sorcerer of tremendous power. Two unique elements of Jahdetta magic are the djinn, spiritual beings of pure magic (probably Incarnates or Demons) with whom mages often bargain for power, and shape shifting, which seems to be far more common in the desert land than amongst mages of the Broken Kingdom.

The most feared element of Mu-Jahdin society, and the most common element that warriors from the Broken Kingdom are likely to encounter, is its vast navy and tremendous army. The Jahdetta corsairs are feared demons in Calabria, well known for their piracy and slaving raids (since no Jahdetta may be put into slavery, only foreigners). Some treat their captives better, however, since slaves are a valuable commodity. The army of the desert kings, currently engaged in an invasion of Kekutchiau through the Crying Jungle, is rumored to number almost a hundred thousand men, Inach and elephants. Mu-Jahdin commanders are noted for their tactical and strategic brilliance, but the

guerrilla actions of the Jungle's native inhabitants are giving them logistical nightmares, and it is uncertain how long it will take them to properly subjugate Kekutchiau.

The North—Vikings

Far to the north of Mezina and Doomhault, at times almost touching NorthUmbria as well, lie the scattered villages and clans of the Northmen. A farming and sailing culture, they too have come under the influence of the Dark Titan and his Doomed, though many have resisted in various ways. Their lands were settled long ago by explorers seeking to escape Albion, but thanks to the arrival of the Mezini on their southern shores, that fate has been denied them.

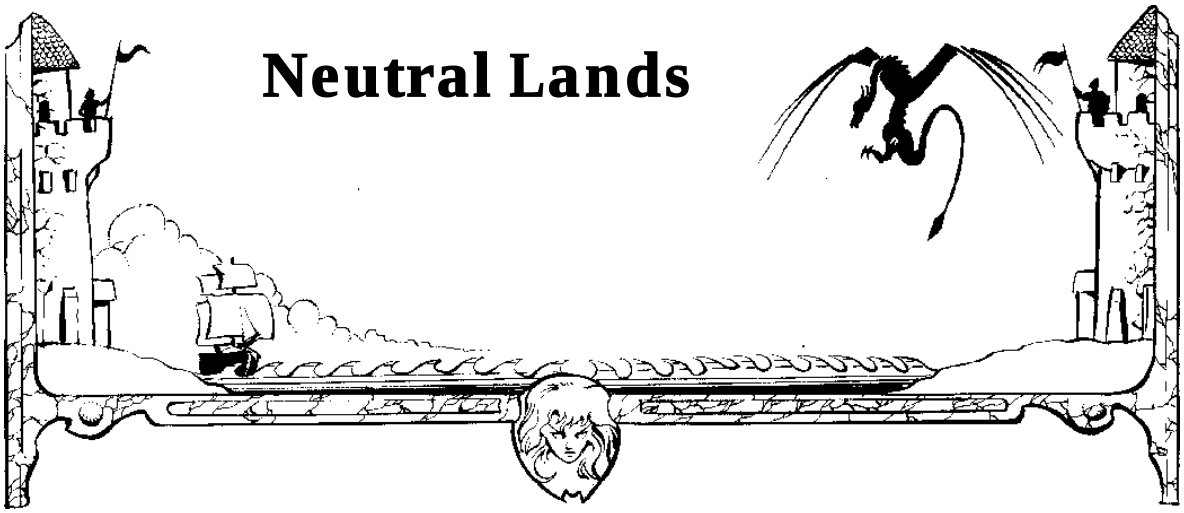
The broad expanse of territory referred to generally as "the North" includes a broad variety of terrain, but is generally rolling hills or grasslands before yielding to glaciers and ice packs. It is possessed of a serene and majestic beauty, particularly in the fjords and deep valleys that have been carved out by the slow movement of the ice flows. Animal life includes a variety of cold-weather fauna such as caribou, thick-haired hunting or sledding dogs, and fish.

Although this harsh environment would daunt many, the local population has long ago adjusted their lifestyle to the rigors of the land, and population is much higher than expected. The Northrons are a tall, muscular and strong race—not so impressive as their ancient ancestors in Albion, but larger than the average Calabrian or Provincial by several inches. They keep many of the traditions now espoused by the Tarsan peoples—including hospitality, generosity, courage and a willingness to accept hardship. And of hardship, they know well, for the Doomed have struggled to unite the divided Kings of the North under single rule for many generations, and use them as footsoldiers in their wars against Allemaine.

In this effort, they have never been more than partially successful. The clever trickery of the Northron Kings has ever thwarted them, and rumors persist that a variety of ancient magical powers of undetermined nature and strength may also work to oppose the Doomed. However, the Walker in White has recently returned to the north, and built a powerful allegiance among the clans. With his own awesome wizardry he has constructed a great citadel of ice and rock, and from this foreboding place he works to crush the remaining resistance to his rule. Once his wars of conquest are complete, the entire Northron race will be available as a levy for the Host of the Doomed. To this end, Ymim has also introduced Inach and a breed of snow trolls into the ice caverns of this troubled land. As yet, no organized opposition to him has arisen.

In the meantime, the Northrons farm, herd, trade and raid the coastlines in their famous longships. Northern raiders invented the amphibious assault , and can land on the coast of the Southern Marches, disembark from their boats and pillage a town or village long before the local knights can rouse a force to combat them. In a more peaceful vein, the Northrons are also accomplished explorers and traders, often seen in Calabria, Pallea, Penisteign, and even farther afield. Prince Vasquez' far-flung colonies have reported contact with Northron settlements and traders, though it seems that the brave sea-going warriors are unwilling to raid Vasquez's towns and risk an assault under cannon fire.

Neutral Lands



Not all the domains of Ahrivine have yet chosen sides in the great wars between Doomhault and the Broken Kingdoms. Some are resisting in the hopes of maintaining the status quo, others are fighting to remain free even now, while some territories are so remote or isolated that their populations are too mysterious to be forced into the conflict.

Crying Jungle

Sandwiched between Mu-Jahdin and the river valley of Kekutchiau lies a strange and magical pocket called the Crying Jungle, so named from the many sounds of wildlife which echo endlessly within it. The jungle is thick and virtually impassable to large numbers of men, yet it is exactly this feat that the Binder and his army are attempting, in order to conquer Kekutchiau for their master, Tor-Mezin. In this struggle, they have encountered many obstacles and dangers including epidemics of strange blood diseases, relentless swarms of poisonous insects, impossibly huge variations of both insects and common animals, and the curious, initially peaceful but now savage local inhabitants.

The Crying Jungle seems to be home to various tribes of primitive men, elves and perhaps even dwarves, who have adapted to their new environment in unique ways. They follow a wide variety of mystical shamanistic religions, and their manipulation of local spirits seems to be quite effective. Coupled with a matchless knowledge of the jungle and the necessary skills for survival within it, they have resisted the frequent incursions of the Mu-Jahdin with lethal force. The organization of the tribes is completely unknown; it may be that they have come under the rule of a single chief, who has directed them against the invaders, or they may have a council of lesser chiefs or elders. Whatever the case, their efforts have slowed, but not stopped, the progress of the King and his Legion of Air. With a nearly inexhaustible army, he seems willing to push through the jungle no matter how many of his men vanish to the screaming cries within.

Kominkadu and Zomun-Katar: The Dwarven Holdfasts

According to legend the Dwarven people once had seven great underground cities. Now, however, only two remain. Each is a marvel of Dwarven and Giant architectural skill, and serves as the home to many thousands of people. Other Dwarves live in the towns and cities of Men, adopting Mannish ways and distancing themselves from their true heritage, but the Dwarves of the Holdfasts remain faithful to their original culture—traditions handed down from the Giants and Augelmir himself.

The Dwarves were the first mortals to dwell in the land now called the Broken Kingdoms, for this was the Giant's home and that of Augelmir their creator. From the Giants they learned the art of the forge and the pick, how to withdraw raw material from the earth and shape it into works of art and craftsmanship skill. For many years they remained in the City of Vaults, but when the Creator was abducted the Dwarves began to quarrel among themselves, unwilling to share the wealth of the Vaulted City and jealous of each other's skills. In the year 85 AG the first of them began to leave these vast halls in search of their own treasures and their own resources.

The Seven Holdfasts were founded, each under the leadership of a different Dwarven House. They flourished and became wealthy, mining the land to discover the wondrous treasures that Augelmir had placed within it, and using their unique talents to shape those materials into works of such surpassing beauty and power that even the men of Albion learned of them, and were envious. Albion settlers had also arrived in Ahrivine, and the Dwarven people signed treaties of alliance and trade with these sub-kingdoms.

Albion has its own uses for the Dwarven people, besides their weapons and armor, and in 307 AG the Black Prince, Tor-Mezin, he who was to become the Lord of Night, signed new treaties with the Kings of the northern Holdfasts to hire the Dwarven hosts as

mercenaries. In exchange for vast treasures of Albion gold, the Dwarves assisted Albion troops in their persecution of the Elven peoples.

The southern Holdfasts, however, had troubles of their own, as it was about this time that the Dark Titan, he who had been called Darkseeker before he turned to evil, arose in majesty and might within the City of Vaults. The Giants immediately asked their Dwarven children for aid, for the Giant race had never been numerous and the Titan seemed able to command hordes of devils, demons, wyrms and beasts beyond count.

These wars continued for over a century; while the Elves eventually hid themselves within the Forest Sauvage, and the Dwarves of the north were at least partially successful in their campaigns, the southern Holdfasts suffered all the more as the Titan bred new creatures to wage his wars, including the Inach and the Trolls. It was at this time that the Holdfasts became diminished in number, for the wars with the Elves and the Titan were costly. Some of the underground cities were broken through siege and looted by the Titan's troops, while others were struck with pestilence and plague by Elven magicians, turning them into haunted ghost-cities peopled only by restless spirits. In time, only three remained: Kominkadu in the north, Zomun-Katar and Gonontok in the south. Other pockets of Dwarven people had become scattered across the land, living in relative peace with man.

But over several centuries Ahrivine became aware of the Titan's existence, and Albion moved to oppose him. They could tolerate no rival to their claims of world rulership, and with more shiploads of gold and rarer metals they continued to solicit Dwarven aid. Thus in 803 AG a mighty host of Men and Dwarves, including not a few Giants and perhaps a Wizard, stood ready to oppose the Titan at the famous battle of Sanguine Plain. The three Dwarvenkings still living were present, and with them was a mighty Host of more than twenty thousand Dwarven warriors. But fate turned against them, for it was even now that the Isle of Albion sank in magical wrath across the sea, and the Albion army present at Sanguine, desperate to come to the aid of their families adrift in refugee fleets across the sea, abandon the field of battle and left the Dwarves to face the wrath of the Titan alone. A third of the Dwarven Host was massacred, the King Doinar slain and his Holdfast, Gonontok, thrown open, pillaged and destroyed. It was one of the darkest days of the Dwarven people and after it was through, those that survived returned to their Holdfasts and sealed the doors shut. They were through with the treachery of man. Never would this injustice be forgotten.

For many centuries the Dwarven Holdfasts remained sealed, until the Dark Titan again lay siege to Kominkadu in 1715 AE. It is possible that the Dwarven King would have been able to resist indefinitely, but after a year of siege he received envoys from the court of Elenriuth, Elvenking. During this visit treaties of alliance were formed, and a year later the Second Army of Stars lifted the siege of the Dwarven people. The new alliance caused no end of wonder among Men, who were amazed that Elenriuth could forgive the Elven blood shed by the Dwarves, but the treaty remained firm throughout the last years of the Age, until Vertigane called upon it to join his own High Kingdom and field the largest war-host ever assembled. This was the army that eventually defeated the Dark Titan at the Rydion Gap.

Sadly, the alliance did not outlive the war. Once the costly victory had been won the Dwarves again retreated to their Holdfasts, though they retained trade alliances with Allemaine in the north and Tarsus and the Provinces in the south. They severed all promises of military aid, however. For the entirety of the current Age, the Dwarven Hosts have taken afield only to defend Dwarven interests, in particular repelling the many Inach tribes of the Rydion and Pennine Mountains, and the dragons or other monsters which sometimes accompany them. Attempts to forge a new alliance between the Kingdom and the Holdfasts have always met with failure.

The two remaining Holdfasts of Kominkadu and Zomun-Katar remain steadfast in their observances of Dwarven culture and traditions. Though they share a common heritage, three and a half millennia have passed since their founding. Many unique elements have arisen, peculiar to one Holdfast or the other. Each is ruled by a sovereign and independent King, though they can be certain to cooperate on all matters of survival.

Kominkadu straddles the Rydion Mountains between Doomhault and Allemaine. This key tactical position has made it a target of frequent war by the Titan and, after him, the Lord of Night. Throughout these assaults the Dwarven Hosts have stood firm. The northern Dwarves are generally richer than their southern counterparts, thanks to lucrative trading contracts with central Allemaine. Kominkadu is also home the secretive Cold Forgers, where a strange cold-fire is used to soften the magical metals buried underneath the Rydion range. The King of the northern Holdfast is Albericht, a reclusive but commanding figure known for his lonely silences and his stony gaze. Albericht has continuously rebuffed attempts at alliance, not only with the Lord Regent but also with representatives of Duke Axilles and other NorthUmbrian ambassadors. Rumors as to the nature of this isolation are rampant, particularly because a military alliance between the Holdfast and the Kingdom would seem to be mutually beneficial. Oracles and seers, including the Pallean Sibyls, have continued to hint that a strange curse lies at the heart of this problem. The details remain unknown.

Zomun-Katar was once Zomun-Zaran ("In the Shadow of our Fathers"), so named because it was built so close to the City of Vaults where the Giants lived. But when that wondrous city became stained with the evil of the Titan, and when all efforts to cleanse him from it proven fruitless, the Giants were driven out and the name of the Holdfast changed to its current, more foreboding, appellation ("In the Shadow of

Darkness"). Its people have mined far, far below the mountains—so far in fact that they have come dangerously close to unleashing the hideous curse that claimed the Giants. However, the results of their labors have been extraordinary, for they have discovered many wondrous metals and minerals that have displayed great magical properties and potential. With such a close geographical tie to the city of their birth, Dwarves of Zomun-Katar also have preserved more of the ancient knowledge of the Giants and of Augelmir. Though not as rich as their northern cousins, their craftsmen are generally considered superior. Although their leadership has long maintained trade with the Provinces and Tarsus (importing foodstuffs, textiles and leather goods in exchange for weapons, metalwork or architectural expertise), this policy has recently been expanded by King Cham. With his permission and blessing, Dwarven armorers have begun commissioning many suits of plate or chain barding for the Tarsan horses, and superior armor for the Warlords themselves. Payment arrangements have been worked out in secret, and it is unknown what King Ector could have to pay such an exorbitant bill. However, relations between the two Kings seem warm, and rumors of an official military alliance continue to spread.

Regardless of their specific home, Dwarven culture remains essentially unchanged. They are a conservative people, valuing honesty, loyalty and the preservation of history. To outsiders, they often appear to be an extremely homogenous culture—all Dwarves seem to look and act alike. But in fact this is an outer shell presented to foreigners. Their inner character is rich and unique, largely inscrutable to outsiders.

Dwarven Warriors

Although Dwarves do not usually serve in the Army of Allemaine except as occasional private (and well-paid) mercenary engineers, they are common on the roads and within the mountains of the Kingdom. Each Holdfast maintains a standing army known as the Host, containing one-third of all mature males. The remaining two-thirds are maintained as reserves, and rotate through to active duty over seven year periods. The precise size of the Hosts is unknown—no human scholar has been able to gain access to the Dwarven census.

The Typical Dwarven Axeman is a highly-trained and well-motivated warrior with a direct combat style. He will charge the enemy center and rely on force of arms, strength of steel and the fear he inspires to win the day. The Hosts are dominated by axemen, but also include extensive use of crossbows, poleaxes, hammers, maces and mattocks. They rely on their natural toughness, shields and heavy plate or chain armor to defend themselves. Four samples of Dwarven warriors are included below: Axemen, Crossbowmen, Guardsmen (commanders) and Warders (bodyguards and agents of the Dwarven King).

Axeman

20	STR	14	DEX	20	CON	12	BODY
13	INT	13	EGO	13	PRE	10	COM
8	PD	5	ED	3	SPD	8	REC
40	END	35	STUN				

Powers and Skills: Use the Mountain Dwarf, Holdfast and Axeman Package Deals.

Equipment: Reinforced Chainmail (DEF 7, full coverage), medium shield, hand axe, throwing axe and dagger.

Fuzion Stats

4	INT	4	WILL	4	PRE
4	TECH	4	REF	4	DEX
6	STR	6	CON	4	BODY
3	MOVE	12	SD	12	ED
2	SPD	12	REC	60	END
20	STUN	20	HITS	12	RES

Archer

18	STR	14	DEX	18	CON	11	BODY
13	INT	13	EGO	13	PRE	10	COM
6	PD	5	ED	3	SPD	8	REC
36	END	29	STUN				

Powers and Skills: Use the Mountain Dwarf, Holdfast and Archer Packages.

Equipment: Chainmail (DEF 6, full coverage), spear, mace, heavy crossbow.

Fuzion Stats

4	INT	4	WILL	4	PRE
4	TECH	4	REF	4	DEX
6	STR	6	CON	4	BODY
3	MOVE	12	SD	12	ED
2	SPD	12	REC	60	END
20	STUN	20	HITS	12	RES

Guardsman

23	STR	14	DEX	20	CON	13	BODY
13	INT	13	EGO	15	PRE	10	COM
8	PD	5	ED	3	SPD	9	REC
40	END	38	STUN				

Powers and Skills: Use the Mountain Dwarf, Holdfast and Axeman package deals. Add +2 Levels with Axes, Maces and Picks (for a total of 5) and +1 Level Moving in Armor/Plate (for a total of +3).

Equipment: Reinforced Plate Armor (DEF 9 on head, DEF 8 elsewhere), medium shield, warhammer, mace, hand axe and dagger.

Fuzion Stats

4	INT	4	WILL	5	PRE
4	TECH	4	REF	4	DEX
7	STR	6	CON	4	BODY
2	MOVE	12	SD	12	ED
2	SPD	13	REC	60	END
20	STUN	20	HITS	20	RES

Fuzion Skills: Axes & Maces: 7; other skills from the package

Warder

23	STR	17	DEX	23	CON	15	BODY
15	INT	18	EGO	18	PRE	10	COM
8	PD	8	ED	3	SPD	10	REC
46	END	40	STUN				

Powers and Skills: Use Mountain Dwarf, Holdfast and Axeman Package Deals. Add the following skills: Bugging/Eavesdropping, Magic Skill/Artificery, Security Systems/Traps, AK: Holdfast 12-, +3 Combat Levels with Axes, Maces and Picks (for a total of 6), +2 Levels MIA/Plate (for a total of +4) and +2 Overall Levels.

Disadvantages: Package Disadvantages and Reputation as the King's secret agents 11-.

Equipment: Reinforced Plate Armor (DEF 9, full coverage), medium shield, weapons of High Steel and superior workmanship including: warhammer, mace, throwing axe and daggers (all of +1 OCV and -5 STR minimum due to high quality). Usually with at least one major piece of magical weaponry or armor.

Fuzion Stats

5	INT	6	WILL	6	PRE
5	TECH	5	REF	5	DEX
7	STR	7	CON	5	BODY
3	MOVE	14	SD	14	ED
2	SPD	14	REC	70	END
25	STUN	25	HITS	25	RES

Fuzion Skills: Axes & Maces: 8; other skills listed above and in packages at Level 4.

Savage Forest: Home of the Elvenkind

Protected for almost two millennia by ancient magics and the terrible sacrifice of the Elven peoples, the Forest Sauvage is the home of what pure Elves remain in the Broken Kingdoms. While strains of Halfelven blood can be found in many places throughout Calabria and elsewhere, rare indeed is the true Elf found outside the borders of this land. Travelers are not generally welcome, and legend concerning the strange inhabitants of the woods has made the Elvenkind into creatures of superstition, not the brave and noble warriors that they once were.

The Elvenkind began in ancient Albion, and by the time of Man's arrival in the world they had already mastered many facets of civilization, including magic, science, and a peaceful co-existence with nature. With Rhea herself in the court of their King, they passed on much of their knowledge to the Albionesse people and guided them through the creation of their first Kingdom. All was well for this "golden age." But when the Goddess was taken and the Elves and Men were suddenly bereft of her advice, they fell upon each other in terrible wrath.

Under the leadership of the House of Tor, the preeminent royal house of Albion, purges began of the Elvenkind. It was maintained that the Elves had kept the better parts of their knowledge and wisdom secret from the Albionesse, and further that they were attempting to manipulate the First Kingdom of Men into being their puppets and slaves. Though many of the Albionesse fled the island in response to these accusations, others fell in with the House of Tor. Elves took to the sea, and it was in this way that they reached the coast of Ahrivine, seeking to escape the Albionesse, their crucifixions and their gladiatorial blood-sports. But the Albionesse followed and the Black Prince, Tor-Mezin, came to Ahrivine to found a Kingdom of his own. When he found the Elves there, he mustered an army to rid the land of them forever. To assist him, he paid vast treasures of Albion gold to the dwarves, hiring many thousands of the axe-wielding warriors to help him in his struggles against the Elven Army of Stars.

Although it took Tor-Mezin many years, he eventually began to achieve dominance over the Elves, and many of their kind were slaughtered. The Elvenking then decided upon a terrible plan. He knew that his magicians could enchant the Forest to protect his people, but such work would require considerable time—time that the Lord of Night (for he was now Doomed, though none knew what this meant) would not give them. Therefore he sent his mages with a small guard to the Forest Sauvage, but the large mass of Elvenkind, including thousands of refugees, went under his leadership to the Moonwood. There they served as bait, which Tor-Mezin took. The resulting battle was the greatest bleeding of Elven blood in all the sad tales of Ahrivine, and before it was done the Moonwood's floor would be soaked in immortal blood. Eventually Elenriuth was able to break free of his encirclement and reach the safety of the Forest Sauvage, whereupon Tor-Mezin was thwarted. In the three thousand years since, not even the Dark Titan was able to pierce the veil of magic that befuddles and confuses all who enter the Forest Sauvage.

Thus the Elvenkind were safe (though the Moonwood is haunted to this day). They remained in seclusion, making it clear with their white arrows that none were welcome in the woods. Only a handful of individuals—Paracelsus, Blaise and perhaps some others—were safe. In time, however, the Elves realized that they had to take action if they were to prevent the Dark Titan (who had arisen in their isolation) from conquering all of Ahrivine. They made alliance with Dwarves and, later, Vertigane himself. When the Battle of the Rydion Gap took place, the Elven troops held the left flank. With this victory, however, many Elves were again slain. The Elvenking, Elenriuth, proclaimed that any obligation the Elven people had was fulfilled, and they retreated once again to the Forest. There they have remained for the entirety of the current Age.

Elven culture within the Forest is possessed of a certain timelessness which mortals find difficult to comprehend. Its people occupy their time with personal

pursuits and endless happy harmony with nature. They love, marry and have children. There is virtually no crime—only an Elf driven to madness would harm his own kind. Their single habitation—the City of Stars—is protected by a river and a wall in addition to the Forest's magical wards. With two thousand years to fashion a city, the Elven peoples have managed to make it one unparalleled in its beauty. They debate, write poetry or engage in other artistic pursuits, and generally pretend that the rest of the world doesn't exist.

Elenriuth does not have many rules as King, preferring to trust his people and allow them to act as they will. However, breaking his foremost law is punishable by death—no Elf may leave the Forest without his special dispensation (which is almost never given). Such activity is a danger to the entire City, for once an Elf has found the City of Stars the enchantments of the Wood will never harm or deter him. Thus if an Elf were to be captured and forced to lead Tor-Mezin or some other enemy to the City, the entire race of Elvenkind might be lost.

Certain brave travelers—always led by one Elf-friend or another—have urged Elenriuth to take action again in the defense of Ahrivine. These arguments have been refused by the Elvenking, but have found more support with his daughter Nienna and his chief poet, Keldelana. At their urging, Elenriuth has ordered many rangers to go out of the Forest and learn the current status of Ahrivine. These rangers have already begun to return with reports from as far afield as Mezina and Mu-Jahdin, and thanks to their skills Elenriuth is actually one of the best informed individuals in the Broken Kingdoms, with full troop strengths and current activities for nearly all servants of the Lord of Night at his fingertips. However, all of these numbers have only served to further impress upon him the hopelessness of armed resistance, and he remains steadfast in his reluctance to jeopardize all that his people have won.

Although it may seem as if Elven characters are neither possible nor practical, there are many ways in which one could be integrated into a company of adventurers. Remember that player characters are exceptional, and nearly any story can be constructed that permits them to be out of the Forest. Perhaps they are one of the King's Rangers, gathering intelligence on activities throughout Ahrivine, and reporting back to the King (probably between adventures). Alternately, they may have fled the woods secretly, and are pursued by Rangers who seek to recapture him and return him to the Forest before his knowledge is used against the entire race. Finally, a "lost tribe" of Elvenkind is always possible, probably lurking deep within one forest or another. Elven racial and cultural package deals can be found in the character creation chapter.

Elven Warriors

The official host of the Elvenking is titled the Army of Stars, can only be summoned by the Elvenking, and has been raised only twice in the history of Ahrivine. The First Army of Stars fought the forces of Tor-Mezin and his Dwarven allies in AG 352. It was disbanded half a century later when the Elvenkind's isolation within the Forest Sauvage was complete.

The Second Army of Stars was summoned in the year 1716 of the same age, upon the forging of treaties of alliance between the Elven people and the Dwarven lords. Its first action was the breaking of the siege of the Dwarven Holdfasts, but they continued to fight for nearly six decades, finally participating in the climactic battle of the Rydion Gap under the generalship of High King Vertigane. They were disbanded at the end of the last age. For over a thousand years, the Army of Stars has remained a theory and not a practice.

However, the Elvenkind are highly skilled in the ways of war. Rare indeed is the Elf who cannot handle a sword as well as any man, or whose bowshot cannot fell a stag at a distance that would daunt most mortal hunters. Elenriuth is an often pessimistic and fatalistic man, but he will not go down without a fight, and training one's children in the conduct of war is every Elven citizen's duty.

Moreover, veterans of the Second, or even First, Army of Stars remain alive in the Forest Sauvage. Though they may be so aged as to be nearly inscrutable to younger generations, they remain the core of any fighting force that the Elvenking might field, and their experience at organizing and leading units is unparalleled.

In the past, the Army of Stars was largely composed of both male and female Elves, organized in large groups according to arms and armor. Of course, their archers were unmatched in Ahrivine, rivaled only by the immense power of their Giant cousins. Other divisions included large bodies of spearmen in light leather or, for those in the foremost ranks, breastplates and metal helms. Lancers mounted on faerie steeds, carrying long spears, sabres and garbed in chainmail of excellent workmanship and light but strong metals functioned as a striking arm. Rangers and scouts screen the flanks as the army moves and act as assassins and special operatives directly before and during engagements. Finally, large circles of magicians, generally employing Hedge Magic, are a critical advantage that the Elven people have over whatever enemy they might face.

Two different sort of Elven warriors are presented below; these are the sorts that player characters are most likely to come into contact with.

Rangers

By far the Elves most likely to be encountered by adventures and travelers to the Forest Sauvage, the rangers are the Elvenking's hand-picked border guards. They patrol the edges of the Forest as well as its deeper pockets, observing mortals who try to enter and tending to the needs of the animals and plants within the wood. When the subtle magics of the Forest fail to misdirect travelers who are not wanted, they use their own magics in covert manners. When all else fails to deter trespassers, the rangers are permitted to use their

own judgment and to slay the intruders with bowfire from the dense cover of the trees.

Rangers of this sort are also most likely to be chosen when the Elvenking has messages or important missions to be conducted outside the limits of the Forest. This is for many reasons, not the least of which is the greater trust that the King has for them—having patrolled the border for many years, each of them has proven their ability to remain within the Forest and not yield to the common temptation to explore the world of men. Stealth and secrecy, combined with subtle magics (to conceal them from prying eyes), and the inevitable combat proficiency from centuries of border patrol, make them formidable covert agents.

13	STR	18	DEX	13	CON	10	BODY
18	INT	14	EGO	15	PRE	16	COM
5	PD	5	ED	4	SPD	6	REC
26	END	24	STUN				

Skills: Animal Handler, Breakfall, Climbing, Concealment, High Society, Magic/Hedge, Navigation, Paramedic/Healer, Riding, Security Systems/Traps, Stealth, Survival/Hunting, Tactics, Tracking; AK: Forest Sauvage, 13-; Languages: Native Old Elvish, Forest Elvish; Completely Fluent Albionesse, Allemaini; WF: Blades, Staff, Common Missile; +2 Overall Levels, +3 Combat Levels with Blades, +3 OCV with Bows, +1 Level MIA/Leather.

Perks: Fringe Benefits: Ranger (3 points).

Talents: Bump of Direction, Fast Draw, Lightsleep, Perfect Pitch.

Powers: Mental Defense +8, Running +3"; 9" Gliding, Only for not leaving tracks (-2); Life Support: Immune to Aging, Ultraviolet Vision.

Magic: 50 points of Hedge Magic, up to 50 Active Points each.

Disadvantages: Distinctive Features: Elf (Concealable with effort, extreme reaction); Hunted by Inach and Mezina Slavers (MoP, 11-, Limited geo., Imprisonment), Watched by Elenriuth Elvenking (MoP, 11-, NCI, Limited geo, x½), Watched by Allemaini and Calabrian locals (LesP, 8-, limited geo., x½); Psychological Limitations: Hatred of Inach, Mezini and other servants of evil, Insular—will not leave the Forest (very common, moderate), Proud; Reputation as malicious supernatural beings 11-.

Equipment: Excellent Elvish longsword (2d6 KA, +1 OCV, STR Minimum 10); Excellent Elvish longknife (1d6 HKA, +1 OCV, STR Minimum 3); Fitted Leather Armor (DEF 3 on locations 6-18, weight 4.68 kilograms); Excellent Elvish longbow (2d6 RKA, +2 RMod, STR Minimum 10); cloak, hood, boots, jewel of office, traveling supplies.

Fuzion Stats

6	INT	4	WILL	5	PRE
6	TECH	6	REF	6	DEX
4	STR	4	CON	3	BODY
6	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
15	STUN	15	HITS	12	RES

Fuzion Skills: Blades, Bows: 5; other skills listed above at Level 4.

Fuzion Powers: As above .

The "Doubly Feared"

Amidst all the warriors of the Elven people, there are none more honored and respected for their martial prowess than this elite band of soldiers. Trained for literally centuries in the use of two longswords, and with experience in the ancient wars against Tor-Mezin and others, the "Doubly Feared" now function as the Elvenking's personal guard and most trusted troops. Aside from their hand to hand skills, they also possess unshakable morale and personal loyalty to the Elvenking, and they are mounted on semi-intelligent faerie steeds (treat as Grays with INT 8). Due to the high combat proficiency of the Doubly Feared, there is no Package Deal for them. Beginning Elven characters may aspire to this position, but they will be unable to start play as a Doubly Feared unless the point level of the campaign is particularly high.

In the event that Elenriuth should have a need to send true soldiers out of the Forest Sauvage, or to raise the Army of Stars, the Doubly Feared would certainly comprise the most senior troops within that force.

15	STR	20	DEX	15	CON	14	BODY
15	INT	18	EGO	18	PRE	16	COM
7	PD	6	ED	5	SPD	6	REC
30	END	30	STUN				

Skills: Animal Handler, Breakfall, High Society, Magic/Hedge, Oratory, Paramedic/Healer, Riding, Stealth, Survival/Hunting, Tactics, Weaponsmith: Melee and Bows; AK: Forest Sauvage, City of Stars, 11-; Languages: Native Old Elvish, Forest Elvish; Completely Fluent Albionesse, Allemaine; WF: Common Melee, Common Missile, Off-Hand; +3 Overall Levels; +7 Levels with Swords; +2 Levels MIA/Mail.

Perks: Fringe Benefits: Elvenking's Elite Guard (5 points); Ally: Faerie Steed (15 points).

Talents: Ambidexterity, Defense Maneuver, Fast Draw, Find Weakness with Longswords 12-, Lightsleep, Perfect Pitch.

Powers: Mental Defense +9, Running +1", LS: Immune to aging, Ultraviolet Vision.

Disadvantages: Distinctive Features: Elf (Concealable with effort, major reaction), Two Swords; Insular, will not leave forest (very common, moderate), Proud—consider themselves the best warriors in Ahrivine, Hatred of Inach, Mezini and other servants of darkness; Watched by Elenriuth Elvenking (MoP, NCI, 8-, limited geo.), Hunted by Inach or Mezina slavers (MoP, 11-, limited geo, imprisonment); Reputation as malicious, supernatural beings on 11-.

Equipment: Superior Elven longswords (two—2d6+1 HKA, +1 OCV, STR Minimum 8), Superior Elven longknives (two—1d6+1 HKA, +1 OCV, STR Minimum 0, can be thrown); Excellent Elven heavy longbow (2d6+1 RKA, +2 RMod, STR Minimum 13); Fitted Elven Chainmail (DEF 5, 10 kilograms weight); white and silver tunic, gray cloak, jewel of office, fairie steed.

Fuzion Stats

5	INT	6	WILL	6	PRE
5	TECH	6	REF	6	DEX
5	STR	5	CON	4	BODY
4	MOVE	10	SD	10	ED
3	SPD	10	REC	50	END
20	STUN	20	HITS	18	RES

Fuzion Skills: Swords: 9; other skills listed above at Level 5.

Fuzion Powers: Find Weakness: 14; Others as above

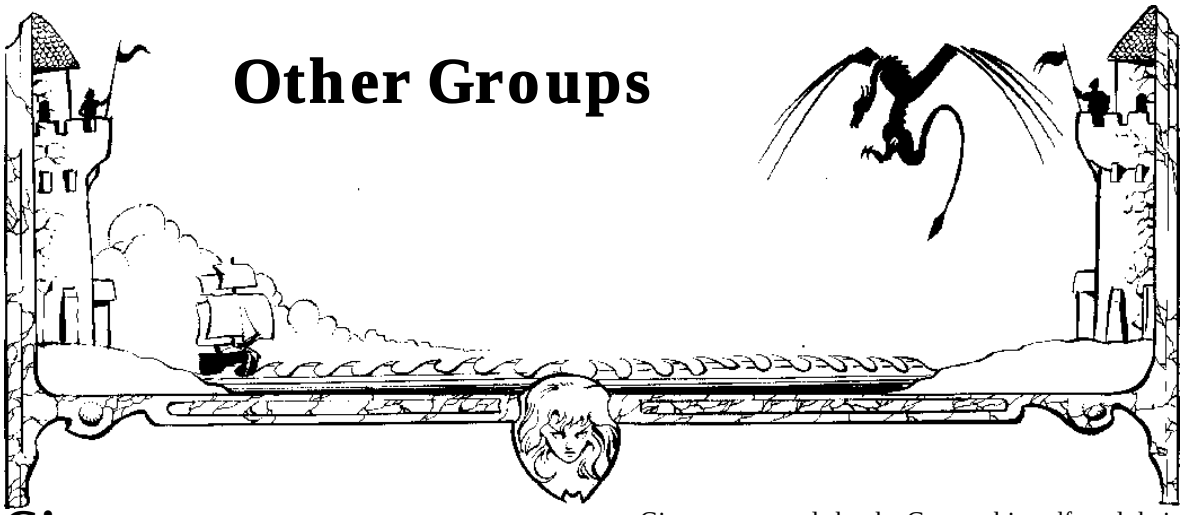
Kekutchiau: Necromancy in the Land of Pharaohs

Little is known of this far-away land, but what is heard builds a picture of a land that remains largely the same despite the passage of many centuries. It is a land populated not only by men, shape-shifting genies and strange animal-people, but also Incarnates and Demons. A Priest-King ruler maintains, through a religious hierarchy, firm control over citizens that worship him as a living god. The army of Ardun-Rake threatens to invade them, with their only boundary being the difficult passage through the Crying Jungle.

Kekutchiau is a river valley nation, and the river is the dominant geographical feature. There are many cities and town close to the river shores, but after just a few miles the desert takes over and habitation drops off to just a handful of wandering nomad tribes. Though most of the populace are farmers, the nobility are quite rich and this land is a profitable market for any trader able to get past the straits that guard the Demetian Sea. Their people are not warriors, however; though they have a large army and a few elite groups such as chariot-drivers and other palace guards, the majority of the military are poorly armed and armored peasants with no experience in war and little taste for it. Barring a miracle, Ardun-Rake will find them an easy conquest.

However, a miracle may not be out of the question. Kekutchiau is a realm of powerful magic. Necromancy in particular is widely practiced by the priests of numerous death cults common throughout the Kingdom. In addition, the "gods" of Kekutchiau—Incarnate spirits—are very numerous and quite willing to use their powers when it is to their best advantage. Most of the Priest-King rulers can trace their lineage back to one of these gods, but their divine blood has been so diluted that they no longer possess any supernatural powers.

All in all, Kekutchiau remains a very mysterious land. As travelers from Ahrivine explore more of it, it is certain that its destiny will become more bound up with the fate of the Broken Kingdoms.



Other Groups

Giants

Assuredly the most powerful, and perhaps the noblest, of all races, the Giants were the first of Augelmir's works to awaken, and the most beloved of his creations. They once lived in great underground cities which reached far into the earth, but their history is filled with loss and tragedy, and they are now but a small remnant of what was once a thriving civilization. Many can personally remember the days when the Creator walked among them, and the Giants remain exceedingly wise, peaceful and knowledgeable, able to manipulate but remain in harmony with the world that is their home.

Giants reproduce so slowly and their losses in the ancient wars were so severe that there are barely any Giants at all left in the world. They avoid contact with other races, and they have a remarkable gift for hiding themselves in remote and difficult terrain, often choosing to make their homes atop mountains, deep in forests or in subterranean caves. Giants avoid mankind in particular; any race which kills its own members so readily disturbs their peaceful nature. As a result, Giants are more of a myth than a reality to the people of the Broken Kingdoms.

Ranging in height from 12-18 feet, most adult male giants reach a height of fifteen feet and weigh one and a half tons. They are handsome and obviously noble beings, with deep dark eyes that reflect the troubled history of their people. Massively muscled and incredibly tough, they were Augelmir's most perfect creations. Giant flesh is tough and resilient, stronger than most armor. Only Trolls rival their power, and even the weakest Giant has the strength of ten strong knights. But a millennia of wandering and hiding has made them quiet and graceful for their immense size. They walk silently, and seldom speak. When they do, their deep and harmonious voice sounds like a cello in an echo chamber. Skin color varies from pale to tanned brown. By nature and choice they are extremely hygienic and bathe at least twice a day, preferably in mountain waterfalls or through water-carrying devices of their own construction.

Giants were made by the Creator himself, and their personality reflects that of their patron. They are stubborn, intellectual and creative, with subdued and often wry senses of humor. They are most at home when building, designing, or forging something new that tests the limits of their ingenuity. When not faced directly with some dire threat, Giants are almost invariably calm and easy going. Politeness is a cornerstone of their culture.

However, when attacked or when confronted with evil, Giants reluctantly become the most implacable of enemies. Too many times in their history they failed the other races by their inability to act decisively; no longer will any Giant tolerate the presence of evil.

Their philosophy is stoic and often pessimistic, dominated by a profound sense of (perhaps undeserved) guilt. Giants remember the highest ages of Ahrivine, when peace and prosperity were shared by all and evil was but an abstract concept. Everything has been downhill from there, and few Giants believe that the trend has any chance of changing. A common Giant proverb is translated "As with the mountain, so with the man," relating that just as a rock mountain is slowly worn down by time and weather, so the races of Ahrivine will be slowly ground to dust by situations beyond their control.

Giant homes are usually some form of natural shelter, customized and sculpted to fit personal tastes. If a Giant has decided to settle down and make a home, he usually stays there for centuries and the abode itself reflects this. Most are intricate works of art involving combinations of sculpture and ironwork, with strange machines or inventions placed about the home to alleviate the tedium of regular chores. Homes are kept very clean and neat.

Craftsmanship is their highest form of art. Not only do they make excellent weapons and armor, but they also have designed numerous machines which would amaze and delight the other inhabitants of Ahrivine. Giants utilize water, wind and gravity to create elevators, advanced mining techniques and other engines. While the Dwarves seem to excel in the creation of tools and stone sculpture, Giants aren't happy with a device unless it has moving parts. The Giants excel in

all fields of metal and stonework. It was they who taught the Dwarves their craft, and they still surpass all but the most talented of Dwarven smiths.

They have two forms of recreation that they love above all else: working to craft some new object or device, and simply observing the flow of nature around them. Since most of their smithies and work places have been abandoned, most often when a Giant is encountered, it will be somewhere in the remote wilderness. Often they stand or sit for so long, simply watching the universe unfold around them, that humans mistake them for trees or small hills. Few Giants would prefer any draught over clear pure water, but they often carry vessels of *Augra* , a powerful potion composed of natural herbs and fungi. One or two mouthfuls of this stuff will invigorate a Giant completely, and serve as an entire meal. It tastes of berries, and often has a musky smell to it. Though slightly alcoholic in nature, the Giants are completely used to Augra's effects. They do, however, take some delight in watching any Dwarf, Elf, or Man try to drink the liquid. The most common result is ten seconds of complete foolishness followed by unconsciousness, inevitably resulting in a hangover of extreme severity. The effects are lessened in Dwarves, who retain an amazing constitution and several drinks which resemble Augra in both effect and potency.

Mating in Giant society is usually for life, and once was associated with gay festivals and traditional wedding rites. Now, however, the social institutions of marriage have been abandoned (with most everything else). A Giant is born around two and a half feet tall, and is classified as a young adult after about fifty years. Giants seldom give birth to more than one child at a time.

After the Gods were abducted, the Giants had formed a monarchy with the king being agreed upon by the community as a whole. The last king was slain in the final battle of the First Alliance, which resulted in the sealing of the Vaulted City. The Giants never chose another ruler. Now they content themselves to govern each his own. The position of king was largely a ceremonial one anyway, since Giants need no laws or rules to govern their behavior. No Giant would ever consider harming another, and the whole idea of crime is foreign to them. With the loss of the ancient sites, they seldom have a need for social institutions. When they do have meetings or gatherings, it is usually for one specific problem and the organizer of the meeting maintains authority. Female Giants have fully equal status to the men.

History

Giants lived in Ahrivine before any other race, and they built their fantastic home deep under the mountains, naming it the Vaulted City. All the Giants lived there, though they would often travel to visit and work in other parts of the world. Sometimes these 'trips' would last for centuries.

It was the inquisitive nature of the Giants which led them to accidentally unleash the supernatural force of the Underearth, as they tunneled ever deeper into the mysteries of the universe. Thus the legacy of the Destroyer was freed, and Incarnates, wyrms and other hideous and evil beasts bubbled up from the pit and began to spread throughout the City, and across the world. Every Giant feels the burden and the shame of the calamity which they released all-unknowing onto the world, and this sense of guilt is only intensified by the fact that one member of their race, instead of resisting that force of evil, embraced it. The Dark Titan, the ultimate embodiment of evil, was once a Giant.

The Giants warred for many years under the mountains against the forces of darkness that threatened to overwhelm the world. They summoned the Dwarves of Zomun-Zaran and the other southern Holdfasts to aid them, but their efforts failed. During their distraction with the war below the surface, the Giants were completely unaware of the terrible things being done to the Elves by Men. The Giants eternally regret that they did not save their brothers, but they could not even save themselves.

When the Dark Titan first began to breed Inach and the Trolls, whose passion for blood and battle made them a match even for the Giants, the Giants and Dwarves began to suffer defeat after defeat. They alerted the Elves and Men of Ahrivine, learning only then of the Elvenkind's isolation in the Forest Sauvage. Finally the First Alliance of Ahrivine, composed primarily of those Men not under the control of Albion, was formed to meet the threat. In a great mountain battle, the forces of the Dark Titan were defeated, though the Master of the Dark Depths and many of his minions escaped to the north. The Giants knew that they were now too few in number to hold the Vaulted City, and it was the site of too many sorrows for them. Perhaps concerned that the Underearth might yet yield more of the Destroyer's evil, they sealed the city and took to wandering.

When the Grand Alliance was formed, culminating in the battle of the Rydion Gap, many Giants abandoned their solitary ways and came together to aid the other races. The Giants were instrumental in the victory, although they paid with their increasingly-rare blood. After the battle, they returned to their isolation.

Current Practices

Giant characters present a player with many challenges. First off is the obvious: their size. Most buildings constructed on a human scale are just too small for Giants to enter, let alone be comfortable in. It takes an extraordinarily large ship to carry a Giant. Giants' long legs somewhat make up for their inability to ride horses, but traveling with a Giant can be an exercise in frustration. Giants are quite an oddity within human society. They will cause a commotion wherever they go, if not outright fear.

Dwarves and Elves are more accustomed to visits from Giants, and so these peoples more commonly build on an adequate scale to accommodate them. The solitary nature of the Giants makes them unlikely to

want to interact with human society. They are entirely self-sufficient and conduct no trade with humans. About the only motivation for a Giant character is curiosity. A few Giants are still interested in events beyond their environs, and these are the sort one would typically expect to find (if any) with a group.

Giant Warriors

Giants are a powerful race, and a Giant character can have a major impact on the balance of any company of adventurers. Despite the obvious physical advantages, Giants make a poor choice for warrior characters because of their temperament, and because of the very obvious threat they pose—almost no one can underestimate a Giant.

The true warriors of the race are practically an extinct breed, though most Giants have some experience with combat. After so many wars, so many centuries of fighting, few Giants who have a military bent yet live. Those Giants that still survive have lived through various wars and campaigns, but they do not (with a very few notable exceptions) actively fight any longer. In ages past Giants forged enormous weapons and suits of iron-titanium alloy armor, but these have long since been lost. Many Giants own large axes or bows which they use for other purposes, but could be converted to combat use.

Most Giants who were once warriors have devoted themselves to peaceful pursuits over the centuries. They are craftsman and philosophers now, though a great many have given themselves up to the despair which sometimes takes hold of Giants. This sense of being "tired with world" has been the main cause of death for Giants since they withdrew from the wars.

Although the chances are small, it is always possible that players might come into contact with a Giant warrior. These are the supreme combatants of an immortal race. Note that although the Giant below is given 20 points of Growth, some are even larger. If a Giant is possessed of 25 or more points of Growth, be sure to raise his characteristics to reflect the increase.

50	STR	18	DEX	30	CON	25	BODY
15	INT	14	EGO	23	PRE	10	COM
13	PD	10	ED	3	SPD	14	REC
60	END	65	STUN				

Skills: Climbing, Concealment, Demolitions/Sapping, Magic/Illusion or Magic/Artificery, Mechanics, Navigation, Paramedic/Healer, Security Systems/Traps, Stealth, Survival/Hunting, Tactics, Tracking, Weaponsmith/Melee and Bows; AK (INT-Based): Alia, Ahrivine, the Pennine Mountains, Giant homes; KS (INT-Based): Giant History, Host of the Doomed, Famous Battles; Languages: Native Giant, Dwarvish, Completely Fluent Old Elvish, Allemaini, Albionesse, Fluent Calabrian, Forest Elvish, Tarsi; WF: Common Melee, Common Missile, Heavy Weapons; +2 MIA/Plate, +1 MIA/Leather, +5 Overall Levels, +5 Levels in all Combat.

Perks: 10 or more Contacts in Giant, Dwarvish or Elvish society.

Talents: Ambidexterity, Bump of Direction, Defense Maneuver, Fast Draw 13-, Resistance +3.

Powers: 20 points of Growth, 0 END Cost Persistent, Always on; Damage Resistance 6PD/4ED; 50% Resistant Physical and Energy Damage Reduction, Activation 15-; Lack of Weakness -5; Running +7"; Life Support: Immune to Aging and Disease.

Magic: 30 points of Illusion or Artificery, up to 30 Active Points each.

Disadvantages: Distinctive Features: Giant (not conc., extreme reaction); Watched by Allemaini and Calabrian locals (LesP, 8-, limited geo.); Psychological Limitations: Protective of Life (except servants of evil—common, strong), World-weary; Reputation as mythical supernatural beings 11-.

Equipment: Excellent Giant glaive (4d6 HKA, STR 25, +1" Stretching, 2-h), Excellent Giant bastard sword (3d6+1 HKA, +1 OCV, STR 20), Giant longbow (4d6 RKA, +4 RMod, STR Minimum 30), Fitted leather armor (DEF 3 on locations 6-18, weight 76 kilograms, no encumbrance), clothing and traveling supplies.

Fuzion Stats

5	INT	4	WILL	7	PRE
5	TECH	6	REF	6	DEX
12	STR	10	CON	8	BODY
10	MOVE	20	SD	20	ED
3	SPD	26	REC	100	END
40	STUN	40	HITS	12	RES

Fuzion Skills: All Combat: 7; other skills listed above at Level 7.

Fuzion Powers: Lack of Weakness: 5; 50% Physical & Energy Damage Reduction, Activates 6+; Damage Resistance: Armor 12 KD/8 EKD; Other as above .

Giant Engineers

Even in wartime, a calling more common than that of warrior for Giants was that of combat engineer. Giants excel at building things, digging excavations and fortifications. With their strength and stamina, a Giant can do more work than an entire crew of another race. In the construction and execution of siegeworks, Giant skills are undisputed by those peoples who have seem them in action.

45	STR	14	DEX	28	CON	20	BODY
18	INT	17	EGO	23	PRE	10	COM
12	PD	10	ED	3	SPD	12	REC
56	END	55	STUN				

Skills: Climbing, Concealment, Demolitions/Sapping, Inventor, Mechanics 13-, Navigation, Paramedic/Healer, Security Systems/Traps, Stealth, Survival/Hunting, Systems Operation, Tactics, Weaponsmith/Siege; AK (INT-Based): Alia, Ahrivine, the Pennine Mountains, Giant homes; KS (INT-Based): Giant history, Fortification strategy, Architecture; Languages: Native Giant, Completely fluent Old Elvish, Albionesse, Allemaine, Fluent Calabrian, Forest Elvish, Tarsi; PS (INT-Based): Combat engineer, Forward observer; TF: All Ships, Wagons; WF: Common Melee, Common Missile, Heavy Weapons; +3 Overall Levels, +6 with Demolitions, Weaponsmith and PS: Combat Engineer.

Powers: 20 points of Growth, 0 END Cost Persistent, Always on; Damage Resistance 6PD/4ED; Running +5"; Life Support: Immune to Aging and Disease.

Perks: 10 or more Contacts in Giant, Dwarvish or Elvish society.

Talents: Bump of Direction, Find Weakness with all Siege Weapons 13-, Lightning Calculator.

Disadvantages: Same as for Giant warriors, above.

Fuzion Stats

6	INT	5	WILL	7	PRE
5	TECH	5	REF	5	DEX
15	STR	9	CON	6	BODY
8	MOVE	18	SD	18	ED
2	SPD	24	REC	90	END
30	STUN	30	HITS	30	RES

Fuzion Skills: **Demolitions, Weaponsmith, PS: Combat Engineer: 8;** other skills listed above at Level 5.

Fuzion Powers: Damage Resistance: Armor 12 KD/8 EKD**; Fi**nd Weakness (Siege Weapons): 13**; Other as above**

Wizards

Nobody truly knows the nature of Wizards. All that can be related are the facts as they are currently understood.

Wizards have always appeared human, even before Men were in existence. They are unaging, as the Elves and the Giants are, and are very few in number. Only five have been recorded by the scholars of Ahrivine, though these five have suggested not only that there are others working in foreign lands, but that "There were others before us and others shall come after, and never will there be a time that we will not be among you." Wizards have access to magical powers simply beyond the reach of mortals, including the invocaton of True Names, the manipulation of Forces, and the mental Disciplines. Most importantly, Wizards seem bound to use their abilities for the betterment of all beings mortal and immortal, and in particular to oppose the workings of the Destroyer, the Dark Titan and his ilk wherever they may be found.

The first of the Wizards, both to be known and to pass from this world, was Paracelsus, called also Cloudwalker and Treatymaker. Paracelsus was a scholar and a scientist even more than he was a magic-worker. He never tried to make himself inaccessible to men, though he proved to be just as inscrutable as the rest of his kind. A list of his achievements could—and has—filled volumes. They include the discovery and development of Sky-Lore and the writing of the treaty which created the High Kingdom. The Cloudwalker is known to have at least two apprentices at various times of his life; both are mentioned below. Recently, quite quietly and seemingly with no cause other than "it was time," Paracelsus' spirit passed from this world forever. The Elven poet Keldelana is currently composing the definitive version of the Wizard's life.

The second Wizard to appear was Blaise, a black-cloaked figure with hair and eyes of flame. His magic is that of fire and of prophecy, of beasts and the trees, but his erratic and enigmatic ways have never been understood by Men or Elves. He is generally mistrusted and his reputation is that of a troublemaker and bringer of bad news who follows his own secret agenda. Nonetheless, he has continuously opposed the actions of the Doomed and the Dark Titan, despite his refusal to explain himself to mortals. While it is almost certain that he has taken a pupil or two during his immortal lifetime, their identities remain unknown. He is particularly disliked by the Elves, whom he treats with no more respect that he does men (which is, none at all) but has frequently been seen in Tarsus. Some of his accomplishments include the secret arrangement of Grimmon's taming of the wild Tarsan stallion and his secret rescue of Tor-Mezin's daughter, Elaine.

Third amongst their number is Seraide, the Bright Lady and the Lady of Sorrows. She is more unknown—and perhaps unknowable—than any of her kind. She appeared at the end of the Age of the Gibbous Moon, and has never spoken to those who would remember. Dressed always in a shining blue dress of scales, she has golden hair, deep blue eyes and is always crying silent tears. Seraide appears in bodies of water, often to help heroes in need. However, once she has exercised her powers she often takes the hero in question with her to some secret place, where she may keep them for a day or a century without explanation. When the man returns, he remembers nothing of what he has seen. It has been suggested by both Paracelsus and Blaise that she maintains some contact with the other Wizards, and her assistance has been had on certain projects, but generally she follows no dictate but her own heart. Of the source of her tears, there is much speculation.

Certainly the most infamous of the Wizards, and the only one to truly fail in their mission to oppose the darkness, is Camille, the White Damosel. Paracelsus' greatest pupil, she rapidly outstripped her master in knowledge and for a time was counted as greatest among the Wizards. However, as her power grew a madness began in her, and it too did not cease to grow, until her power and her madness filled all of her and

there was nothing of Camille left. The White Lady has withdrawn to a fortress of her own construction in the east of Allemaine, along the border of the now-lost Duchy of Surluse. Attempts to retake this fortress have met with complete failure; Camille used her immense powers to turn the invading army into pigs. Although versatile and skilled in nearly every field of magic, Camille's particular fields were Artificery, Disciplines and the Celestial Magic of her teacher. Her current activities are unknown, but rumors accuse her of an insane debauchery and self-destruction quite remarkable even for a jaded immortal.

Finally, Paracelsus' appointed heir was his newest pupil, Malatar, called "the Magnificent" by his diminutive but loyal fan. Malatar, though young for a Wizard, has worked hard to fill his master's shoes. His particular talents lie in Hedge Magic and Forces manipulation, and he has the curious status of being an ex-innkeeper by profession. His recent activities include the education and guidance of Olivia and Richard, heirs to the prophecy of the Boy King, delivery of a Ring of Wizardry to the Elven Princess Nienna and an expedition to Camille's tower—an expedition from which he has not yet returned.

Player character Wizards are certainly possible, but require GM supervision. They are distinguished from standard magic workers by three criteria. First is the power of their magic—Wizards will have access to the powers of Wizardry (Naming, Forces and Disciplines) and also to Power Frameworks such as multipowers, elemental controls and variable power pools, making them much more powerful than other magic workers unless special care is taken. It is recommended that PC wizards start out at a low power level, with a fairly narrow selection of spell effects, so that other mages can specialize in fields that the Wizard does not have dominance of (in other words, don't let a beginning PC wizard have a VPP). They should possess the Wizard Package Deal from the character creation chapter. Finally, Wizards should all have psychological limitations that represent their dedication to the people of Ahrivine. This dedication can take many forms—as can be seen in the above descriptions, most Wizards don't take orders very well or even explain their actions to others. With the single exception of Camille, they all remain on the side of the "good guys" and PC wizards should, too. Evil Wizards are not wizards. They're Doomed.

The Doomed

The Doomed are the pre-eminent workers of evil in Ahrivine. In creating them, the Dark Titan sought to counter the efforts of Wizards, whose magic had been so often directed against him. In this effort, he succeeded wholeheartedly. Seven in number, each was once a legend in their field—some were Kings, others magicians, warriors, priests or even harpers. But through the power of their Doom they have become sorcerers and wizards without peer. Their identities, capabilities and current activities are briefly summarized below. First, however, an explanation of what it means to be Doomed:

The Dark Titan himself crafted the Dooms—artifacts of great magic intended to grant vast power to their bearer as well as bind them to the Titan's will. Each of these Dooms was unique, and each was crafted for a specific individual in an effort to prey upon their specific weaknesses and flaws of character. For example, when Tor-Mezin was offered the Iron Crown, it was a symbol of his oerweening pride and lust for rulership; though many would have been tempted by this particular bait, for Tor-Mezin it was irresistable. Once the victims succumbed to the lure of the Dooms, they underwent an irreversible transformation. Each became, in effect, an artificial Wizard. That is, he (or she, there is at least one female Doomed) gained immortality and the ability to manipulate the powers of Wizardry as those supreme magic-wielders can. In the process, they lost their soul and became slaves to the Titan. With the Titan's destruction, they seem to have begun taking orders from the first of their kind, Tor-Mezin, the Lord of Night. They are not mindless puppets, however; they maintain all intelligence and a portion of their free will—Tor-Mezin is occasionally forced to reign in one or another of his most powerful followers, and infighting is not completely unknown. In the final analysis, however, they are evil and bound to the Titan's will.

The Doomed are all possessed of certain common powers, attributes and weaknesses (Hero System equivalents for these powers can all be found in the character write-up for Arion the Doomed Huntsman, Lord of Beasts, located in Chapter XIII). First and foremost, since their life has been extended through unholy, magical means, they are naturally unaging and virtually impossible to slay (note, virtually impossible. Some of the lesser Doomed have been slain, and were eventually replaced by the Titan). All were of heroic stature before their Doom, and have had centuries of experience to refine their skills both mundane and mystic. Although not truly undead, they do possess a chilling aura of terror and fear which numbs the minds of all near them, and which they sometimes use for mental dominance or coercion. This is a much weaker version of the dread aura which surrounded the Titan himself, before he was slain. One of their most useful powers is also one of their most subtle—each of the Doomed can instantly communicate with one another

Frequency of Wizard PCs

Four wizards living in Ahrivine are mentioned in this book. It is assumed that every gamemaster will invent another one or two, probably as player characters, antagonists, or campaign specific NPCs. A half-dozen Wizards is probably the upper limit—more than that, and they are becoming too common. As a good rule of thumb: your players should always be able to remember the names of all the Wizards, without written notes. If they can't, then there's too many of them.

Although other Wizards exist, they dwell in far-off lands and have little influence in the Broken Kingdoms. Their identities will be detailed in further sourebooks.

across any distance, and this has often enabled the Titan, or Tor-Mezin his successor, to coordinate their actions on the battlefield or in the wilderness. One great weakness only do they possess: to gain a Wizard's power, they must take the Wizard's burden. With the adoption of the Doomed, the victim gained knowledge of his own True Name, and this knowledge can sometimes be used against them. Use of the Name must be cautious, however,. for Tor -Mezin possesses the names of all his servants as well, and can compel loyalty with frightening speed and force.

As said, the first Doomed was Tor-Mezin, a member of the ruling family of Albion. He was a powerful Archmage, brilliant general and fanatical persecutor of the Elvenkind. His Doom was the Iron Crown which he now wears, and since the destruction of the Titan he has ruled Doomhault and Mezina personally. Also called Lord of Night or the Black Prince, his magical prowess has grown so great that during the battle of the Rydion Gap he blotted out the sun for three days in order to permit the Inach troops to fight unimpeded by its light. The other Doomed answer to him, though due to their hateful nature there are occasional troubles forcing obedience. Much of Tor-Mezin's authority stems from the well-known prophecy of his immortality, which states, in brief, that he cannot be killed (for full details of this prophecy and possible exceptions to it, see "History" and the Gamemaster Chapters). He also wields the True Names of the other Doomed.

Closest to Tor-Mezin's heart is his cousin Du-Dania the Singer, Fell Beauty, also called the Dark Damosel. She dedicated her mortal life to a quest for true beauty, and some say she attained it, but even at the heights of her powers she began to sense the inexorable approach of time, and she knew that her beauty would pass. In a sacred pact with the Titan, she gave up her soul to preserve that dark beauty for all time. A scion of Albion, Du-Dania's heritage and education allowed her to develop a unique form of magic called Songs of Power (the secret to this art are believed to have been lost for centuries). Du-Dania has never been content to let others fight her battles for her, and her swordsmanship and archery skills are among the best of her unholy brethren. These talents, along with her master manipulation skills and cunning intellect, were what made her the perfect shadow ruler of Fekesh. Centuries ago she travelled there, under orders from her cousin, and she continues to use that nation and its people as pawns in the Black Prince's never-ending war against the Broken Kingdoms. Most of her work is done through agents and devoted worshippers, and when necessary she appears openly as a Fekeshi goddess. It was during such an appearance that she slew High King Pellinore Vertigane, taking his body and the Royal Arms into darkness. As a powerful, beautiful, peer of the Doomed, her attentions are highly sought after by at least three of her kind, but she remains aloof from them unless it suits her purposes.

Du-Dania's equivalent in the desert land of Mu-Jahdin is Ardun-Rake the Binder, King of the Legion of Air, who rules much more openly as a sorceror lord. Although mighty, Ardun-Rake is neither as powerful nor as old as Tor-Mezin and Du-Dania, but being a fellow Albionesse, he enjoys the benefits of their alliance. He forged his own small island kingdom Ages ago, which he kept isolated from Albion for centuries. There he founded a dynasty of his own descendants, preserved his life and theirs through alchemical formulas, and used captured Elves as slaves (like his Albionesse cousins, Ardun-Rake too had a great hatred for the Elvenkind). As the centuries passed, however, he realized that his court had devolved into a den of madness and debauchery, without purpose or end. When offered an escape by the Dark Titan, he accepted and was Doomed. Ardun-Rake's epithets derive from the many Incarnates which he has bound to his will through the use of True Names. Their elemental powers give him command of the elements, as well as serving as powerful agents to carry out his ends. According to legend, his sword is actually his own demon given the shape of steel. As ruler of Mu-Jahdin, Ardun-Rake is currently occupied not only with extended piracy against Calabria, but also with his difficult land invasion of the Crying Jungle, preparatory to a move on Kekutchiau.

Tor-Mezin's chief rival amongst the Doomed is Caleb Halfelven, the Blade of Vengeance, King of the Wyrms. The nature of his half-Elven legacy is unknown, but it has always put him at odds with the Albion Doomed. Although has, and needs, no loyal allies amongst the Doomed; by virtue of his Doom he commands the race of Dragons absolutely. None have yet been able to resist his power, and Caleb travels across Ahrivine on the back of one of the legendary creatures. During the Battle of the Rydion Gap he brought an entire flight of the creatures to battle, and was thwarted only through the efforts of Giant artillery experts. His swordsmanship skills are the finest of the Doomed, great enough to slay the High King Vertigane (the source of one of his many epithets, as Vertigane was of course the killer of Darkseeker, the Titan). He also is reputed to have battled Anbroius himself (this encounter, however, Caleb lost). Caleb led the final assault on Rybonek, in which King Claudus and his mother were killed, and which spelled the end of the High Kingdom. Since that time his efforts have focused on Rybonek, which he has built into one of the foremost citadels of evil in all the land. From there, he continues to bleed Allemaine of its warriors. He dreams of an alliance with Du-Dania, whom he covets, and usurping the role of the Black Prince as foremost of the Doomed.

The other three Doomed are somewhat less in stature that the four that precede them. All were slain at various times throughout recorded history, which temporarily put a damper on their careers. The Titan, however, could not allow his Dooms to rest unused, for he was sorely beset by many enemies, so he found new candidates to adopt the roles. Some of these people were volunteers, others coerced, but their power grew only slowly. The Doom was no longer a "perfect match", and the character and temperment of the original

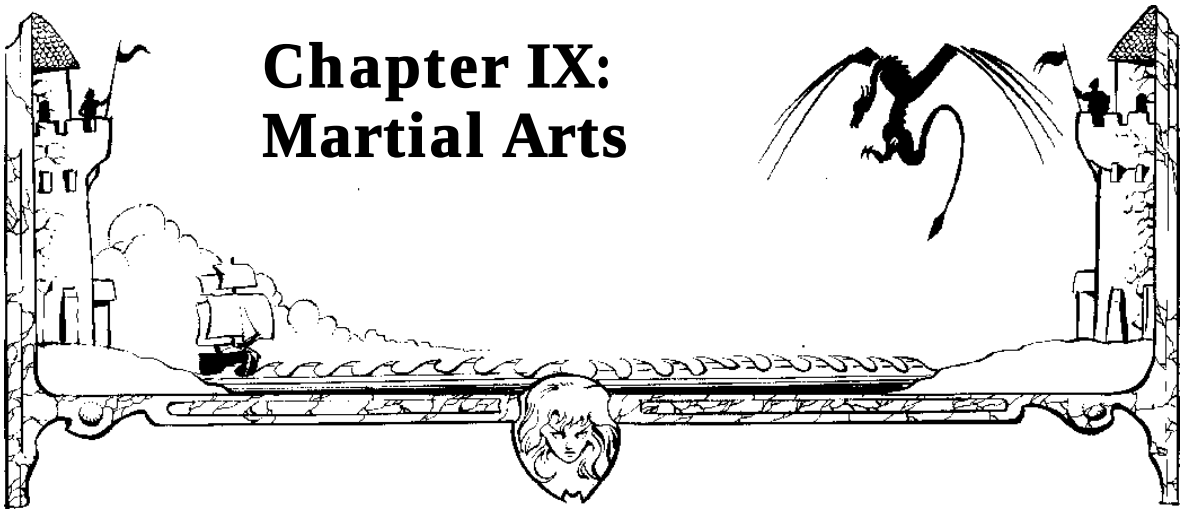
bearer of the Doom was imprinted upon it, so that as the years passed the new recruit gradually became more and more like the old, with a corresponding increase in magical might. The true identities of these "lesser Doomed" remain unknown to most at this time. Only broad outlines of their talents and current wherabouts can be given.

Synzhen, the Lord of Illusion, remains one of the most enigmatic of the Doomed. He has always worked in seclusion and secrecy, never as the open King of a conquered land, and his true motivations and goals remain unknown. The Titan long ago built a fortress for him on a spur of the Rydion mountains, opposite NorthUmbria, and there are blessedly few details about his unholy experiments there.

Once widely feared and well-known, Ymim, Walker in White, has been hardly seen since his last 'incarnation.' His name refers not to his garb, but to his domain—the snow-covered lands of the far-reaching north. Strangely, Ymim has only recently returned to the Northron tribes, and is currently working to unite them under one banner, as soldiers in the Black Prince's wars.

Finally, the Black Prince's foremost agent outside the borders of the Doomed Lands is Arion the Doomed Huntsman, Lord of Beasts. Arion tracks down enemies of the Doomed and murders them; he is also responsible for the breeding of the Dogs of War, which have had a profound effect on the tactics and threat posed by the Inach. Arion is described in full, including a character write-up, in Chapter XIII.

Chapter IX: Martial Arts



The martial arts are a very strong element of the Ahrivine warrior cultures in Allemaine, Calabria, Pallea and Tarsus. Legendary heroes like Ambrosius codified the martial arts into rigorous and efficient forms. Some of these forms are analogous to martial art techniques found on our own world. Others are similar but with variations. Still others are entirely new.

Each of these styles are native to certain nations of Ahrivine. Gamemasters should be wary of allowing player characters to begin with styles foreign to their homeland. Such unusual development is usually best handled during game play, through instruction by other PCs or willing NPCs as the object of quest. Unique martial arts styles are part of what gives the nations of Ahrivine their individual flavor, and what makes a Tarsan different in combat than a Pallean.

Real World Styles

Several martial arts styles of Ahrivine, particularly those practiced in the islands of Pallea, are parallel developments to forms seen in our own world. They are detailed in full in The Ultimate Martial Artist. These arts include: Ancient Boxing and Wrestling, both practiced in the free cities of Pallea, and Dirty Infighting, which is most frequently found in the provinces and called "street fighting," but can be found elsewhere.

Ancient boxing is a relatively simple art constructed with a block, a punch and a faster, lighter jab. It has no weapons intrinsic to its use, but is often taught with the cestus. Visually, the boxer fights with one arm straight out to block blows, and his striking arm cocked back.

Wrestling is less practical but offers several useful moves. It includes choke, hold, escape, slam, takedown and reversal maneuvers. No weapons are taught with it, but it is often taught alongside boxing or the third Pallean fighting art, Pammachon (for details on this art, see below).

In the back streets of the Provincial towns and cities, the criminal underworld there have learned their own methods of self defense. Provincial Streetfighting is identical to Dirty Infighting in its Hero System mechanics. Players with access to *The Ultimate Martial Artist* should use the write-up for the style given there. Otherwise, use the Dirty Infighting package in the *Hero System Rule Book*. Provincial Streetfighting can also be found in the alleys of the Calabrian Sea Ports, but is eschewed in favor of more scientific martial arts methods elsewhere in Ahrivine.

Martial Arts In Fuzion:

The Hero Martial arts translates directly into Fuzion terms easily. The table below shows the Hero martial art term and its counterpart in Fuzion. All Fuzion martial arts cost 2 Option Points per Maneuver.

Hero Term	Fuzion Term
OCV	REF
DVC	DEF
+xd6	+1/2xD6
+10 STR	+3 STR
+15 STR	+5 STR
Weapon+2d6	Weapon+1d6
Target falls	Target falls
Xd6 NND	xd6 damage, no KD or SD subtracted

Example: *Ballestra, the first move of Calabrian Swordplay, is translated into Fuzion as follows: Costt: 2 Option Points, gives +2 REF on attack but -2 DEF on evades, damage is the damage of the weapon + 2d6.*

Calabrian Swordplay

The invention of guns in Calabria has made sweeping changes there, and one of the most pronounced has been a change in fighting styles along the Coast. Giving up heavy armor due to its general ineffectiveness against guns, Calabrians have turned to lighter weapons such as sabres and rapiers. This is meant to emphasize speed and precision over brute force. The many influences on Calabrian Swordplay have distanced it from traditional Sword Arts enough so that it may be classified as a new combat form.

Calabrian Swordplay

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Ballestra	½	5	+2	-2	Weapon +4d6, Half Move Required.
Dodge	½	4	—	+5	Abort, Dodge.
Fleche	½	4	+2	-2	Weapon +v/5; FMove.
Disarm	½	4	-1	+1	Disarm, +10 STR.
Lunge	½	5	+1	-2	Weapon +4d6
Parry	½	4	+2	+2	Abort, Block.
Bind	½	4	+1	+0	Bind, +10 STR.
Riposte	½	4	+2	+2	Weapon +2d6; Must Follow Successful Block.
Slash	½	5	-2	+1	Weapon +4d6.
Takeaway	½	5	+0	+0	Grab Weapon, +10 STR to Take Weapon Away.
Thrust	½	5	+1	+3	Weapon Strike.

Skills

KS: Fencing
Sleight of Hand
Two Weapon Fighting
WF: Cloak
WF: Off Hand
WF: Shields
WF: Swords *

Elements

Use Art In Armor +1

Disadvantages

Style Disadvantage -10

Used with swords Weapons Group; Swords Weapons Element is free.

Hit Locations

The Fleche, Lunge, Riposte, Slash and Thrust take location rolls of 3d6 if used with a medium or long blade, or 2d6+1 when used with a short blade (like a dagger or a shortsword). The other maneuvers do not take hit location rolls.

Special Abilities

A highly skilled fencer might be able to attack so swiftly that he could make several strikes in a phase. This could be purchased many ways, but the two most common are Autofire or Area Effect: Selective.

These combat forms are designed to be used strictly with swords, and those swords are typically lighter than those used elsewhere: sabres, rapiers and smallswords. However, Calabrian Swordplay often involves using two weapons at once: daggers, second swords, even cloaks and small shields. Shields and cloaks do not use the Fencing combat maneuvers, but Calabrian swordsmen often have the WF: Off Hand skill, and the Two Weapon Fighting ability.

A common tactic in Calabrian swordplay is to mislead the opponent through clever feints or false disengages, performed with the Sleight of Hand skill vs. the target's perception roll. Success would give a +1 OCV, but this tactic cannot be used often on the same opponent. Since it relies on the intricacies of Swordplay style, it is useful only against other fencers.

Calabrian Swordplay is broadly divided into two "Schools," the Benitzia School and the Damaris School. The Benitzia School is based in the Port of the same name, and is most common in the southern cities of Calabria. Concentration is placed on the attack, and Benitzia fencers are typically very aggressive, placing most or all of their levels on OCV. In Damaris, and other schools along the northern Coast, more distance is kept between fighters and strategies are more defensive. Fighters trained in this style would keep most of their levels on DCV.

Cloakwork

The swashbuckling cavaliers of Calabria have virtually abandon armor. Only the smallest of shields remain in use, and it is in Calabria that the use of the cloak as an offensive and defensive weapon has first been taught. Cloakwork is this combat form. It is practiced almost exclusively by Calabrians, usually those who are already proficient at Swordplay.

Cloakwork is very defensive in nature, and is a difficult combat form to use in a real fight, due to the improvised nature of the cloak as a weapon. However, the flexible cloak, particularly when weighted on the ends to make manipulation easier, can be a highly useful weapon in the right hands. Skilled masters of cloakwork can baffle their opponents with a fling of the weapon, temporarily blinding them, entangle an enemy's arm, weapon or feet, or misdirect an enemy's attack. All of a cloak's maneuvers are typically used at some distance, making the maneuvers higher on DCV than normal.

Cloakwork fighters cannot take a Style Disadvantage, due to the fact that the art is taught almost exclusively to those who already practice Calabrian Swordplay. Fighters should take a Style Disadvantage for that art, instead.

Cloakwork

Maneuver Phs	Pts	OCV	DCV	Damage/Effect
Baffle ½	5	-1	+0	2d6 Sight Group Flash
Bind ½	4	+0	+1	Bind, +10 STR
Block ½	5	+1	+3	Block, Abort
Disarm ½	4	-1	+1	Disarm, +10 STR
Entangle ½	5	-0	+1	Grab One Limb, +10 STR
Takeaway ½	4	-2	+1	Grab Weapon, +10 STR to Take Away
Trip ½	3	+1	+1	STR Strike, Target Falls

Skills

Sleight of Hand
WF: Cloak*
WF: Off-Hand*
WF: Shield
WF: Swords
Talent: Ambidexterity

Elements

Use Art With Shields +1
Use Art In Armor +1

Hit Locations

The Baffle maneuver automatically targets the head, but has no additional OCV penalties for doing so and receives no additional benefit. The other maneuvers do not take hit location rolls.

Cloakwork is actually based on the original shield work used as Calabrian Swordplay was evolving, and some instructors continue to teach the use of the shield. The shields used are small bucklers. If the Weapons Element: Shield is purchased with Cloakwork, it only allows the use of the Bind and Block maneuvers with a shield.

Sleight of Hand is frequently used with Cloakwork to misdirect an opponent, leading him to block or attack in the wrong direction and allowing a surprise attack.

Pammachon

Pammachon was perhaps the earliest wholly unarmed comprehensive combat sport in ancient Albion. It evolved in direct contrast to the formal, often ritualized duels of the Steel Path, and was a bloody, brutal method of combat, much more dangerous than wrestling or even boxing. Held in low regard by many of Albion's purists, thanks to its brutality, its techniques were not preserved by Ahrivine settlers. It was only with the arrival of the Pallean refugees to the central islands that the forms of Pammachon were again brought to the Broken Kingdoms, though it is believed that Mezina nobles continue to learn and practice the art.

As might be guessed by its name (Pammachon is Albionesse and means "total fight"), Pammachon is a no-hold-barred style of calculated physical punishment. Unique among the Pallean combat forms, it includes kicks as well as punches, joint locks and limb breaks, throws, legsweeps and crushes. The scissor-crush, using the legs and squeezing the target's abdomen, is particularly popular. Only two moves are prohibited in traditional Pammachon: gouging and biting, but even these are rules sometimes more honored in the breach than in the observance. Combat in Pammachon matches, which has yet to be included in the Great Games, continue until someone surrenders. A referee stands by with a stick to beat those who violate the rules; defeat is signalled by the loser raising a finger.

As with boxers, Pammachon practicioners sometimes train with the cestus, and it is very common to see Palleans learn more than one combat style, so that they mix Pammachon, boxing and wrestling moves in a fight. Pammachon is not designed to be used in armor. In fact, competitors usually fight nude or covered in olive oil; characters who plan to use their skills on the battlefield should buy a Weapons Element: Armor to avoid a -3 OCV penalty while in armor.

Pammachon

Maneuver	Phs.	Pts	OCV	DCV	Damage/Effect
Bend Joint	½	4	-1	+1	2d6 NND (3).
Break Bone	½	5	-1	-2	Grab one limb, ½d6 HKA, Disable.
Crush	½	4	+0	+0	STR + 4d6 Crush; Must follow Grab.
Escape	v	4	+0	+0	+15 STR vs. Grabs.
Eye Gouge	½	4	-1	-1	2d6 Sight Group Flash
Grab	½	3	-1	-1	Grab Two Limbs; +10 STR to hold on.
Kick/Punch	½	3	+1	+0	STR + 2d6 Strike.
Legsweep	½	3	+2	-1	STR + 1d6 Strike; Target Falls.
Sacrifice	½	3	+2	+1	STR Strike, You Fall, Target Falls.

Skills

KS: Pammachon

Elements

Use Art with Cestus	+1
Use Art in Armor	+1

Disadvantages

Style Disadvantage	**-10**

Hit Locations

The Punch takes a location roll of 2d6+1, the Kick a location roll of 2d6+7. The Break Bone maneuver takes a location roll of 2d6+1, unless the target is lying down in which case the location is 3d6. For the Bend Joint, you can make a roll of 3d6, but ignore and re-roll any location of 10-13. However, the location is for visual effect only, and has no effect on the damage done by the maneuver. The Eye Gouge automatically targets the head, but recieved no special bonus or penalty. The Grab, Escape, and Crush and Legsweep do not take location rolls.

Special Abilities

Albion concepts of Pneuma ("Breath" or "Spirit") have lent a host of pseudo-mystical powers to Pammachon practicioners. Though too numerous to list, some of them include:

1) Pain resistance, certainly the most common, usually purchased as Damage Reduction.
2) Iron hard skin, allowing the target to resist martial arts killing attacks (Damage Resistance).
3) Powers of healing or body purification, sometimes including the ability to cure diseases as well as ordinary injury.
4) The ability to walk without leaving footprints.
5) Increased strength and stamina (Aid).
6) Amazing willpower and the ability to sense the use of mind-influencing magics (Mental Defense or Aid, along with Mental Awareness).
7) Immobility, the trick of standing still and resisting incredible force without falling down or stepping backwards (Knockback Resistance).
8) Remarkable running speed, and the ability to leap phenomenal distances(Running and Superleap, respectively).
9) Acrobatic leaps that permit the fighter to avoid blows or missle fire (additional DCV that Requires an Acrobatics Skill Roll).
10) Some of the greatest practicioners of Pammachon reputedly have Pneuma of such terrible strength and power that they can kill with just a touch (the Broken Kingdoms equivalent of the Dim Mak death touch).

Emnirian Schools

Although, as noted, there are a few rules in Pammachon, some fighters prefer to ignore even these and practice a form of Pammachon that truly lives up to its name of "total fight." Emniria, the most militaristic of the Pallean city-states, is the center for this school of combat. Its warriors make frequent use of tactics such as biting, gouging, and the cestus, techniques which are frowned upon elsewhere in Pallea. Emnirian athletes refuse to compete against other cities in Pammachon contests, restricting themselves to intracity bouts with their allies.

Emnirian-trained Pammachon fighters should be sure to take the Eye Gouge maneuver, and the Cestus Weapons Element. They may have a Psychological Limitation reflecting their contempt for non-Emnirian fighters.

Steel Path

The first scientific martial art forms were developed by the princes of ancient Albion. The nobility used duels to resolve many social conflicts, and these duels evolved into stylized and bloodless contests. The Elvenkind had little talent for war, but their influence turned the Albion methods of self-defense into an art form, and promoted its codification into an established school of thought, complete with a philosophical backing. These forms, which became a way of life for many of Albion's greatest families, was known as "the Steel Path." In the Elvish tongue, it was called Patarouta.

With the abduction of the gods, and the Age of the Gibbous Moon, Elvish learning came to be looked upon with suspicion, and an effort was made to distance the Steel Path from its roots in Elvish philosophy. Under the leadership of Tor-Mezin, followers of the Steel Path turned more towards the harder, more violent forms of combat. Warriors of the Steel Path learned to channel their aggressive emotions, and harness their Pneuma for offensive uses. When Albion

refugees fled to Ahrivine they brought this modern form of the Path with them, and it lives to this day in the noble families of Mezina. These new combat forms stress more physical power and brute force.

Steel Path

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
All-Out	½	5	+1	-2	Weapon +4d6 Strike
Strike	½	4	+0	+2	Weapon +2d6 Strike
Bind	½	4	+1	+0	Bind Weapon, +10 STR
Charge	½	4	+0	-2	Weapon +2d6 +v/5, FMove
Flowing Strike	½	5	+1	+0	Weapon +v/5 Strike, FMove
Falling Strike	½	4	+2	+0	Weapon +2d6 Strike
Hard Strike	½	5	-2	+1	Weapon +4d6 Strike
Interpose	½	4	+2	+2	Block, Abort
Out of Hand	½	4	-1	+1	Disarm, +10 STR
Return Strike	½	5	+1	+3	Weapon Strike
Resist	½	4	+0	+0	Block, Abort, +15 STR to Resist Shove
Sever	½	5	+0	-1	Weapon +4d6 Strike, Disable
Shove	½	4	+0	+0	Shove, +15 STR

Skills

WF: Axes, Maces and Picks
WF: Blades*
WF: Off-Hand
WF: Shield
Ambidexterity Talent

Elements

Use Art With Axe +1
Use Art With Mace +1
Use Art With Shield +1 (Bind, Interpose, Resist and Shove only)

Disadvantages

Style Disadvantage -10

Used with Swords, the Swords Weapon Element is free

Used in Armor; Armor Weapons Element is free.

Hit Locations

The Bind, Out of Hand, Interpose, Resist and Shove take no hit location rolls. The Sever is usually directed against the hand or arm. All the other maneuvers take a 2d6+1 hit location when used with short bladed weapons, or 3d6 if used with medium or long weapons.

Special Abilities

The aggressive use of the warrior's Pneuma has formed the basis for many legendary powers among followers of the Steel Path in Mezina. In addition to those powers found under Pammachon, above, they include:

1) The power of Frenzy, which includes immunity to pain, increased strength and ferocity (see the Frenzy power presented in the Character Creation Chapter)/
2) The war shout (or "Kiai shout" power from UMA) which stuns an opponent.
3) Two weapon use (practitioners should buy some combination of WE: Off-Hand, Ambidexterity or the Two-Weapon Use skill presented in Character Creation)/
4) The ability to deal out crippling injuries (bought as a Transform, according to guidelines from UMA).

The Steel Path emphasizes physical perfection and athletic skill in addition to rigorous sword techniques. True to its original design as a dueling art, its moves can be beautiful at the same time that they are deadly. Steel Path practitioners can be roughly divided into two broad categories: those of the Path of Traditional Wisdom, and the Path of Tor.

The Path of Traditional Wisdom

In this original form of the Steel Path, the art was used to resolve disputes through displaying martial prowess. The object was to defeat your enemy through wits and skill, not brute force. All-out attacks were avoided. Noblemen who fought conservatively, but flashy enough to impress their peers, lived to fight another day.

Followers of the Path of Traditional Wisdom must take maneuvers only from the following: Strike, Interpose, Falling Strike, Hard Strike, Return Strike, Out of Hand, Running Strike and Bind. They would also possess different special abilities, such as HTH Levels that cost END or spiritual healing powers. Followers of Traditional Wisdom would not have additional Weapons Elements other than Sword and Shield.

The Path of Tor

The house of Tor ("Princes") was the primary persecutor of the Elves, and it was the leaders of that house who turned the Steel Path away from its philosophical roots. Over the centuries, the art form came to be more brutal and force-oriented, often stressing all-out attacks, maiming the enemy and the power of rage. Though still capable of conservative use, followers of the Path of Tor have a much stronger "kill or be killed" mentality.

Masters of the Path of Tor must have three of the following maneuvers: All-Out, Strike, Charge, Interpose, Return Strike, Resist, Sever and Shove. Additional Weapon Elements are likely, as are WF: Off-Hand, the Ambidexterity Talent, and Two Weapon Fighting.

Sword Arts of Ambrosius

The Sword Arts of Ambrosius are the codified teachings of the now-legendary "Sword Saint." Basing his work on the most ancient forms of self-defense developed by the Men of Albion, Ambrosius sought to rekindle a science that he saw slowly dying. Once he gained the patronage of the High King, Ambrosius began to achieve widespread success. His students earned fame throughout the East, and further developed his teachings into dozens of major substyles and hundreds of minor ones. In time schools of the Sword Arts could be found from NorthUmbria to the Southern Sea.

Over time the Arts fell from favor in Calabria, where their tenets became the basis of the new techniques of Calabrian Swordplay. Pallean bias towards unarmed techniques have further limited the widespread availability of the Arts on the island. But even in these nations, the occasional impromptu school or tutor on retainer can still be found. The Sword Arts are therefore still universal throughout Eastern Ahrivine, though by far most prominent in Allemaine and Tarsus, where every knight and rider is at least proficient in their use.

Sword Arts of Ambrosius

Maneuver PhsPts.	OCV	DCV	Damage/Effect
Strike ½	4	+0	+2 Weapon +2d6
Bind ½	4	+1	+0 Bind, +10 STR
Counterstrike ½	4	+2	+2 Weapon +2d6 Strike, Must Follow Successful Block
Disarm ½	4	-1	+1 Disarm, +10 STR
Evade ½	4	—	+5 Dodge, Abort
Fast Strike ½	4	+2	+0 Weapon +2d6
Parry ½	4	+2	+2 Block, Abort
Resist ½	4	+0	+0 Block, Abort, +15 STR to Resist Shoves
Return Strike ½	5	+1	+3 Weapon Strike
Running Strike ½	5	+1	+0 Weapon +v/5, FMove
Sacrifice Disarm ½	4	+2	-2 Disarm, +10 STR
Sacrifice Strike ½	5	+1	-2 Weapon +4d6
Shield Bash ½	4	+0	+0 +15 STR to Shove
Slashing Strike ½	5	-2	+1 Weapon +4d6
Takeaway ½	5	+0	+0 Grab Weapon, +10 STR

Skills

Acrobatics
Breakfall
Contortionist
KS: Sword Arts of Ambrosius
Moving In Armor Levels
Sleight of Hand
Two Weapon Fighting
WF: Shield
WF: Swords*
WF: Off Hand
WF: Thrown Sword
Talent: Ambidexterity
Talent: Defense Maneuver
Talent: Fast-Draw

Elements

Use Art Barehanded +1 (Bind, Disarm, Parry, Resist, Sacrifice Disarm and Takeaway only)
Use Art With Shield +1 (Bind, Parry and Shield Bash maneuvers only)
Use Art With Clubs +1

Disadvantages

Style Disadvantage -10

Used with swords Weapon Group, Swords Weapon Element is Free.

Used in Armor, Armor Weapon Element is Free.

Hit Locations

The Running Strike maneuver always takes a 2d6+1 hit location roll. The Bind, Block, Evade, Parry, Resist, Sacrifice Disarm, Shield Bash and Takeaway maneuvers do not use Hit Locations. The Counterstrike, Lightning Strike, Return Strike, Sacrifice Strike and Slashing Strike take a 3d6 hit location roll when used with any weapon larger than a shortsword. Short swords and daggers would use a 2d6+1 hit location roll.

Special Abilities

The number of special abilities accounted to great swordsmen of Tarsus and Allemaine are legion. They are generally based on the same concepts of Pneuma as other Ahrivine martial arts forms; see the above arts of Pammachon and Steel Path for several suggestions. Additionally, Ambrosius and his student were famous for certain other techniques, such as:

1) The instinctive, lightning quick counterstrike (usually purchased as an HKA with Damage Shield properties).

2) The ability to fight numerous foes at once without difficulty (Area Effect or Autofire HKA, along with Defense Maneuver).

3) Secret techniques so powerful and precise that they cannot be blocked (HKA with Area Effect: One Hex).

The Return Strike maneuver is a quick stop thrust after an opponent has already begun to attack—beating him to the punch. It contains an element of surprise, but damage is light. Continued use of the Return Strike against the same opponent would lose this surprise benefit, and the OCV bonus of the maneuver.

The Shield Bash is not normally used with Swords. Characters who have only the free Weapons Element: Swords may instead only use this maneuver with Shields. If, however, they purchase Weapons Element: Shield, then they may use their Shield Bash with large swords such as Bastard and Greatswords.

There are many substyles of the Sword Arts, developed throughout Tarsus and Allemaine. Calabrian styles have become so divergent that they are best classified as their own combat forms. See Calabrian Swordplay for further details.

Classical Style

Classical is the most ancient form of the Sword Arts, the original combat styles that Ambrosius codified from Albionesse techniques. It evolved in one-on-one duels among Albionesse nobility, and was quite conservative. Classical fighters used their heads and went the distance, not risking everything on all-or-nothing shots.

To be accounted a master of the Classical Style, a swordsman must know three of the following maneuvers: Strike, Lightning Strike, Parry, Return Strike and Sacrifice Strike.

Drunken Style

This is a variant on any of the other schools, and you can be a practitioner of Drunken Classical, Drunken Allemaine, Drunken Two-Swords, etc. To be a practitioner, you must know at least three maneuvers and the Acrobatics and Contortionist skills.

The Drunken fighter must obey all restrictions of his other style, and does not need to roll Acrobatics every phase. At all times the Drunken Fighter must try to have a higher OCV than he has DCV.

Visually, the style involves drunken staggering and swaying and utilizes attacks which are deceptive and hard to see coming.

Open Handed Style

This is the ability to fight without the sword. To be trained in open-handed techniques, a character must take the Weapon Element: Barehanded. This allows him to use the Bind, Disarm, Evade, Parry, Resist, Sacrifice Disarm and Takeaway maneuvers without a weapon. It does not allow him to use any of the Strike Maneuvers without a sword! With this tactic, an unarmed swordsman can take his opponent's blade and use it on him with deadly skill.

The Open Handed stylist must take the Block and Evade maneuvers, and one Strike maneuver. He must have the Weapons Element: Barehanded, and often has WE: Thrown Sword.

Pellinore

This style has been used by several of the greatest sword fighters of legend, and was made famous by King Pellinore Vertigane, the last King of Allemaine. Most recently it has been seen among the Blackened Lions mercenary unit. It is an all-out offensive style that throws caution to the winds, focusing on speed and power. The idea is simple: hit first and hit hard and that's one less enemy you have to deal with. Pellinore is famous for its leaping strikes, difficult but not impossible for men in armor to perform. Unfortunately, this style is best in single duels and can leave a swordsman open to multiple attackers.

Maneuvers include the Lightning Strike, Running Strike, and Sacrifice Strike. The character should take Breakfall, but it is not required.

Royal Allemaine Style

Weighed down by several dozen pounds of armor, nearly invulnerable to attacks, the knight of Allemaine can be a deadly war machine. Battles between them are contests of endurance, as the fighters concentrate on cracking through armor. Typically they ignore their DCV entirely, relying on their metal skins and shields to block nine out of ten blows.

To be accounted a practitioner of Royal Allemaine style, a knight must have WF: Shield and Weapons Element: Shield. They must have three of the following maneuvers: Parry, Shield Bash, Resist, Slashing Strike, Sacrifice Strike. Knights will often have many points in the STUN characteristic, and will put skill levels into OCV and Damage Class only, ignoring DCV.

Serpent Style

When Sword Masters searched for new avenues to take their art, their attention turned to the animal kingdom. Tarsan Warlords, inspired by the dragons which once wandered their land, adapted the stances and strikes of the wyrms into their sword-fighting techniques. The unique "Serpent Style" of combat was the result.

Serpent swordsmen are trained to fight multiple attackers at once. The art focuses on flexibility of movement, and is very circular. While fighting, Serpent fighters shove opponents into each other, parrying incoming blows and counterstriking quickly. Shield use is common but not universal.

To be accounted a practitioner of the Serpent Style, a fighter must have three of the following maneuvers: Block, Counterattack, Lightning Strike, Running Strike and Shield Bash. They often have WF: Shield and Weapons Element: Shield. Defense Maneuver is very common amongst Serpent Stylists, to reflect their training against multiple opponents.

Two-Sword Style

Some warriors sacrifice the benefit of shield altogether, instead using two blades at once. These arts formed the basis for the more recent evolution of Calabrian Swordplay, described elsewhere. Two-Sword stylists often sacrifice all armor completely, or train in the use of armor so extensively that it does not encumber them. In this way they make up for the loss of a shield's defensive benefit. The Two-Sword fighter is further trained to deal with multiple attackers.

To be accounted a practitioner of Two-Sword Style, the warrior must take the Weapon Familiarity: Off-Hand. They must have the Bind and Parry maneuvers, and any one Strike. The best also have Ambidexterity Talent and Two Weapon Fighting, but although these abilities are recommended, they are not required.

Warlord Kickfighting

This fighting style was developed by the first King's Champion of Tarsus. Wagner used the new technique to win the first Grand Tournament in Tarsus, and to become the King's Champion. He further refined the basic moves of Kickfighting during his long time in the office, and by the time of his death many years later he had a large following of eager students. Wagner was obviously heavily influenced by Fekeshi unarmed combat styles when he developed Kickfighting, but the art he created was designed to be used while the hands are busy with sword and shield. It turns every limb of the Tarsan Warlord into a lethal weapon, including not only kicks, but knee strikes, elbow strikes, legsweeps and head butts.

Initially no punches or other weapons were taught with Kickfighting, but Tarsan practicality and desire for a single synthesized combat form uniting the Sword Arts with Kickfighting techniques gave rise to variations. Punches were developed along with primitive cesti made of horsehair and glue, sometimes with ground glass mixed in. Weapon use has continued to evolve, and has met with increasing resistance from the conservative elements of Tarsan manhood. Kickfighting is taught in hundreds of unique and specialized schools called Banners, each of which teach slightly different versions of the art. They fight frequently with each other and compete in tournaments both legal and secret, cultivating rivalries that last for generations. The resulting dynamic Darwinism continues to push Kickfighting into new and more lethal directions.

Warlord Kickfighting

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	½	4	+2	+2	Block; Abort.
Elbow or Knee Killing Strike	½	4	-2	+0	½d6 HKA.
Foot Push	½	4	+0	+0	+15 STR to Shove.
Head Butt	½	3	+1	+0	STR + 2d6 Strike.
Legsweep	½	3	+2	-1	STR + 1d6 Strike, Target falls
Low Kick	½	4	+0	+2	STR + 2d6 Strike.
Punch or Elbow Strike	½	4	+2	+0	STR + 2d6 Strike.
Roundhouse Kick or Knee Strike	½	5	-2	+1	STR + 4d6 Strike.

Skills

KS: Warlord Kickfighting
WF: Common Melee Weapons
WF: Staff

Elements

Use Art With Axes	1
Use Art With Blades	1
Use Art With Cestus	1
Use Art With Clubs	1
Use Art W/ Polearms	1
Use Art With Staff	1

Disadvantages

Style Disadvantage: -10

Used in Armor; Armor Weapons Element is free.

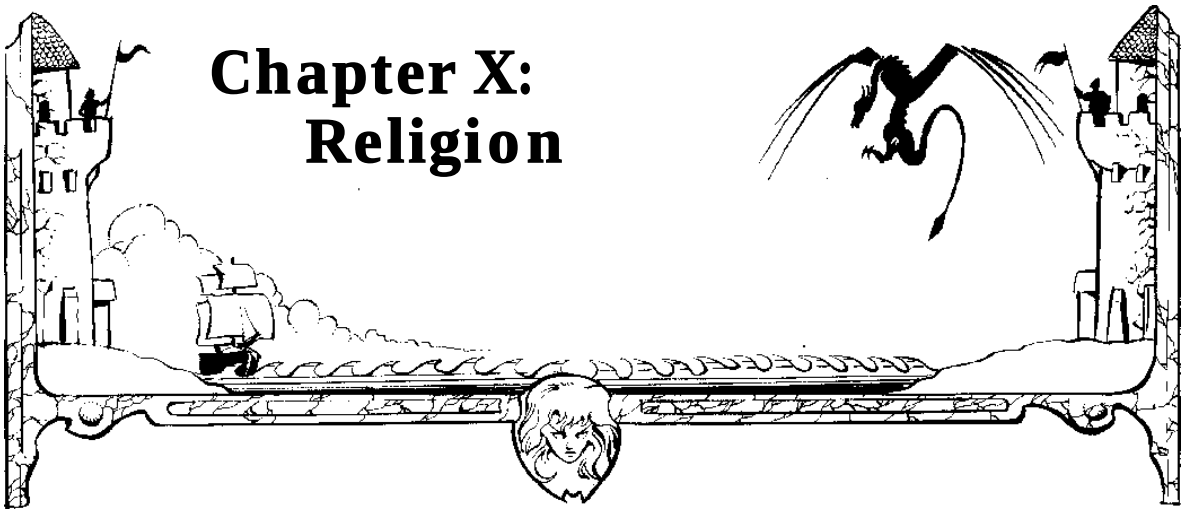
Hit Locations

The Punch and Elbow Strike take a location roll of 2d6+1; the Low Kick takes a location roll of 2d6+7; the Roundhouse Kick, Knee Strike and Elbow/Knee Killing Strike take a location roll of 3d6. The other maneuvers do not take hit location rolls.

Special Abilities

None.

Chapter X: Religion



The Gods are gone now, but once they walked the surface of the world that they had shaped and given life, and their teachings survive to this day. The people of the Broken Kingdoms revere these beings, love and honor them, but they do not worship them. Their rituals are designed to keep the memory of the gods' ideals and precepts alive in the hearts and minds of men. The gods are best thought of as parents or grandparents, whose memory forms the basis for habits and customs practiced today.

The Three Deities

Three beings are the source of divine power. Each has many names, but the most common ones are Augelmir the Creator, Rhea the Preserver, and the Destroyer (whose true name is not known). In the Broken Kingdoms Rhea and Augelmir are held in equal esteem, but humankind tends to identify more easily with the goddess, and her order of Sibyls is the preeminent religious social structure today. The Destroyer is revered only in the lands of Darkness: Doomhault, Mezina, Mu-Jahdin and Fekesh.

The Parent Metaphor

Throughout this chapter, the two benevolent gods are referred to as the father and mother of Elves and Giants and, to a lesser extent, of Men and Dwarves (though grandparents is perhaps more accurate for these younger races). The metaphor of the gods as family is pervasive throughout the Broken Kingdoms, and accurately reflects the individual's relationship to the gods themselves. Priests become elder sisters and brothers, who are closest to the parents and best able to interpret their desires or carry on their legacy. Like orphans suddenly without the guiding hand of adults, when the gods vanished their children wandered, confused, seeking their own destiny or trying to carry on in the footsteps of their missing guides as best they are able.

Players and gamemasters alike are urged to keep this metaphor in mind when a character's relationship and opinion of the gods is considered. It is the fundamental aspect of religion in the Broken Kingdoms.

Status

The priests and priestesses of the gods, who have chosen to devote their lives to the service of the gods' legacy and the interpretation of their traditions, are generally revered throughout the Broken Kingdoms. As guides in life, their wisdom and teachings answer questions, give solace and promise hope for a return to the wonder of the first Ages. The specifics of each religious order are detailed below. Those who worship or revere the Destroyer are Diabolists, evil and corrupted. They are without status, the most vile of criminals.

The Afterlife

Both Rhea and Augelmir suggested that there were more worlds than this one, but they also hinted that, through their own actions, Alia was the last such world. After death, the vast majority of souls travel to a place of final rest unreachable by even Wizards, called the Last House. No one knows anything about the House, and even calling it a House is a bit of wishful thinking. The journey can take a very long time, and spirits on the last road can be contacted through magic. A very few souls remain in the world after death, either through their own misdeeds, unfinished passions, or fell magic. Those beings are contrary to the natural order, and most are in torment so long as they are kept from the House.

Magic

With the exception of Diabolism of all sorts, magic is a perfectly legitimate skill for followers of the gods to possess. The Incarnates themselves are beings of pure magic, and have taught much to mortals. Hedge magic brings one more understanding of Rhea's ways. Augelmir in particular, as giver of knowledge, embraced the magic of Illusion, Artificery and the widespread Sky-Lore (which derives power from the celestial bodies of his creation). Many priests and priestesses are also magicians in some form or another.

In addition, the magical Gifts, whose true sources are unknown, are traditionally ascribed to Rhea and Augelmir. These Gifts are predominantly those of healing and prophetic powers, but true Gifts come in wondrous variety, and those who possess them are unlike ordinary mortals. They find solace and companionship in the religious orders, where they refine their talents and use them for the betterment of man. Religious folk in possession of Gifts are referred to as Disciples. This distinguishes them from Magicians, Wizards and Sorcerers, the other magic-workers of the Broken Kingdoms.

It should be noted that the gods did not, and do not, grant power based on faith or worship. One does not gain a Gift through devotion. Disciples are chosen by an unknown mechanism, and the Gift is unconditional. Forswearing all gods will not remove a Gift, though they can disappear and reappear in unusual (and undefinable) situations.

More information on Gifts and Disciples can be found in the chapter on Magic.

Saints

Saints are widely revered throughout the Broken Kingdoms. They are individuals who performed miraculous feats for the betterment of man. In life, Saints are usually priests or priestesses, but this is not always the case. In addition to their miraculous work, they must lead lives of devotion to the traditions of the Gods, or have died in their service. Saints are nominated for the status after death by popular demand. After a suitably impressive request has been made by the people, representatives of Rhea or Augelmir investigate the reports and ascertain their truth. They take these reports back to the Lady of the Isle or the Council of Highfathers, who have the final authority to approve a request.

Each Saint is commemorated in a feast day, placed on the calendar and celebrated in their honor. The lives of the Saints serve as examples and inspiration to people throughout the Broken Kingdoms.

Worship

As mentioned earlier, the gods are not worshipped in the traditional sense, but their words are repeated, and their actions interpreted, in the hopes that man might fulfill the destiny that the gods dreamt for them. Contrary to the religious systems of many fantasy games and worlds, worship of the gods does not grant them power. Nor did the gods encourage worship among the great races of Elves and Giants, Dwarves and Men. As a rule, ritualized worship is seen as dangerous. It replaces the parental relationship with one of blind obedience and closed interpretation. Worship of the Destroyer is common in lands of evil, where he is held as the source of the Dark Titan's power.

Incarnates

Incarnates are elemental and conceptual spirits, demigods of a sort. In the time before the world lived, they had only elemental forms like Darkness, Lightning, River and Wind. With the creation of thinking beings, however, Incarnates also took new forms. These "Young Spirits" took shapes such as Hunt, Oaths, and Love. They were created as assistants and companions to the gods, but when the gods vanished they remained, and sought their own paths.

In the past three Ages Incarnates have taken to many new destinies. Some have adopted the roles of gods themselves, such as in the isles of Pallea, and there they beget children by mortals and rule from a mountain top heaven. Others have hidden themselves in the rivers and forests, anxious to avoid notice. Still others serve mighty Wizards or the Gifted, exchanging their old masters for the new. Many Incarnates crafted by the Destroyer were hidden under the surface of the land until the Giant called Darkseeker came upon them and was transformed into the Dark Titan. These Incarnates have since taken forms of their own devising and are known as Devils. They serve the Lord of Night in place of their original master, and work to corrupt mankind through Diabolism.

Elves, Giants and Dwarves

The three other races touched by the gods—Elves, Dwarves and Giants—each have their own traditions of worship. Unfortunately, space prohibits more than a few notes about each. Most important of all, it should be remembered that if the gods are seen as very close to men (like grandparents), they are even closer to Elves and Giants, some of whom remember the gods personally.

The Elves and Giants generally keep both deities in fair balance. Of course, each tends to hold their personal "parent" in higher regard, so that the Giants pursue knowledge and craftsmanship mixed with a love for nature, while the Elves enjoy harmony with all living things, tempered by a respect for science and the stars. Their opinions of the mortal races that they have created are mixed, and although there was a time when the whole experiment was judged a failure, both races, in their decline, have become more forgiving of human frailties.

The Dwarves have perhaps the most closed-minded of traditions. They never learned to truly embrace Rhea's gift of life, and persistently see the act of creation as all-important. It should also be noted that, although the Dwarven people are strong with many forms of magic, the natural Gifts are rare among them.

The Pallean Sibyls

The Sibyls are the service order of the exiled Goddess, Rhea the Preserver. Composed solely of women, and only those women with prophetic or other natural Gifts, they are the pre-eminent religious institution of the Broken Kingdoms. Continuing the parental metaphor of the gods in Ahrivine, the Sibyls are like older sisters to the people of Allemaine and Calabria, Pallea and Tarsus.

The tradition of Rhea the life-giving mother began when the world awoke. For man the first day came much later, when the Elves and Rhea together fashioned mankind. The first men were taught civilization by the Elves, but Rhea was always near at hand, making the small corrections that mothers will do. When the first human Kings arose in Albion, Rhea was in the court as a living goddess. It was during this time that she issued many of the greatest prophecies of the world, including that which would foretell Albion's destruction.

In the Age of the Gibbous Moon, after the gods were gone, Rhea's traditions were largely lost among men. Albion was the dominant human civilization, and they had forsworn the delicate balances and natural harmonies that Rhea promoted, in favor of their own rulership. Occasionally small movements would arise urging a return to Rhea's ways (often instigated by the Elves, who despaired that their children had strayed from the path), but nothing was widespread or organized until the Lady Elaine, the first Pallean Sibyl.

Never in a thousand years had a single woman's gift of prophecy been so accurate, prolific and relied upon. She attracted many followers and adherents, not the least of which was the legendary King of Allemaine, Vertigane. In his effort to destroy the Dark Titan forever, Vertigane made great use of Elaine, who became his chief advisor. He granted her with an island in the Demetian Sea for her own, where she could revive the ancient traditions of Rhea and educate a generation of teachers, prophets and healers. Thus, the Order of the Pallean Sibyls, or simple the Sibyls, began. Elaine continued to serve Vertigane, ordering the fashioning of a magical scabbard for his sword Skycatcher (which shielded his soul from the evil magic of the Titan) and issuing the now famous prophecies of the Coming of the Boy King, the Fate of the Lord of Night and the Destruction of the Dark Titan. When the last of these was proved false by Vertigane in the Battle of the Rydion Gap, Elaine died on the far away Isle that was her home.

Since then a succession of High Priestesses have held the title of Lady of the Isle. They have constantly grown in influence, but have never sought to go beyond their original mandate. Within the past few centuries, the other great religious order of the Kingdoms, the Brotherhood of Augelmir, has suffered a disastrous scandal of Diabolism. This has further solidified the Sibyl's lead in matters of divine tradition and relationship to the gods.

Doctrine

Rhea taught harmony with nature, preserving the equilibrium of life. Although she was saddened by death, it was her blessing that allowed the dead to live on through children, and in this way the balance was maintained.

Thus, Rhea was the divine mother. Although the bodies of Elves and Giants were crafted by Augelmir, they would have remained unmoving flesh without the gift of life that was Rhea's alone. This life is then passed on by every beast and tree, sustaining the world perpetually through offspring. This was Rhea's greatest gift, her answer to the sadness of death, and the source of her most common epithet: Preserver.

She was also the defender of the oppressed and the wronged. She comforted those in pain and gave them the hope they needed to persevere and continue. Sometimes this required physical force, and Rhea should not be thought of as a pacifistic goddess. In her moments of violence she became the Huntress, and her arrows struck down those who would break the perpetual cycle of life.

More than any other beings, Rhea loved her children the Elves. Though their bodies were crafted by Augelmir, there is little of him in their lovely design. The Elves knew Rhea best, and not even the Lady of the Isle would gainsay the Elven people in their interpretation of Rhea's ways.

Both the gifts of Prophecy and of Healing are linked to Rhea, and are considered by many to be her legacy to the world. She exhibited both powers extensively during her time in the world. Through the Sight, she saw future crisis that threatened an early end to her eternal plan, and with Healing she prevented the death of those whose true time had not yet come.

Oral Traditions

The lore of Rhea is primarily oral. It is memorized by the Sibyls and passed on to the people in times of need. Songs and chants are ritualized and filled with memory-aiding couplets that ensure accuracy. Gradu-

ally the traditions were written down by the Sibyls, and a full and accurate record is kept in the Isle archives. Less complete and accurate records are kept throughout the Broken Kingdoms. Interpretation of Rhea's words is always best left to the women who serve her.

Symbols

Rhea's most fundamental symbol is the Circle, but the Elves hold the perpetually-growing Tree foremost. Since the rise of the Priestesses, Rhea has been symbolized chiefly by Water, both as the placid lake with depths of patience far in excess of man, and as the rain that brings relief from the drought. As the Huntress, she is represented by her legendary Bow. Her chief colors are the natural tones of brown and green, but her Sibyls wear the purple robes of the founder of their Order. Modern tradition holds that the purple stems from a mixing of the red blood of life with the blue of truth and compassion.

Organization

The Pallean Sibyls are organized according to a simple but strict hierarchy, defined partially by age, and partially by skill. Recruitment is both voluntary—many young women travel to the Isle by choice—and by selection. In their roles as advisors and physicians across the Broken Kingdoms, the priestesses often meet or are directed towards girls who would serve the Order. They also are led to, or receive confirmation of, recruits through their prophetic powers.

At the bottom are the Slaves, young girls who have come to the island by their own choice, or who have been brought by others. All girls are examined for potential Gifts, either of Prophecy or Healing. If no Gift exists, they are sent back where they came from. Otherwise, they are accepted as residents of the Isle, but they may not attempt to join the Order until their first menstruation, at which time they may become Maidens.

Maidens learn the arts of prophecy, history, literature, theology, philosophy, psychology, language and medicine. Once they have mastered their studies, and reached the age of at least 21, they may ascend to the rank of full Priestess. Maidens are forbidden to have sexual relations with men. They may leave the Order (and the island) at any time, without stigma or prejudice, but they can never return.

Priestesses usually leave the Isle and serve communities throughout the Free East by leading rituals, midwifing and serving as entertainers and surgeons. Those that remain on the Isle teach the Slaves and Maidens. Regardless of their location, Priestesses are expected to serve faithfully in this position for at least seven years, though many retain this rank for the rest of their lives. Every Priestess chooses one particular body of lore to specialize in, though these fields can be widely divergent. It is also at this rank that the traditional purple robes are finally attained. Like the Maidens, Priestesses may not have sexual relations with men, and they may not marry. However, they may retire from the Order at any time after their initial seven year term, without stigma. Again, they may not return to the Order should they choose to go. It is at this rank that a member of the order can be accurately referred to as a "Sibyl."

At age 28 a qualified priestess may become a High Priestess. She must take an oath to remain committed to the Order for life. This rank is only granted to those women with reliable foretelling powers, and like the other ranks the woman must forbear sexual relations with men. There are typically a dozen or so High Priestesses at one time, about half of whom are thinly spread throughout the Broken Kingdoms, while the rest keep vital administrative or scholarly positions on the Isle. One High Priestess is chosen among the others in a special ceremony, the details of which are unknown to all but the Priestesses, and that woman is called the Lady of the Isle or the Pallean Sibyl. She is the final ruler of the order. The current Lady is Orithyia.

After reaching menopause, women of the order are known as Crones. They assist the Order in various study-intensive tasks such as interpretation and transcribing. Their advice is critical to the Lady of the Isle.

One additional status level in the Order is that of Huntress. A small number of the Sibyls choose to forego the traditional hierarchy and exit the structure before becoming a Priestess. These women are responsible for security on the Isle, as well as hunting for food. On the rare occasions when the Sibyls have a need to battle enemies of the Order, the Huntresses are the chosen agents. They have no official rank structure, and are composed of women from all age groups. The current leader of the Hunt is Panthesilia, a beautiful dark-haired woman with nerves of steel.

Disobedience within the order is rare, but does occur and traditional punishments do exist. Minor vows of silence or service are common, as well as fasting, meditation upon Rhea's words and the performance of public works or other penance. Major infractions are typically dealt with through exile from the Isle (and the order). Sibyls who have betrayed the Order to the Destroyer are executed by their fellows (typically the Leader of the Hunt).

Relations to the State

The Pallean Sibyls make no pretense to temporal power. On the contrary, they support the nobility of the Broken Kingdoms, and serve selflessly as advisors, ambassadors, lore masters and surgeons. Thanks to their centuries of devotion to the goddess, and their valuable (though erratic) gifts of prophecy, they are welcomed in most courts across the land.

Religious Law

Since the order has no religious law other than those codes which guide their own membership, they rarely conflict with civil law. When they do, it requires a strong and willful monarch to openly disregard the laws of Rhea over her own daughters.

Occasionally an individual will commit crimes in the name of the Goddess, and seek refuge with the order. Since only women may dwell on the island, this

solution is not practical for men. But in these cases the refuge can be granted. The woman and the escorting Priestess go immediately to the Isle, where the Lady and the High Priestesses either give or deny refuge. If given, the criminal is probably safe—no monarch would dare openly attack the Isle, particularly over a common criminal, and no small party has much of a chance against the Hunt.

At other times, criminals will ask Priestesses to defend them in court or before a monarch, pleading their case for them. In these instances the Priestess typically relies on her prophetic gifts to determine the innocence or guilt of her supplicant. Messages may be sent back to the Isle to help in determining this, and traditionally criminals seeking this defense can be held for as long as a season in a dungeon or prison while awaiting this form of assistance. The Priestess to whom the plea was made is the final arbiter in these disputes, and may deny aid if she believes the supplicant is guilty. If she chooses to aid the supplicant, her testimony is given heavy weight, and typically mitigates a sentence of death into one of exile.

Property and Wealth

The Sibyls hold no land or wealth outside of their Isle. Typically their upkeep is paid by the noble in whose court they reside, or by the people whom she serves. On the Isle, farming and other crafts earn a small income from trade with the other City States of Pallea. Pallean Kings and Ministers also typically give large donations to the priestesses to earn divine favor.

Rituals

Birth

Before a child is born, a Sibyl sometimes receives visions of that child's destiny, or details of its physical appearance or sex. This information is always passed on the parents as the Confirmation, delivered in private with the mother. The Confirmation ensures that the child is a part of the cycle of life, that it will not be stillborn or die in infancy. But to receive the visit of the Priestess for a Confirmation is a moment filled with trepidation, for the vision of the future is sometimes a dismal one, and it may seem better that the child die after all.

When born, the child is anointed with water and oil in the ceremony of Welcome. This is when the infant is given its name, typically chosen by the parents. Girl children will use this name throughout their lives. Boys will receive a new one in the ceremony of Naming, conducted at puberty. The parents are charged with raising this child with good moral values, and the attendant Priestess takes the responsibility to teach the child the traditions of Rhea and Augelmir, so that when it becomes as adult it will know balance, and therefore opportunity.

Initiation

Parents are responsible for assisting boys and girls who are entering puberty; the local priestess is called in only when the couple is at a loss, or in the event of a motherless family. Young women are relatively easy to identify due to menstruation, men pose a somewhat thornier problem. When a boy is ready for manhood, he speaks with a priestess and proposes his new adult name. This name must be accepted by the priestess before the ceremony of Naming can proceed. The Sibyl tries to rely on her prophetic gifts for confirmation or denial of the name, but when such evidence is slender or nonexistent, she is forced to rely on old fashioned human judgment, discretion and intuition. Obviously there is much potential for abuse in this system, but the delicacy is well realized by the order in general, and priestesses are carefully instructed on name preparation. When the Name has been decided upon, a day of feasting is held. At some point the name is formally pronounced to the assembly. The young man is exhorted to follow the traditions of Rhea and Augelmir, to marry and participate in the cycle of life.

Young women have no established ceremony of initiation. They know quite well when they have made the transition from girl to woman. A priestess approaches every new woman, however, for a personal chat about the meaning of womanhood, and the possibility of marriage and children.

Marriage

Somewhat surprisingly, there is no formal necessity for a marriage ceremony. During the Ages of the Rising and Waxing Moon, when two people decided that they wished to be married, they simply announced it and it was so. However, after the gods departed many desired more ritualized vows of marriage. The order adapted to this demand. The current marriage ceremony repeats the obligations of the couple to each other, urges them to participate in the cycle of life through the raising of children, and reminds the couple that perfection is only possible through the union of two forces—that competition is never as effective as cooperation. Needless to say, feasts accompany the wedding ceremony.

Last Rites

Once a person is dead, their spirit is flown to the Last House and nothing can attract its attention or bring it back. Therefore, Sibyls are less concerned with the body after it is dead, then they are with ensuring the last moments are as peaceful and painless as possible. Both physical pain and emotional scars left over from life can lead to restless spirits kept from passing over the final road, and it is the job of the priestess to accept confession, absolve what wrong doings may have been committed, and use herbal medicines to dull any death pains. This attention by a priestess is called the Release. After a body is dead, Rhea's traditions usually proscribe cremation and a scattering of ashes.

Festivals

The Sibyls conduct four major festivals, one at the beginning of each season. The placement of each is

linked to natural events, and has no sure calendar date. They include:

The Awakening

Symbolizing the birth of life in the world, the Awakening takes place at the first thaw, typically in the first week of February. It is celebrated mostly among women, who accompany the local Priestess in a blessing of the land. This is also a time for the making of resolutions, the setting of goals, and the wistful hope for good fortune in the year to come.

The Passion

The first hot day of May signals the arrival of summer and this festival. It is a lusty, unrestrained celebration true to its name, and according to tradition any challenge given to a man by a woman on this day must be attempted. This typically leads to a great deal of embarrassing, friendly dares inflicted on young men by the object of their romantic attention.

The Sacrifice

Symbolizing the arrival of death in the world, which also permitted the birth of man, the Sacrifice takes place when the harvest begins, usually in the first few days of August. It is the greatest of the Festivals, and has many superstitions associated with it, most of them involving protection from faerie spirits. It is thought that Elves and other creatures of the wood will steal mortal children born on this day, replacing them with changelings. In this way, they gain revenge for the existence of death, and for all the evils that men have done to them.

The Traveling

The coming of winter, as shown by the first frost and the falling of the leaves, is recognized by the Traveling ceremony. Before the festival can begin, two men are chosen to take the roles of Augelmir and Destroyer. With the Sibyl acting as Rhea, the Goddess' abduction is re-enacted. This usually involves a fight between the two men, which can vary from a stylized performance to a bloody battle. Eventually the Destroyer seizes the Goddess and takes her into darkness, usually a cave or dark wood. The audience waits in vain for her return, until the oldest members of the assembly lead the rest away, and the mood lightens.

Current Activities

Since the Brotherhood of Augelmir's disgrace in the act of Diabolism, the Pallean Sibyls have solidified their support amongst the nobility and people of the Broken Kingdoms. Priestesses are in every major court of the land, and many of the minor ones. Most towns and villages can claim a priestess who appears at regular, though sometimes long, intervals. They act a wide variety of roles, as midwives, prophets, advisors, psychologists, farming advisors and lore masters, this also includes the maintenance of holy sites.

The Brotherhood of Augelmir

With his own hands, and with the assistance of his own Incarnate servants (which he also made) Augelmir made all things. He shaped mountains and oceans, the insects and beasts, and when all was done he wrapped it all in a wondrous envelope blue and black, and in that darkness he placed the stars and the sun—the fires of creation, the light of knowledge. True, it would have been frozen for time immemorial without the spark of life, but life would have been nothing without a world to inhabit.

Human devotion to Augelmir has been fraught with difficulty. His will has always been difficult to interpret, especially since no human institution devoted to him appeared until after his disappearance. Beginning with the culture of ancient Albion, countless churches of Augelmir have come and gone. Most have disagreed about something, and come to blows. The Dwarves and the Giants shook their heads, but didn't help much, claiming that Men had got the whole thing wrong and were generally thinking about it too much.

This tradition of conflict and confusion ended with the Ages of the Moon. Vertigane had been educated by Renauld, a High Priest of Augelmir, and he carried his personal vision of Augelmir with him as he forged the High Kingdom. After the Battle of the Rydion Gap, when the Sibyls were in disarray after the death of their Lady and the failure of their prophecy, Vertigane and Renauld assembled the leaders of the various Creator churches at a great Diet. Renauld forged a document that reduced Augelmir's traditions to their most basic level, a level that all branches could agree upon, and with the High King to force compliance he got all the smaller churches to sign. This became the foundation for the Brotherhood, and also indebted them to the crown of Allemaine.

The time of the High King was the apogee of the Brotherhood. It was during this time that the awesome cathedrals, monuments to Augelmir's glory, were constructed. Vertigane and his descendants relied on the Brotherhood for advice, education and companionship.

Halfway through the current age, the Brotherhood became corrupted with Demonologists. How this happened is still unknown, but the consequences were far-reaching. The Pallean Sibyls solidified themselves as the dominant religious institution of the Kingdoms, and the Brotherhood was forced to police itself through the Inquisition. Since that time the Order has held much less political influence then it had under the High Kingdom, and has been more and more a scholarly and monastic order.

The Brotherhood survived the breakup of the High Kingdom by ignoring the nobility and focusing on the common people. They preached perseverance and patience, encouraging the farmers and shopkeepers to pull themselves out of the tragedy that had befallen

them. It worked; despite their loss of royal support and the centuries-old fear of Diabolism, the Brotherhood is well loved by most people. This love ensures that they are shown respect by the nobles that they also serve. The Brotherhood is strongest in Allemaine, where its organized medical techniques are sorely needed. Its scholarly approach to religion, and relative lack of mysticism, has also made it the dominant religious order of Calabria.

Doctrine

Augelmir created his children to assist him in his work, and as the ultimate expression of his skills. Later, as they grew, he learned to love them in ways that he had not expected, and then he learned to release them from his own labors, and take pride in their works, and the ways in which they diverged from his plan became as exciting to him as they ways in which they fulfilled it.

In contrast with Rhea, who was a very "hands-on" patron, Augelmir's children are encouraged to go their own way and learn life's lessons through experience. The priests of the Brotherhood are stoics who accept that life is often cruel, but they also encourage the victim of life's tragedies to learn from the process and grow. They encourage hard work and self-reliance. Augelmir did not come to the rescue of his creations (at least, not very often) and so his disappearance was perhaps less painful to those who respected him. This also means that there is less reliance on the priesthood, since their principle message is "do it yourself."

Augelmir was the bringer of knowledge, the artisan and craftsman whose mind was his greatest asset. In this aspect he is called the Smith. The Brotherhood is largely responsible for the widespread literacy of the Broken Kingdoms. Followers of his way are encouraged to widen their knowledge, usually into science, history, or magic. There are far more fields available than any one person could master, and so areas of specialty are chosen, allowing each of the creator's children to explore one aspect of the wonder that is his work. Personal development is the goal of one who follows Augelmir's ways, and through the knowledge that they bring to the world, the entirety of future generations benefit. In this way, knowledge defies death, and the smith who creates becomes immortal.

Despite his interest in things cerebral, Augelmir should not be thought of as a purely intellectual being. He was also capable of great rage, and in this form he became the Thunderer. With lightning and blasting wind, blotting out the sun and the stars, he could destroy whatever lay in his path. Sometimes these were punishments, meant to teach through pain, but at other times they were simply arbitrary, and his children struggled through until the storm was over.

Man fills a difficult role in Augelmir's vision, for the Creator loved his own children the Giants and the Dwarves best. But during the early mortal Ages there were societies who embraced Augelmir over the Goddess that gave them life, and in the works of these peoples, and in the knowledge they sought, Augelmir did find some satisfaction. After his passing, men were forced to find their own way, for the Dwarves were slow to teach the Creator's ways. Of the Giants there is less and less, until now they are all but unknown, and widely held to be mere legend.

Scripture

As could be expected, the amount of written material concerning a patron of knowledge is immense. Unfortunately, everything written previous to Augelmir's disappearance is in Dwarvish or Giant. Human attempts to interpret the wishes of the Creator have been widely divergent, and are related to the many varieties of Augelmir-worship which were so prevalent before the Brotherhood consolidated a single institution.

The religious writings of Augelmir can be generally categorized into three groupings. Observances are primary source recordings of the God and his ways. The only Observances in any human tongue have been translated from Dwarvish or Giant, and with many inconsistencies are the source of constant controversy. Interpretations are second-hand sources largely written by Men, which seek to guide mortals towards adherence to Augelmir's laws (whatever the author thinks those might be). Finally, a Codex is a scholarly or scientific work dedicated to, and inspired by, Augelmir himself. A Codex can span any subject matter, the only criteria is that the author believes the work to be of ground-breaking value, and to have been impossible without Augelmir's gift of knowledge.

Symbols

Perhaps the most ancient symbol of Augelmir is the Four Square, depicted as a large square with a smaller square on each corner. Among Dwarves he is represented by the Hammer of the smith, and that makes the thunder, and this symbol has been taken up by men as well. As the Creator's traditions spread among men, the complexities of his works came to be symbolized by the Knot. This symbol is very prevalent today, and knots are often worked into the clothing and art of the Brotherhood. The colors associated most with Augelmir are the blue of the sky, the gold light of the sun, and the white of the truth.

Organization

The Brotherhood is well organized, and promotion is based on accomplishment, independent action, contribution to the Order, and understanding of Augelmir's traditions.

When someone wishes to become a follower of Augelmir, they are introduced to the faith as an Adherent. This is the lowest rank in the Brotherhood, and the Adherent is known by a blue robe. The Adherent is offered a chance to learn Augelmir's ways, and to pursue their own scholarly pursuits. They participate in rituals, but these tasks are essentially tedious and are meant as a test, rather than as actual instruction. Also,

the Adherent is given menial chores necessary to the survival of the Brotherhood. During this time, the Adherent is observed by the Priests. If the subject is judged to be active in his pursuit of knowledge, and willing to act without being led, they are elevated to the next rank in a private ritual. Otherwise, the Adherent will remain at this rank forever, spending his life in humble contribution to the Order.

Pursuants have proven their desire to learn, to follow Augelmir's traditions, and to contribute to the Brotherhood. It is a rank of some distinction, and many Pursuants remain at this station for their entire lives. They give up the blue robe for a belt of the same color, tying a tunic of gold. A Pursuant chooses one or more fields of lore or craftsmanship, and explores them until he achieves mastery. In the meantime, they are given access to the scripture of the Order, assist Priests directly, lead minor ceremonies when Priests are not available, and spread the traditions of Augelmir throughout the Kingdoms. Pursuants are often physically active, and are generally used to travel between churches, deliver messages, and act as ambassadors to courts. When a Pursuant achieves not only a sound education in the traditions of Augelmir, but also mastery of his chosen field (as judged by three Priests with similar interests) he may remain a Pursuant and choose another object of pursuit, or else ascend to the Priesthood. Most choose the latter.

The priesthood of Augelmir are educated, mature men with independent vision. Typically one priest is given authority over a single church. Symbolizing Augelmir to an entire town or village, they are also known as Father. Assisted by Pursuants and others, they instruct the people, lead worship, and pursue their own studies. This is usually the end of the line for advancement, particularly since most priests are at least middle aged. They have a great deal of autonomy, but do report to their superiors at least once a year through correspondence. A priest in official garb wears a long-sleeved white tunic tied with a gold sash and a blue scarf. They are forbidden to marry, and cannot retire from the Order.

At the highest level of the Brotherhood is the High Priest (or Highfather). High Priests are chosen by the other High Priests in private debate. There are currently slightly over thirty High Priests formed into a body called the Council of Highfathers, and among them they decide all policy for the Order. This includes the subsidiary institutions such as the Order of Saint Stephen and the Inquisition. A High Priest can be chosen for many reasons, from unique wisdom to magical prowess or political connections.

Sometimes the High Priests choose a single individual to lead the faith; this status is called Patriarch. The last Patriarch lived centuries ago, during the Diabolism scandal. If a new Patriarch were to arise, he would wield complete authority over the Brotherhood.

The Inquisition

The Inquisition is a small, select group chosen from the entire Brotherhood. Members have been drawn from each of the Orders subsidiary institutions. It was formed after the appearance of Diabolism within the Brotherhood, and it began as a self-policing institution. Once the Inquisition performed its job, however, and the Order was free of Demonologists and Devil Worshippers, they took to searching for more outside of the Order itself. Now the Inquisition performs both functions.

On the whole, the Inquisition is a fair and enlightened institution. It does not force confession from those it suspects of Diabolism, instead relying on deductive reasoning and physical evidence. Character witnesses are highly suspect in their cases. When they find a Diabolist, however, the usual punishment is death. Apprentices or those who were involved peripherally are usually spared this ultimate punishment in the hope that they will return to more profitable activities. These people are observed passively by members of the Brotherhood for some time.

The membership of the Inquisition is highly diverse. A handful of Inquisitors are trained Demon-killers, and are possessed of magical artifacts which make their job easier. Others are humble monks gifted with incredible intellect and problem-solving skill. Some are overeager in their prosecution, and these men are brought to heel by the Brotherhood itself as soon as they are detected.

This branch of the Order is run by the Master Inquisitor, who is assisted by two other men, the Senior and Junior Inquisitor. There are no other titles in the Inquisition. All rank from other branches of the Brotherhood is maintained by an Inquisitor.

The Order of Saint Stephen

Those who find the hustle and bustle of the world too distracting to permit enlightenment typically retreat to monasteries. These monasteries, which exist primarily in Allemaine and Calabria, were first developed by Father Stephen, an enlightened priest who spread the traditions of the Brotherhood in the second century of the current Age, performing many miraculous cures along the way. His followers take vows of obedience, poverty and chastity .

The monasteries are centers of learning, service to the community and the Order, and isolation. They survive through charitable contributions and the grace of the local nobility. They have the same ranks and titles as the standard order, but their robes are simple black. They have a handful of High Priests, who are revered for their learning, but have little political influence in the Order.

The Cloistered Sisterhood

There are no female priests of Augelmir, but women who decide to seek a religious life can join the Order as nuns. The sisterhood is housed in Abbeys throughout the land, each run by an Abbess. They are much like the monasteries of Saint Stephen, and in fact some abbeys are actually attached to monasteries and run as single institutions (in these cases the chief monk has final authority and is called the Abbott). Their lives

are spent in service, devotion and study. Their ranks are roughly similar to those of the men, but the titles are different. The lowest rank is the Novice, followed by the Initiate (or Sister), and finally the Abbess (or Mother). There is never more than one Abbess to an Abbey, and there is no rank in the Sisterhood equivalent to a High Priest.

The Holy Guardian Knight Brothers

With so much war in the Broken Kingdoms, it was perhaps inevitable that the Brotherhood should gain a martial character. These days, however, that function is all but extinct.

The Holy Guardian Knight Brothers, or simply Guardians or Knights Guardian, were formed under the rule of Vertigane III. Pursuants in the priesthood accompanied the King's army as healers and surgeons, but they refused to stay in the rear ranks as prudence demanded, instead running unarmed and defenseless into the forefront of battle to minister to wounded knights. After several tragic fatalities failed to slow the healers, a band of knights, led by Sir Aglovale, swore on the spot to protect and guard the healers in battle, wherever that might take them.

The Order grew rapidly, and in the chaos of the Black Prince's reign they suffered many casualties. The healers began to wear armor and carry weapons, and the knights instructed them in their use. The knights, in turn, learned all the traditions of Augelmir and became healers, Pursuants and eventually Priests. Within a decade, there was little distinction between the two. The Council of Highfathers embraced the concept as a logical development of Augelmir the Thunderer, and the Guardians became an official institution, owing obedience to their liege lords, but also to the Council of Highfathers.

The Guardian knights fought for centuries in the defense of the High Kingdom, but when the crown was lost the Guardian Knights were decimated. Many were killed in the siege of Rybonek, others were so torn by questions of allegiance to Mark or the Regency that they gave up their missions completely and retreated to life as hermits. Only a small handful, mostly those blessed with divine gifts, persevered. They retreated to a handful of monasteries dedicated to the rule of St. Stephen, and swore monastic vows. There they remained, generally in seclusion and largely forgotten. When not in prayer and contemplation of the past, they adventure as knights errant, keeping their traditions alive until such a time as they might reunite for their true purpose, under the banner of the King. In the centuries since the breakup of the Kingdom, the Knights Guardian have selected a small number of brave men each generation to carry on their order. Their true number remains uncounted.

Every surviving Guardian is a knight of heroic proportions (or was, in their youth, even paladins get old). They are skilled healers and followers of Augelmir, usually with the rank of Pursuant since their martial career prohibits much scholarly pursuit. Many possess Gifts of healing, extraordinary strength or fortitude. They ride throughout the land performing good deeds and urging strength in these hard times. Since the fall of the high Kingdom, all Guardians have sworn the triple monastic vows of poverty, chastity and obedience.

Relations to the State

The Brotherhood is directly indebted to the Crown of the High Kingdom for its own existence. Of course, there is no High Kingdom any more, so the Council of Highfathers has tried to proceed along a traditional course, helping to hold the Broken Kingdoms together until one side or another finally gains dominance and reconstructs the Crown.

Because of their relative weakness, the Brotherhood will not choose sides. They have only a few Guardian knights to prevent them from destruction should they anger a major noble. Instead, they assist everyone, hoping that when a new King is found (and they hope fervently that the Sibyl was not wrong about this one) they can act as the chief peacemaker and arbiter.

Religious Law

The Brotherhood defers to secular law in nearly every instance. A few exceptions do exist. First, crimes committed by a Priest or High Priest (not an Adherent or Pursuant) are left to the Council to judge. Lower ranks are tried by traditional, secular courts. Secondly, the concept of Sanctuary does hold, and criminals who reach a building sacred to the Brotherhood can avoid prosecution so long as he remains there. This usually means life imprisonment, and such criminals often end up reforming and joining the priesthood.

Property and Wealth

With the exception of the monastic orders, nothing prohibits members of the Brotherhood from owning property or wealth. Nobles who enter the priesthood retain their titles. However, such wealth makes the Brotherhood a threat, and weakens the Kingdoms to which it owes allegiance, and therefore the vast majority of property and title is given away before a major noble attains the rank of Priest. The Brotherhood keeps only enough wealth and property to ensure its continuance.

Even so, this can be quite a bit of wealth. Monasteries, cathedrals and knightly orders such as the Guardians are not easy to maintain, and the Order does not like to rely on charity (remember—do it yourself). Individual priests can sometimes possess surprising resources, including lavish homes, libraries, laboratories for experimentation and vast gardens filled with rare herbs. In nearly all cases, this wealth was earned through the Priest's activity, or inherited by birth. Corruption is very low, but if a Priest should come into wealth by virtue of hard work, he will probably keep it.

Rituals

The Inscribing

This is the birth rite, according to the traditions of the Brotherhood. The child's name is written in the first page of a blank book. Until the child is old enough to keep his own writings, the parents record significant events, random thoughts, or things that they might want the child to know. Also during this ceremony, the parents are urged to shelter their child only so much as is necessary, not to deny him the experiences that he will need later in life or make him overly reliant on parents who will, in time, be gone.

Marriage, the Building

The Brotherhood's marriage ceremony is ornate and rich in often contradictory customs. The couple themselves chooses the analogy for the marriage, this becomes the thing that they symbolically hope to build together. The most common choices are a home, music or a family, but some choose unusual metaphors such as shields, trees, food or tools. All the participants are dressed in white, gold, or other colors associated with the Creator. Examples of the chosen symbol are gathered from the local area and decorate the church. The Priest elaborates upon the meaning of the symbol, more for the audience than for the actual participants, who are assumed to already know what they mean by the symbol they have chosen. Afterwards, feasting and celebrations are held.

The Creation

This is the primary initiation rite into manhood, but has undergone many changes over the centuries. In ancient times a boy became a man when he created something of value with his own hands. Nowadays this usually means the siring of offspring, and the Creation has become a feasting rite held when the pregnancy first becomes known. Tradition still permits those who are unmarried, or those who are too young or otherwise prohibited from the siring of children, to undergo the Creation ritual in the ancient manner. Nearly anything is acceptable, so long as it is obviously the work of a mature adult. Works of art, well-made tools, even a good crop or a cunning tale qualify. The boy's father is the final judge.

The Renewal

When the book of one's life, given at birth, becomes full, it can be exchanged for another. Usually this is done without fanfare, but in the ancient custom this is an opportunity for the follower of Augelmir to undergo drastic changes in their own lifestyle. When the new book is taken, a new name may be inscribed in it, and sometimes an entire new career is chosen as if the individual were starting their life over. Brothers of Augelmir undergo a special version of this rite many times throughout their lives, due to their high literary output. They do not usually change names and identities, but rather choose to add to the work that they have done before.

The Closing

When the body is dead and the last words in the book of life have been written, the ceremony of Closing is held. The Priest makes no addition to the book, but rather preserves it exactly as it was, and passes it on to the heirs of the dead, exhorting them to read from it, learn from it, and pass what wisdom is within on for many generations. In the case of some prolific followers, the Closing may in fact involve dozens of books, each containing a potion of a life. In most cases, however, only a handful of small volumes have been completed.

Festivals

As a scientific Order, the Brotherhood has made strict observations of the sun. They created the calendar, and assigned most of the Feast days on it for the various Saints. In addition, they have four additional ceremonies during the year, during the times of the equinox and solstice.

Quickening, the Vernal Equinox

When day and night are exactly balanced, the Festival of the Quickening is held. It is a happy and joyful time, decorated with flowers of all sorts. The Priests gather herbs for use later in the year.

Midsummer

This is the greatest of Augelmir's festivals, and actually lasts from Summer Solstice to Midsummer, a period of four days. Rites are performed in the dawn, afternoon and sunset, with feasting afterwards. By tradition, the Guardians always begin a quest by Midsummer, and many search across the land for a worthwhile cause to undertake. The revelry of this celebration is one of the most passionate known, and even the Priests themselves sometimes engage in romance.

Autumnal Equinox, or Applefeast

The third festival of the year takes place in the middle of the harvest season, and offers a welcome break from labor. In recent generations, the Autumn Festival has become mostly for the children—though parents enjoy the day off, they do not play the games that the young ones do. Older children paint and carve apples into colorful shapes and designs, hiding them in the autumn leaves for the younger children to find. Sometimes special gifts—unusual stones, tiny toys or the like—are hidden inside the apples. Larger toys sometimes require the construction of big wooden apples.

Hollymeet, the Winter Solstice

Essentially a big party that brings up everyone's spirits from winter tedium, Hollymeet is the traditional time to for secret engagements. The priests and their assistants carry candles through the streets, reminding everyone of the light that Augelmir will bring.

Current Activities

The Brotherhood is devoted to education, scholarly pursuit of knowledge, service to the crown and common man, and the continuance and interpretation of Augelmir's traditions. Through scandal and the loss of royal support, that has not changed. The Council of Highfathers does not seem to begrudge the Sibyls the role that they play, keeping to themselves much as Augelmir was prone to do.

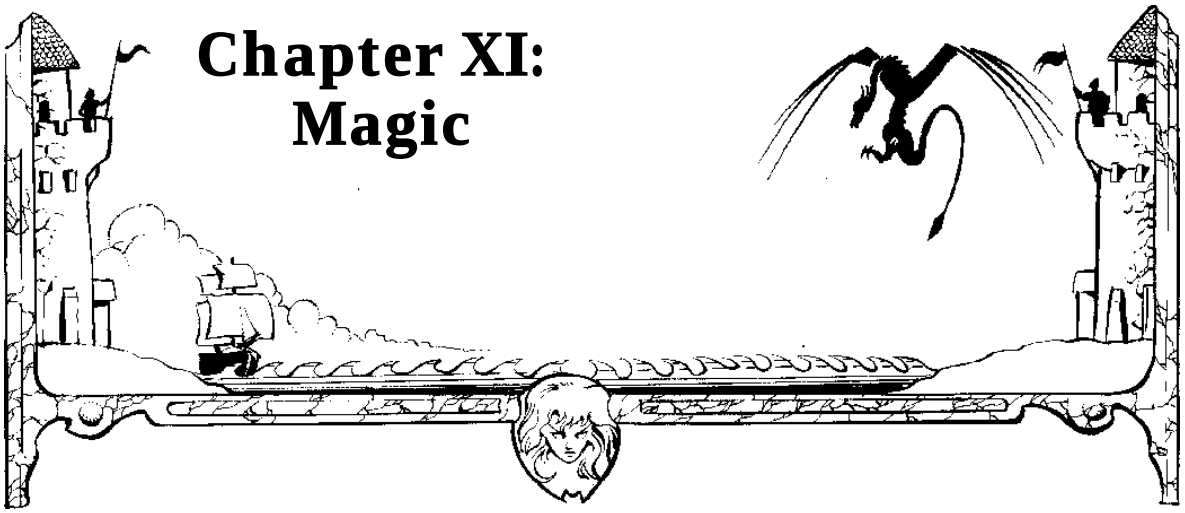
One activity that the Brotherhood is pursuing recently is a stronger contact with the Dwarves or Giants. They hope to gain access to Observances with a direct link to Augelmir. This could strengthen the Order and help prevent any future schism. The Order also continues its previous policy of encouraging literacy and the dissemination of knowledge to the common folk.

The Destroyer

The deity of the Destroyer is largely unknown in the lands of the Broken Kingdoms, though his legacies continue to this day. Nearly every evil is indirectly attributed to this being. The histories of Queen Evaine, assembled from conversations with Paracelsus the Wizard, assert that the Destroyer gave death to the world, and further took the gods and imprisoned them. His Incarnate Devils are largely responsible for the evil of the Dark Titan.

It is an androgynous deity, combining both male and female aspects. In female forms it is symbolized by the moon, and with blood. As a man, it is the unmaker, the bringer of earthquake and pestilence that tears down what others have made. There is no widespread worship of the Destroyer in the Kingdoms, though there is occasional cult activity, usually promoted by priests of Doomhault or Mezina. In one of his guises, he is called the Lord of Beasts.

Chapter XI: Magic



Magic: the alteration of nature to suit the will.

Beyond this basic definition, it difficult to generalize about the nature of magic in Ahrivine, on its uses and manipulation. Instead, magic use has been divided into four categories, each of which is explained in turn below. These magical techniques include: Arts (the casting of spells in the traditional sense), Gifts (natural magical powers attributed to the gods), Wizardry (the greatest of known magics), and Sorcery (everything else).

A Magician is the most common sort of magic worker, and what most folks mean when they talk of spellcasters and their kind. They follow a variety of traditions, called Arts, some of which are taught as sciences in the lands of Calabria and Allemaine. Magicians tap the ever-present energy of which the land and the sky are made. Their approach to this magic varies, as do the uses to which they put it. Alchemists and Artificers bond their magic into physical objects or potions. Hedge magicians manipulate the magic of bird and beast, wolf and wood. Sky-Lore is the magic of Celestial mages and Astrologers, who tap the stars and other heavenly bodies to alter or predict the actions of things below. Illusionists fashion unreal images in their own minds, then force them through into the eyes of others. Necromancers begin by speaking to the dead spirits that walk around us, but typically end as vile Revivers who seek to bring the dead back to life. Finally, Diabolists such as the Demonologist and the Devil Worshipper make pacts with evil spirits and cultivate the evil of their own soul, forging it with the aid of magic into a terrible weapon.

Disciples are the next most common sort, and found mostly among the religious orders of the Broken Kingdoms. Their abilities are natural Gifts traditionally ascribed to the gods. Such gifts typically include healing, prophecy, and the communion with the powerful elemental beings called Incarnates. Prophecy is most found among the Priestesses of Pallea on the Isle. Augelmir's priests are devout healers. Many Disciples are also magicians, complementing their gifts with refined lore of the Arts.

Wizards are those few benevolent men who, by virtue of a power beyond the reach of mortals, do not age nor sicken. Over the millennia they display not only a broad mastery of traditional magical Arts, but also vast and deadly magics of their own that are forbidden to lesser mages. Wizards command three powerful techniques: Forces, the manipulation of the elements for direct and deadly effect; Names, the wielding of True Names for control or alteration; and Ways, mental arts of mind-reading, domination and mind-over-matter. The true nature of Wizards are unknown, though it believed that they are the most ancient of beings, and their powers have, with a handful of notable exceptions, been used to defend Men, Elves, Dwarves and Giants from evil in all its forms.

Those spell casters who do not fall into any of these categories, or whose magic is so awesome as to defy easy labeling by those who are uneducated, are called Sorcerers. The common farmer or tavern keeper will cry Sorcery whenever he is confronted with something he does not understand, while experienced magicians typically reserve the term for foreign mages whose theories of magic defy classification. Thus, Sorcery is a catch-all term, designating those magics which are unknown.

On Power Frameworks

Few things can upset game balance in a Heroic Level campaign than a magic worker with Power Frameworks. Their basic function (allowing a character to purchase many spells for few points) violates the magical traditions of the Broken Kingdoms, which stress the mastery of an individual spell as a great accomplishment. Most player characters do not need Power Frameworks to be competitive in the campaign.

That being said, however, they do have their place and discrete use of them can make the job of the GM easier, as well as permit certain game effects that are difficult to perform otherwise. They also can serve to separate the typical, day to day magic worker from the truly fearsome.

As a general rule, Power Frameworks should be used only when it is impractical to use anything else. The

exceptions to this rule are best handled on an individual basis. By far the most notable exception to the prohibition against Power Frameworks are Wizards and their evil counterparts, the Doomed. The powers of Wizardry use Multipowers and Elemental Controls to simulate many of their effects.

Apart from this, Multipowers are seldom necessary, since a combination of Variable Advantage, Special Effect and Limitation can simulate virtually any attack power. However, the Multipower is occasionally useful for non-attack spells that are difficult to simulate in the Hero System without spending an unreasonable number of points.

For example, consider a powerful Mu-Jahdin sorcerer who wishes to possess the ultimate shapeshifting spell, with which he can rapidly flit from one form to another. With this spell he will engage other sorcerers and djinn in shapeshifting duels. He already has several shape shifting spells purchased according to the normal rules, but he has something much more transcendent in mind, something really spectacular. Besides, he can't change between his current forms very quickly or efficiently, and he does not have enough shapes to choose from.

Such a spell could be easily purchased as a Multipower with twenty or so 'slots' which the sorcerer could mix and match from to get whatever shape he desired. Since he already has a large number of points invested in shapeshifting, this spell will hardly be a point dodge, and even with the advantages of a Multipower it is still likely to cost a bundle. Allowing a power framework in a situation like this should cause few problems.

Elemental Controls are best used for supernatural creatures such as the Incarnates, whose powers are tightly limited and can all be placed within the EC Framework. Players should not be allowed to put each of their Arts into a separate EC, one for Necromancy, for instance, and another for Celestial Magic. This setup allows players to purchase spells too fast and too easily, in violation of the Expertise limitation (described more fully below). Perhaps it might be allowed for a wild talent character.

Variable Power Pools, of course, are the most delicate. They allow a magic worker to cast an unlimited number of spells, limited only in Active Points. This is in direct violation of the spirit of Ahrivine magic, which involves the painstaking memorization of individual spells. However, certain characters have so many spells that devising huge lists of them is tedious and far past the point of diminishing returns. These characters include Wizards, Archmages and Doomed. Such characters, both PCs and NPCs, are often best off with a VPP. The VPP should have certain advantages and limitations which maintain the "special effect." These include: Points take no time to change (+1), Points take so skill roll to change (+1) and Requires a skill roll to cast (-1/2). Obviously, the Expertise limitation cannot be taken on spells in a VPP.

Players who have bought dozens of spells, achieved Archmage status, and want to switch their character over to a VPP should work with the GM to accomplish this. The best way is usually to allow the VPP, but force the player to allocate his points only a specific list of spells. Every week, he may add one spell to the list.

Fuzion Note:

When converting from Hero System to Fuzion, treat each +1/4 Advantage as a +1 Power Point Adder (see *Alliances*) and each –1/4 Limitation as a –1 PP Limiter. Power Pools can be converted over at a rate of 5 Hero Active Points in the Pool to 1 Fuzion Power Point in the Pool.

Magicians

Magic workers exist in all the Broken Kingdoms, in fact all across Ahrivine. In the civilized lands of Allemaine and Calabria, Pallea and Tarsus, they have developed roles in the community. They are an accepted part of the social order. There is no universal respect or admiration given to magicians (or to magiciennes, their female counterparts), instead they are judged as any other merchant or professional craftsman might be: on their capabilities and reputation. Some are low-class entertainers doing their illusions for pennies. Others are terrible Archmages commanding the attention of Kings.

It is impossible to truly define the source of magic. It is the fundamental force of Ahrivine. It was used to fashion the land, sort the sky, and bring life to man. Magic is a force which, when mustered by thinking beings, can make the dreamt of become real. It is difficult to manipulate, slow and often subtle, but it has a myriad of forms which grow from the humble plant and creature all the way to the lofty pinnacles of the stars themselves. All are pushed and pulled by the force that is magic.

The talent to manipulate this force does not reside in everyone, though it once did if the ancient legends are to be believed. Certainly all Giants and Elves are talented magic workers, but in Dwarves and Men the gift appears much more seldom. And if the talent is not present at birth, only the most extraordinary circumstances can promote its growth later in life.

Because magic is so ever-present, and so myriad in its effects, magic workers seek out individual and personal ways to understand it. These paths form the majority of magical Arts today. The Alchemist and the Artificer, the Astrologer and the Necromancer, all seek to understand magic and all tap the same force, but they do it in an idiosyncratic way that others will not understand.

Regardless of the Art pursued, one thing is constant. Magical practice requires intellect, application and patience. The formula which allow the mage to alter reality are memorized to painstaking exactness, requiring years of study. Beginning magicians can expect to have no more than a handful of magical effects mastered.

The Magical Career

Most beginning magic workers start as Apprentices, typically recruited by a full magician who notices their talents. Many Apprentices recognize themselves as being somehow different, and they seek out mages to resolve these feelings. Organized bodies of mages such as the Aetherium seek out Apprentices and actively recruit them to keep their order strong.

Apprentices have difficult lives, though some masters are kind, skilled and patient. Typically, Apprentices busy themselves with tedious labor and long hours of study. They assist the mage with many mundane tasks, and learn the rudiments of their Art. This includes the theory of magic, the specific approach of an Art, and basic techniques meant to harness that power. According to tradition, Apprentices are kept until they have at least moderate skill, represented by 25+ character points in spells and a skill roll of 12+.

Once released from Apprenticeship, the mage is typically on his own. They find work in many venues, entertainers to advisors. Some make a living in the forging of magical artifacts or the brewing of potions. Many can find secure and exciting work in the employ of armies or ships at sea. Usually their skills continue to increase during this time,

The greatest of magicians and magiciennes are given the title Archmage. There are perhaps three dozen Archmages in the Broken Kingdoms today. To be counted among their number, the following conditions must be met:

The magic worker must have at least 100 character points in spells, and at least 75 of those points must come froma single form of the Art.

The magic worker must have created at least one original spell of his own devising, and that spell must be "of weight." That is, it must be powerful and require extreme skill to cast (this is a matter of GM interpretation, but 75 or more Active Points is usually a good rule of thumb).

The magic worker must be recognized as worthy of Archmage status by at least two other Archmages, who are referred to as his Advocates.

The aspiring Archmage must defeat another Archmage in a magical duel, supervised by the Aetherium. If the challenger fails the contest (the rules of which are decided beforehand), he cannot make another challenge for at least a year. Archmages who lose three challenges cannot be challenged again.

What follows is a brief description of each of the magical Arts known in the Broken Kingdoms today. First, a few notes are made about Power Limitations and magical spell use.

Required Limitations

There are long lists of Required Power Limitations for many of the spell forms detailed below. These are not meant to prohibit player creativity. Powerful magicians or unique spellcasters (among which players are hopefully to be numbered) should be able to circumvent many of the Required Limits. But they should not be waived without permission by the GM, and only as a reward for unique character concept or proven expertise in the manipulation of that magical technique. Even the two most important limits: Requires a Skill Roll and Expertise (explained below) could be waived for "Wild Talent" characters who could not control their own magic.

Requires a Skill Roll

All Magic in Ahrivine requires a successful skill roll to perform. Certain faerie creatures may be able to perform magical feats so reliably and effortlessly that they need not roll, but these creatures and their ilk are the rare exception to the rule.

Each of the magical art forms described below have their own body of lore, meaning that each has its own Magic Skill. Magicians must have a Magic Skill for each Art they practice: Illusion, Hedge Magic, Necromancy, etc. Note that some Arts have subcategories, but additional skills are not required for these techniques. Spiritualism and Revivification are both based on the same basic principles, called Necromancy. The same skill can be used for each.

Requires a Skill Roll is a –2 PP Limter in Fuzion, and requires the Caster make a Competent Magic Skill Check (DV of 18) with a modifier of +1 to the DV for each 2 PPs (after Adders but before Limiters) in the Spell.

Expertise

Most of the Magical Arts detailed below have the limitation "Expertise," with a second number delineating the level of expertise required for the magic technique. This level varies from 10 points to 40 points, and is worth anywhere from -1/4 to -1 as a limit. This limit forces magicians to invest points heavily in spells from certain Arts. It reflects the fact that magic is not a "fair-weather" profession. To study the Arts of Magic is to dedicate a great portion of one's life to the arcane. Expertise comes in various forms, but always works in the same way.

Magicians whose spells have Expertise must have spent character points on spells from the same Art, equivalent to the value of the Expertise, *without counting the particular spell to which the limitation is applied*. This is best illustrated by example:

Suygan is an Allemaine Hedge Magician with four spells, one each at 3 points, 4 points, 5 points and 11 points. His Hedge Magic has Expertise: 10 points (-1/4). He fulfills his limitation on each spell because, without counting any one spell, he still has over 10 points in Hedge Magic (3+4+5=12, 4+5+11=20, 5+11+3=19, 11+3+4=18). When Suygan decides to invest in Illusion spells, it will be very difficult for him. Illusion has a 20 point Expertise limitation (-1/2). If he had spells of the same point cost as his Hedge Magic spells, he would not qualify and could not use his Illusion until he learned at least one more 8 point spell.

Magicians may attempt to cast spells in violation of their Expertise limit, but their lack of understanding

of the Art inflicts a -5 penalty on all Magic Skill rolls. Failures to cast usually result in harmful or disastrous side effects. The gamemaster is the final arbiter in these cases, but a Side Effect equal to the active points of the spell is usually a good rule of thumb.

Also note that the Expertise limitation for a particular style of Magic might be higher for the most powerful or advanced effects of that style. For instance, an Illusion designed to alter every sense of a target might have a 30 point Expertise (-3/4), and spells that altered every sense of every soldier in a 1000 man army might have a 40 point Expertise limit (-1).

Magical Styles in Brief

Alchemy

Alchemy is one of the more modern forms of magic, discovered in the Age of the Moon Gibbous by the unlikely cooperation of the human magician Cunvelyn and Nilik, a Dwarven scholar. It remained largely undeveloped, however, before the last few centuries, when Calabrian scientists began to fully explore the theories of phlogiston, ether, and other invisible but powerful elements contained in natural materials. The principles of Alchemy state that the essence of a thing is contained in all parts of a thing, and this essence can be separated through burning, distillation and other procedures. Application of this essence will then confer properties of the original object. For example, drinking a potion distilled from the feather of a harpy might grant temporary wings and the power of flight.

When first developed, Alchemy was a spiritual process, designed to foster an enlightened state of mind in the alchemist and help him to understand the legacy of the gods. Calabrian alchemists, however, approach Alchemy as a science. It is taught in universities throughout the Coast. Allemaini Alchemists are more faithful to the original tenets. The Pallean Isles, however, are the source of the most powerful natural materials of Alchemy, due to the rare and magical beasts and plants which inhabit that land.

Alchemy differs from Artificery in that its products are generally consumed (not eaten, necessarily, but rather destroyed) in use. They can duplicate many effects, making Alchemy very common and useful for adventurers. However, Alchemical potions, powders and other creams usually take weeks to make and can require very expensive or rare ingredients.

To create Alchemical formulas, define the effect with the advantages Usable by Self or 1 Other (+1/4) and Trigger (drinking the potion—+1/4). The Alchemist may freely give the potion to someone else (or sell it, far more likely) and make another whenever he likes. In this way potions differ from other magic items, which require the permanent expenditure of character points.

However, potions must also have certain limitations. The effects of two or more potions can never be combined—when the second is consumed the first ceases altogether (-1/2 limit). Additional, more standard limits include OAF, Expendable, Requires a Magic/Alchemy Skill Roll, Expertise: 10 points and 1 week Extra Time to make (or more).

Liquid potions are usually held in vials and should have the additional limitations of Fragile, Extra Time: 1 Phase to drink (-1/4) and Concentration: 1/2 DCV while drinking (-1/4).

Powders are usually kept in a box and are much easier to use, since the box is just opened and the powder dumped or thrown onto the target. No additional limitations are required for powders. They may be Fragile foci.

Oils and creams are kept in jars and generally take some time to apply. Assign the limitations Extra Time: at least 1 turn (-1/2), and Concentration: 1/2 DCV to apply (-1/4).

Finally, an Alchemical effect can be produced in a tablet called a pastille, which is then burned. The smoke fills an area with the formula's power. A sign of true Alchemical skill, pastilles have the Area Effect advantage and the limitation Extra Time: 1 Turn (the smoke does take some time to fill the area).

Note that the skill roll for making an effective Alchemical formula is rolled when the potion is used, based on the skill of the Alchemist at the time of the potion's creation.

Love Potion

The basis for most Alchemist's financial livelihood, antidotes to this potion are also available. A formula such as this might cost 1 Mark in raw materials and take a week to make. A good alchemist will probably make them in large batches so that he always has some on hand for ready cash.

Note that due to the peculiar nature of this potion, it does not have the "Multiple potions cancel out" disadvantage. That would be too easy!

Love Potion: 10d6 Mind Control, Telepathically Delivered, Usable by Alchemist/1 Other, Trigger, 4 Charges, OAF, Fragile and Expendable, Requires a Skill Roll, No range, Extra Time: 1 week to make, Extra Time: 1 Phase to drink, Concentration: 1/2 DCV to drink, Only on self (-1/2), One command: you love (blank) (-1/2), Expertise: 10 points.

Active points: 87, Total Limits: -9 1/4, Point Cost: 8.

Fuzion Cost: 1 Power Point.

Healing Paste

A white paste-like glue which is usually the first formula used by adventuring alchemists, the Healing Paste will stimulate natural healing powers but is of limited usefulness when treating mortal wounds. Typically brewed in large batches of over a dozen, the total cost in raw materials would be 12 Marks, requiring a day in the laboratory and another month to properly mature.

Healing Paste: 4d6 Healing, Usable by Alchemist or 1 Other, Trigger, 16 Charges, OAF, Fragile and Expendable, Requires a Skill Roll, Extra Time: 1 month to make, Extra Time: 1 Turn to use, Concentration 1/2 DCV to use, Only on self (-1/2), Multiple potions cancel out (-1/2), Expertise: 10.

Active points: 30, Total Limitation: -8 1/2, Point Cost: 3.

Fuzion Stats: 4d6 HITS Aid & 4d6 STUN Aid. Cost: 1 Power Point.

Artificery

To be an Artificer is to be the builder and enchanter of magical devices, weapons and tools. Artificers work on very long projects—the simplest Artifact can require months of work, and many require entire lifetimes. Such magicians can expect little immediate result from their work, but will always have a source of employment, for any court in Ahrivine will pay a large sum for commission of such devices.

The first Artificer was Augelmir, and he taught his techniques directly to his children, the Giants. They in turn taught both their children, the Dwarves, and their brothers the Elves. Mankind is not naturally gifted at the ways of enchantment. Human Artificers are rare, and their work is generally held to be inferior to that of the other major races. Allemaini Artificers are skilled in the creation of traditional and practical enchantments such as swords, armor and aids to magicians in general, such as scrying tools or staves that store END for later use. Calabrian experiments, on the other hand, tend towards the bizarre or the extremely specialized, such as Hubert of Carisbrooke's Clockwork Assassins and the priceless Horseless Carriages seen in Damaris, made of stained glass.

Unlike most magicians, Artificers do not have "spells." Instead, they must purchase the craft skills necessary to manufacture their Artifacts. Thus, an Artificer who specialized in the construction of magical rings might have PS: Jeweler. Though there are no hard rules on the subject, most players can assume that a successful skill roll at a penalty of at least -5 would be required to build at item that was suitable for later enchantment. It is also much harder to enchant something that the Artificer himself did not manufacture.

All unique items, termed Artifacts, must be bought with character points. By their definition, they should have the limitations Focus and Independent. Further generalizations are impossible. In addition, remember that all Artifacts are unique, requiring years of time on the part of the maker. They should have full physical descriptions, histories where possible, and probably a name. Avoid the generic "+2 OCV Broadsword."

Skycatcher

This was the sword of the first High King, Vertigane. It was made for him by the greatest of the Elven smiths, Nathaniel, and used in the battle of the Rydion Gap where the Dark Titan was finally destroyed. The blade was carried as the arms of the royal line for eight hundred years, until the death of Claudus in the fortress of Rybonek. For three hundred years the blade has been held by the forces of shadow.

Skycatcher had two primary powers besides its superior manufacture and use as a combat weapon. First, it was enchanted to slay Inach, Trolls, Demons and Dragon. Secondly, it could catch lightning bolts during storms and store that energy within itself, unleashing it later to slay opponents from afar, or upon contact. Without a doubt, it was one of the greatest Artifacts created since the gods' abduction.

Cost	Powers
44	3d6+1 HKA, Armor Piercing, +1 STUN Modifier, 0 END Cost, +5 OCV, OAF, Independent, AP advantage is only vs. Goblins, Trolls, Demons and Dragons (-0), STR Minimum of 15 (-0).
40	4d6 RKA and 2d6 Flash, No Range Penalty, One Hex Area of Effect, OAF and Independent. END=28
3	END Reserve: 100 END and 1 REC, Recovers only during a lightning storm (-1 1/2), OAF and Independent.
87	Total Point Cost

Fuzion Notes

Sword does 8d6 HtH Killing Attack, AP vs. Goblins, Trolls Demons & Dragons. It can also do a 10d6 Ranged Killing Attack with a 2 Phase All Sight Flash in a 2 m/yd Radius Area. This attack takes no Range penalties to hit, and costs 28 END to use. The Sword has an END Reserve of 100 END, and a REC of 1, that only functions during a lightning storm.

Rings of Wizardry

The Rings of Wizardry were developed by the Elven enchanter Arionel, who sought to explore the powers of the immortal magics. Unfortunately, no Elf has ever been born a Wizard. Arionel produced these rings in small number but passed the knowledge down to the Elven master smiths, and it is believed that the techniques are still known though unused for millennia. Most allowed the wearer to learn and cast spells from a particular branch of Wizardry. They did not grant spells in and of themselves—they are not Focuses in the standard Hero Games sense. They simply allow their wearers to buy Wizardry spells and use them. Only a handful are known to remain in existence. Some were forged to allow the use of all Wizardry.

Unfortunately, the Rings have harmful effects if worn for an extended period. Since they were designed to turn Elves partially into Men, they have the effect of lowering the essential nature of the wearer, turning

Elves into mortals and turning Men into beasts. The specific effects vary with the ring and the wearer, but generally cause a strong emotional reaction over time, loss of control, loss of sophistication, memory and higher reasoning (one wearer of a Ring of Wizardry woke up one morning to discover that he could no longer read).

Hedge Magic

The ancient ways of wild and wood, beast and plant, Hedge Magic was first taught by Rhea herself to her children, the Elves. Hedge magicians are scorned by the scholarly elite of Calabria and Allemaine, but the simple truth is that if a peasant knows a magic worker at all, that person is probably the local Hedge Magician. The wise know that Hedge Magic is a broad category capable of many useful and powerful effects from scrying across time and space to animal mastery or rapid travel that turn the leagues into mere footsteps.

The Elven people are the preeminent practitioners of these magical forms, so much so that sometimes the art is called Faerie or Fey Magic. Rare is the Elf that does not have some basic communication with plant and beast. Provincial or Allemaini Hedge Magicians, often labeled witches by the fearful and ignorant, use their skills to brew up herbal healing potions, drive off harmful nature spirits, predict weather or ensure a good harvest. The greatest of Hedge Magicians are almost certainly the Wizards Blaise and Paracelsus, whose connections to the spirits of the land are widely different, but equally profound.

Hedge Magics are highly variable; it is difficult to make any generalizations about them for game mechanic purposes. Effects should be purchased with the Requires a Skill Roll limit and Expertise: 10 points. Other common limitations include Gestures, Incantations, Focus, Extra Time and Concentration. The total limitation, however, should always be at least -2.

Scrying

Also referred to as "the Sight," Scrying is sometimes seen as what separates a garden-variety Hedge Magician (no pun intended) from the truly great. This spell puts the caster into a trance that gives birth to strong visions of the future. Often the visions are difficult to interpret, and have little to do with the magician's current situation.

Scrying: Clairsentience with normal hearing and sight, through past and future, Requires a Skill Roll, Expertise: 10 points (-1/4), Concentrate to 0 DCV throughout, Extra Time 1 turn, OAF: pool of water, crystal or fire, Limited conscious control (-1).

Active points: 65, Total Limit: -4 3/4, Point Cost: 11

Fuzion Cost: 1 Power Point.

Winesparkle

The first spell of the innkeeper/wizard Malatar (called by some, "the Great"), Winesparkle will turn the worst sewer water into a fine Pallean vintage. The caster must twirl his finger in the wine bottle or glass to initiate the effect; the results are greatly dependent on the caster's personal knowledge of wine.

Sparkle: 1d6 Minor Transformation, Variable Result: any type of wine (+1/4), Requires a Skill Roll, No Range, Gestures, Expertise: 10 points, Only on drinkable liquids (-1).

Active points: 12, Total Limitation: -2 3/4, Point Cost: 3

Fuzion Cost: 1 Power Point.

Illusion

This art is the technique of manipulating the senses of others. More than simple creation of what is not real, it requires mentally dominating the minds of others and imposing one's personal visions upon them. It requires great focus, concentration and skill. Illusion bridges the gaps between the arts of permanent creation (Artificery) and full mental domination and manipulation (Wizardry).

Due to its close relation to Artificery, Illusion is most practiced by the Giants and the Dwarves. With its connection to Augelmir, many members of the Brotherhood also learn Illusion. Camille, the greatest of the Wizards, is a powerful Illusionist who once used her powers to conceal an entire army. The Dwarven mage Bain is widely acknowledged to be the current living mortal master of Illusion's techniques.

All Illusions should be bought with the advantage Based on ECV, if they are not already a Mental Power. Limitations include Requires a Skill Roll, Concentration, Expertise: 20 (-1/2) and an Activation Roll equal to the caster's EGO Roll (players with a 13- EGO Roll may take a 14- Activation Roll, worth -1/2). Illusions are almost exclusively mental in nature; they are closely related to the arts of Wizardry and should not take other common magical limits such as Gestures, Incantations or Focus. All of these things would clue the target in to the subtle use of magic, and make the Illusion less plausible.

False Image

An example of the most common kind of Illusion spells, False Image creates a single-hex convincing visual illusion. This Illusion assumes that the caster has an EGO of 18 or higher. Also, since this spell is not usually directed against a living target, it does not have the Based on ECV advantage.

False Image: Images for normal sight with -4 to PER rolls, Requires a Skill Roll, 1/2 DCV Concentration throughout effect, Expertise: 20 points (-1/2), 14- Activation Roll.

Active points: 22, Total Limitation: -2, Point Cost: 7.

Bemuse

This Illusion distracts the victim by subtly altering his perceptions. His vision, hearing and other senses are confused and distorted, but in a way that entraps rather than alarms. This is an excellent spell for getting past guards, especially those who are not expecting trouble.

Bemuse: 7d6 Mind Control, Telepathically Delivered, Requires a Skill Roll, Expertise: 20 points, Concentrate to 0 DCV, Activation Roll 14-, Only usable for one command: Be confused, act only in self defense (-1/2), Violent or exciting surroundings allow the target a resistance roll every phase (-1/2).

Active points: 44, Total Limitation: -3, Point Cost: 11.

Fuzion Cost: 2 Power Points.

Necromancy

At its most noble, Necromancy is a valuable service to society. It allows the communication with, and protection from, spirits of the dead. When Uncle Arthur dies and leaves no will, or the King's final words weren't quite clear enough to make out, the Necromancer is the only person who can learn the truth. Likewise, when haunted by evil spirits, who are you going to call?

But Necromancy is not called the "Gray Art" for nothing. The life of a Necromancer is perilous as well as lonely. One misstep and the fatal slide into darkness can begin, where a magician is not content to ward off or learn from spirits, but instead learns to manipulate them, or force them to obey, preventing them from finding the eternal rest that is their due. Because of the superstitions and fears of the common folk, Necromancers are outcasts who live alone, surrounded by the morbid props of their art. And, for the safety of all, perhaps that is how it should be.

Necromancy is practiced only among the mortal races, who developed it after the end of the Age of the Waxing Moon. Both Dwarves and Men are skilled in its forms, but Elves and Giants shun it. Many villages and towns have a Necromancer living within a week's ride, in some abandoned tower or dark cottage, but few dare to disturb them except in the most dire of needs. With few exceptions, the only necromancers who gain renown are those who have turned to evil. One of those exceptions was the recent revelation that Derek the Wise, young ruler of Damaris, has wild necromantic abilities. In the middle of a formal ball he brought back the spirit of dead Prince Gunther, and saved the life of Caldwell III, Prince of Pleuce. No one is certain what this revelation of power might mean for the previously under confident and easily manipulated Derek.

The art can be cleanly divided into two branches, one gray and the other of darkest magic. Spiritualism is the proper name for the former, and is limited to the communication with and manipulation of bodiless spirits of the dead. Revivification is the animation of dead corpses and the return of spirits to cursed, obedient unlife.

Spiritualism effects have the limitations Requires a Skill Roll, Extra Time, Gestures, Concentration, Expertise: 10 and the Side Effect: Failed Roll causes target spirit to attack caster (-1). Additional limitations for Necromantic rituals are common, such as Focus (personal possessions of the dead subject), Incantations or limitations on the site of the casting (Not on Holy Ground, for instance, or Only On Site of Death).

Revivification draws upon the darkest powers of evil, and should be allowed to player characters only with great care. The pure light of the sun prevents the effects of Revivification. Other than this restriction, the spells are purchased similar to other Necromantic spells, and the same Magic Skill is used. Limitations are: Requires a Skill Roll, Expertise: 20 points, Concentration, Extra Time, Gestures, Side Effect: Animated Corpse Tries To Kill Caster (-1), Bulky, Expendable Focus: Dead Body, Not Under Direct Sunlight (-1/4).

Command Dead (Spiritualism)

A common spell that allows the Necromancer to command any spirit that is present. As written, this spell will not affect the animate dead, only those spirits without form.

Command Dead: 8d6 Mind Control, Requires a Skill Roll, Expertise: 10 points, Side Effect: Spirit Attacks Caster (-1), Extra Time: Full Phase, Gestures, 0 DCV Concentration, Only on Spirits (-1 1/2).

Active points: 40, Total Limitation: -4 1/2, Point Cost: 7.

Fuzion Cost: 1 Power Point.

Legions of the Damned (Revivification)

Many brave heroes have fallen before the dark powers of the Doomed. This is but one example of the powers at their disposal.

Legions of the Dammed: Summon 32 Revenants or Skeletal Remains, any undead with 75 base character points (+1/4), Requires a Skill Roll, Extra Time: 1 Turn, Concentration to 1/2 DCV, Gestures, Incantation, Focus: many dead bodies, Expendable, Immobile, Side Effect: Undead Horde tries to kill caster (-1), Expertise: 30 (-3/4).

Active points: 65, Total Limitation: -5 3/4, Point Cost: 10.

Fuzion Effects: As per described above. Cost: 2 Power Points

Diabolism

Diabolism is the darkest of magics, the cultivation of evil and bargaining with malevolent, supernatural entities. All wise magicians avoid the path of the Diabolist, but nonetheless a history of the Art is presented here, along with its practitioners and grimoire. Why? Two reasons: first, the heroic magician may wish to learn some of the ways of the enemy, so that they may more effectively oppose them. Second, Diabolists make great villains.

On Demons and Devils

Before the details of Diabolism, Demonology and Deviltry are revealed, it is best to define a few terms which will be essential in the discussion: Demon and Devil. This much can be said about both Demons and Devils: they are malevolent supernatural entities. The difference between them lies in their origin.

Demons are the physical embodiment of mortal hatreds, fears and lusts, given form by a skilled magician (the Demonologist). Every mortal has these unhealthy emotions, their "personal demons," but they struggle to control these emotions by conquering their fear, repressing anger and releasing rage in ways that are not harmful. In this way the personal demon remains weak and harmless, incapable of taking direct action. But the Demonologist violates these habits. He cultivates his hatred, focuses his rages and lusts, and wallows in his greed. This makes his personal demon stronger and stronger, until in a terrible ritual of dark power he brings it forth and gives it actual physical form. This magical incarnation of his own evil is a Demon and, if all goes according to plan, is his servant. When the Demon is not physically incarnated, it dwells in an ethereal realm unknown to magicians, possibly within the Demonologist's own mind.

Devils are much more mysterious and unpredictable. They prey on evil men, and are powerless against the pure and innocent. With strange but undeniable magical powers, they seem to be related to Incarnates and may be "fallen" from their number. Many of them were subservient to the Dark Titan, but with his defeat they have fled across the land, hiding in the shadows and dark places within the ground. Devils come in so many types and forms that it is impossible to generalize about them. Many are focused, with little independent will, just a mandate for the collection of souls (such a headless horsemen spirit which rides nightly to claim the lives of those it meets). Others have developed their own agendas and pursue evil plans, mustering forces, seducing those in power, and working to rival the Witch-King himself. Still others seem to exist only to tempt magicians, granting them formidable powers at the cost of their own free will.

Both Demons and Devils are dangerous to magicians. Conjured Demons are notoriously difficult to control. After all, the Demonologist has spent a great deal of effort strengthening his Demon, giving in to his unhealthy, darker emotions. It is very difficult to stand up to a Demon after such behavior. Devils prey on magicians of all sorts. The reason is unclear. Most such Devils offer vast power to their magician victims, and usually this power is delivered as promised. But such power always does more harm than good, typically driving the mage to madness or suicide in the aftermath.

Demonology

Intro

The arts of Demonology are derived from the Dark Titan himself, and are shunned in the East. To be a Demonologist is to be one who has given in to evil, who shapes their inner darkness into a supernatural creature meant for the harming of others. Most such mages are short-lived, quickly falling victim to the malignant monsters they have created, but Demonologists continue to exist, for the path to darkness is deceptively easy. In the Lands of the Doomed dark magicians enjoy respect and influence. There, the summoning and control of Demons can grant great power.

History

The first being to dream of the true power of his inner Demons was the Giant, Darkseeker. In his quests deep below into the Underearth he went far beyond what was wise, or prudent. No one quite knows what menaces he met there that caused him to bring his Demon forth for the first time, so that he might combat evil with evil, but from the moment he did this he was damned. His collapse from grace, being the first of its kind, was all the more rapid and absolute. Darkseeker was renamed by his fellow Giants and became the Master of the Dark Depths and King of the Underworld. The initial rites of Demonology were written in Darkseeker's own hand, and passed to his first and most loyal followers. Translated, adapted and altered over the millennia that followed, all Demonologists can inevitably trace their essential lore back to this fell immortal.

Promoted and sanctioned by the servants of the Dark Titan, Demonology has long been a route to great power in Doomhault, Mezina and other lands in the sway of evil. For over two millennia Demonic lore has been codified, gathered and passed from master to apprentice, priest to acolyte. This has led to small circles of a score or more Demonologists being formed in the court of each such land, and no one is quite sure how many Demons these foul mages may command. Goblin priests have also brought up their Demons and used them in war to kill generals and great heroes, or assassinate them the night before the battle. Many of the Doomed are Demonologists of terrible might. But, to the dismay of the wise, the summoning of demons has also reached high into the courts of Allemaini Kings.

The dark art gained its greatest converts within the High Kingdom midway through the current Age. Over a period of a century and a half, the practice of De-

mon cultivation and conjuration swept through the Priesthood of Augelmir. There were many minor causes for this, not the least of which was the ongoing war with Doomhault, but the leader of the movement in its last few decades was Brother Thunar, who became Patriarch Thunar before the crisis was discovered. As Patriarch, Thunar was perhaps the most respected advisor to the High King Lambor. His constant and passionate exhortations to war led the High King to send wave after wave of Allemaini knighthood to glorious but futile battle. Entire Hosts were lost, and it was not until the Queen discovered Thunar in the very act of Diabolism that the truth was known. He was by now completely obsessed in his hatred for the nobility to which he, by a fluke of birth, had been denied. This, it seemed, was his revenge.

This revelation caused social upheaval throughout the High Kingdom, the ramifications of which are still visible. The Priesthood was stripped of most of its privileges, Thunar was killed and mobs of peasants in fearful wrath burned hundreds of cathedrals and churches to the ground. Thousands of holy men were killed, shedding much Diabolist blood but much more belonging to innocent members of the Brotherhood. The Pallean Sibyls became the preeminent religious order, quickly supplanting the advisory roles once held by the Brotherhood. Those who survived retreated to lives of seclusion in monasteries and hermitages. The purges were completed in a quiet and mostly internal Inquisition, cleansing the order of what Demonologists remained. Over the centuries, the Brotherhood has worked to redeem itself and forge a new role for their order. They have remained without a Patriarch since Thunar's death.

With the common held belief that the final battles in the war between light and shadow will soon be fought, with the kingdoms of Allemaine and Calabria, Tarsus and Pallea as the battlegrounds, the Lord of Night has hatched a two-fold plan that uses the Dark Art to weaken his enemies and at the same time strengthen his own forces. Late in the year 1160 he summoned to his side two of his most cunning followers and talented magicians. The first was Kanilon, a Legate and overseer with great power in Mezina. To this man Tor-Mezin assigned the task of coordinating and overseeing the instruction of Demonology, to ensure that masters chose apprentices and that education was efficient and rapid. To this end Kanilon has ordered the construction of a vast college of Demonic Arts, the first of its kind in a thousand years, to which he summons magicians from across the Doomed Lands and disseminates their knowledge to hundreds of aspiring students hungry for power.

The second man summoned before the Black Prince, however, had an even darker purpose. Shedohel was a corrupted immortal of the Elvenkind, an assassin sometimes called the Moon Lord's Knife in tribute to his patron. Amongst all of Shedohel's many assassin skills, his mastery of Demonic lore and the power of his personal Demon were well known and justly feared. To Shedohel was given the task of recruiting and promoting the spread of Demonology within the remnants of the High Kingdom. He was ordered to travel there under disguise, remain in the Kingdoms for as long as it took, wreaking what harm he could in preparation for the final conflict. No contact has been had with Shedohel since, save perhaps with Tor-Mezin himself.

Status

In the Broken Kingdoms, Demonologists have no status whatsoever. Few suspect a Demonologist at work, since they are so rare, but once revealed the mages day's are numbered. This sentiment is prevalent at every level of society.

Noblemen and other figures of authority will execute a Demonologist without pause. No liege lord can dare show mercy to their kind, for the Demon is a nearly perfect assassin capable of ending an entire dynasty in a single night. The best way to end the threat of a Demon is to kill he who holds the leash, and there is no appeal in such sentences.

Magical organizations such as the Aetherium keep a close eye on their members for signs of Demonic manipulation. They know that scandal such as that could spell the end of their order, or at least a reduction in the respect it has gained with nobles throughout the land. Many Archmages are wise in the ways of Demonology, so that they may seek out and destroy those who would use the arts, but other influential mages claim that to learn the dark arts is to promote knowledge best left buried. These arguments are always lively ones and provoke great outbursts of emotion on both sides but, for obvious reasons, are kept confidential within the halls of debate.

Disciples of the various religious orders know that the Demonologist is damned, for he has called upon dark paths that lead only to the Destroyer. Accusations of Demonology broke the back of the ancient Brotherhood of Augelmir, and the monks now are firm in their resistance to such knowledge, else everything that they have achieved since the purges be brought to ruin. A handful of the Brotherhood even keep the robes of Inquisitor alive and actively search for Demonologists. Their skills are refined from centuries of labor; rare is the dark magician who escapes them. Even Rhea's Sibyls consider a quick death the most merciful end for a practitioner of the dark arts.

Common peasants and townsmen live in superstitious fear of Demons and their masters. Uneducated, they typically are the last to suspect a Demonologist in their midst, but are first to demand the Diabolist's death when the truth is at last revealed. More than one such magician has been crushed to death by stones or burnt with torches when an angry, wrathful mob found them out. And woe to any noble, priest or magician who counsels mercy or hesitation in the mob's justice, else they meet the same accusation and eventual fate.

Current Practices

Those Demonologists that do exist remain hidden. They pursue their own agendas, mostly vengeance and murder. Most of them are soon killed by Demons far beyond their own control. Those that survive find that their actions are impossible to hide, and they either flee to the service of the Doomed or are found and executed. A handful of Demonologists have built a haven in small cults, which they use to kill the curious, apprehend sacrificial victims and slow pursuers. Apprentices are extremely rare amongst these magicians; they are simply too paranoid to trust anyone with their secrets.

Due to their own evil emotions, it is doubtful that any sort of organized Demonologist underground could survive for long in the remnants of the High Kingdom. These mages trust no one and despise even themselves. It is only in the Lands of the Doomed that Diabolists cooperate, and that is because they are forced to by their dark masters, who allow them to vent their rages but forbid internal strife that would cripple goals of conquest. The actions of the Knife, Shedohel, could alter these facts, however. Demonologists organized within the Broken Kingdoms and given succor by Doomhault might pose a new and serious threat.

The Demonologist

Mentality

You have been spurned or injured, persecuted or denied. What should have been yours is not, and you have turned to the dark lore to gain revenge. Is it folly to beseech your darker thoughts? Perhaps. But certainly it is even greater folly to meekly accept your fate, to be humiliated and defeated without striking back. Your dark half is a weapon, and weapons must be used. You are stronger than they think. You will not succumb to the powers you summon. Once you call your Demon forth and accomplish this task, you will have no more need of it. You will send it back to the place it came from and all will be as it once was, as it should have been.

Other magicians speak of wisdom and knowledge, and call this the road to enlightenment. You answer that enlightenment is for monks, and it is power that you need. The only wisdom you recognize is that which admits that the strong rule the weak. As for knowledge, you know that this is the last thing other magicians truly seek. Instead, they deny the truth of their own nature, for all men have violence and goodness both within them in equal measure. It is rage and hatred which makes a soldier kill the enemy, and what King would call this evil? You are the true seeker of knowledge, that knowledge that lies within. Other mages are blind and ignorant. They will seek to destroy you. Best to remain hidden. You can give them their due later.

Remember that your emotions are the source of your power. To hate one man is good, but to have a greater ability to hate is better. When the object of your hatred is destroyed by your justice, your Demons will weaken. Do not allow yourself to be vulnerable. Others will use that weakness, and harm you again as they did before. Better to find new objects for your rage, so that you and your Demon ally will remain strong. Remember too that there are many roads to power, that what men call greed is only wealth that you have earned. What men call love is a companionship that you deserve. And finally, remember that your Demon would not exist if not for you. You are the master, and it the servant. It is impossible for it to conquer you, for you are he who gave it flesh and form. You are its God.

Priorities

Cultivate your Demon's power; give in to your hatred.

Stay secretive, the hypocrites and witch-burners are everywhere.

Use the Demon, your greatest weapon, to gain what you desire.

Outlook

Wizards: Do not meddle in their affairs, best to get moving if you hear word of them.

Nobility: Given wealth and power by pure chance, while you were denied, they represent everything that you do not have.

The Pallean Sibyls: A pathetic band of weak women. They cannot see the future if they hang on your Demon's claws.

Magicians: Ignorant hypocrites. They pose the greatest danger to you, since they have the best chance of recognizing you for what you are.

The Brotherhood of Augelmir: They learned the true path to power, but let themselves be destroyed. Now they hide and pretend that they have changed their ways.

Inquisitors: Run! They have found you!

Peasants: Superstitious fools. Torch-carrying cattle prodded by priests and barons.

The Doomed: They were weak. They let their darkness overcome them. You know better.

Characteristics

The critical characteristic for Demonologists is EGO. All of a Demon's raw power is measured by EGO. Also, INT is important since it will be the basis for a Demonologist's Magic skills. The dark scars within Demonologists often have physical representation in their body, reflected by a low COM score.

Skills

Obviously, every Demonologist should have Magic Skill/Diabolism. Other likely skills for practitioners of a hidden art include Acting (for hiding those big Psychological Limitations), Bribery (to gain access to desecrated ground), Concealment (hiding demonologist paraphernalia) and Stealth. Experienced Demonologists, skilled at the manipulation of emotional states in others and the cultivation of Demonkind might have social skills such as Persua-

sion, Interrogation and Seduction. Demonologists do not usually have broad magical knowledge; they have forged their Demons to take out a particular obstacle or get revenge. Ancient Knowledge Skills and Languages such as are found in other magicians are not common among their forbidden brethren.

Talents

There are no Talents that are particularly widespread among Demon summoners, though several would certainly prove useful. Danger Sense might warn a mage when his evil rituals are being spied upon, and in a similar vein, Lightsleep might give a few moments of preparation when the castle guard come pounding at the door. Immunity to the poison of a Demonic talon could prove the difference between life and death.

Perks

Demonologists might have Contacts amongst dark cults or fellow Demonologists (though their kind are typically jealous of their knowledge and reluctant to cooperate or give shelter to one another). The rituals of Demonology are often expensive, and mages might be forced to find a source of ready Money. Finally, they may possess an unholy Base where they can practice their arts in secret. Note that despite the unique individual nature of Demons, they are not purchased as Followers. Followers are loyal friends who will stand by a character through nearly any hardship. Demons are malignant forces who will consume their summoner at the slightest opportunity. Followers might be used, however, to give the Demonologist a cult following.

Disadvantages

This is probably the most important part of the Demonologist character. The magician's Psychological Limitations determine the object of their Demonic efforts, and other disadvantages such as Berserks and Rivalries will grant their Demons more raw power. Demonologists will often have more Psychological Limits than they can actually receive points for—these extra points *do* strengthen the Demon. Also, disadvantages in the Demonologist can often be far more specific than would normally be permitted or useful in regular characters. That is, Disadvantages such as "Hates the Duke of Somerset" would be too minor for a regular PC, but perfectly acceptable in a Demonologist, who has summoned his Demon for the express purpose of destroying the Duke and his lands. Other Disadvantages might strengthen the Demon as well, with the GMs permission. Mental addiction to a crippling drug, represented as a Dependence, is one example.

Completely aside from the mental problems common to Demonologists, they have many other Disadvantages as well. The physical changes often associated with Demonology have already been mentioned, making Distinctive Features common (a once-handsome but now hideously scarred magician might even turn to Demonology in revenge for the damage done to his appearance). Mages whose unusual activity has aroused suspicion will be Watched, those who have been discovered but escaped and are on the run will be Hunted. Physical Limitations are common in those mages who have had confrontations with their Demons and been permanently scarred by them. The cruel twist of fate which prompts a mage to turn to Demonology is often known publicly in the form of a Reputation ("isn't that the poor bloke who swore revenge on the Duke?"). Public revelation as a summoner of Demons would definitely qualify as Extreme Reputation. Demonologists are one of the instances where Secret Identity is appropriate. Finally, Demon summoners are notoriously Unlucky, often possessing 3d6 or more.

Rare is the Demonologist who cares enough for any mortal to have a DNPC. It would also be very difficult for a famous magician with Public Identity to carry on his Art in secret.

Grimoire

The dark magics of the Demonologist are collected here. But it is critical to mention that most Demonologists never proceed beyond the first step—the summoning of their own Demon and the use of it for their corrupted ends. Only the very greatest magicians learn to manipulate the vile emotions of the soul for other effects related to their Demons. These effects include the extraction of Demons from the minds of innocents, more efficient control of Demons, and the power to manifest certain abilities of Demonkind in the Demonologist's own body.

Two more words should be defined here before further progress is made: Demonologist and Source. The Demonologist is the magician calling the Demon forth into being, but the Source if the mind from which the cruel thoughts that make up the Demon spring. In the vast majority of cases, these two individuals are the same, but that is not always the case. Demonologists sometimes capture and imprison innocent victims to serve as the sources for a cadre of Demons.

Of The Creation of Demons and Their Development

Demons share certain basic characteristics amongst their kind, though every Demon is also unique in the powers given to it by its maker. Each Demon begins with a base set of Characteristics, Skills and Powers. These may be added to by the Demonologist, based on the strength of the negative emotions possessed by the Demon's source. First, begin with its base abilities:

The Demon's STR, DEX, CON, BODY, INT and EGO: All of these are equal to the EGO of the Source.

PRE and COM: Demons have a starting PRE of 30. They are terrifying enough to paralyze mortals with fear, and kill the weak of heart with but a glance. For similar reasons, Demons have a COM of 0. Their physical appearance is based on the fears and hatreds of the Source, usually with some reptilian and insectoid features as a base.

PD and ED: Demons have a PD equal to 2x base value. That is, a Demon with STR of 20 would have a starting PD of 8. ED is equal to base value, CON/5. If STR or CON are raised above base levels, PD and ED will automatically raise as well.

SPD: Demons round up their SPD from base value. If a Demon has a DEX of 18, its SPD is automatically a 3. Raising the DEX to 21 would raise SPD to 4.

REC, END and STUN: All base value, as determined from STR, CON and BODY.

Demons have many supernatural abilities in common, making them truly fearsome opponents. Their malleable bodies are just a semi-solid ectoplasm, and can be shifted in form and size to move through the tiniest cracks. They are nearly immune to harm—only silver, enchanted weapons or the powers of fire and Forces can kill them. Possessed of wickedly sharp claws, talons, horns, teeth and other impromptu natural weapons, they can shred through even the toughest plate armor. Further, these wounds are certain to become infected with demonic poison and fester, killing any warrior who was hardy enough to survive the initial onslaught.

Demons can instantly appear at their master's side, wherever he may be. They are difficult to harm with most forms of magic. Running along the ground, they can outpace most horses, and they swim across castle moats with equal facility. Their claws and malleable form insures that they can climb up the steepest and most challenging surface without difficulty.

Finally, to make their roles as assassins even more perfect, they can smell the souls of living beings. Their tracking skills are also impressive.

The game effects of the Demonic Abilities are described below. All demons have these powers in common.

Cost	Powers
15	Elemental Control: Demonic characteristics.
24	a. 2d6 HKA, 0 END Cost, Reduced Penetration.
10	b. 1/2d6 c.p. BODY Drain, Uncontrolled, Continuous, 0 END Cost Persistent, Recover Rate: 5 c.p. every Week (+1 1/2), Gradual Effect: power attacks every Day (-1 1/2), Effect ceases after 1 month (-1/4), HKA must do BODY (-1/4) and … 1/2d6 c.p. INT Drain, Linked, All other modifiers as above.
30	c. 75% Resistant Physical Damage Reduction, Not vs. Silver or Enchanted Weapons (-1/2).
17	d. 75% Energy Damage Reduction, Not vs. Fire or Forces (-1/2).
15	e. Shapeshift into any (but still obviously demonic) form, 0 END Cost.
13	Extra-Dimensional Teleport to the location of its master. Requires a Skill Roll on the part of the master.
7	Mind Link with master, crosses dimensions; Only to know when he is being summoned (-1).
10	+10 Mental Defense.
10	+10 Power Defense.
12	+6" Running (12" Total).
6	+6" Swimming.
10	Clinging.
15	Tracking Scent.
5	Discriminatory Smell.
8	Detect Soul at Range (with Smell).
10	+2 Levels in Hand to Hand Combat.
6	Damage Resistance, at 1/2 PD and ED. The cost for this depends on the Demon, but will typically be about 6 points.
240	**Total Points**

Finally, all Demons share certain Disadvantages in common. The appearance of Demons varies, but most are based on ancient human fears of insects, reptiles and other creatures. Thus, most are covered in scales, with multi-faceted eyes, long, serpent-like bodies and cruel natural weapons. They often drip slime or ooze, and their unhealthy scent is easily detectable by animals of any kind. All of this makes them extremely difficult to hide. Most Demons are cunning but not terribly bright and, although they can talk, they seldom do. They have the intelligence level of your typical movie mascot. Demons cannot pass through ground holy to the gods Rhea and Augelmir, and are weak in direct sunlight. If their master is destroyed they, too, will vanish. Related to this weakness is their generally frail connection to our physical world; if beaten into submission or mortally injured, they will be destroyed (until recreated by their source, of course). Finally, Demons are the embodiment of base desires and emotions; they must perform evil acts, as this further damns their source and makes the Demon in turn stronger. If ordered by a Demonologist to perform such evil, or left to find evil on its own accord, the Demon will usually be compliant. But if its summoner does not use it to perform evil, the Demon will act on the summoner himself, or simply ignore him and roam free.

Pts.	Disadvantage
25	Distinctive Features: Unconcealable, Causes Extreme Reaction.
20	Physical Limit: Obsessed With the Performance of Evil Acts.
20	Physical Limit: Destroyed When Reduced to 0 STUN or BODY.
15	Physical Limit: Destroyed If Source Killed.
15	Physical Limit: 1/2 OCV and DCV in Direct Sunlight.
10	Physical Limit: Barely Sentient.

The power of darker emotions makes an individual's Demon stronger. When brought forth and given physical form, a Demonologist may add character points to the Demon in the form of increased physical abilities, skills or unique powers. The Demonologist may add points equal to the sum value of all Berserks, Rivalries and unheroic Psychological Limits. This of course requires a judgment call on the part of the Gamemaster, but in general it can be assumed that Hatreds, Fears, Greed, Jealousy, Lust and other such emotions would add to the Demon's strength, while Psychological Limits such as "Protects the Innocent," "Love for the Queen"

or "Honest" will not be of use to the Demon summoner.

Also note that a Demonologist may get points in his Demon for Disadvantages that do not actually give the Demonologist character points, either because the Disadvantage was acquired in play or because the Demonologist has reached his limit of points from a single Disadvantage category (this is very common with Demonologists, particularly in Psychological Limitations). If a Demonologist should gain more points for his Demon, however, the creature does not immediately become stronger. It must first be destroyed and then recreated with the new points. The reverse, however, is not true. If for some reason a Demonologist can be "cured" of a negative emotion, or if the object of a passion should for some reason become void, the Demon will immediately weaken. This is very important—psychological warfare against a Demonologist is often the best tactic!

There are few real limits to the powers of created Demons, except that they are physical creatures. Demons are much more likely to have boosted STR, DEX and PD than they are to have Mind Control, Images or Clairsentience. Keep in mind that they are basically very intelligent animals. One exception to this rule is magical skills: Demons often possess magical skills of their source, which work complementary to the Demonologist whenever the Demon is present for spell casting. This is actually a natural effect of the Demon and its magical nature. The Demon itself is incapable of casting spells.

Once a Demon is created, its powers should not be altered at the whim of the magician. They can be added to and subtracted from, but not fundamentally changed. For instance, if Lord Render conjures his demon with wings and flight, it must always have wings. He cannot later destroy the demon and rebuild with, say, higher strength instead of flight. He could later, however, make his flying demon physically stronger if he got more points.

For a full example of a created Demon, see Herleuse the Enchantress, below.

Limitations

Required Limitations for Demonology include: Requires a Skill Roll, Concentration, Incantations, Gestures, Extra Time and Side Effect: Demon Appears and Tries to Kill Caster. Many rituals require expensive and rare herbs or blood sacrifice, alchemical elements which make the connection between the mage and demon. Demonology can never be practiced on ground sanctified to the gods Rhea and Augelmir. A Demon itself cannot be created anywhere but on the most blasphemed ground. Advanced Demonic rituals other than Bringing the Demon Forth From Within (the first spell presented, see below) must have Expertise: 20.

Bringing the Demon Forth From Within

In a ritual which occupies an entire evening, and days of preparation, the Demonologist can first forge his Demon from the violence of his own soul. This is the basic Demonology spell—every Demonologist will have some version of it. Note that the cost will vary depending on the point value of the Demon that is being Summoned. Also note that a magician cannot choose to Summon his Demon at a lower point value than is possible—it must always be as many points as allowed under the rules described above.

The ritual and preparations may only be performed on ground which was sacred to Rhea or Augelmir, but has been defiled through the spread of blood and other rituals known to the Demonologist. Alternately, ground sacred to the Destroyer will qualify. During the final hour of ritual, the chanting and mental state required both intensify, making the magician oblivious to the world around him. Failure of concentration, or inability to master the creature summoned, ensures that the Demon will immediately consume the mage, getting at least one free attack while the magician is still deep in concentration (or shock).

If successful, the Demon is physical incarnated. It should be appeased at once, or else it is likely to become testy. Once it has been summoned the first time, the Demon does not need to be created again unless it is destroyed. If dismissed, the Demon vanishes to some invisible ether unreachable by Ahrivine mages. There it will wait until its master calls it again, whereupon it reappears instantly.

Bringing the Demon Forth From Within: Summon Demon with 300 base points, Extra Time: 1 week, Requires a Skill Roll, Concentration: 0 DCV, Gestures, Incantation, Expendable OAF: Expensive plants or Blood sacrifice (-1 1/2), Side Effect: Demon Eats Caster (-1), Only on Blasphemed ground (-1).

Active points: 90, Total Limitation: -9, Point Cost: 9.

Fuzion Cost: 1 Power Point.

Conquering the Demon, or the Chains of Reason

If there is such a thing as a wise Demonologist, he is heralded by his mastery of this spell, but to advance beyond the initial seduction of Demonic power requires great dedication and broad learning in the rare lore of these creatures. A Mezina scholar named Golistan, known for his detachment and mental power, first developed this spell to ensure that his demon could not harm him.

Through this spell or others like it the Demonologist learns to quickly subdue demons through the application of cold logic. Reason is neither good nor evil, and its orderly neutrality will shatter a Demon's evil passion, destroying it utterly. The connection between pure Reason and the Demon's form is made through the drawing of the caster's blood and a specially prepared knife.

Unfortunately, the Chains of Reason are an all-or-nothing prospect, and although they can be brought to bear against any Demon, the stronger the Demon's primal emotion, the more resistant it will be.

Conquering the Demon: 26d6 Dispel vs. Summon, Extra Time: Full Phase, Concentration: 0 DCV, Gestures, Incantations, OAF, Side Effect: Caster's Demon Appears and Eats Caster (-1), Expertise: 20, Only on Demons (-1 1/2).

Active points: 78, Total Limitation: -5 1/2, Point Cost: 12.

Fuzion Cost: 1 Power Point.

Circle of Rage

The strong negative thought which goes into the creation of a Demon can also have other effects, which have protected or concealed Demonologists in their work. The Circle of Rage is an ancient though rarely-found ritual first writ by Malacus Crixt. A Demonologist can use it to protect himself from hostile magic or Demons themselves. The Circle takes but a few moments to conjure and is completely invisible to all but the mystically aware. Its strength, however, is linked to the unhealthy emotions of the Demonologist just as a Demon itself is, and as it is assailed the Rage will soften and gaps in the Circle will appear.

This Circle of Rage is for a Demonologist with 50 points in negative Psychological Limits, Berserks and Rivalries.

Circle of Rage: 5 PD/5 ED Force Wall, Invisible to All But Mental Senses, Personal Immunity, Extra Time: Full Phase, Concentration: 1/2 DCV, Gestures, Incantation, No Range, Requires a Skill Roll, Expertise: 20, Ablative, Not on Holy Ground (-1/4), Only Vs. Magic or Demons (-1), Active Points Can Never Be Greater Than Caster's Negative Emotion Points (-1/4).

Active Points: 50, Total Limitation: -5 1/4, Point Cost: 8

Fuzion Effects: 15 KD, 15 EKD, 5d6 SDP Force Wall, all other effects as described. Cost: 1 Power Point.

Smother the Soul's Scent

Many is the Demonologist who has sought to flee from his own Demon after losing control. Unfortunately, the malevolent creatures have the power to sniff souls, and their general sense of smell is very acute. A handful of Demonologists have learned how to lay down a "pool" of their own foul emotions across an area. This pool can be sensed as general unease by mortals and animals, but any Demon tracking through it is confused. The creature smells only the same sort of ectoplasmic hatred of which it is itself made, and the scent is lost.

The Smother lasts as long as the Demonologist is able to keep his emotions mustered. Should he sleep or rest the pool of evil will dissipate, and the Demon can once again follow his trail.

Smother the Soul's Scent: Images vs. Detect Souls and the Smell Sense Group, -5 to PER Rolls, 16" Radius, Requires a Skill Roll, Expertise: 20, Extra Time: Full Phase, Concentration to 1/2 DCV, Gestures, Incantations, Side Effect: Demon Appears and Eats Caster (-1), Only to Conceal Trail (-1).

Active Points: 70, Total Limitation: -4 1/4, Point Cost: 13.

The Daggers of Hatred

Sometimes even the supernatural power of a Demon is not enough for a mage to triumph over the object of his rage, and when discovered the Demonologist often has only his own malignant servant for protection. The Daggers of Hatred is a chant which musters the caster's anger and need for vengeance, sending this emotional energy directly into his Demon and boosting its already formidable strength.

The Daggers of Hatred: 5d6 STR Aid, Fade Rate 5 c.p./Minute, Ranged, Requires a Skill Roll, Extra Time: Full Phase, Gestures, Incantation, Concentration: 1/2 DCV, Expertise: 20, Side Effect: Demon Eats Caster (-1), Only on Demons (-1 1/2).

Active Points: 44, Total Limitation: -4 3/4, Point Cost: 8.

Fuzion Cost: 1 Power Point.

Object of Greed

Much to the dismay of their victims, some Demonologists have become so focused on one particular person or object that their Demon will continue to pursue it even after death. This is not unlike a haunting, except that the Demon replaces the Demonologist's chained spirit. To reflect those Demonologists who are focused in this manner, certain changes are made to the Demon itself. Remove the Physical Limitation: "Destroyed if Source Killed," and replace with "Obsessed with _____." The Demon will usually sneak about, trying to catch the victim alone and then ambush them with murder in its mind, but occasionally a Demon will be almost lost once its Demonologist has been destroyed, and it may just take the victim someplace without intentionally harming it. Seldom does the Demon survive for long, however.

Touch of the Demon's Disease

The evil emotions which give a Demon form can also warp and ruin the flesh of the source. Few Demonologists live long enough to suffer from these maladies, however. Some that do learn to pick and choose their corruption, allowing their own flesh to take on certain elements of a Demon's scales, fangs or malleability. One truly foul and pitiful mage, a dwarf by the name of Bhurdaur, called the infectious poison of a Demon's claws onto his own mortal hands. With this he would scratch and claw at his victims, then watch them die in slow agony.

Unlike the true infection of a Demon, this spell allowed Bhurdaur to infect only a few targets with the

sickness. After four strikes, none of the poison remains on the caster's hands. Also note than even the slightest scratch through clothing or flesh will spread the sickness, but any sort of armor is complete proof against the effect.

Touch of the Demon's Disease: 1/2d6 BODY Drain, Uncontrolled, Continuous, Recover Rate: 5 c.p. every Week (+1 1/2), 4 clips of 4 charges each, Extra Time: 1 phase for start-up only, no extra time from then on (-1/4), Gradual Effect: power attacks every Day (-1 1/2), Expertise: 20, Side Effect: Demon Eats Caster (-1), Not vs. Resistant DEF (-1/2), Not on Holy Ground (-1/4) and …

1/2d6 c.p. INT Drain, Linked, All other modifiers as above.

Active points: 80, Total Limitation: -4 1/2 and -5, Point Cost: 14

Fuzion Effects: Change them to 1d6 Drains. Cost: 2 Power Points.

Sense Goodness

The Demonologist is so in tune to the wicked motions of his own soul, that it soon becomes possible for him to sense the presence of nearby innocence, felt as general discomfiture and even pain. This is not a spell in the usual sense, instead purchased as a normal power.

Sense Goodness, Ranged, Not on Holy Ground (-1/4), Expertise: 20.

Active Points: 10, Total Limitation: -3/4, Point Cost: 6.

Fuzion Cost: 1 Power Point.

Plant the Seeds of Evil

Once a magician has learned the forging of his own Demon, and has cultivated his evil emotions to make his creature stronger, he swiftly learns that the seeds of evil exist in every mortal, and can be manipulated by the strong. Planting the Seeds of Evil is an insidious effect which temporarily seduces the victim into obeying his darkest desires, breaking down all inhibitions and forcing the victim to act. The target believes that these evil actions were due to their own weakness, and this causes self-loathing or denial. The spiral of doom, particularly if reinforced by the Demonologist over several incidents, can twist any mortal to a pathetic tool of wickedness.

Because this spell is designed to be subtle, it has few of the standard limitations of Demonology such as Gestures and Incantations. It is also very expensive.

Plant the Seeds of Evil: 10d6 Mind Control, Invisible (+1/2), Target gets EGO Roll only every hour (+1), Concentrate to 0 DCV, Extra Time: 1 Turn, Requires a Skill Roll, Expertise: 20, Side Effect: Demon Appears and Eats Caster, Not on Holy Ground (-1/4), Commands must be based on weaknesses target actually possesses (-1/2).

Active Points: 125, Total Limitation: -4 1/4, Point Cost: 24

Fuzion Cost: 5 Power Points.

Harvest the Soul

Through this chant, the Demonologist summons the Demon of another. This is done in the same way as the basic Demonology spell, Bringing the Demon Forth From Within. The source's raw negative emotions can be shaped by the Demonologist, but should conform to the basic fears and hatreds of the source. For instance, if a captive source was afraid of bats, the Demon might possess wings and bat-like features.

Each Demon controlled by a single Demonologist must have its own Summoning spell. So long as the source lives the Demon will behave according to all normal rules, and will nominally serve the Demonologist so long as its dark urges are slaked.

Demons of the Divided Soul

At least one Demonologist, Hengest Skinflayer, has been successful at breaking his Demon, dividing the emotions which fuel him into many smaller creatures which were easier to control. This tactic has yet to be successfully duplicated, but the Demonic College in Mezina is trying hard.

Divided Demons require some changes to the standard rules of Demon creation. If a Source has two Demons, calculate all primary characteristics except COM with a -5 penalty. Three Demons would have a -8 penalty, and four Demons would cause -10. In the event of many more Demons, continue this progression. COM and Figured characteristics are calculated normally.

Powers are also weaker: reduce the HKA by 1 DC and the Damage Reduction by 25% for every doubling of Demons (1 1/2d6 HKA and 50% Reduction for 2 Demons, 1d6+1 and 25% Reduction for 4 Demons, 1d6 and no Reduction at all for 8 Demons). For every doubling of Demons, reduce Running and Swimming by 2", Mental and Power Defense by 2 each. Other powers and skills including the infectious poison, Shapeshift, Clinging, Extra Dimensional Movement, Mind Link, Enhanced Senses, Damage Resistance and Hand to Hand Combat Levels are bestowed as normal. For every doubling of Demons, give 1 level of Shrinking with the Persistent and Always On modifiers.

Each Demon must be fueled by at least one Disadvantage, effectively limiting the number of Demons that the Source may finally possess. Each divided Demon will have its own unique powers granted by whatever Disadvantages have been allocated to it.

Demons of the Divided Soul: Summon 4 Demons each of 150 base points, Extra Time: 1 week, Requires a Skill Roll, Concentration: 0 DCV, Gestures, Incantation, Expendable OAF: Expensive plants or Blood sacrifice (-1 1/2), Side Effect: Demons Eat Caster (-1), Expertise: 20, Only on Blasphemed ground (-1).

Active points: 40, Total Limitation: -9 1/2, Point Cost: 4.

Fuzion Cost: 1 Power Point.

Exorcising the Demon, The Final Chant

There is no proof that this spell has ever been successfully cast. It appeared in ancient texts of Demonology from an unknown source, and was subsequently edited out of these manuscripts by later transcribers in the name of "purity." Internal evidence suggests that it was created by one of the Wizards, probably Blaise.

The Final Chant dictates the destruction of one's own demon, and not just temporarily. The Final Chant obliterates all evil emotions in the Demonologist himself, instantly reducing his Demon to nothingness. Casting the spell requires great humility and purity, and involves personally asking Rhea and Augelmir for forgiveness. The chant cannot be performed on ground that is unholy; the Demon is too strong. Also, the Demonologist has only one chance at redemption. If chanted improperly, there is no second attempt.

It is impossible to say what long-term ramifications this spell might have on its subject, who just might become a saint if he lived through the casting.

Exorcising the Demon: 6d6 Major Transform (erases all Demonology spells and all Disadvantages which fueled the Demon's power, possibly other effects unknown to the caster), Concentrate to 0 DCV, Extra Time: Full Phase, Incantations, No Range, Requires a Skill Roll, Side Effect: Demon Eats Caster (-1), Expertise: 30, 1 Charge, Charge Never Recovers (-2), Only usable on self (-2), Not on blasphemed ground (-1/4), Costs END.

Active Points: 90, Total Limitation: -10 3/4, Point Cost: 8

Fuzion Cost: 1 Power Point.

Sample Demonologist

Background: Eight years ago, the Duke waved to her from his horse, smiled, and winked.

Her heart soared. He was so beautiful and gallant on his golden stallion, his rumpled hair blowing in the wind when he removed his hat. The stories of his many lovers were the stuff ballads were made of, and Herleuse longed so deeply to be taken away by him, to be lifted even for one precious night from the mundane tedium which her life had become. Oh, to hear the troubadours sing of the Duke and she, wrapped together in a night of passion, of wild promise …

But he never came to her. Despite his wave, his smile, his wink, she waited for him and he never came. She told herself that she had imagined it, that she was just a romantic, but the truth was that she wanted that release so desperately, needed it so urgently, that she could not let the dream go. He must have reconsidered, she decided, must have decided that a simple seamstress was no fit lover for a Duke. Better to have his painted women in their lace and velvet, fluttering their eyes coquettishly for his attentions. Well, she would not beg. She may be but a common peasant, but she would not beg.

In her rage and desperation she sought out simple alchemical charms for love, to make him feel what he had promised her with that wink and that wave. But they did nothing, nothing, and when she ran to the woods to sob in despair, far from her aging mother who did not suspect, the man came to her.

Not him, of course, not the Duke, but another with a fell beauty which took her breath away, with black hair like ebon, and skin pale as the full moon. He told her of the route to power, and that if Orlando had denied her then she must force him to fulfill his promise, the promise of that wave, that wink. Over the moons she came to the woods, and usually the dark man was not there, but sometimes he was, and what he taught her she practiced. Deep within her she reveled in her new power, for here was the release that she had always wanted. The tedium had been broken, and soon she would weave her own destiny.

After a promise was fulfilled.

Personality: Herleuse is consumed by her passion to break free from her quiet common life, and she sees the Duke Orlando as the method of that release. The truth is, the duke doesn't even know of her existence, and he waves to an awful lot of people. Herleuse has conjured her demons so that she may gain revenge on the women whom the Duke has turned to, so that she may elevate herself in social status, and so that she can persuade him to love her as she imagines he should.

Her newfound power has made her somewhat drunk on her own potential. Her erratic mood swings have been noticed by her ancient mother, who lives upstairs from the seamstress shop Herleuse still maintains by day. Herleuse can go from vicious rage to deep melancholy in moments, and her trade has suffered. Many of her disappointed clients have found better work elsewhere, and regretfully taken their business. She doesn't care.

Appearance: Brown hair the color of walnut, eyes that match, Herleuse would be more beautiful if she wasn't consumed by jealousy and desperation. Skinny from loss of appetite, she still keeps a good complexion. She dresses in her own creations, modest work of simple fabrics but with innovative and creative touches that betray her need to be free. Her clothes are often mended now, since she has little interest in making new garments.

Powers/Tactics: Herleuse relies on her Demon to enforce her will. The creature bears a strong resemblance to the Duke himself, if you ignore the six inch fangs, dripping slime and mantis-like pincers. It can grow to twice the height of a man, and is possessed of tremendous strength. As a side effect of Herleuse's jealousy, its infectious poison also diseases the appearance of a victim, covering them in hideous boils and lesions.

Thanks to the instruction of Shedohel, the Moon Lord's knife, her skills in Demonology have advanced far beyond the initial stages. If pressed Herleuse can raise her Demon in just 1 Turn, though typically she takes much longer in order to receive bonuses to her Magic Skill. Once she calls her Demon, she typically enchants it with Daggers of Hatred, raising its STR to even more monstrous levels. Then she sends it on its

current mission. So far she has slain eight women that she suspected were lovers of the Duke (some of them even were), terrorized his palace staff, wife (yes, he's married, that doesn't stop his romantic exploits, nor the songs made of them) and stalked the Duke himself in his solitary rides.

Shedohel will visit her no more. Her actions will draw too much attention and now he must stand back to see if his work will profit.

Herleuse, the Aggrieved

Val	CHA	Cost	Roll	Notes
8	STR	-2	11-	75 kg; 1 1/2d6 [1]
15	DEX	15	12-	OCV: 5/DCV 5
18	CON	16	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV 6
10	PRE	0	11-	PRE Attack 2d6
14	COM	2	12-	
3	PD	1		
4	ED	0		
4	SPD	15		Phases: 3,6,9,12
6	REC	0		
50	END	7		
30	STUN	4		

Total Powers & Skills: 85

Movement: Running 8"/16"
Swimming 2"/4"

Powers & Skills

Demonology Spells and Skills

Magic Skill: Diabolism 17- (13)

Bringing the Demon Forth From Within: Summon Demon with 306 base points, Extra Time: 1 turn, Requires a Skill Roll at -9, Concentration: 0 DCV, Gestures, Incantation, Expendable OAF: Expensive plants or blood sacrifice, Side Effect: Demon eats caster, Only on blasphemed ground (13) [9]

Circle of Rage: Force Wall, 7 PD/7 ED, Invisible to all but mental senses, Personal immunity, Extra Time: Full Phase, Concentration: 1/2 DCV, Gestures, Incantation, No Range, Requires a skill roll at -7, Expertise: 20, Ablative, Not on holy ground, Only vs. magic or demons, Active points can never be greater than caster's negative emotion points (11) [7]

Daggers of Hatred: STR Aid 6d6, Fade Rate 5 c.p./Hour, Ranged, Requires a Skill Roll, Extra Time: Full Phase, Gestures, Incantation, Concentration: 1/2 DCV, Expertise: 20, Side Effect: Demon eats caster, Only on demons (12) [6]

S**ense Goodness:** Sense Goodness, Ranged, Not on Holy Ground, Expertise: 20 (6)

Demonologist Powers:

Blind panic: Running +2" (4)

Nightmares: Lightsleep (3)

Corrupted Will: Mental Defense +9 (5)

Background Skills

Concealment 12- (3)
Interrogation 11- (3)
KS: The Count's Habits and Acquaintances 12- (3)
PS: Seamstress 12- (3)
Shadowing 11- (3)
Stealth 12- (3)
Survival 11- (3)
Weapon Familiarities: Knife (1)
Money: Poor, 200 copper farthings per year (-5)

Total Powers & Skills Cost: 89

Total Character Cost: 174

Disadvantages: 75+

Dependent NPC:
Aging Mother, incompetent 8- (15)

Distinctive Features
Irrational mood-swings, concealable with effort (10)

Psychological Limitations:
Wants to be more than just a seamstress (25)
Loves the Duke Orlando (15/0)
Hates the Duke Orlando (15/0)
Jealous of the Duke's Lovers (15/0)

Secret Identity:
Demonologist (15)

Unluck: 2d6 (10)

Watched by:
Shedohel, the Moon Lord's Knife, more powerful, non combat influence, 8- (10)

Total Disadvantages Cost: 174

Equipment:

Ritual knife: HKA 1d6-1, +1 OCV, STR Minimum 6 (Herleuse has killed a lot of chickens with this knife)

Other: creative, homemade garments in slightly ill repair

Total Encumbrance: None

Winker, Herleuse's Demon

35	STR	20	DEX	18	CON	21	BODY
18	INT	18	EGO	30	PRE	0	COM
16	PD	4	ED	4	SPD	8	REC
36	END	40	STUN				

Powers: Elemental Control: Demonic characteristics; a. 2d6 HKA, 0 END Cost, Reduced Penetration; b. 1/2d6 c.p. BODY Drain, Uncontrolled, Continuous, 0 END Cost Persistent, Recover Rate: 5 c.p. every Week, Gradual Effect: power attacks every Day, Effect ceases after 1 month, HKA must do BODY and … 1/2d6 c.p. INT Drain, Linked, All other modifiers as above and … 1/2d6 c.p. COM Drain, Linked, All other modifiers as above; c. 75% Resistant Physical Damage Reduction, Not vs. Silver or Enchanted Weapons; d. 75% Energy Damage Reduction, Not vs. Fire or Sorcery; e. Shapeshift into any (but still obviously demonic) form, 0 END Cost; 15 Points of Growth, 0 END Cost Persistent; Damage Resistance, 8 PD and 2 ED; +10 Mental Defense; +10 Power Defense; +6" Running; +6" Swimming; Extra-Dimensional Teleport from the spirit world to the location of its master, Requires a Skill Roll on the part of the master; Mind Link with master, crosses dimensions, Only to know when he is being summoned; Clinging; Tracking Scent; Discriminatory Smell; Detect Soul at Range (with Smell); +4 Levels in Hand to Hand Combat.

Skills: Breakfall 13-, Climbing 13-, Concealment 13-, Stealth 13-, Shadowing 13-

Disadvantages: Distinctive Features: Unconcealable, Causes Extreme Reaction; Physical Limit: Obsessed With the Performance of Evil Acts; Physical Limit: Destroyed When Reduced to 0 STUN or BODY; Physical Limit: Destroyed If Source Killed; Physical Limit: 1/2 OCV and DCV in Direct Sunlight; Physical Limit: Barely Sentient.

Story Ideas

Aaron is a merchant bidding on a profitable contract with a Calabrian Prince. He is not confident that he can beat out his rivals, however, and so decides on decisive action. He hires thugs and assassins to kill his rival bidders, all the while leaving behind false evidence implying the involvement of Demons. The assassins will bend back steel bars to imply great strength (of course the thugs use tools), leave slops of alchemical grue, snake scales and even pus extracted from medical patients in the nearby plague colony to promote the ruse. Then, when the witch hunt rises to a fever pitch, Aaron will "reveal" carefully planted evidence that implicates his last significant rival.

One of the player characters, or someone they know, unknowingly manifests their own Demon. This could be the work of a malevolent mage in the pay of party Hunteds, or spontaneously if the source has enough Psychological Limits, Berserks and Rivalries. Deaths begin to haunt the team, conducted with utmost secrecy, of course. No suspects can be located. The victims will depend on the Disadvantages involved, but it might take players quite a while to realize what, or who, is finally responsible.

Deviltry

Intro

Deviltry is the bargaining with evil supernatural entities, usually for power. There are no spells learned by those who practice Deviltry, referred to as Black Mages. Rather, the black mage learns the lore of Devils and their nature, their names and histories, then tries to cajole or sacrifice to them in exchange for direct intercession or grants of power. Devils are malignant, evil and treacherous; black magicians suffer cruel and tragic fates before their immediate demise, when their soul is whisked away forever. The temptation of power is enough to lure many to this fate. Many find safety serving the Doomed.

History

The origin of Devilkind is bound up with the origin of the Incarnates, those powerful spirits of nature and emotion who were the servants and retinue of the gods. Of Rhea and Augelmir's Incarnates much is known, but of those servants in the circle of the Destroyer, little was ever recorded. The Destroyer kept his creatures from interfering with the world while Rhea and Augelmir held sway in it, only occasionally allowing one of his retinue to venture into the world and observe or further some small goal. When he imprisoned the Gods, however, the Destroyer cast out his Incarnates and bound the majority of them far and deep beneath the land.

There they resided until the coming of Deepseeker and his sons, Lightrune and Darkseeker. It was in Darkseeker's desire for knowledge forbidden to others that the Devils saw their chance. They tested him with wave upon wave of violence, but he survived to continue his quest. And when he reached the inner sanctum of that deepest chasm, the greatest of the Devils merged with him to change Darkseeker forever. Now he was the Master of the Dark Depths. With supernatural might welded to his own magical knowledge, Darkseeker could now command the Devils. He ordered them to shed their spiritual forms and take monstrous shapes of horror, and with them he began his millennia-long war against all that was good and bright in the land.

So it continued for many centuries, the Devils in the sway of the Dark Titan. Those mortals who sought out the power of the Devils for their own ends always served the purposes of Darkseeker. But the Devils, though powerful, were always few in number, and after many were destroyed by Elves and, especially, the Giants, the Titan forsook them. He turned to breeding hordes of lesser creatures, goblins and trolls, deep within the ground. And these races, along with those men who would follow him, became his armies. Some Devils he kept still with him, and these had far greater independence than before, but the rest he cast out. They fled across the land, to all the cities of men, and never again would they answer to a single ruler.

Since that time, and even after the Titan's defeat, mortals have sought power from the Devils. Some worship the Devils as gods, much as the Incarnates are sometimes worshipped, but this grants them status far beyond their due. Others attempt to bind these spirits to their own will, and use their powers for worldly gain. By far the most common way that mortals interact with Devils now is as their prey, for many Devils have shrunken pathetically over the millennia as their power wanes, and have little mind left. They hunt and slay any who cross them, lured by magic or by the evil emotions that stir their memory. It is of those black magicians who bargain, command and beseech the Devils that the rest of this dissertation concerns.

Every mortal and immortal who has sought a deal with a Devil has done so on his own terms. There are no proven spells of Devilish control, few ways to force the spiritual creatures into service. When a farmer curses the gods for a crop laid waste by drought, and a Devil appears to answer his hasty desire, that farmer is on his own. Likewise with the black magician. True, the scholar has access to ancient lore on the Incarnates and their brood, their names and attributes, but all of this is of dubious value when the final deal is struck. This unique approach to every Devil, however, is a symptom of the disorganization which prevents these creatures from a more formidable strike on the forces of good.

Status

The Diabolist who pleads with Devils is shunned no less than he who commands his Demons. Devils are intrinsically evil, and if the practitioner of Deviltry is perhaps less pathetic and blind than the Demonologist, he is also more malignant. The black magician is therefore shunned by all, hunted and killed by those in power, and the enemy of the wise.

The Aetherium and the various religious orders keep an eye out for any practitioners of black magic. With so many scholars and magicians, black mages often find it impossible to hide in these institutions, but not always. Occasionally scandals still surface, of a Celestial Mage turned by offers of even greater knowledge, respect and power, or of some Sibyl who unleashed terrible creatures from the Underearth, but these incidents are very rare.

A safe haven exists for the black magician in the Lands of the Doomed, of course. Even here, however, the mage must tread carefully. Many Devils hold positions of power within the hierarchy of the Nightlord's lands, and an attempt to command them can earn a swift and painful death. In nearly all cases, a black mage in the Doomed Lands must rely on his other magical powers, although he may earn great personal power by serving a Devilish Lord.

Current Practices

Black magicians generally keep their practices secret, no matter where they reside. In the Broken Kingdoms of Allemaine and Calabria, magic is relatively common and the Diabolist must usually conceal himself among other magicians. Though this is dangerous, his only other recourse is to flee to the Provinces, where his potential for temporal power are slim, or across the sea to Tarsus or Pallea.

Apprentices are common for many black magicians, as a way of corrupting others and gaining servants. But these Apprentice seldom have much magic of their own, being in most instances pathetic instruments of their masters, awaiting their chance for a treacherous stab in the back. Black mages often collaborate with others of their kind in an effort to gain secret lore hidden from ordinary society, but these relationships are usually one-time only and end in the death of one or both parties, even if the venture was successful.

Those black magicians who wax in power despite the odds usually have the intelligence to flee to the West. There, they trade their magical might for rank and status in the hierarchy of the Doomed. Devilish lore is much easier to find there, and the path is somewhat less risky.

The Black Magician

Mentality

Other men revile you, persecute you and hate you, but they will suffer when you, at the front of your master's Hosts, lead all the powers of Darkness down upon them and bring rains of fire upon their heads. You are the Black Magician, and your powers are growing with every moonrise. Others insult and belittle you, claim that you are a puppet, a slave, but all men swear to a liege. You have sworn allegiance to the greatest, the darkest of kings. And he has rewarded you.

The powers at your command are greater by far than any other form of magic. What can you ask for that your masters cannot provide? Magical might? Easy. Wealth? Yours for the taking. Love? It is there, if you truly desire it. But the warmth of companionship is nothing next to the raw glory of forcing your enemies to grovel at your feet, to toppling crowns and obliterating that which stands in your way. That is true happiness.

Do not allow yourself to rage when your "peers" condemn the Black Magician, never knowing that one was among them. They fear you, and well they should, for your magic comes faster and easier by far than theirs. They tremble and quail before the threshold to true power, and instead of joining you in glory they wring their hands and call you "evil." So much the better. The fewer that turn to your master's side, the more share of the booty there will be for you.

Priorities

Increase your own magical powers.

Make sure the Devils don't take you before you're through.

Don't get caught.

Outlook

Nobility: When Tor-Mezin rules all, he shall give you their crown.

Wizards: The enemies of your masters, oppose them and destroy them.

Aetherium: They are organized and powerful; remain hidden and use their resources for your own.

Disciples: Your power stems from that which sent their gods into exile, perhaps these pitiful priests should join them there?

Peasants: It is from this sea of poverty and ignorance that you struggle to rise.

Demonologists: Your ignorant cousins in Diabolism are too busy wrestling with themselves to be a threat to you, or much use.

Doomed: What fantastic powers they control! Powers that you may, one day, also wield.

Characteristics

Aside from the obvious INT used for their Diabolism magic skill, it is difficult to generalize about the characteristics of the Black Magician. EGO will be high for successful Black Magicians, but low for those who are swiftly doomed by the twisted creatures with which they bargain. Otherwise, Black Mages fall into two general groups: those who are fair, and those who are foul.

The first sort of Black Mage is the kind most likely to hide out among other mages, for few will suspect that this darkly handsome, charismatic and physically powerful man is actually a pawn of evil forces. Such mages have high STR, COM and PRE, with reasonably high other characteristics such as DEX, BODY and CON. The second, or fouler, sort are those who have been corrupted by their chosen Art and are weak and frail, with pitifully low STR, BODY and COM, though CON and DEX may be slightly higher. These are the Black Mages who are most feared, however, for their magical powers are typically vast (after all, they can't rely on brute force like they used to).

Skills

Like all magicians, the black magician should have Magic Skill. In this case, it is Magic Skill/Diabolism and, in addition to allowing him to cast spells, is a general indicator of his sympathy and understanding of Devilish ways. This skill has two primary uses, one for the mage and one for the gamemaster.

The character uses this skill for any magical powers granted by Devils, regardless of which magical Art they simulate. For example, when given the powers of Forces by a Servitor, including fireballs, walls of flame and the like, all spells are cast with the Diabolism skill instead of Magic/Forces. The powers are not, in fact, true Wizardry and are dependent on Diabolic favor.

Secondly, the skill serves as a general indicator of the Diabolist's sympathy for and participation in Devilish rites. The higher the skill level, the closer his impending doom and the more attention he will gain from Devils (and Devil hunters) he encounters.

Black mages tend to fall into one of two skill groups: those who hide and practice their arts in total secrecy, and those who hide in plain sight, masking their true nature from friends and acquaintances. Mages of the first type will need skills like stealth and survival, whereas the rest will benefit from acting and concealment. Magicians that have benefited from trying to wheedle Devils may have strong social skills such as Persuasion and Trading.

As much as other magical sorts, the Diabolist will have obscure Knowledge Skills showing his fields of concentration. KS: Devils is broad enough to give an overview of the known Lords and the sorts of Servitors they employ, but specifics such as Legendary Black Magicians, Powers, Devilish Compacts, Curses and Devil Hunters may all be useful to the mage. They may find certain languages handy, such as Black Speech , Jahdetta or Mezini.

Talents

Danger Sense might represent a guardian Devil with an eye out for the mages' safety. Powers granted by Devils might be represented with Talents, especially Universal Translator (gift of tongues).

Perks

Black Mages who have contact with Doomhault or other lands of shadow probably have Fringe Benefits there denoting their rank. Rank or Money will also accompany mages who have leveraged themselves for political influence. Other black magicians, also from lands of Shadow, might be Contacts, and a gullible apprentice makes a good Follower. A hidden Base is a likely possibility. Devilish servants of very low rank but complete loyalty could be purchased as Followers, but no Devil of real influence or power would allow itself to be so devoted.

Disadvantages

Successful Diabolists often use their devilish connections to avoid the afflictions of Age, but other ancient and enfeebled mages may suffer from the opposite effects: premature aging as a result of diabolic activities. Berserks are common symptoms of a Diabolists loss of self-control. Cunning Devils might seduce their mortal Black Magicians with powers that actually form a Dependence, ensuring willing compliance in the future (though such powers tend to burn out the mage, or cause insanity).

Though some Diabolists may use their love for another as a rationalization for their act, few have enough compassion to care for anyone enough to prompt a DNPC. Black Magicians are frequently Hunted or Watched, and like the Demonologist would possess a Secret Identity if hidden in the Broken Kingdoms. The most common Psychological Limitations for Black Magicians are those of devotion to their dark masters, or of motivation that caused them to seek out dark powers in the first place. Rivalries are also very common, not only with magicians in general but with Black Mages, who seek equal attention in the eyes of Devil Lords.

While mortal, before they have sworn themselves to eternal service with a Devil Lord, Black Magicians will seldom have the vulnerabilities and susceptibilities that supernatural creatures possess. This is one of their main strong points in the eyes of their Devil masters.

On the Nature of Devils

To understand the methods of Deviltry, one must know Devils. The creatures can be divided into three basic types, and each type offers different possibilities to the Black Magician, and poses different dangers. The three categories are Lords, Servitors and Powers.

Devil Lords are the greatest of their kind. They are Incarnates that began in the service of the Destroyer but were sent to this world without guidance or supervision, there to do what they wished. After their enslavement to the Dark Titan they were eventually released (or they escaped, the jury is still out). Some continue to serve his legacy. Their powers are great by any standards, easily posing a threat to even the most experienced and hardy company of heroes. Rare is the Lord who, through weakness or will, is obedient to a mortal magician. Rather, these are the greatest of evils, and they manipulate others to gain their own ends. The corrupted races of Goblin and Troll are most easily led by these twisted spirits of fell power, whereas Men, Elves and Dwarves will typically oppose them with all force necessary. Thus, many Devil Lords occupy positions of power and authority in the Hierarchy of the Doomed. Devil Lords are motivated by greed, pride and lust for power as other evil beings are. They serve only those mighty enough to force them, such as the Lord of Night and his direct minions.

Whereas a Lord can wreak such damage as to wrestle with armies or the mightiest of Wizards, their Servitors are typically much diminished in power. These are the spawn and willing creations of the Lords, who typically serve and protect their master with unswerving, blind loyalty. Servitors are fully intelligent, often dangerously cunning, and possess a wide range of magical powers derived from the Lord that gave them

birth. For instance, the Servitors of a fire spirit Devil Lord would also be fiery in basic ability. Perhaps they could release gouts of flame, immolate themselves or careen about in the shape of a flame whenever necessary. But these powers are all much weaker than their masters, and few are a match for the greatest of heroes of the Broken Kingdoms. This weakness, however, also makes them less difficult to hide, and many Servitors act throughout the Broken Kingdoms as agents of Doomhault and their dark Lords. It is Servitors who are most commonly bargained with by Black Magicians, who seek to learn ancient secrets of magic, gain political influence, or material wealth.

Finally, Powers are the casual offspring of Lords, typically created through freak magical interactions and utterly bereft of true sentience. Powers embody simple, unidirectional emotional urges such as revenge, lust and hatred, or elemental forces such as famine, drought or winter. They have basic needs and desires, but nothing more complicated and they can seldom be reasoned with. The danger level of Powers also is highly variable. The headless horseman that rides the same road every night, taking the head of any who rides there, is one example of a fairly limited Power. But a malevolent winter spirit which happily sends blizzards and storms across the land can be much more serious, endangering the lives of thousands. The weaker Powers can be confronted directly and physically, and can usually be destroyed, but the greater sort must be handled individually on a case-by-case basis, searching for the weaknesses that might defeat it. Black Mages have little to gain from Powers unless they learn some way to tame the entities. Then they might have a weapon which could be used to leverage nearly any mundane benefit.

Compacts

A Compact is the agreement between a Black Magician and a Devil. Devils have much to offer mortals, from love and wealth to obscure magical knowledge and deadly eternal curses. Devilish Lords, Servitors and Powers must each be approached in a unique manner, as must the gifts that they can bestow.

Bargaining with Devil Lords is very dangerous, for there is little that a single magician can offer a being of such power. However, there is one thing which Lords still need: servants to carry out their will and expand their reach. Powerful and knowledgeable servants can greatly aid a Lord's quest for influence and power in Doomhault, and mages who offer this eternity of service can often make themselves heard. Lords will not be satisfied with a simple oath, either, they will consume the mage's life and free will and bind it utterly to the Devil's own (ensuring that the character is best handled as an NPC). Mages who seek boons from Devil Lords know of this price, and often add the stipulation that the mage must be allowed to live out his full and normal life before such a thralldom can begin. Lords often agree to this principle, but then rig their gift to the mage so that it causes his death.

Mages bargaining with Servitors can often expect a more tolerable arrangement of services, and can worry less about eternal enslavement, at least in the early stages (Black Magicians who rise in power inevitably attract the attention of a Lord and that, as they say, about sums it up). Compacts with Servitors are typically mutual: the Devil performs an agreed upon service for the mage, and then the mage performs an agreed-upon service in return. Naturally, each deal between Servitor and mage is handled individually, and there are many exceptions to the rule. For example, a black magician might demand powers of Wizardry from a Servitor, who asks for services that help his Devilish Lord or else the magic be withdrawn.

Any mage who attempts to bargain with a Power is treading on very dangerous ground, perhaps worse even than with Lords. Powers are whimsical, and if their desires can even be understood they are often impossible to grant.

Curses

Many black magicians have been wronged by others, and they seek revenge through a demonic curse. Servitors can curse particular beings in specific ways, if through no other means than destruction of all that victim holds dear. Animal Servitors might be able to inflict lycanthropy or change innocent victims into beasts, and spirits of famine or plague could make a mortal victim into a "carrier," bringing disaster wherever he wanders. These curses seldom last longer than the mage's own mortal existence.

Longer-lasting and more wide-ranging curses nearly always require the actions of a Lord. Such curses might include a family curse that lasts for generations, or the visiting of a pestilence on an entire town.

Powers are sometimes curses in and of themselves, placed to haunt a village or haunted grove. Only destruction will typically remove such powers from the location that they dwell. Mighty powers could be seduced into acting against entire cities, but what could a single mage possibly offer to such single-minded beings?

Love

Though most black magicians can be accused of foolishness, meddling with powers that they cannot control, surely the most foolish are those who think that anything so evil as a Devil can bring them love. Nonetheless, many try. The trouble with love is that when it comes, most mages want it to last forever. And if they want something to last forever, they have to be ready to pay the price that lasts forever: servitude to a Devilish Lord (the gift that keeps on giving). Therefore, true love is one of the more dangerous things for a Black Magician to bargain for.

Servitors have often been requested to find "the perfect lover" for a mage. The difficulty in this request, and the impossibility of it, allows the Devil some latitude in filling it. Typically this is done through the granting of a weak Servitor Devil made into the shape of the dark mage's vision of perfect beauty. With perfection there is always a hitch, however. Typically a taboo is placed, which the mage can never violate else

the love be taken away and he be condemned to death. Common taboos include asking the love's name, removing a particular piece of jewelry or clothing, or taking the devil lover from a particular location (like the bedroom, or a sacred grove). Inevitably the Servitor arranges for the mage to violate the taboo, ending the deal and bringing the mage into the service of the Servitor's Lord. Alternately, the devil lover may just seduce the hapless mortal into willing thralldom, cutting out the wait time.

Other mages reduce the level of service requested, asking instead that a specific woman or man be made to love the Diabolist. This is typically arranged by the Servitor in a way that makes the object fall in love with the mage naturally, usually by making the mage look like a hero. So long as the mage continues to serve the Devil's goals, the love remains. But the truth always waits, in case the Black Magician should ever prove reluctant to perform his evil acts. This extortion is excellent insurance, though not quite so reliable as actual enslavement to a Lord.

Speaking of Lords, they generally stay out of the Love Compacts. Servitors handle the field so well, why get involved?

Powers know little of love unless they are themselves offspring of malignant Incarnates of lust or the like. It is difficult to think that a black mage could manipulate such a being, though he might fall in love with one quite unawares. In a similar vein, Powers are often used by Servitors in the "perfect lover" gambit described above. No mortal can long survive a courtship from a Devilish Power of Lust, and this is nearly always fatal.

Magical Knowledge

This is the most common goal of the Black Magician, and usually the easiest granted by Devils. Why? Well, the ancient powers granted to mages tend to further the goals of Devil Lords and the Doomed, even without "official" repayment by the mage (or, Evil is as Evil does).

Servitors can grant access to virtually any Knowledge Skill or Magic Skill, but they usually cannot provide skills that the caster was prohibited from learning (that is, it will not turn a magician into a Wizard). Likewise, they will not provide knowledge that will harm them or their kind (no long lists of Devil's True Names, for instance). They will dredge up ancient lore long forgotten, find objects that were lost, and "acquire" books or scrolls from libraries the mage does not have access to. Details of Knowledge Compacts are of the usual sort: the mage must perform a service for the Devil. Failure to perform the service satisfactorily ends the aid and typically gains the ire of the Servitor.

Devilish Lords can wield awesome changes in the subject mage, however. Devils could turn a magician into a Wizard, essentially Dooming him (though the mage would not gain the many other powers of the Doomed, and is thus perhaps best termed a 'Minor Doom'). They can grant nearly any spell. The payment for this is always the same, and non-negotiable: servitude for all time. Sometimes the Lord will lure the mage in with a few minor effects, granting the ability to strike enemies dead with Forces magic, but such powers are never enough for the mage and always get him into trouble without being enough to get him out.

Powers have little magical knowledge to give, but potentially could be sources of great raw magical might. A black magician might be able to bleed a Power, siphoning magical strength. Elemental Powers could be used to simulate sorcery. Keeping them under control would be virtually impossible.

Political power and Wealth

These two categories are placed together because they are so interrelated. Those mages who forsake love and power tend to turn to mundane status and wealth instead. Granting these desires is almost exclusively the province of the Servitors. Lords have other things to see to, and Powers don't usually have a head for politics.

Servitors will perform small favors that slowly gain a black magician status and respect from amongst his peers. For every action, they will demand payment in another action. The key here is for the Devil to perform the smallest possible service to gain repayment, and then use the mage to perform tasks which seem inconsequential but are in fact far-reaching. To accomplish this, Devils will use their powers of clairvoyance into the future. Servitors are often happy to perform this sort of service, for it makes the mage (who is, after all their tool) more useful. The manipulation ends, however, when the Devil and his mage are discovered. Rare is the Devil who can hide within the castles of nobility or the halls of the Aetherium without detection. Curious mages and priests will seek out black mages who have strayed from goodness, and the Devils know this. Therefore the Servitor must run a dangerous game, using the mage for all he is worth, without attracting too much attention.

Discovery inevitably sends the Black Magician running for cover, and the best cover around is Doomhault or one of its subject Kingdoms. Fleeing to these dark lands virtually ensures that the Black Magician will soon seek a place in the patronage of a Devilish Lord.

Servants

This is the final common category of aid requested from Devils in compacts. They are seldom requested for their own sake, but often to aid the achieving of other ends. For example, a black mage might bargain with a Servitor for devilish warriors to protect him from prying enemies. Devilish servants can take many forms, but as a general rule the more numerous they are the weaker they will be, and the less likely they are to blend in with normal society.

Servants are one of the few things that Devils seldom bother to try and cheat on. They can often be permanently bound to a particular mage, protecting or serving him until his death. This is because the servants are generally cheap and of limited use to their Lords. They might as well do some good keeping alive a mage who is working towards the Lord's end.

Lords can often grant very powerful servants to mages who are willing to pay the ultimate price. Such monstrous beasts, though devoid of much intelligence, can be of incredible magical might. Powers also sometimes create small, limited Powers of their own, and these "demi-powers" might be corralled as servants by a black mage who knew their origin and how they might be manipulated.

Final Outcomes, and Game Mastering Devils

Allowing players to make a black magician for play, or allowing a player character to turn to black magic and remain in play, is a decision requiring careful thought. Usually an understanding of the character's eventual fate is all that is required. Once the player knows that there is no escape, then he (or she) has no cause to complain when you finally drag the poor, hapless idiot down to die (or off to Doomhault to join the ranks of NPC villains).

The moment a magician beckons to a Devil, he is doomed. In the end he will be destroyed or worse, condemned to an eternity of servitude. However, it is what happens in the meantime that is most interesting. Many players want to explore this. If you're feeling particularly generous, allow the player a way out, but only by forsaking all the power the Devils gave, and paying additional penance. Sometimes it becomes necessary, and better for the final story line, to make the character an NPC.

When gamemastering Devils, it is useful to remember the differences between Devils in Ahrivine and the Christian archetype of Devils. For example:

Devils are not the primary opponents of the game. Without doubt Devils are powerful opponents, and the Lord of Night has many, directly or indirectly, in his service. But they are, in the end, in his service and the Doomed remain superior to them in the final analysis. Do not allow Devil Lords to rule your world.

Devils have no Hell, no infernal hierarchy and no Satan as Christian Devils do. This means that Devils live in the same world the players do, albeit underground or in hiding, and they obey their own desires to achieve their own individual agendas. They are not extensions of a single nearly-omnipotent malevolent being.

Devils do not pursue souls for their own sake. While a Devil that has been insulted or manipulated by a Black Magician may very well obliterate the hapless mortal and devour him, or enslave him forever, he will not sign a contract to take mortal's soul. There is no competition between Heaven and Hell for the souls of mortals. Gaining (or destroying) one more soul will not help the Devil in the long term.

Sample Black Magician

Background: He was a very poor apprentice, Master Brendan admitted. The boy, though strong, could barely read. He was unable to master the most basic principles, and forgot what he did learn. In fact, lamented Brendan sorrowfully, Gracchus was not good for much more than sweeping up and toting water. That was what Brendan said when he was being generous; when the old master was witness to Gracchus' more embarrassing gaffs, a less kind appellation rang through the Aetherium halls: "Thimblewit!"

More than anything, Gracchus hated that name. He had joined the Aetherium as an apprentice when he realized a simple truth: no matter how big he was or how strong he was, there would always be someone stronger. Physical power was cheap, nothing to brag about. Now the magic that called lightning down from the sky, that was true power. When it became clear that he had little actual talent for magic, Gracchus refused to be humiliated and admit defeat. He turned to the darkest lore and, in his desperation, agreed to a terrible bargain. For great powers of magic, he became a servant of the evil ones. Thimblewit, indeed.

In the time since then, Gracchus has enjoyed newfound respect and admiration from his peers. Not for his magical skills, for that remains hidden, but for the new voice which the apprentice brings to the halls of the Aetherium. Whereas before the other mages derided him, now they pity him and wish that the noble Gracchus had another mage under which to study, other than the irascible Brendan. They have even gone so far as to permit him entry to Aetherium council meetings, as a guest of other mages, of course. His persuasive speech and keen vision belie a newfound intelligence that many have commented upon. Rare is the magician or apprentice who calls him still by that most abhorred of names: Thimblewit.

But Brendan is suspicious. Though he cannot prove it, he suspects that his apprentice has tapped into vast power beyond his control. He is unsure of the true nature of this power; perhaps Gracchus is using alchemical potions to boost his mental acuity and persuasive skills, perhaps he is merely under secret instruction by other magicians. The truth is difficult to learn, and Gracchus is very careful near his fellow mages, especially Brendan. The old mage has begun to suspect that Gracchus' secret will only be learned by outsiders.

Personality: Gracchus seems strong, brave and self-reliant, but in truth he lacks any true courage, lives in fear of humiliation, and is hopelessly enslaved to the Devils who feed him his power and use him to spy and corrupt the policies of the Aetherium. He does have great confidence in his powers though, and when finally confronted he will not flee, but rather use all his magics (with a solid dash of pure cunning) to triumph and escape to Doomhault, where he has been promised a place of great influence.

Powers/Tactics: On the surface, Gracchus has no magical powers. He relies on mundane force to maintain this illusion. His humble cot in Brendan's quarters is protected by two huge and vicious mastiffs named Prudence and Caution. These dogs accompany Gracchus in his daily chores and often in the halls of the Aetherium, where they are very well behaved (these are not "demon dogs," just very well trained animals that treat Brendan well, so he permits them). When outside of the Aetherium halls, Gracchus usually wears a broadsword and a leather breastplate.

But when cornered, or when he feels pursuit nearing and lures them into a trap, Gracchus responds with fire. His Devil-spawned magic draws from a large source of external power, pumped into him at all times, only failing when he is on ground dedicated to the gods. The fire bolts and walls of flame that he can command have great similarity to Forces and, like them, offensive use is slow. Throw his fireballs like a haymaker, landing at the end of the segment following that in which they were released.

Gracchus is thoroughly committed to the Dark now, and believes it to be the true source of the greatest powers. He will not swerve from that road, even if it means his death. Note that his greatest weapons are reputation and persuasiveness, which he will use to defend himself from any public accusations made against him.

Quote: "I, a servant of evil? Why, as the honored magicians all around will tell you, my master has declared me a poor apprentice at best! If I cannot mix a simple unction, how am I to wrestle with the dark powers of the Nightlord?"

Appearance: Gracchus has a new sense of confidence that shows in his every move. His broad, muscled body is atypical for a magician, and cloaked in a loose black robe of conservative style. From within the robe's hood, his mass of thick, black curls roll, accented by eyebrows and beard of similar color. He does not carry a staff, proclaiming it beyond his humble position as an apprentice.

Gracchus "Thimblewit"

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
18	PRE	8	13-	PRE Attack 31/2d6
16	COM	3	12-	
5	PD	2		
5	ED	2		
3	SPD	6		Phases: 4,8,12
6	REC	0		
26	END	0		
25	STUN	0		

Total Characteristics Cost: 66

Movement: Running 6"/12"
Swimming 2"/4"

Powers & Skills

Combat Training:
Combat Skill Levels: +4 Levels w/Blades (12)

Black Magician Skill and Spells

Magic Skill: Diabolism 20- (17)

Unholy Might: END Reserve, 200 END REC 1, Not on holy ground (14)

Circle of Fire: RKA 2d6, Area of Effect Radius, Hole in the middle with variable size, Requires a skill roll at -7, Concentration: 1/2 DCV, Gestures, Side effect: 7d6 EB, No Range, Only 2" high (23) [7]

Conjured Bolt of Flame: RKA 3d6, Requires a skill roll at -4, Concentration: 1/2 DCV, Gestures, Side effect: 4 1/2d6 EB, Haymaker (14) [4]

Flames of Vision: Clairsentience into future, normal sight only, Requires a skill roll at -4, Concentration: 0 DCV, Gestures, Incantations, Side effect: 4d6 Flash (-1), Extra time: 1 minute to start up (9) [4]

Black Magician Skills:
Acting 13- (3)
Concealment 13- (3)
Languages: Basic Black Albionesse (1)
Persuasion 13- (3)
Stealth 12- (3)
Weapon Familiarity: Blades (1)

Apprentice Skills:
Animal Handler 11- (3)
Familiarity: Magic, Celestial 8- (1)
KS: Ceremonial Magic 8- (1)
Languages: Basic Albionesse (1)
Fringe Benefit: Aetherium Apprentice (1)

Total Powers & Skills Cost: 110

Total Character Cost: 176

Disadvantages: 75+

Distinctive Features:
Massive frame, bushy black hair, beard and eyebrows, always in black robes (10)

Psychological Limitations:
Power lust (20)
Pride (15/0)

Reputation:
Slow-witted apprentice 8- (5)

Secret Identity:
Black magician (15)

Watched by:
Master, as powerful, non combat influence, 11- (10)

Villain Bonus (41)

Total Disadvantages Cost: 176

Equipment:

Leather breastplate: Armor 3 PD/3 ED, locations 9-11, 2.56 kilograms (generally worn only outside the Aetherium halls)

Broadsword: HKA 1 1/2d6, +1 OCV, STR Minimum 13 (also only worn outside the Aetherium)

Knife: HKA 1/2d6, +1 OCV, STR Minimum 5 (used in sacrifices most profane)

Other: Loose black robes

Total Encumbrance: 2.56 kilograms, no penalties

Story Ideas

A Black Magician repents his ways and comes asking on bended knee for help from the players. He honestly repents his actions and would use what knowledge he has for good, but the Devils are coming to collect him that night. The players will have to find some way to protect him from supernatural forces bent on his destruction.

Miles from any large city, a Black Magician hiding among other mages has managed to turn an entire Chapterhouse of the Aetherium to evil. The Diabolists are slowly gaining converts throughout the Broken Kingdoms, increasing their influence and building their power base. The first challenge will be identifying the threat. Once this is accomplished, it will take great perseverance and cleverness to break the cult.

Sky-Lore

The magic of Sky-Lore, derived from the power of Augelmir and the stars of his creation, is widespread throughout the Broken Kingdoms. Ancient magicians as far back as Albion used the power of the spheres to cause direct effects on the lands below, and it is in this tradition that Sky Lore magicians enjoy places of respect and authority in the Kingdom of Allemaine's Aetherium Order of Magicians. In recent centuries Calabrian scholars and scientists have further probed the mysteries of the stars in search of better navigation, and their results have founded a new branch of the ancient order, specifically dedicated to Astrology.

Note that both Celestial Magic and Astrology use the same basic principles in their casting (that is, the same Magic Skill) and thus it is very common for mages to have spells from both groups. The difference between Celestial and Astrology is sometimes just a matter of magical degree.

Celestial Magic

Introduction

Celestial Magic was the first form of Sky-Lore. It gathers and utilizes the powers made by the stars and planets in their spheres of travel and alignment in the heavens. This power can be used for awesome feats of weather or elemental manipulation, but takes a very long time to perform. Celestial Mages are highly respected for their wisdom and political influence. The Aetherium, Allemaine's magical order, is predominantly governed by Celestial magicians.

History

The first Celestial Mage was also its greatest practitioner, and no one knows the current fate of the Wizard called Paracelsus, Cloudwalker and Treatymaker. In the first city of Albion, Paracelsus taught the lore of the sky to any that wished to learn, including Cadmar, his famous apprentice at the time, and from his instruction the tremendous sea-power that was Albion slowly grew. His methods of navigation became the paths by which Albion fleets explored the globe, and his Arts were learned by many magicians who used the power of the spheres to defend their home, and to conquer in its name. Cadmar became first mage to the King of Albion, and began a tradition there that lasted for generations.

With the end of the Age of the Waxing Moon, Paracelsus sensed that his gifts were no longer to be used for the benefit of man, but to better certain men in particular, and he left the Blessed Isle. Celestial magicians there continued to prosper, however, under the leadership of Nicole the Magicienne, and they probed always to expand the might of their star-born powers. They built great edifices in tribute to their own wisdom, but their lore was useless and their edifices ruined when the seven waves came and destroyed the ancient city, sending it to the bottom of the sea.

In the Broken Kingdoms, with Paracelsus' arrival there, Celestial Magic continued to grow. He taught his Art to his greatest pupil, the Wizard Camille, but this too proved to be a mistake. She grew in power rapidly and outstripped her master, and is now completely mad.

With the foundation of the High Kingdom, however, Celestial Magic was once again redeemed. Organized by Paracelsus with the patronage of the new High King Vertigane, this body of magicians set down rigid ground rules for the use of magic, established it as an arm of the King, and vigorously spread its knowledge throughout the land. Soon Celestial magicians could be found in every Duchy throughout the Kingdom, and all were connected to each other through communication routes both mundane and magical. With the esteem of their great founder and the offensive might that they commanded, Celestial magicians easily assumed leadership of the Aetherium, a role which they maintain to this day. Archmage Huidemar is the current First Mage.

Status

Celestial Mages enjoy considerable status throughout the Broken Kingdoms, though this greatly depends on the power of the mage in question. Those that are capable of only minor magics are typically forced to hire themselves out as mercenaries or navigators, while the middle ranks are those most seen in the courts of noblemen. The mightiest of Celestial Magicians either act as Royal Magicians to the Dukes and Princes of the Broken Kingdoms, or else retreat to lives of solitary study, where they are viewed with suspicion by King and commoner alike.

A generally good relationship exists between the Brotherhood of Augelmir and the Celestial Mages. Both groups know and respect the power of the sky god, though they have chosen different routes to understand that power. But the Celestial Mages did not organize to protect the church when it was accused of Diabolism, and most mages retain primary loyalty to the Aetherium and their fellow magic workers.

Other mages tend to defer to the Celestial Mages when on those magician's "home turf," that is, within Aetherium halls. Outside of that area, however, even simple Hedge Wizards can deride Celestial Mages for keeping their head pointed up to the sky, instead of down to the ground where it belongs.

The common peasant typically lives in fear of any Celestial mage who might dwell nearby in isolation and study. Townsmen are more jaded, however, and tend to view the sky magicians as just one more rich scholar or merchant, with an expensive service to offer.

Current Practices

Celestial mages are in many courts of Allemaine, and were only recently supplanted by their brothers the Astrologers in Calabria. When townsmen and nobility in the Broken Kingdoms think of "magician," the Celestial Magician is what immediately comes to mind.

There are 35 Celestial Mages in the Aetherium, and although they are outnumbered by certain other groups (such as Healers) they retain most of the important administrative positions. Apprenticeship and the spread of knowledge is very important to typical Celestial mages, in part this is because some of the most powerful rituals require several assistants.

Mentality

You know your place in the cosmos, and that place is squarely in the center.

Below you lie all of mortal society, save the most powerful of Dukes and Kings. You have access to powers that they will never comprehend nor understand, and those powers answer to your call. You can shape those powers to destroy your enemies, or the enemies of the lieges to whom you choose to grant your aid.

But at the same time you recognize the fact that the greatest powers lie high, high above you. The stars and planets, now that is true power. You can only hope that before you die you can understand that power, learn what is there, and make the journey easier for your apprentices and fellow mages. Wizards have touched that power, and some were driven mad. You will never come that close.

Some accuse you of arrogance, and of hubris, but they are jealous of the road you have taken or ignorant of the truth. Your fellow magicians hurl this criticism, too, and from them it hurts the most. Perhaps they are right, perhaps many of your kind are proud. But if you are proud of your accomplishments, of the place you have earned at the side of the crown, is that not a pride you deserve?

Priorities

Probe the power of the Heavens.

Preserve your knowledge through apprentices or the Aetherium.

Reinforce your status, wealth and influence.

Outlook

Nobility: Through service to them we assure the continuance of our traditions.

Wizards: The great, but from so high any fall is disastrous. Honor those that remain, and keep an eye out for others that might arrive.

Aetherium: The finest creation of our kind. Protect it at all costs.

Astrologers: What discoveries they have made. Why should they break apart from us? Our traditions can yet merge into one great fraternity.

Diabolists: Where we have sought enlightenment by probing outwards, they have found damnation seeking inwards. Pity and destroy them.

Priests and Priestesses: They are different than us, and though we seek same of the same things we are ultimately unknowable to each other. Respect them and expect the same respect.

Peasants: They are ignorant of the truth, but so long as they do not interfere with us what does it matter?

The Doomed: Only through organized effort can we destroy them, and our role is that of leadership.

Characteristics

The only characteristic that is universally high among Celestial Mages is INT. Most Celestial Magics do not draw power from the mage's body, but rather from the movement and alignment of heavenly bodies For this reason a Celestial Mage can get away with surprisingly low CON, REC and END characteristics.

Talents

Celestial Magicians do a lot of book learning, so Cramming or Speed Reading might be useful. The memorization of astrological data would be easier with Eidetic Memory. A mage who had worked with the sun, stars and planets long enough might have an innate sense of their location, bought as Absolute Time Sense or Bump of Direction.

Perks

Due to the great respect and battlefield might of their magics, Celestial Mages often command positions of political power. Contacts could be bought with other magicians or nobles throughout the Broken Kingdoms. Mages might have a Favor from that Baron they helped out in last year's campaign season. Apprentices or well-paid bodyguards could be bought as Followers. Fringe Benefits could represent positions such as Royal Advisor, or an administrative position in the Aetherium. Celestial Mages are often possessed of great wealth, and of course may have a "Sanctum" where they practice their art away from the unenlightened.

Skills

The most common skills among Celestial mages are those associated with ancient lore, and those associated with the royal court. For the former, look at Knowledge Skills or even Sciences like Mathematics, Astronomy and Weather. Navigation is very common, for obvious reasons. Ancient languages like Albionesse will get good use on dusty tomes. Spell Research will be vital for the creation of new spells, and Deduction might fit a mage known for innovative use of established lore.

Court skills, usually applicable to the debate halls of the Aetherium as well, include Bureaucratics, High Society, Oratory and Persuasion.

Celestial Mages value instruction and cooperation. PS: Teacher is very common, as is KS: Ceremonial Magic (for full details on use of this skill, see below under Grimoire).

Finally, some Celestial Mages are battlefield specialists, using their powers as a sort of light artillery. These dangerous men and women would have skills like Tactics, Riding, Survival and basic combat skills in case their position was overrun.

Disadvantages

Because they draw power from external sources rather than their own bodies, Celestial Mages often have the traditional magician disadvantages of Age and Physical Limitations. Their leadership role in the Aetherium lends them to Reputations, and possibly Public Identities for those mages who are famous advisors to the greatest lords. Celestial Mages often have Psychological Limits like "Loyal to Liege" or "Status-Conscious." Eccentric flouncing of wealth in outrageous dress styles or the like could lead to Distinctive Features. A Rivalry is possible, but only with fellow Celestial Mages; anything else would be beneath them.

Grimoire

Note that the spells listed below have two point costs, separated with a slash. The latter number is for the same spell with the Delayed Effect advantage applied (see below under "Advantages").

Limitations

Celestial Magic should always Require a Magic Skill Roll. Its rituals must be performed under the open sky (-1/2), and any spells which use the power of the stars must be cast at night (-1). Because Celestial magic gathers power from the slow but relentless movement of heavenly bodies, it always takes significant time to cast. Even the simplest spells can require hours, and many need days to properly cast. Gestures and Incantations are the part of most magics, to aid in focus for the caster and make sympathetic connections with the movement of the energizing celestial bodies. Similarly, Concentration is nearly universal at the moment of the spell's release, or sometimes throughout the entire long ritual. Finally, Celestial Magic is not quickly learned, and Expertise at the 10 point level should be used for even the simplest of spells.

To reflect the fact that Celestial Magic draws its power from the stars and not from the caster, the long casting times, extensive duration of effect and the infrequency of its use, most Celestial Magic is bought with Charges that last for long time periods, often an hour or more.

Certain other spells may have unique limitations, but Celestial magicians should avoid Focuses (the only things Celestial mages need are the stars themselves).

Advantages

Celestial magics often take hours or even days to properly cast, and due to the many restrictions this imposes the Aetherium has labored hard to perfect the technique of storing spells, either within the mage or in physical objects. This process, during which the mage performs all normal casting procedures, but delays the actual release of the spell until a more convenient moment, is one of the signs of the truly powerful mage, and is almost exclusive to Archmages. In common Aetherium parlance, it is referred to as "hanging" or "racking" spells, and the technique is most often seen used with combat spells, such as lightning call. Note that such spells can violate many established restrictions of Celestial magic; they can be cast in enclosed areas, without access to the night sky, etc. This is because the magical friction which drives the spell has already been called down into the mage, who acts as a temporary storage battery before eventually releasing it.

In game terms, such characters have purchased some or all of their spell effects with the Delayed Effect advantage (+1/4). As described in the Hero System Rulesbook, this advantage allows a mage to store a number of ready spells equal to INT/5. These spells are essentially already cast, and can be released as a half-phase action. Magic skill rolls must be made at the time of final release, but all other casting requirements are fulfilled when the spell is prepared, not necessarily when it is released.

This advantage greatly enhances the battlefield utility of Celestial mages, who will often "hang" three or four lightning bolts just in case.

The Circle, and On The Use of Apprentices

Many rituals of Celestial Magic are of extremely high Active Point Totals, and force the caster to roll Magic Skills with a penalty of -12 or more. Though this problem sometimes occurs in other magical styles as well, Celestial Mages have best organized to come up with a solution. Two solutions exist, actually: the Casting Circle, and the Apprentice.

Apprentices are the most common but least useful of the two approaches. For this purpose, an Apprentice is defined as any person willing to help the Celestial Mage cast the subject spell, with the Magic Skill/Sky Lore, but without the actual spell being cast. If the Apprentice participates in the casting, obeying all casting restrictions of the actual caster, his Sky Lore Magic skill may function complementary to the caster's, according to the normal rules for Complementary skills. No more than one Apprentice may assist in this manner.

Casting Circles are composed of Celestial Mages who have Magic Skill/Sky Lore, are willing to assist, have the additional KS: Ceremonial Magic and some variation of the spell involved (specific variations are permitted in casting times, durations, etc. so long as the basic effect is known). All mages in the Circle may roll their Sky Lore Magic Skill or their KS: Ceremonial Magic skill, whichever is lowest but without penalty for the Active Points of the spell, to grant a +1 bonus to the caster's Magic Skill. No more than a +1 bonus may be granted by each member of the circle. Circle members must obey all casting restrictions. Note that although all the mages are helping, only the caster expends charges or END in the casting.

These two methods of spell casting may not be combined, unless the Apprentice actually knows the spell involved and has the KS: Ceremonial Magic. In this case the Apprentice may act complementary while all other Circle Members may roll to add +1. In no case may a caster's final modified Magic Skill ever be raised above his base skill. That is, if Paracelsus is casting a 120 active point spell with a -12 casting penalty, he may never receive more than +12 in bonuses from Apprentice or Casting Circles.

Eyes of the Summer Stars

By sending his consciousness along the paths of the stars, and seeing what they shine upon, the Celestial Mage can find anyone he seeks. This is a relatively simple and fast spell, taking only an hour or so. The current range is 8 miles; more powerful casters of course increase this range, sometimes significantly.

Eyes of the Summer Stars: Clairsentience with Normal Sight, 6 Range Doublings for 8 mile range, Requires a Skill Roll, Gestures, Incantation, Extra Time: 1 hour, Concentration to 0 DCV, 1 charge for 5 minutes duration, Must be cast under open sky (-1/2), Must be cast at night (-1), Subject must be under open sky (-1).

Active points: 50/62, Total Limitation: -7 1/4, Point Cost: 6/8

Sky Sending

This is a simple communication spell drawing on the movement of the stars. The mage sends his thought along the path of stellar movement. The initial part of the enchantment makes contact with the target mind, which must be also under the open night sky. Once the contact is made, the communication is a simple matter. This spell can be used to send messages to those who are ignorant of magic or resistant to the magician's words. Two Celestial Mages often communicate over vast distances by using this spell on each other at prearranged times and locations.

Sky Sending: 5d6 Mind Scan, +4 to ECV, Requires a Skill Roll, Expertise: 10, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 1 hour, 1 charge lasting for 5 minutes, Only under open sky (-1/2), Only at night (-1). Active points: 35/44, Total Limitation: -6 1/2, Point Cost: 5/6

and …

5d6 Telepathy, can only send surface thoughts (-1), Requires a Skill Roll, Expertise: 10, Concentrate to 1/2 DCV, Only under open sky (-1/2), Only at night (-1). Active points: 25/31, Total limitation: -3 1/2, Point Cost: 6/7

Total point cost: 11/13. Note that sending the actual message costs END.

Fuzion Cost: 2 Power Points.

Call the Storms

This is typical of the specialized weather changes Celestial Magicians can call. Storms of this sort can be used for a variety of effects, depending on the terrain and the ingenuity of the caster. The most common battlefield use in recent years has been to render Calabrian musketry useless, since no firearm can possible keep powder dry and match lit during a full-fledged storm. Similarly, storms are often used to sink or hamper enemy ships, slow cavalry in mud-soaked ground, prevent enemy reinforcements, soften the impact of a drought, put out widespread fires or cover the construction of fortifications or movement of allied troops. Due to the long casting time, however, most any such action must be planned ahead of time. Only Wizards can brew up storms with the wave of a hand.

Gamemasters with access to the *Hero System Almanac 2* will find additional uses of the Change Environment power, including a forced reduction of CV, PER Rolls, and REC. Since these rules are optional, they have not been used in the spell below.

Call the Storms: Change Environment: cause a fierce rainstorm with 9 area doublings for 1 kilometer radius, Requires a Skill Roll, Expertise: 10, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 5 hours, 1 charge lasting for 1 hour, Only under open sky (-1/2).

Active points: 50/62, Total limitation: 5 3/4, Point Cost: 7/10

Fuzion Cost: 1 Power Point.

Music of the Spheres

Many Celestial Magicians also practice other magical techniques, or have developed Celestial Magics that break the traditional mold and can cost the mage vast amounts of personal energy during the casting. Also, more than one mage has exhausted himself with lightning bolts called down upon the heads of his enemies. Fortunately, the Celestial Mage has access to a vast source of power which can never be drained: the power of the celestial spheres, moving within each other with perfect harmony and endless strength. By calling upon the proper frame of mind the mage can fill himself with this power.

Attuning oneself to the Music of the Spheres requires several minutes. It is best used before battle, not during. Unlike many spells, it is a silent, still process.

Music of the Spheres: 6d6 END Aid, Fade Rate 5pts/hour, Requires a Skill Roll, Expertise: 10 points, Extra Time: 5 minutes, 1 charge, Concentration: 0 DCV, Only under open sky (-1/2).

Active Points: 52/60, Total Limitation: -5 1/4, Point Cost: 8/10

Fuzion Cost: 1 Power Point.

Force the Dawn

Despite its high-sounding title, this spell does not actually bring the sun around any faster. It does, however, intensify the power of starlight, shedding light equivalent to that of dawn across a broad expanse. Since this spell is just an enhancement of something the stars already do (shine) the spell takes less time than many Celestial Magics, and lasts for most of the night.

Force the Dawn: Change Environment: Create Light, 9 area doublings for 1 kilometer radius, Requires a Skill Roll, Expertise: 10, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 5 minutes, 1 charge lasting for 5 hours, Only under open sky (-1/2), Only at night (-1).

Active points: 50/62, Total Limitation: -5 1/2, Point Cost: 8/10

Fuzion Cost: 1 Power Point.

Lightning Call

The raw power of Celestial Mages are what set them apart from other enchanters. This is one example of their might. The spell may only be cast during a storm, but a magically-created storm will qualify and many Celestial mages have found employ as battlefield artillery in the armies of Allemaini lords.

Lightning Call: 3d6 Energy RKA, No Range Penalty, Indirect (from straight above +1/4), Requires a Skill Roll, Expertise: 10, Concentrate to 0 DCV, Gestures, Incantations, Increased END Cost: x2, Extra Time: 1 Turn, Only under open sky (-1/2), Only during a storm (-1).

Active points: 79/90, Total Limitation: -4 3/4, Point Cost: 14/16

Powerful Celestial Archmages add the following effect to the spell:

2d6 Flash, Explosion, Linked, all other modifiers as above.

Modified Active points: 124/142, Total Limitation: -4 3/4 or -5 1/4, Point Cost: 21/24.

Fuzion Effect: 7d6 Ranged Killing Attack, No Penalties from Range, rest as above. Cost: 1 Power Point.

Lodestone's Power

A relatively recent development by Aetherium mages, this spell is an extremely effective countermeasure to Calabrian musket fire. It is based on the commonly-known principle of the lodestone, and the invisible magnetic field which Alia produces. By temporarily strengthening that magnetic field, the mage pull musket balls and even cannon fire down into the ground harmlessly. The most difficult thing about developing this spell was getting the casting time down so that it could be prepared in less time than it took to load and fire a musket; the resulting fatigue to the mage can be extreme. Working along lines of magnetic force, the spell affects a line of hexes perpendicular to the mage, stopping all gunfire in an opposing row.

This spell is particularly well known in the Southern Marches, and other Allemaine territories bordering Calabria.

Lodestone's Power: Missile Deflection vs. thrown, arrows, bullets and shrapnel, Usable at Range, Area of effect line (perpendicular to caster, centered on target hex), x16 Increased Area for 192" length (about a quarter mile), Target missile must have metal content (-1/2), Requires a Skill Roll, Expertise: 10, Concentrate to 0 DCV, Gestures, Incantations, Costs END, Increased END Cost: x2, Only under open sky (-1/2), Extra Time: 1 minute (-1 1/2).

Active points: 60/64, Total limitation: -6 1/4, Point cost: 8/9.

Fuzion Cost: 1 Power Point.

Command the Weather

Intermediate practitioners of Celestial Magic surpass specific enchantments for specific sorts of weather and instead learn broad rites capable of a variety of effects. This is an example of such a rite, and has many advantages over simpler spells. It covers a larger area, lasts longer and the weather within it can be altered over the spell's duration.

Note that if the caster wishes to change the sort of weather he has brought, he must spend a minute in concentration.

Command the Weather: Change Environment: Any Weather Effect (+1), 10 range doublings for 2 kilometer radius, Requires a Skill Roll, Expertise: 20, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 1 hour, 1 charge lasting for 5 hours, Only under open sky (-1/2), Changing weather once cast requires a minute concentration at 0 DCV (-1/4).

Active points: 110/124, Total Limitation: 5 1/2, Point Cost: 17/19

Fuzion Cost: 3 Power Points.

Pierce The Veil of Night

Many of the wretched servants of the Doomed, especially the Inach and Trolls which make up their Hosts, are hindered by the pure light of the sun. Magicians in the service of the Doomed have overcome this weakness by throwing vast clouds of foul blackness over the sky, blotting out the sun and allowing their creatures to fight without fear.

This spell cancels out those dark clouds, using the irresistible power of the celestial objects to restore the sun's natural light. Note that although it specifically Dispels Darkness this spell should also work on Change Environment which is used to create darkness-like effects

Pierce The Veil of Night: 17d6 Dispel, works on Darkness, Change Environment or Images that create darkness-like effects (+1/4), Requires a Skill Roll, Expertise: 20, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 5 minutes, 1 charge, Only under open sky (-1/2).

Active points: 64/76, Total Limitations: -6 1/2, Point Cost: 9/10

Fuzion Cost: 1 Power Point.

Split the Sea

It is impossible to deny the power that the sky has on the tides and the waves. Through manipulation and magnification of these forces, the Celestial Mage can cause water to rise in crushing waves or sink to empty rivers. He can crush boats or trap soldiers crossing a ford. Of course, he can also keep his boots dry.

This is not a spell for manipulation of targets with watery tendrils or the like. Broad waves are the limit of the caster's manipulation. Brute force must serve where fine control is missing.

Split the Sea: 30 STR Telekinesis, Area Effect: Any Area, Increased Area for 144 hexes (+1), Requires a Skill Roll, Expertise: 20, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 5 minutes, 1 charge lasting for 1 hour, Only under open sky (-1/2), Only on water (-1 1/2), Broad, wave-scale manipulation only (-1/2).

Active points: 135/146, Total Limitation: -7, Point Cost: 17/18

Fuzion Effect: STR 10 TK, rest as above. Cost: 3 Power Points.

Shake the Land

Through this spell, a powerful Celestial mage can cause tremors in rock, taking down castles, ruining roads, collapsing buildings and wreaking havoc on enemy lines or siege engines. The caster sends small, localized but controlled tremors through the rock, steering them around throughout the spell's duration. But to cast such a spell that manipulates granite and stone is not easy; it requires days of proper preparation, usually timed with a major military assault. And once again, the rock cannot grab, strike or be directed against individuals; it must move as a broad wave. Archmages increase the Area of Effect until it covers kilometers.

Needless to say, this is the sort of thing that gives Celestial Mages their earth-shattering reputation.

Shake the Land: 50 STR Telekinesis, Area of Effect Radius, Requires a Skill Roll, Expertise: 20, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 1 week, 1 charge lasting for 5 minutes, Only under open sky (-1/2), Only on rock (-1), Broad, wave-like movements only (-1/2).

Active Points: 150/169, Total Limitations: -8 3/4, Point Cost: 15/17

Fuzion Effect: STR 16 TK, rest as above. Cost: 3 Power Points.

Bringing the Stars to Ground

After the magician has mastered water and rock, only the skies themselves remain. This is the ultimate challenge, the greatest of Celestial Magics. Now the Archmage learns to pull on the meteors and comets that fly between the stars, turn them from their course, and pull them to strike the land.

Bringing the Stars to Ground calls a swarm of small meteors, which pepper the target area in a dense cloud. Because the meteors are far away and difficult to direct, this spell takes a full day to cast properly. The strike must occur during the night, which also makes it tricky to use in battlefield situations (which rarely occur during the night, unless a Celestial Mage is present to bring light to the battlefield).

Bringing the Stars to Ground: 2d6 RKA, Indirect from above target (+1/4), Area of Effect: Radius, x256 Increased Area for 1 kilometer radius (+2), Requires a Skill Roll, Expertise: 30, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 1 day, 1 charge lasting for 1 hour, Only under the open sky (-1/2), Only at night (-1).

Active points: 127/135, Total Limitation: -7 3/4, Point Cost: 15/15

Fuzion Effect: 4d6 Ranged Killing Attack, rest as above. Cost: 3 Power Points.

Hammer From The Heavens

Related to the previous spell but of more direct application, this enchantment directs a single (relatively) large celestial object for a single strike.

This single object is easier to guide and tends to move faster in its approach, so this spell requires much less time to cast then Bringing the Stars to Earth.

Hammer From The Heavens: 5d6 RKA, Indirect from above target (+1/4), Area Effect: Explosion, Requires a Skill Roll, Expertise: 30, Concentrate to 0 DCV, Gestures, Incantations, Extra Time: 1 hour, 1 charge, Only under the open sky (-1/2), Only at night (-1).

Active points: 131/150, Total Limitation: -8 1/4, Point Cost: 14/16.

Fuzion Effect: 13d6 Ranged Killing Attack Explosion, rest as above. Cost: 3 Power Points.

Sample Celestial Mage

Background: There is no doubt that Eleonora is dedicated to her Art, her lord, and her duties in the Aetherium. The question is a matter of which one has priority.

The Duke Axilles relies heavily on magic to augment his vast personal army, and Eleonora is the senior-most magician that he trusts. She represents him in Aetherium debates, and has organized all magical assistance on the battlefield in recent years. Possessed of a brilliantly keen mind and an undeniable sympathetic connection to the stars, Eleonora is not an Archmage yet, but it is only a matter of time. No one knows why she has chosen to ally herself with the Duke so strongly … some whisper love … but the truth of it is undeniable.

And love is, in the end, a part of it. Twenty years ago, when Eleonora was barely a woman, she was seduced by a traveling adventurer and then abandoned. Heavy with child, she was spotted by the Duke in a chance encounter and taken in. He grew fond of the clever and compassionate woman. When the boy was born she gave it up at once, and the Duke arranged for the child to be given to the family of a nobleman who had yet to sire a son. Briefly Eleonora tried to return to her cottage, but she remained unhappy and perilously close to madness until magicians from the Aetherium, sent by the Duke on a hunch, sensed the potential for magic within her and brought her into the halls of that mystical order.

She owes the Duke doubly, for saving not only her own life but the life of her son, who has grown into the perfect symbol of Allemaini knighthood, all unawares of his true parentage. Eleonora has since befriended the young knight, and this too has caused whispers among her fellow mages.

Eleonora is an excellent mentor for a player character wishing to learn Celestial lore. Though she will be

somewhat distant with her apprentices, time will weaken her impassionate instruction and a close bond is a result. She would also be a good connection for characters who want some pull with the Duke of Domus. She can show up anywhere, checking up on her adventuring son.

Personality: Since she is already devoted to two men, both of whom she loves very much, Eleonora is wary of getting too personally attached to other people. They way she sees it, she owes her life to her son and the Duke and will give up anything to protect them. Since that would include any other friends she might have, she avoids such relationships as unfair to the people involved. Unfortunately, this does not make her well liked by her fellow magicians. She tries hard not to let those rebuffs pain her.

Eleonora delights in the exploits of her son, and takes great pride in him. This carries over to a general like for tales of renown and adventure of any kind. Many bards and minstrels have profited from her patronage.

Appearance: With large dark eyes and a natural elegance, Eleonora is beautiful woman in her middle age. Her long curling hair falls in tight ringlets, bound with circlets of gold. She wears pale cream, purples and oranges with a spare use of pearls, gold and amethyst.

Quote: "My fellow mages would be well to remember under whose patronage this august body is conducted. Where would our purpose, our protection and our purse be if not for our liege, noble Axilles?"

Powers/Tactics: In personal combat, Eleonora is almost helpless. She tries to get out of immediate harm's way and then call for help. She really comes into her own on the battlefield, where she can summon storms, draw power from the heavens and bring lightning down upon the heads of her lord's enemies. There are many mages more powerful than her, she holds her elevated position because of her social skills and the level of trust the Duke has in her. Eleonora is actively studying to increase her magical skills, seeking to conquer the mightiest offensive magics and to perfect spell hanging techniques. Her strong personal connection to the stars has given her keen sight under the night sky, and she can sense the movement of the celestial bodies above her. Her other spells are drawn directly from the standard Celestial Mage grimoire.

When traveling about, Eleonora is often accompanied by a knight or several foot soldiers from the Duke's household. This is sufficient to keep her safe from harm.

Eleonora, Court Magician to Duke Axilles

Val	CHA	Cost	Roll	Notes
8	STR -2	11-		75 kg; 1 1/2d6 [1]
11	DEX 3	11-		OCV: 4/DCV: 4
10	CON 0		11-	
13	BODY 6		12-	
23	INT 16	14-		PER Roll 14-
15	EGO 10		12-	ECV: 5
20	PRE 10	13-		PRE Attack 4d6
16	COM 3		12-	
2	PD 0			
8	ED 6			
3	SPD 9			Phases: 4,8,12
4	REC 0			
20	END 0			
45	STUN 23			

Total Characteristics Cost: 84

Movement: Running 7"/14"
Swimming: 2"/4"

Powers & Skills:

Combat Training
- Combat Skill Levels: +8 Levels w/Celestial Magic (OCV or Magic Skill) (24)

Celestial Skills and Spells
- **Magic Skill:** Sky-lore 14- (3)
- **Eyes of the Summer Stars:** Clairsentience with Normal Sight, 11 Range Doublings for 500 mile range, Requires a Skill Roll at -8, Gestures, Incantation, Extra Time: 1 hour, Concentration to 0 DCV, 1 charge for 5 minutes duration, Must be cast under open sky, Must be cast at night, Subject must be under open sky (10)
- **Sky-Sending:** As in the Celestial Mage grimoire (11)
- **Music of the Spheres:** As in the Celestial Mage grimoire (8)
- **Force the Dawn:** As in the Celestial Mage grimoire (8)
- **Lightning Call:** As in the Celestial Mage grimoire (14) [16]
- **Command the Weather:** As in the Celestial Mage grimoire (17)
- **Pierce the Veil of Night:** As in the Celestial Mage grimoire (9)

Celestial Mage Powers:
- **Disciplined Mind:** Mental Defense +8 (5)
- **Starlight vision:** Ultraviolet vision (5)

Athletic Powers:
- **Running:** Running +1" (2)

Aetherium Skills
- High Society/Courtier 13- (3)
- KS: (INT-Based) Ceremonial Magic 14- (3)
- Language: Native fluency Ancient Albionesse (3)
- Navigation 11- (3)
- Oratory 13- (3)
- PS: (PRE-Based) Teacher 13- (3)
- Riding 11- (3)
- Sci: Mathematics 11- (2)
- Sci: (INT-Based) Astronomy 14- (3)
- Survival 11- (3)
- Tactics 14- (3)
- Absolute Time Sense (3)
- Fringe Benefits: Aetherium Member and Royal Advocate (3)
- Follower: Loyal Apprentice (10)
- Money: Well Off, 25,000 copper farthings a year (10)

Total Powers & Skills Cost: 174

Total Character Cost: 258

Disadvantages: 75+

Dependent NPC:
Sir Liadom, slightly less powerful, 11- (10)
Psychological Limitations:
Loyal to Duke Axilles (15)
Distant, doesn't let her relations with others get personal (10)
Reputation:
The Duke's Advocate (10)
Rivalry:
Fellow Celestial mages (5)
Watched by:
Fellow mages, more powerful, non combat influence, 8- (10)
Experience (123)
Total Disadvantage Cost: 258

Equipment:

Neither armor nor weapons, rich clothing as befits her station, gold circlets for her hair, pearl necklace with an amethyst inset, the same shade of purple as the Duke Axilles uses

Total Encumbrance: None

Story Ideas

A Celestial Mage announces that, through his calculations, he has detected a tremendous object hurtling on a collision course through space. Other mages are trying to verify the discovery, but all agree that if the object does miss the world, it will come perilously close. Only a handful of Archmages have ever possessed the knowledge to deflect or destroy such a massive collision, and all of them are dead. This would necessitate heroes traveling to gain the tome of some ancient Mage, recruiting fellow mages to help with the Ceremony required, handling the natural disasters that presage the hit, and possibly the ramifications if the tragedy cannot be avoided.

A player is contacted at night by a Celestial Mage from another world, who has cast his consciousness into the depths of space in search of knowledge. Unfortunately, the wandering soul is so far from home that he's quite lost and can never find his way back. He may become a mentor to the player, an assistant, or a humorous pest.

Astrology

Introduction

Astrology is the analysis of the effects celestial bodies have on mortals. The most common use for this is to determine a man's destiny or predict good fortune. Astrology is most common in Calabria, where it is studied as a science, and where every Prince has a Court Astrologer. Although an Astrologer cannot bring lightning and stars down from the sky like their Celestial brothers, their ability to gain information makes them just as useful to the wise ruler.

History

The developments that have made Astrology an independent art are comparatively recent. In ancient days the prediction of events through the analysis of the stars was well known and the province of the Celestial Mages. The rise of Calabria as an independent nation has spurred its magicians to earn their own identity and their own place as Mages. Star lore had already been strong in Calabria due to their strong naval tradition, and Astrology was the logical, and highly useful, result.

The first mages to gaze to the stars for guidance were Albionesse. With the guidance of their Elven mentors, they plotted and charted the stars and planets in their course, and marveled at the influence such objects had upon the destiny of man. At first such lore was used only for navigation, and in this Albion was undeniably supreme, but their mages were unable to make more than the most rudimentary predictions of mortal events based on the stars. The Wizard Paracelsus was whispered to hold the secret to effective Astrology, but he never spoke it, perhaps judging that man was not yet ready.

That secret would remain hidden for thousands of years, until the growth of Calabria under the line of the High Kings. The first Celestial Mage to discern the truth was the ancient hermit Astien Everstar, who turned Celestial magic upside down when he revealed that the stars did not influence man. In fact, it was the other way around—the stars reflected the actions of mortals in Ahrivine. With this revelation, the ability to predict, analyze and evaluate men based on the stars of their birth became instantly possible. Astien did not live to teach his secrets, however. After passing on his knowledge to a handful of other mages, he died of extreme age. His star had finally set.

Before he became the first King of Calabria, Mark was ably assisted by his Astrologer and true friend, Vance Sodregna. It was Vance who, after the rescue of Claudus, a failed assassination attempt, and the resulting abandonment, prompted the adoption of Court Astrologers to all the courts of the Sea-Princes. Sodregna was much older than the brash King, but remained with him throughout his reign, assisting in the forming of a new realm. His advice allowed Mark to rebuff three armies of Allemaine who sought to reconquer the rebellious ports, and indirectly led to a navigational excellence not seen since the days of ancient Albion.

Astrology has now spread to every land of the Broken Kingdoms. Renegade magicians have taken its lore even into the Doomed Lands to the West , and Mezina Barons and Dukes sometimes brag of their own "Starseers." With its passive approach and intellectual study, Astrology is a strange result of Augelmir's stars, but it is undeniably an Art which is here to stay.

Status

Like their brothers the Celestial Mage, Astrologers are respected throughout most of Allemaine. There are some exceptions, however, mostly in Tarsus where the intellectual and scientific approach of the Astrologer is too esoteric for the Warlords to easily admire. Generally, Astrologers are more accepted than Celestial

Mages, for Astrologers are generally seen to pose less of a threat, and their talents are more immediately useful to the common townsman (who would much rather know what the future will bring than have a rainstorm pour water on crops he doesn't have).

Other magicians view Astrologers with mixed pride and doubt. Generally the older magical orders try to guide Astrologers, coaching them in the proper development of their Art. For their part Astrologers ignore these recommendations and strike out on their own. Celestial Mages often try to reunite Astrologers with the older branch of Sky-Lore, but the two have grown apart and reunification is unlikely.

Common folk are quick to see the benefits of Astrologers, and many find employment in the navy as ship magicians or navigators. Others are attached to military units and use their talents to divine the proper moments for an attack, or the movements of the enemy. Even the greatest Astrologers are not feared as other magicians are. How dangerous can an Astrologer be?

Current Practices

Astrologers in Calabria do not take apprentices as such. Rather, they teach their lore to students in organized Colleges. Most of Calabria's Universities teach Astrology to those with the gift for it, and these classes are taught by the pre-eminent magicians of the day. Those that graduate with the greatest honors hope to become the retainers of wealthy Calabrian Princes, Counts and Viscounts. Others with less stellar (ahem) credentials will use their skills in common trade, becoming mages for wealthy merchants, naval officers or enterprising privateers.

Outside of Calabria, Astrology is seen usually as the secondary field of the Celestial Mage. There are few "pure" Astrologers in the Aetherium, though they do exist and enjoy honored status (though not so high as the Celestial Mage). Astrologers are also rare in the rural, relatively simple lands of Tarsus. In Pallea, however, Astrology does survive along the traditional master/apprentice mold. Most Astrologers there are in the service of powerful archons or kings, though some are reclusive hermits offering sought-after advice.

Mentality

The stars are your mirror with which you can inspect the soul of man. Every mortal that was born did so under the auspices of his individual stars, and those stars dance out a pattern in the velvet of night that the cunning can interpret; a pattern that you, alone, can see. Through the benefit of excellent training you have been shown these secrets, and armed with keen powers of perception and lore passed down for hundreds of generations, the future itself can make itself known to you. It is as simple as looking in a mirror.

Your magic is new to the land, only a few centuries old, a child compared to the traditional Celestial Magic from which it sprang. But like a son does to his aging father, it is time for the young to eclipse the old, to make new legends that respect the ancestor without giving in to him. When other mages look backwards, and wax on the great that came before, your gaze runs ever forward into the future. You have gazed at your own future, reflected in the stars, and you know that you will contribute to that bright destiny.

There is no official organization of your scholarly brothers. There does not need to be. You are all products of the same education, the Colleges and Universities that are centers for learning like no other in all the world. Standing at the sides of all the Crowns of Calabria, and indeed beside all the Counts and Viscounts, the Barons and Merchant Princes, your network is one of fraternity and brotherhood, without the need for such bureaucracy that fills the Allemaini Aetherium. Aid fellow Astrologers as your classmates and companions. Encourage others to follow in your footsteps.

Priorities

Broaden your personal talents in the Art.

Gain the positions of influence and wealth that are your due.

Build the reputation and influence of Astrology as a whole.

Outlook

Nobility: Our patrons. Through them we validate our Art.

Aetherium: A clumsy system, but it's members have good intentions.

Celestial Mages: When will they give up their futile attempt to govern us?

Brotherhood of Augelmir: Time for their ancient ways to be supplanted by Reason.

Pallean Sibyls: Strange women who use different methods for the same results.

Common Folk: Never underestimate their power and influence. Even the lower classes benefit from our knowledge and thus they, too, protect us.

Characteristics

Astrology is a very intellectual Art, and requires high INT more than most magics. Even more so than their Celestial brothers, the Astrologer does not spend END. These book-learning mages do not need CON, BODY, PD, ED, REC or STUN, and often are physically weak, even for magicians. .

Talents

Like Celestial Mages, Cramming, Speed Reading or Eidetic Memory can help Astrologers in their Art. Talents like Bump of Direction or Absolute Time Sense might reflect a natural relationship with the stars (or a lifetime of studying them). Lightning Calculator might allow an Astrologer to make his predictions with amazing speed.

Perks

Astrologers trained in the Universities or Colleges of Calabria are likely to have a Contact representing

the "Old boy network" present at those schools. Many Astrologers do their classmates Favors. Those that are fortunate enough to gain a posting to a Court will have Fringe Benefits and Money. An Astrological laboratory bought as a Headquarters is also common.

Skills

Conversation can be useful for finding out dates of birth and star signs. Deduction, Navigation and Spell Research are also good for Astrologers. Social skills like Persuasion and Oratory can convince an audience (whether Prince or peasant) of the truth of the mage's calculations. Sciences like Mathematics and Astronomy are common.

Court mages would benefit from Bugging/Eavesdropping, Bureaucratics/Administration and High Society. Professional fortune tellers will have Trading.

Astrologers often do without many of the ancient languages and esoteric knowledge skills seen in traditional mages, and instead focus on current events and those foreign tongues spoken in court. This makes them of much more immediate use to the royalty whose patronage they seek.

Disadvantages

Since Astrologers are so intellectual, and typically fairly poor physical specimens, Age and other Physical Disadvantages are common. Famous Astrologers, or those who have made a famous prediction, might have a Reputation (whether for accuracy or inaccuracy, depending).

Grimoire

Limitations

All Astrological Calculations must take the "Requires a Skill Roll" limitation. The skill roll for this is Magic/Sky-Lore, the same skill used for standard Celestial Magic. Astrology never costs END and must always be 0 END Cost.

The calculation of Astrological predictions typically require extreme time. Even the fastest and most vague foretelling will require several minutes or more, and the greatest can take as long as a week. Focuses start with the astrolabe, but star sightings must also be made through a telescope. Access to scientific tomes of star patterns, movements and interpretations are also necessary, all of which results in a Focus that is Bulky (or Immobile) and Fragile. All of the Astrological Calculations beyond the most basic require Expertise at the 10 point level (or more).

The simplest Astrological calculations can be done without the telescope and a direct observation of the sky, but in these instances the mage must have detailed astrological data for the previous evening (-1/2). Of course, for any prediction of a specific person's actions, accurate birth data must be obtained about that individual (a -1 limitation unless the Astrologer has a spell which determines this data for him, in which case the limit drops to -1/2). When used on objects instead of people, this "birth data" instead refers to knowledge of the object's time and place of origin. Also note that almost all powers used for Astrology are Constant powers, but this does not fit in with the way that Astrology is performed. That is, an Astrologer cannot perform a single calculation and then continue to see a subject's future all night long. Therefore, most Constant powers are bought with the limitation Instant (-1).

Because Astrology is so unlike typical magic, it does not share many of the usual limitations such as Side Effects, Gestures or Incantations. Concentration is common among those Astrologers who get really lost in their work, but it is not required or universal.

Answer Query

Astrologers can easily read the stars to seek answers to specific questions. This is among the most basic of Calculations, and among those "spells" once used by Celestial Mages before Astrology was formally established. As such, it is faster and requires less hardware in the form of books, telescopes and other equipment. Unfortunately, it has only three responses: No, Yes and Unclear. The GM should make all die rolls in the casting of this spell, since both successful and failed rolls may result in an Unclear answer.

Answer Query: Clairsentience into future, 0 END Cost, Requires a Skill Roll, Extra Time: 1 hour, Only to answer one specific question (-1), Only to say Yes, No or Unclear (-1), Caster must observe the night sky or have data on previous night (-1/2), Cannot see the present, must look at least 1 day into the future (-1), Instant (-1).

Active points: 60, Total limitation: -7 1/2, Point Cost: 7.

Fuzion Cost: 1 Power Point.

Read Personality

One of the first lessons taught to the student of Astrology, Read Personality is the skill of divining a person's true nature through the use of his destiny stars. Compared to other Calculations, it is simple and quick. Many enterprising Astrologers use this trick to make money, reading personalities and then using that data to guess what a client will do in his current situation. Its not as accurate as reading the future directly, but the objective opinion of a fortune teller is often enough to guide the client in the best direction.

No telescope or other direct observation of the stars is necessary for this feat, just several large reference books that give the positions of the hundreds of celestial bodies used in the primary Astrologer Calculations.

Read Personality: Detect Personality, Discriminatory, Requires a Skill Roll, Extra Time: 5 minutes, Bulky OAF, Requires detailed birth data of subject (-1), Instant (-1).

Active points: 8, Total limitation: -6, Point Cost: 1.

Fuzion Cost: 1 Power Point.

Divine Magical Powers

Another relatively simple calculation, this allows an Astrologer to learn what magical powers a person or object might possess. This will not tell the history of a magical artifact (but see the Calculation Trace Past Influences, below). Latent magical abilities that have not been developed will be detected by the Astrologer, though the mage himself may not be able to say what form that latency will take, if he himself does not possess some personal knowledge of the Art in question.

When used on a person, the Astrologer must have access to birth data. With objects, the origin of the object must be known.

Divine Magical Powers: Detect Magic, Discriminatory, Requires a Skill Roll, Extra Time: 1 hour, Bulky OAF, Requires detailed birth data of subject (-1), Instant (-1).

Active points: 8, Total limitation: -6 1/2, Point Cost: 1.

Fuzion Cost: 1 Power Point.

Refined Clarity

This is not a calculation or spell in the normal sense, but rather something which Astrologers buy as they receive more education and experience in their arts. Astrologers rely heavily on their perceptions, both for Detect and Clairsentience (the two most common powers of Astrology). Therefore they often have Enhanced Perception to improve their Art. The easiest way to do this is to buy +1 to all Perception for 3 points, then limit it to Only with Astrology (-1/2). The resulting levels are 2 points apiece.

Students in their first or second year of astrological study seldom have more than +1 Enhanced Perception. Those who have graduated from a college typically possess at least +2. Further study over two to four more years can raise the bonus +3, and instructors should have a +4 bonus or more.

Note that points spend on Refined Clarity do count towards Expertise.

Stars of Ill Omen

By scanning the near future for conjunctions that signal bad fortune or dangerous events, the Astrologer can give vague warnings of impending doom. Some Astrologers raise the die roll on this Danger Sense to very high levels, so that they have a better chance of getting a specific nature of the coming threat.

Stars of Ill Omen: Danger Sense that detects danger from any source directed at the general area, Requires a skill roll, Extra Time: 1 hour, Bulky OAF, Concentration: 1/2 DCV, Must have direct observation of night sky or details from previous night (-1/2), Instant (-1).

Active points: 30, Total limitation: -6 1/4, Point Cost: 4.

Fuzion Cost: 1 Power Point.

Destiny's Rising Star

One of the wonderful things about being an Astrologer is that you always know when fortune is on your side. A skilled Astrologer can divine the proper moment for a given effort, making it likely that the effort will succeed. This is a common activity of Astrologers in the courts of royalty, before the eve of battle, or in the stalls of the marketplace (though because of the Astrologer's requirements for a telescope, the client must usually come back the following day for the calculation's results).

Destiny's Rising Star: 3d6 Luck, Trigger that is changed each time spell is cast, Usable against others, Ranged, Requires a skill roll, Bulky OAF, Extra Time: 1 hour, Concentration: 1/2 DCV, Must have detailed birth data of subject (-1), Must have direct observation of night sky or details from previous night (-1/2).

Active points: 45, Total limitation: -6 1/4, Point Cost: 6

Trace Past Influences

By tracking the destiny stars backwards, an Astrologer can see what other individuals or forces have come into contact with it, and what the results of those contacts were. This allows the mage to relate past events in people's lives, determine bearers of famous magical artifacts, or causes of current maladies with unknown origins. Each successful casting of this Calculation allows the Astrologer to identify one major event in the subject's past.

Trace Past Influences: Clairsentience into Past, 0 END Cost, Requires a skill roll, Bulky OAF, Extra Time: 1 hour, Concentration: 1/2 DCV, Must have direct observation of night sky or details from previous night (-1/2), Cannot see present, must look at least 1 day into past (-1), Instant (-1), Requires detailed birth data of subject (-1).

Fuzion Cost: 1 Power Point.

Active points: 60, Total limitation: -8 1/4, Point Cost: 6.

Read the Stars

The classic Astrologer act, this is the divination of the future based on the actions of a particular subject, reflected in the stars of his destiny. This is the litmus-test of Astrological students, and successfully performing this calculation is the equivalent of a final exam in the Colleges of Calabria. Specific birth data is necessary on the subject, and access to a telescope, star charts and other reference works.

Read the Stars: Clairsentience into future, 0 END Cost, Requires a Skill Roll, Fragile, Bulky OAF, Extra Time: 5 hours, Concentration: 1/2 DCV, Expertise: 10 (-1/4), Requires detailed birth info on subject (-1), Must have direct observation of night sky or details from previous night (-1/2), Cannot see present, must look at least 1 week into future (-1), Instant (-1).

Active points: 60, Total limitation: -9 1/4, Point Cost: 6

Fuzion Cost: 1 Power Point.

Track the Stars of Destiny

This is the Calculation used when detailed birth data on the subject is not available. The Astrologer spins the motions of the stars backwards in time to the approximate date of the subject's birth, then uses what he knows of the subject's personality to make an educated guess. This requires a great deal of empathy and deduction on the part of the Astrologer, and is a difficult chore. Tracking the Stars of Destiny takes about a day, and requires access to the usual Astrologer outfit.

Even master Astrologers, such as those that know this calculation, cannot make the necessary guesswork without some kind of input data. This usually means meeting the person involved and knowing them personally, but sometimes the stars can be divined solely from written evidence or the testimony of others. This usually causes a bias, however, and results in an imperfect choice of the subject's Destiny Stars.

Track the Stars of Destiny: Clairsentience into past, 0 END Cost, Requires a Skill Roll, Bulky OAF, Extra Time: 1 day, Concentration: 1/2 DCV, Expertise: 20 (-1/2), Instant (-1), Must have direct observation of night sky or details from previous night (-1/2), Only to determine stars position (-2), Cannot see present, can only look at supposed time of subject's birth (-1), Subject's personality must be known (-1).

Active points: 60, Total limitation: -11 3/4, Point cost: 5.

Fuzion Cost: 1 Power Point.

Locate Subject

Through reading the motions of the stars above, the Astrologer can track the motions of mortals below. This allows them to find people through their Art. Due to the immense number of variables and influencing stars, however, this is a Calculation of great difficulty, typically found only among those who have graduated from a University and returned to pursue their Art further.

As written, this calculation will easily find anyone within a single hard day's travel. Refined Clarity will aid this, and many Astrologers buy the Telescopic portion of this effect to much higher levels.

Locate Subject: Detect Person, +24 Telescopic (40 miles without penalty) 360 Degree, Discriminatory, Ranged, Variable result: any single person determined when casting begins (+1/4), Requires a skill roll, Bulky OAF, Extra Time: 1 week, Concentration: 1/2 DCV, Expertise: 20 (-1/2), Must have direct observation of night sky or details from previous night (-1/2), Requires detailed birth data on subject (-1/2), Instant (-1).

Active points: 74, Total limitation: -8 3/4, Point Cost: 8.

Fuzion Cost: 1 Power Point.

Strike When the Star Burns Darkest

With this terrible Calculation, the Astrologer learns of the subject's possible moments of death, when their personal stars are weak, eclipsed or at the mercy of other constellations. He may pass this data on to whoever he wishes. With this procedure, Astrologers have caused the death of Princes, Archmages and creatures from the pits of Doomhault.

Strike When the Star Burns Darkest: Find Weakness with All Attacks, Trigger that is changed whenever spell is cast, Usable on Others, Ranged, Requires a Skill Roll, Bulky Fragile OAF, Concentrate: 1/2 DCV, Extra Time: 1 week, Expertise: 20 (-1/2), Must have direct observation of the night sky or details from previous night (-1/2), Requires detailed birth info on subject (-1/2).

Active points: 90, Total limitation: -8 1/2, Point Cost: 9.

Fuzion Cost: 1 Power Point.

Sample Astrologer

Background: Theodoric is not an Astrologer in the common mold. Young, energetic, with a build that testifies to his athletic spirit, he is ready to make his mark on the world. He has so far made his living after graduation (with honors, he is proud to point out) as a traveling teacher and navigator. He assisted a knight errant in a devil-hunt, which earned him some good marks, but the devil had friends who hunt him still (Theodoric is unaware of this future conflict, though he will probably sense them when they get close, through the use of his magic).

He makes an excellent guide and assistant to players traveling from one major city to another, through possibly dangerous terrain. He can warn of incoming dangers, discern when the stars are right for action, and use his mundane healing skills to patch up players afterwards. His long term goal is posting in the court of some Calabrian Sea-Prince, but he's still fairly rough around the edges despite his talent, and has a rural look about him that he is anxious to shed.

Personality: Like your basic over-eager college graduate, only more so, Theodoric will be astounded and impressed with any company of adventurers with even the smallest bragging rights. He delights in good company and the pleasures of the road. When sitting around the campfire, he will entertain with historical anecdotes or literary fables which have something to do with the current situation. His sense of humor tends to the bawdy; he's a great fan of comedy plays.

Appearance: Theodoric dresses like a Renaissance-era preppie. He has a simple, homespun tunic and robe, over which he wears the long wool scarf of his graduating class. This scarf is constantly getting in his way. He carries his books in the back-flung hood of his robe. His only weapons are a knife and a simple walking staff. He wears no armor, considering it terribly uncomfortable.

Quote: "I must admit, we do seem in a bit of a fix. Duke Flewellyn was in a spot just like this, just before he died that is, but I'm sure you're much smarter than that crusty old Duke anyway."

Powers/Tactics: When forced into combat, Theodoric will try to pull his weight, using his knife or staff depending on how close the quarters are. During the night, whenever he's not telling stories or enjoying those told by others, he can be found reading the stars for good fortune or impending danger. He will try to predict whatever obstacles lie in the player's path, and let them devise methods to overcome each.

Theodoric, Young mage with prospects

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 1/2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack 2 1/2d6
14	COM	2	12-	
5	PD	2		
3	ED	1		
3	SPD	6		Phases: 4,8,12
5	REC	0		
20	END	0		
24	STUN	0		

Total Characteristics Cost: 47

Movement: Running 6"/12"

Powers & Skills

Astrology Skill and Spells:
- **Magic:** Sky-Lore 13- (3)
- Skill Levels: +5 Levels with Magic: Sky-lore, Astronomy and Navigation (15)
- **Read Personality:** As in the Astrology grimoire (1)
- **Divine Magical Powers:** As in the Astrology grimoire (1)
- **Refined Clarity** +2: As in the Astrology grimoire (4)
- **Stars of Ill Omen:** As in the Astrology grimoire (4)
- **Destiny's Rising Star:** As in the Astrology grimoire (6)
- **Trace Past Influences:** As in the Astrology grimoire (6)
- **Read the Stars:** As in the Astrology grimoire (6)
- **Track the Stars of Destiny:** As in the Astrology grimoire (5)

Powers
- **Can't Swim:** -2" Swimming (-2)

University Education:
- Deduction 13- (3)
- KS (INT-Based): Astronomy 13- (2)
- KS (INT-Based): History 13- (2)
- KS (INT-Based): Literature 13- (2)
- KS (INT-Based): Mathematics 13- (2)
- KS (INT-Based): Theology 13- (2)
- Navigation 11- (3)
- PS: Teacher 11- (2)
- Scholar (3)
- Spell Research 13- (3)
- Contact: Astrology instructor at a famous Calabrian University, 14- (5)
- Absolute Time Sense (3)
- Wandering Nature:
- Paramedic (Healer) 13- (3)
- Riding 12- (3)
- Seamanship 11- (3)
- Weapon Familiarities: Blades, Staff (2)
- Favor: Knight Guardian (1)

Total Powers & Skills Cost: 93

Total Character Cost: 140

Disadvantages: 75+

Psychological Limitations:
- Idealistic and naive (15)
- Eager to please (10)

Distinctive Features:
- Country bumpkin, concealable with effort (10)

Hunted by:
- A devil, more powerful, 8- (15)

Physical Limitation:
- Can't swim (15)

Total Disadvantage Cost: 140

Equipment:

Knife: HKA 1/2d6, STR Minimum 5 (1d6 w/STR adds, worn at his belt, more for eating than for combat)

Walking Staff: Hand Attack 4d6, STR Minimum 6 (5d6 w/STR adds)

Other: simple tunic and robe, long wool university scarf, various books and portable, expensive astrological gear

Total Encumbrance: None

Story Ideas

An Astrologer does a calculation for a player character, and tells him that his stars of destiny are burning particularly weak over the next few days. Naturally this is just before they go on some great (and very dangerous) adventure. Will the hero exercise caution, falling back and letting his friends do all the work, or will he try to defy fate and charge the enemy as usual.

Few of the birth records on the Doomed or their greatest servants are in the hands of Broken Kingdom Astrologers. Players might be sent on an expedition to obtain such information, allowing mages to predict their weaknesses or eventual movements. Alternately, perhaps the forces of darkness are trying to obtain the same information on PCs or their royal patrons.

Gifts

There are some individuals who, somehow, have the ability to perform magical feats without the need to memorize scholarly texts, make arcane hand gestures, or mutter to themselves. These natural gifts are, in the Broken Kingdoms, attributed to the gods Rhea and Augelmir. They generally fall into three categories: healing, oracular gifts, and the ability to command elemental and magical spirits called Incarnates.

Traditionally, those who possess these gifts work in the service of the two major religious institutions of the Broken Kingdoms: the Pallean Sibyls and the Brotherhood of Augelmir. Full descriptions of these orders can be found in the Religion chapter. Here, a description of their magic is provided.

Several things should be noted about Gifts in general, and those who use them.

1) Belief, worship or even respect towards the deity to whom the gift is attributed is not required for their use. Even evil beings who have forsworn all gods can use Gifts.
2) Gifts are not exclusive. Many Disciples also know magic, and a few Magicians have natural gifts.
3) Many other Gifts have been recorded in history. Those presented here are only the most common. Players and gamemasters should be creative. These are guidelines, not rules.

Activation Rolls

No magic is absolutely reliable. The natural powers of gifts are no exception. However, a Skill Roll is not exactly appropriate either, since many uneducated and unskilled mortals have healed or had visions quite unaware of what was happening to them. Therefore, Gifts are purchased with an Activation Roll. The die roll on this Activation Roll should be equal to, or less than, the Disciple's EGO roll. The one exception to this guide is for characters with an EGO roll of 13-. Since there is no 13- Activation Roll on the chart, such characters should be allowed to purchase a 14- Activation Roll for their Gifts.

This rule should be violated only with extreme caution. Some natural abilities such as Heroic Strength or Entreaties may be unworkable with Activation Rolls. Healing and Prophecy, however, should be absolutely reliable only in the hands of real miracle workers.

Gifts in Brief

Healing

To magically heal injury, cure disease and restore vitality is one of the most ancient of magical traditions. The first families of Albion carried the power to heal down through the generations, and though the First City sank into the sea during the Second Age, the blood carried through to the line of Vertigane, first High King. Over the centuries, many others displayed the healing gifts, and if the Royal Line of Allemaine was the most famous of healers, they were certainly not the only such.

By the time of the Battle of the Rydion Gap, the Brotherhood had organized its healers in the service of the King, and used them to good effect. Afterwards the contributions of the Healers were recognized when Vertigane ordered the construction of vast houses of healing in the city of Rycliff, where the Brotherhood could conduct its work without need or want. When healers ventured into battle, their need to defend themselves gave birth to the first Allemaine fighting religious order, the Knights Guardian. Among all the sorts of magic workers that the peasant farmer might encounter, only the true healer is viewed without suspicion.

The capabilities of Healers should always be watched by gamemasters. Allowing frequent healing with "no strings attached" can cause players to throw themselves at enemies without thought or restraint, knowing that "we have a healer." This subtracts from the dramatic tension of the game and lowers enjoyment. Vicious battles against hordes of enemies become cakewalks. As a general rule, healing should be either of limited frequency, limited strength or with dangerous consequences.

Healing is usually purchased with the Aid power, or Dispel (for diseases or poisons). An Activation Roll should be applied as usual. Other common limitations include: Increased END Cost, Concentration and Extra Time. Those Disciples who are particularly devout, and who use religious chants, holy items or gestures to aid in concentration, might have Incantations, Focus or Gestures. To prevent unlimited healing during the game, one of the following methods should be used.

1) Buy the Healing with an END Reserve that recovers while the Disciple is in meditation, sleep or prayer. The END Reserve should contain enough END to bring one or two characters back from the brink of death, but no more. The Brotherhood, and its attendant fighting branch the Knights Guardian, have Healing either of this sort or of variety 3, below.
2) Use the Side Effects limitation with a BODY Drain to represent "empathic healing," which transmits the healed injury from the victim to the Disciple, who then can quickly heal it internally. This will prevent indiscriminate healing of mortal injuries, but will allow the repair of comparatively minor wounds. The Pallean Sibyls display Healing of this second variety.
3) Healing requires the use of expensive and hard to find herbal plants. This is the kind of healing found among the most noble knights of Allemaine, among the Royal Heirs to Vertigane, and also among the Brotherhood.
4) Simply apply a limit to the amount of healing a character can purchase, ensuring that the character can ease major wounds, but not mortal ones. such healing can be found amongst the many traveling holy men or hidden hermits of the Broken Kingdoms.

Empathic Healing

This is the sort of magical healing seen most among the Pallean Sibyls. Such healers are rare, however, less than one in ten of the order possesses these gifts. Over a period of just a few seconds, the priestess can take an injury into herself, then heal it within. Healing of this sort is of limited use against poisons or diseases which drain characteristics other than BODY.

Empathic Healing: 5d6 Healing, Activation Roll: 12-. Concentrate: 0 DCV, Extra Time: 1 Turn, Increased END Cost: x10, Side Effect: 2 1/2d6 c.p. BODY Drain on caster (-1).

Active points: 25, Total limitation: -7 1/4, Point Cost: 3, END Cost: 25.

Fuzion Effects: 5d6 Aid to Hits and 5d6 Aid to Stun. Cost: 1 Power Point.

Cure Disease

Though many accused the Brotherhood of Augelmir of crimes in the past, none can deny that in recent times they have been servants of the light. Throughout the Broken Kingdoms they work to spread peace and soothe the pain of the common man. To this end, they recruit most of those who possess natural healing gifts. Though many of these healers can treat wounds, the more valued are those who can heal ailments such as illness or poisoning.

Cure Disease: 10d6 Dispel vs. Any disease (+1/4), Activation Roll: 12-, Concentration: 0 DCV, Extra Time: 1 Turn, Focus: Holy Symbol OAF, Incantation: Prayer, Increased END Cost: x4, No Range.

Active points: 62, Total limitation: -5 1/2, Point cost: 10, END Cost: 24.

Fuzion Cost: 1 Power Point.

Prophecy

During the time in which the Goddess Rhea walked the world, her ability to see into the future was well documented. After her passing, the gift seemed to pass to certain mortals. In Albion, oracles and seers continued to make prophecy about the coming disaster, all the way up to the very end, and the few refugees who escaped heeded these warnings.

The Order of the Pallean Sibyls formed late in the Second Age, and gathered together women of all ages who possessed this special gift. They isolated themselves on an island all to their own, where they formed the own society and obeyed only the laws of their High Priestess, called the Lady of the Isle. The first such Lady issued several of the greatest prophecies of man, but died when the greatest of them, concerning the Dark Titan himself, was proven false. Now the Sibyls travel across the Broken Kingdoms, and although they primarily rely on their healing skills and scholarly lore, all possess the gift of prophecy to some extent.

To purchase Prophecy, use Clairsentience into the past and/or future. Typically this power is bought to enable the seer to see the future, but hearing is not unheard of (and can be very spooky in the right situations). One thing to keep in mind about Prophecy in the Broken Kingdoms: it is always correct (with one notable exception, already mentioned). Prophecy is unbreakable. Many players will protest this, particularly when prophecy involves them, but the trick is learning to work with the future, rather than against it.

Because of the difficulties this makes for the GM, who must ensure that all prophecies come true, no prophecy should be too easy to interpret or too clear. This inherent inaccuracy is reflected with a limitation: Limited Conscious Control (-1), a reduced version of No Conscious Control. Because of this limit, oracles cannot always pick what they see with their powers, and many visions will be vague or ambiguous. Some prophets without even this much control might have No Conscious Control instead.

Like Astrology, and any other kind of magic which predicts the future, Prophecy cannot predict the actions of Wizards or the Doomed (-1/4). This effect actually covers a large area surrounding the Wizard (or Doomed) at all times. Anyone scrying such an area will see only blackness until the magical being departs.

Other common limitations include: Activation Roll (as usual, based on EGO roll), Concentration, Extra Time or Increased END Cost. Sometimes a focus will be required, such as a pool of water or a fire to stare into, or hallucinogenic plants. A Side Effect may represent a fit or seizure which grips the seer whenever the future is glimpsed.

Other powers are occasionally used to simulate Prophecy, such as Danger Sense, but these are rare and mostly for special cases.

The Sight

All of the Sibyls have some natural inclination for prophecy, which they call, "the sight." The power listed below represents the most common version of that effect. It is unreliable and tiring experience, and though it is fortunate when a priestess gets a vision, it is not something that she counts on.

The Sight: Clairsentience into future (usually, but sometimes past instead) with normal sight (again, usually), Activation Roll: 12-, Increased END Cost: x5, No Conscious Control, Cannot see Wizards or the Doomed (-1/4).

Active points: 40, Total limitation: -5, Point cost: 7.

Fuzion Cost: 1 Power Point.

Doomsaying

This effect represents the wandering prophet of doom, who knows that the end of the world is coming, but is a little short on specifics.

Doomsaying: Danger Sense vs. any threat and over large area on 11-, Not vs. Wizards or the Doomed (-1/4), Not usable in combat (-1).

Active points: 30, Total limitation: -1 1/4, Point cost: 13

Fuzion Cost: 1 Power Point.

Entreaties

An Entreaty is the contact and communion with a magical being, typically an Incarnate or disembodied spirit. Many of the Gifted have the ability to see, hear or speak with the spirits present all around them. Others are attended by "guardian spirits" which protect them from harm or are willing to perform services for them. More than any of the other two Gifts described, Entreaties are unique and individual. Each should be crafted carefully.

Spirit Medium

These are the powers of the natural mystic, who can sense and speak to the spirits that surround her. Usually these will be the disembodied dead.

Cost	Power
11	Detect Spirit, Sense, 360 Degree, Ranged (defined as a mental sense), Activation Roll: 12-.
5	Mind Link with group of minds: spirits, Activation Roll: 12-, Incantation (talks out loud).

Fuzion Cost: 2 Power Point.

If a Medium can call out to a spirit and bring them back to the world, there to communicate with them, add the following power, but note that this is not extra-dimensional. Once a spirit has crossed the boundaries to the realm of the dead, it cannot be contacted. Only those spirits who, for some reason, linger around our own world can be called with this spell.

Cost	Power
13	4d6 Mind Scan with +10 to ECV, Activation Roll: 12-, Concentration: 0 DCV, Extra Time: Full Phase, Incantation (calls out loud).

Fuzion Cost: 1 Power Point.

Guardian Spirits

If a mortal is Gifted with a supernatural entity who protects their interests out of loyalty or some unknown deference, this is best purchased as a Follower. In many such cases, the Follower will be more points than the character. However, such spirits can often start out weak, but be built up as the Gifted one grows in experience, eventually coming into their full powers. Below is an example of a guardian spirit, in this case a small Incarnate of fire and light.

Hailenor, Infant Radiant Incarnate

-10	STR	18	DEX	8	CON	8	BODY	10	INT
10	EGO	5	PRE	20	COM	2	PD	2	ED
4	SPD	4	REC	16	END	12	STUN		

Powers (all powers except for shrinking have the limitation "Not on ground consecrated to the Destroyer"): Elemental Control (Radiance) Not in absence of light; a. Desolidification, can be struck by magic, 0 END Cost; b. 20" Flight, 0 END Cost; c. Invisibility to all sight, No Fringe, 0 END Cost; Multipower—Not in absence of light; u. 2d6 Flash, Explosion; u. 6d6 Energy Blast; u. Change Environment: Various Light Effects; Full Life Support—Not in absence of light; 1 BODY Regeneration, Only if in bright light; 10 points of Shrinking, 0 END Cost Persistent, Always On.

Disadvantages: Distinctive Features—Magical Elvish being of light and flame; Childish; Afraid of the Dark; Cannot benefit from standard healing techniques; Watched by power-hungry magicians.

Hailenor is an example of the sort of low-powered Incarnate that might accompany a Gifted priest of the Brotherhood. He is young for a spirit of his kind, not yet fully grown nor aware of his own growing powers. Manifesting without guidance or explanation, he knows little of the world and seeks companionship. Although somewhat irritable and occasionally spoiled, Hailenor is loyal and will love his adopted parent with complete devotion.

Prowess

This is a broad general heading which includes physical Gifts such incredible strength, stamina or the ability to ignore or heal from wounds. It is most commonly found among the members of the Brotherhood, especially among its subsidiary order the Knights Guardian.

Such advantages are usually bought as Aid, Characteristics, Life Support, Regeneration (with limitations to reduce the Recovery Rate over days), Mental or Power Defense, or Armor. Advantages such as 0 END Cost are common. Limitations usually include Activation Roll and, if the power must be summon through an act of will, Concentration or Extra Time. Characters who are inspired by holy symbols or prayers may take the limitations Focus or Incantation, but any Focus should be OIF, since it is difficult to remove anything so common as a square or a circle, which might be found in many situations or ordinary objects.

Waxing Strength

A handful of the greatest knights of Allemaine have displayed the unique power to gain extraordinary strength during certain times of day. Sometimes these powers are linked to the sun, at other times they happen only during other natural phenomena such as storms or planetary alignments. This is one example of such an ability.

The Knight's STR increases by 1 point every hour for 5 hours, until he can lift twice as much as before. This magical might is also evident in the increasing damage of his blows in combat, gaining +1d6 Hand Attack every hour as well. Once the powers have peaked for an hour, they begin decreasing at the same rate.

Waxing Strength: +5 STR and +5d6 Hand Attack, 0 END Cost, Fully Invisible Power Effects, Only during the day (-1), Character gains 1 STR and 1d6 every hour until midday, then loses 1 STR and 1d6 every hour (-1). Active points: 50, Point Cost: 17.

Fuzion Effects: +1 STR and +5 STR for Hand-to-Hand Damage Only, 0 END Cost. Other as above. Cost: 2 Power Points.

Armor of Honor

A subtle Gift not always recognized even when it is possessed, the Armor of Honor is a resistance to damage. The effect is minor, but it allows even an unarmored man to resist blows. Note that a recipient of the Armor of Honor, when struck with a HKA which he takes no BODY from, will still feel pain and bleed, but he will not really be hurt. Remember, if the amount of Armor listed below seem low, the knight may also use his full non-resistant defenses against the STUN damage of the attack.

Armor of Honor: Armor: +2 PD/+2 ED. Point Cost: 6.

Fuzion Effects: Armor: 6 KD/6 EKD. Cost: 3 Power Pointss

Wizardry

Wizardry encompasses the greatest magics. Wizards are different than mortal men and are present only in limited numbers. There are only four whose names are known. They generally work for the forces of good, but can be driven to neutrality through the intoxication of power. Other Wizards exist in other lands, and they seem to know each other.

The true origin of Wizardry is a mystery. Certainly, Wizards can draw upon vast sources of power not available to mortal men. This source of power may be responsible for their extended life span, and seems to allow them to master spells with a speed and ease only dreamt of by mortals. And no Wizard relies exclusively on his greatest magics, they are also magicians in the more traditional sense, and some possess natural Gifts as well. Strangely, there have never been Dwarven, Elven or Giant Wizards. It is a condition unique to Men.

Over the millennia, many beings have sought out the powers of Wizardry, seeking to gain that which they were denied by birth or destiny. Some have actually succeeded, though at terrible cost. The Elves long ago forged Rings of Wizardry, which had the effect of permitting the wearer to learn Wizardry spells (though none were automatically granted by the rings—more information on the Rings of Wizardry can be found in the description on Artificery in the Magicians section). The Dark Titan feared the Wizards and sought out a counterpoint to them. His answer was the Dooms, fearful artifacts of great evil which made their dedicated victims into artificial Wizards at the cost of their immortal soul. The Doomed seem to have outlived their master, and they use their dark powers for the subjugation of mankind. The greatest of them are rivals for even the mightiest of true Wizards.

Wizardry is typically more direct than magic, and much easier to use. In terms of character points it is also much more expensive. The powers of Wizardry are cleanly divided into three groupings. Forces is the manipulation of the elements, usually for the art of destruction. Disciplines are mental techniques and include a broad spectrum of abilities from mind reading to translocation. Finally, mastery of Names allows Wizards to bind beings to their will or alter their fundamental nature. Editing their own name allows the magic of shape-shifting.

Unlike nearly all other magic, Wizardry makes great use of Power Frameworks such as Multipowers and Elemental Controls. For this reason, the creation of a Wizard player character should be very carefully monitored. Wizards have great obligations to use their powers for the good of the world, and players who do not intend to live up to those commitments should not play Wizards. Further, Wizards have great potential to overshadow other characters in the gaming group, and they should not be permitted unless the other characters are of similar power level. This will generally preclude them from standard Heroic level games.

It should be noted that each of the three subsets of Wizardry involves a different Magic Skill: Forces, Disciplines or Names.

Wizardry in Brief

Forces

The manipulation of the elements is a deadly and destructive Art. Typically, each Wizard chooses one element that he feels is closest to his personality, and concentrates on it (though not necessarily to the exclusion of others). Blaise is a master of fire, Camille of earth, Paracelsus of air and the mysterious Seraide is tied to the sea. the various Doomed have chosen elements as diverse as weather, ice and music.

Although these powers can be used to easily slay enemies, they are not without their limitations. Elemental forces are difficult and slow to gather. A miscast on such a spell is inevitably painful, as uncontrolled magic blasts through the Wizard. Finally, such overt and blatant magic as Forces is easily detectable to other magic workers, even miles away.

Forces are usually purchased with Elemental Control or Multipower Power Frameworks. Only Special Powers are purchased as ordinary spells. The powers in a forces Framework should have the limitations Requires a Skill Roll: Forces, Concentration, Gestures and Side Effect: Energy Blast of 1/2 Active points directed at caster. One additional unique limitation : Noisy (-1/4), use of Forces allows magic workers in the general area a PER roll to detect its use. This will not identify the caster, just reveal that Forces were used.

All Forces that are not strictly defensive in nature (Missile Deflection, Force Walls, etc.) must also take the limitation Extra Time: Haymaker (-3/4). The spell goes off exactly like a Haymaker does, casting at the end of the segment following that in which it was begun.

Note that a Forces Framework can encompass more than one element. For instance, a wizard might purchase “Light and Darkness” as his Elemental Control, or the four natural elements (air, earth, fire and water). This could be represented with Variable Special Effect. Further use of Variable Advantage and Variable Limitation would allow the magician great flexibility without the necessity of buying several different varieties of energy blast (for instance).

Forces of Flames

This is a rather typical suite of powers purchased for someone wearing a Ring of Wizardry, or one of the Lesser Doomed. While powerful enough to pose a threat to heroic player characters, it is far below the power level typical to the Doomed or the Wizards. Note that the Missile Deflection below should be allowed to deflect nearly any kind of offensive magical attack, such as Flash, RKA, EB or the like.

Cost	Power
22	Multipower: Flames. Requires a skill roll, Concentrate to 1/2 DCV, Gestures, Side Effect, Noisy (-1/4).
2u	12d6 Energy Blast, Extra Time: Haymaker (-3/4).
2u	6d6 Flash, Area of Effect 7" Radius, Extra Time: Haymaker (-3/4).
2u	Missile Deflection vs. All Attacks, Area of Effect, Ranged, Only vs. Magic (-1/2).

Disciplines

From their unknown sources of power, Wizards have demonstrated countless feats of mental magic, including mind-reading, domination of the will, movement of objects through will alone, astral projection and translocation. Much more subtle and easier to use than Forces, the magic of Disciplines is a flexible counterpart to the incinerating forces of the elements.

The power of Disciplines is exceptionally diverse. It is difficult to generalize about them, except to say that the Mental powers, along with Telekinesis and Teleportation, are the more common effects purchased through Disciplines. As a rule Disciplines are subtle in nature, and they should be Invisible to all but Mental Senses (+3/4). All Disciplines should Require a Skill Roll and take the additional limitation Concentration. Other common limitations include Extra Time, Increased END Cost and Side Effects. To aid in concentration, or in focusing the magical energy, limitations such as Gestures or, more rarely, Incantations, are sometimes taken. But as a general rule, Disciplines tend to have fewer limitations than other powers, and other than the two required limits, it is up to the Wizard.

The powers of Disciplines are typically purchased with a Power Framework such as a Multipower or Elemental Control. Only Special Powers are bought as regular spells.

Motions of the Mind

This is one example of the moderate-level Disciplines that a new Wizard player character might employ. As a suite of telekinetic powers, the spells that make up the Motions of the Mind can generally be sustained at the same time, and so are built as an Elemental Control.

Cost	Power
20	Elemental Control: Telekinetics, Requires a skill roll, Concentrate: 0 DCV, Gestures.
a - 20	10 PD/10 ED Force Wall, Invisible to all but Mental Senses.
b - 19	25 STR Telekinesis, Invisible to all but Mental Senses, Fully Indirect, Extra Time: Full Phase.
c - 17	3d6 Entangle, Takes no damage from accidental attack, Invisible to all but Mental Senses, Fully Indirect, Extra Time: Full Phase.

Names

To Name a thing is to control that thing. Every creature, force and thing that was present when the world was made has been given a Name by Augelmir. All living beings have True Names as well, though few mortals even know their own. This knowledge, and the ultimate control that it gives, is the greatest of magics. Names are the key to limitless power.

When the Creator named all things, for centuries those names were hidden, secret, until from unknown sources the first Wizards began to wield these Names. With them they bound powerful spirits to their will, shaped the very nature of magic itself, and no force could stand against them. For all forces had a Name, and the Wizard that knew it was the master. This fear is the cause of much of the prejudice against Wizards and magic workers to this day.

True Name magic is described in the *Fantasy Hero* rule book on page 74. The rules in Ahrivine, however, differ from these significantly. True Names do not allow the namer to use the Named target's END. Instead, Names are the key to an infinite variety of reality-altering spells. In addition, when used upon a sentient being, the Namer may force the Named to perform services. This binding is performed through the mechanism of a Presence Attack. Finally, when a Wizard invokes his own True Name he can perform the wondrous magic of shape-shifting.

These three uses of Naming should each be examined separately. Space constraints forbid a full treatment of Naming magic, but due to its complexity it is given more attention than the other brief descriptions of magic in the Broken Kingdoms.

Reality Alteration

To Name a thing is to control that thing. Rock, trees and storms can all be summoned, altered or destroyed through the invocation of their True Name.

Learning the Name requires a great deal of study, as the Name involves much more than just a simple word. It is an audible, visual, mental synopsis of all that the Name encompasses. Once learned, the mastery of the Name comes along quickly, allowing the Wizard to manipulate it in a number of ways. Unfortunately, altering reality through the use of a name is somewhat like trying to use a lever to move the world. It requires a great deal of personal energy.

Acquiring the Names

Augelmir wrote down the Names of all things he created when he placed them on the land, and Wizards have passed down this information. Therefore, Wizards typically memorize all of the most ancient names for elements such as metal, rock, fire, etc. in their apprenticeship. But Rhea gave her own gift to all thinking things, and that gift was the unique Name that rests within the soul. These unique Names for living beings—anything with an EGO characteristic, even a negative one—must be acquired through other methods. The most common way is to search for the Name in the mind of the subject, but many beings do not know their own True Name and Telepathy must usually reach deep into the subconscious. Research will reveal the Names for some elemental spirits and monsters, but questing for such information is typically worthy of long adventure. Note that once a living thing

is killed, it loses its unique Name. A living being of rock could not be casually altered with True Names, but if it was killed then it would lose its name, and the ancient Name of rock could be used to obliterate it.

Purchasing Name Magic

Because of the initial difficulty of learning a Name, but the rapid development of the power once learned, Naming magic is best purchased as a Multipower. Actually, two Multipowers should be used, one against unliving objects without EGO (and therefore without unique Names) and another for sentient creatures. The Multipowers should have the following limitations: Requires a Skill Roll, x2 END Cost, and Incantations. Spells that use the True Name of unliving things should have a limitation Not vs. Sentients (-1/2) and do not need further limitations; the Naming Skill reflects the Wizard's facility with these ancient words of power. To use the magic on a living thing, however, the effect must take the limitation Only if True Name Known (-1/2) and Only vs. Sentients (-1/2). Other limitations are rare, since a Name is generally fast and without the hand gestures or concentration aids necessary for other magic forms.

The True Name of Magic

Magic itself has a Name, and all Wizards must know it, in addition to their own Name. Through the Name of Magic, the Wizard can manipulate the raw energy of magic itself. This is useful for dispelling, augmenting, or moving magic around. This is worth noting, since Dispel Magic is not an effect that is easily performed with other, more common, forms of magic use.

Naming the Ancient Names

This is a typical example of the sort of Multipower a Wizard might possess, intended for the manipulation of non-sentient matter through Names. It contains a variety of unusual effects, many of them very specific. Wizards will typically have many such effects, since they are comparatively inexpensive once the Multipower investment is made. Only a few are listed here.

Cost	Power
22	60 point Multipower: True Names. Requires a Skill Roll, Incantations, x2 END Cost, Not vs. Sentients (-1/2).
2u	Word of Destruction: 4d6 RKA.
2u	Word of Alteration: 2d6 Major Transformation into Anything (+1), All-or-nothing.
2u	Ward Metal: 16 PD Force Wall, Transparent to Energy, Only vs. Metal (-1/2).
1u	Word of Binding: 20 STR Telekinesis, 0 END Cost Persistent, Broken if object opened or destroyed (-1/4), Costs END to cast, but not to maintain (-1/4), Only vs. Locks or Doors (-1 1/2).
1u	Word of Opening: 40 STR Telekinesis, Only to open magically locked doors (-2).

The Power of Names

The greatest of Naming powers are those that can affect living beings through the command of their True Name. This Multipower lists several such effects, many of them long-lasting and debilitating. This collection of Name effects is only a sample, powerful Wizards will have more than the few powers listed here.

Cost	Power
22	Multipower: True Names, Requires a Skill Roll, Incantation, x2 END Cost, Target's True Name Must Be Known (-1/2), Only vs. Sentient Beings (-1/2).
2u	Killing Word: 4d6 RKA.
2u	Word of Immobilization: 4d6 Entangle, Takes no damage from accidental attack.
2u	Word of Command: 12d6 Mind Control (a possible alternative to Binding).
2u	Curse Word: 1d6+1 Major Transformation into Anything (+1), Cumulative.
2u	True Form: 20d6 Dispel vs. Transformation.

The Name as a Binding

Magical beings have a special link to the magic of the world. Their Name is the vital link to that magic. While this makes them powerful, and allows them access to powers beyond those of common men, it is also their greatest weakness. For any such being can be "Bound," forced to obey the desires of another magical being who knows the True Name of the victim. This procedure is so universal that it is not purchased as a magic spell. Instead, it is a physical limitation that all magical beings possess. This includes magic workers of all sorts, immortal Elves and Giants, dragons and other creatures with magical powers, and the Incarnates. All such beings must take the Physical Limit: True Name, detailed in the character creation section and worth 15 points (uncommon, totally impairing).

To perform the binding, the Namer conducts a special form of Presence attack on the Named being (note that this is aside from any ordinary PRE attacks might be performed). The following steps are performed:

1) The Namer makes his demand of the Named, making the best soliloquy they can muster and possibly displaying their magical prowess, all in an effort to seem as powerful and as impressive as possible.
2) The bonus and penalty dice on the PRE attack are totaled from the chart below.
3) The dice are rolled and totaled.
4) The die roll total is compared to the Named being's EGO or PRE, whichever is higher, plus Power Defense.

See the Binding Chart on the next page.

Binding Table

Amount of PRE Attack	Effect
Presence Attack is Less than Target's (PRE or EGO) + Power Defense	Binding fails utterly. Target senses that the Binder is much weaker than he appears, and ignores the command, possibly attacking. Subsequent attempt to Bind are made at -4d6.
Equal to Target's (PRE or EGO) + Power Defense	Binding fails, but the subject is distracted by the attempt. The Binding may be attempted again at a -2d6 penalty.
Equal to Target's (PRE or EGO) + Power Defense + 10	Binding is in doubt. The subject of the Binding loses a half phase as it tries to resist the effects of the Binding. Try the Binding again next phase. No die roll penalty.
Equal to Target's (PRE or EGO) + Power Defense + 20	Binding succeeds, but is temporary. The Bound subject will perform one service of short duration (a few minutes) before the Binding must be reattempted. All subsequent Binding attempts receive a +2d6 bonus. The Bound subject loses a full phase as it fights the effects.
Equal to Target's (PRE or EGO) + Power Defense + 30	Binding is completely successful. The Bound subject acknowledges the Namer as master (for now) and will perform one service of extended duration (a few hours) before challenging the effects. Subsequent attempts to Bind this subject receive a +4d6 bonus.

Binding Presence Attack Modifiers

-3d6 Named being is in source of its power, or "home field."

-3d6 Named being is ordered to do something against its fundamental nature.

-2d6 Namer is weakened or temporarily reduced in power.

-2d6 Named being is ordered to something that it strongly opposes, but can do.

-1d6 Namer has weak reputation.

-1d6 Named being is ordered to something it does not want to do.

+1d6 Named being is ordered to do something that it likes to do.

+1d6 Namer makes good soliloquy.

+1d6 Namer has strong reputation.

+1d6 Namer displays magical prowess.

+2d6 Named being is ordered to do something that it likes and wants to do.

+2d6 Named being is weakened or temporarily reduced in power.

+2d6 Namer makes great soliloquy.

+2d6 Namer displays great magical prowess.

+3d6 Named being is ordered to do something that it tries to do all the time anyway.

+3d6 Namer is in the source of his power, or "home field."

+3d6 Namer makes extraordinary, dramatic soliloquy.

+3d6 Namer displays vast, awesome magical prowess.

+4d6 Named being has already been defeated.

Example of Binding: *Malatar the Wizard is traveling at sea when his ship is attacked by a giant sea dragon. Malatar has few powers that can slow the beast, but fortunately he knows the True Name of a Sea Incarnate, and he immediately tries to Bind it, calling it into his presence and ordering it to destroy the dragon. Since the Incarnate is mystically present in all waters of the Broken Kingdoms, the GM rules that this could succeed. The Incarnate has no love for dragons, but also does not like to be ordered around, and will resist.*

Malatar has a PRE of 20. His player raises his arms, calls upon the name of Raithen Tor in a booming voice, fires a Sorcerous Bolt high into the sky in a good impression of commanding rage, and invokes his status as heir to the powers of Paracelsus. The GM assigns Malatar's PRE attack the modifiers of: Named being is at source of power (the sea, -3d6), Good soliloquy (+1d6), Strong reputation (+1d6)

and Displays Great magical prowess (+2d6). Malatar further uses his enchanted staff which adds +3d6 to all Binding Presence Attacks. He rolls 8d6 and gets a 31. Raithen has 5 points of PRE Defense and a PRE of 30, so the Binding fails utterly. Malatar better try that Sorcerous bolt out on the Dragon!

Increasing Binding Power

Since Binding is resolved as a PRE attack, it is possible for Wizards to buy extra dice only for the purposes of Binding. This is a -1 limitation, and so +2d6 can be purchased in this way for 5 points.

Magic workers may try to combine their efforts in order to bind powerful entities. This can be done, and only the speaking Namer must actually know the Name to be used. Each magic worker who is assisting makes their own PRE attack against the Named subject, subtracting Power Defense as normal from each attack. The remainder from all the PRE attacks is then added together and compared against the target's PRE or EGO.

Shapeshifting

Through the use of their own True Name, Wizards can alter their form. Because the new form still has all skills, mental characteristics and magic of the original character (though they may not be usable without hands and vocal chords) it is usually best to avoid the use of Multiform, and instead buy the new shape as a collection of linked powers and increased characteristics.

Curiously, Jahdetta sorcerers are able to change their form even though they are not Wizards, and do not generally have access to the other powers of Names. Shapeshifting may be possible through Hedge Magic. The truth remains unknown.

Spells of Shapeshifting must have the limitations Require a Skill Roll and Incantation. Those that are bought Persistent must have the additional Side Effect: True Name Transformation (-1/2, see below). The characteristics, powers and skills are all added together for one large Active Point total, which is used as the skill modifier for the Names skill roll.

Wizards seldom know more than one alternate form. They tend to pick one shape that they prefer above all others, and specialize in it. For this reason, Power Frameworks such as Multipowers or Elemental Controls are not used for Shapeshifting. There are some exceptions however, typically for spells that allow the caster to rapidly shift between forms. One such spell is included below, for comparison.

The Dangers of Shape Shifting

It is not wise to spend extended periods in the form of base animals or unnatural forms. Magicians must make alterations to their True Name in order to adopt the new shape, and the longer that they remain in an unnatural body, the more difficult it is to reverse the change. The original True Name might be permanently displaced by the Name of the animal form.

In game effects, this is run with a Transformation that slowly changes the magician into the subject animal. The mage suffers a 1D6 Transformation for every day that the foreign form is maintained. This Transform, unlike an ordinary Transform, targets the magician's EGO score. If the magician ever suffers 2x his EGO in Shapeshifting Transformation, he is stranded in the assumed form and cannot free himself. He is mentally an animal (though a very clever and strong-willed one, to be sure) and is no longer sentient. Another magician must dispel the original Shapeshifting spell in order for the magician to return to his natural form.

Recovering the Transform occurs naturally every day that the magician is in his natural form. He recovers a number of transformed EGO equal to his EGO/5.

Lesser Shapeshifting—Form of a Wolf

This is an example of the simplest sort of shapeshifting, in which the spell lasts for a comparatively short time. If the Wizard sleeps, or is stunned, the spell will fail and the Wizard will resume human form. Also, altering shape into the form of a wolf is fairly easy: just add fangs, some claws and a pelt.

Cost	Power
4	Shapeshifting into the form of a wolf (sex and appearance dependent on caster, chosen when spell purchased), 0 END Cost, Requires a Skill Roll, Incantations, Concentration: 1/2 DCV, Extra Time: Full Phase but for start-up only, Gestures, Limited: Caster loses fine manipulation (-1/4).
	Wolf characteristics: all with the same limits listed above, with the addition of Linked
3	+3 DEX, does not affect figured characteristics.
4	+15 PRE, Only to create fear (-1/2), Incantation throughout use.
1	Damage Resistance: 1/1.
1	+1" Running.
2	Ultraviolet Vision.
1	Ultrasonic Hearing.
1	+1 Enhanced perception.
	And finally:
6	1/2d6 HKA, Reduced Penetration, Linked to Shapeshift.
	Active points: 63, Point cost: 23.

Greater Shapeshifting—Shape of a Raven

A difficult shape to assume, for a variety of reasons. A magician can sleep in this form, or be injured or wounded, without transforming back to his natural shape. The drastic changes in size and shape required for a bird, in addition to the longer duration, make this spell extremely challenging to cast. Only the greatest of magic workers should attempt it.

Cost	Power
11	20 points Shrinking, 0 END Cost Persistent, Requires a skill roll, Incantations, Side Effects, Extra time: full phase for start up only, Gestures, STR drops to -10 (-1/2), Cannot swim or run faster than 1" (-1/4), Loses fine manipulation (-1/4). Raven characteristics: all with the same limits listed above, with the addition of Linked.
8	15" Flight, 1/2 END Cost, Wings can be restrained (-1/2).
5	Shapeshift into a raven, 0 END Cost Persistent.
1	+4 Telescopic Vision. And finally:
4	1 pip HKA, Reduced Penetration, Linked.

Active points: 116, Point Cost: 29.

Exalted Shapeshifting

The ultimate form of shapeshifting, this spell is only mastered by the greatest of Ahrivine wizards, or certain Mu-Jahdin sorcerers. It allows the caster to alter shape instantly and reliably, into any one of a number of forms. It is through this spell that the Shapeshifters Duel can take place.

Note that this particular spell cannot shapeshift into any water-going animal, nor can it grant an effective poison, such as that found in a snake or insect. The caster mixes and matches the slots in the Multipower to reflect any shape he desires, limited only by his imagination. The Wizard may become a swarm of bees, a rain cloud, or a griffin if he selects the right combination of powers.

Note that at this level, the Wizard does not need to speak the verbal commands associated with Naming. The spell is performed completely in the caster's mind.

Cost	Power
75	150 point Multipower, Requires Invocation skill roll, Can only use slots applicable to form in question (-1/2).
3u	Shapeshifting into any shape at all, 0 END Cost. [60]
3u	Desolidification, vulnerable to area effect attacks, 0 END cost [60].
2m	30 points of Shrinking, 0 END Cost [45].
2m	25 points of Growth, 0 END Cost [37].
1m	1 1/2d6 HKA, Reduced penetration [25].
1m	+4d6 Hand attack [12].
3m	23" Flight, 1/2 END Cost [69].
2m	+12" Running (18" total) [24].
1m	1" Tunneling [5].
1m	3" Superleap [3].
1m	+6/+6 Armor [18].
1u	Extra Limb [5].
1m	+2 Flash Defense [2].
1u	Infrared Vision [5].
1u	Ultraviolet Vision [5].
1m	+6 Telescopic Vision [5].
1u	Active Sonar [15].
1u	Ultrasonic Hearing [3].
1u	Targeting Sense on Hearing [20].
1u	Tracking Scent [10].

Active points: 150, Point Cost: 104 (!).

Sorcery

When citizens of the Broken Kingdoms witness magic which they do not understand, they label it Sorcery. The magic rules presented here are not the be-all and end-all to magic. Indeed, gamemasters or players with unique magical systems should be encouraged to create and develop them during play. Magic should be unpredictable and mysterious. If players are forced into limited avenues when making magic working characters, and when all magical opposition falls into previously-defined categories, the wonder of the game will suffer.

Magicians, Disciples and Wizards are often accused of Sorcery by their peers or the uneducated. This typically is done in a fearful manner, implying that the magic worker in question is meddling with powers beyond his control, or with forces he does not understand. Often, these accusations are correct. It should be noted, however, that magicians from other lands are likely to possess fully developed and sophisticated magical systems, and may or may not resent the label of "Sorcery."

Some of the rumors of Sorcery that already are heard in the Broken Kingdoms include the Jahdetta powers of shape-shifting (an ability normally known only to Wizards) and the Rune-Lore of the barbarian Northrons.

Chapter XII: Bestiary

It would be impossible to describe the many fantastic beasts and creatures which populate Ahrivine. Only a few of the most common or unique have been detailed here. These include the Dogs of War, Inach and Trolls which form the basis for the Host of the Doomed, the Wyrms that ravage Tarsus and other realms, the Wandering Flames, the Banelights (strange and inscrutable forces whose true nature remains unknown) and a discussion of the various horse breeds used and trained throughout the Broken Kingdoms as mounts of war.

Gamemasters are encouraged to populate the Broken Kingdoms and Ahrivine in general with whatever fantastic creatures appeal to them. In particular, the Hero Bestiary presents many animals and beasts suitable as allies, foes or just an interesting encounter. Some of the entries from the *Hero System Bestiary* have been categorized below by geographical region of Ahrivine, and should be considered examples of just some of the wondrous fauna that can be found there.

Allemaine: Banshee, Basilisk, Black Annis, Bunyip, Cockatrice, Gryphon, Kelpie, Manticore, Pheonix, Unicorn, Lycanthropes and Will-o-wisp.

Calabria: Golems, Gremlins, Homunculus, Giant Octopus and Salamander.

Forest Sauvage: Ent and Faerie Folk.

Pallea: Chimera, Dragon Turtle, Gorgon, Harpy, Hydra, Minotaur, Pegasus, Satyr and Siren.

Pennine Mountains/Tarsus: Basilisk, Giant Bats, Lesser Dragon, Greater Dragon, Giant Lizard, Giant Snake and Wyvern.

Fuzion Beasts Note: This section makes frequent reference to damage in Hero terms. To convert Hero damage to Fuzion damage, use the table provided earlier.

Dogs of War

Each of the Doomed have found their own way to pay tribute to their dark master, and to try and fill the black pit that is their soul. The Dogs of War were one such tribute, and one such attempt, by the Doomed Lord of Beasts. They are unnatural creatures, carnivorous mockeries of man's most loyal companion. Magic is almost certainly to blame for their preternatural speed, toughness and sense for blood.

The Dogs of War are ravenous mastiffs the size of a pony. Fast and ferocious, they are used both as skirmish forces and light cavalry in war. A handful accompany almost any Inach force, to serve as watchdogs. Of course, they also hunt in packs on their own, particularly in the Pennine and Rydion Mountains. They run faster than most horses, but seldom wear barding of any sort.

Rumors persist that the Dogs of War have been bred to new heights by the Lord of Beasts, whose fascination with experimentation is well known. Semi-intelligent "hellhounds" and shapeshifting "were-Inach" are only some of the things whispered about.

15	STR	18	DEX	18	CON	16	BODY
7	INT	6	EGO	18	PRE	6	COM
9	PD	6	ED	4	SPD	8	REC
40	END	42	STUN				

Powers: 10 points of Growth, Always on Persistent; 1 ½D6 HKA, Reduced Penetration; Damage Resistance 2 PD; +5" Running; +3 Enhanced Perception; Tracking Scent; Discriminatory Smell; Ultraviolet Vision; Ultrasonic Hearing.

Talents: Lightsleep.

Skills: Stealth, Familiarity: Tactics; +2 OCV with HKA.

Disadvantages: Distinctive Features: rabid, monster dogs; Physical Limits: No fine manipulation, Not sentient; Psychological Limits: Loyalty to keepers, Evil disposition.

Fuzion Note:
The *Hero System* expresses movement rates in the terms of inches; each 1" equals one 2 meter hex. To convert these movement rates to Fuzion, simply multiply them by 2 to find the m/yds.

The Banelights

The Banelights are a strange phenomenon which was only recently revealed to be an actual intelligent force and not a freak accident of nature. They appear as semi-transparent globes of golden light, roughly the height of a man. They float through the air, and sometimes seem to shrink to the size of a man's fist. There are certainly more than one of them, but their true number is unknown, perhaps as high as a dozen.

The lights appear at random and travel across Ahrivine in search of interesting events. Once they find something worth observing they stop and flicker, watching for a while before moving on or simply disappearing. It is impossible to say what sort of event might attract the attention of a Banelight, they have been caught observing everything from a sunset to workers in the fields, decaying corpses to copulation. They make no sound and never try to interfere with the object of their observation. Indeed, they are completely incorporeal and seem utterly incapable of interacting with the world.

Fuzion Stats

2	INT	2	WILL	6	PRE
1	TECH	6	REF	6	DEX
5	STR	6	CON	5	BODY
6	MOVE	12	SD	12	ED
3	SPD	11	REC	60	END
30	STUN	30	HITS	6	RES

Fuzion Skills: Claw/Bite: 4; Armor: 2; Perception: 5; other skills listed above at Level 3.

Fuzion Powers: Lightlsleep

Horses

Throughout the Broken Kingdoms, people take their horses very seriously. Unique breeds and specialized training combine to create valuable mounts quite useful to the adventuring knight or the Tarsan at war. Several notes are made here on horses in general, and also on the breeds and training found in the Broken Kingdoms. These game statistics for horses replace the entries for horses found in the *Hero Games Bestiary, Fantasy Hero* or the *Fantasy Hero Companion.*

Skills

Every horse should be assumed to have the following skills for free. These are "Everyhorse" skills and, when a roll is necessary for them, assume that the beast has an 8-. They include: Acrobatics (for jumping or bucking), Animal Handler (for herding), Area Knowledge (home), Lockpicking (with tongue and lips), Survival, PS: Leadership (of other horses) and WF: Unarmed. Many of these skills will be above the base level, particularly Survival/Hunting (which reflects a horse trained for the hunt) and Acrobatics (trained jumpers).

In Fuzion, these would be at a Skill Level of 1.

Two human skills are renamed for horses and used to reflect other forms of specialized training. The first of these is Animal Handler/Herding, which is common in horses that are trained to herd other animals (many Tarsans use their mounts in herding cattle, buffalo or sheep, for instance). The second skill is High Society/Dressage. While dressage is actually a method of training intended to develop easily controlled horses for battle, it is a gentlemanly accomplishment among wealthy civilians.

Language points for horses are often helpful, even though a horse cannot truly learn human communication. 1 point of language gives a horse basic "In hand" communication through the use of a halter and rope or bridle. This includes good manners in being led, standing still for grooming, and for being tacked up. It also includes good manners when tied to a post or picket line. For 2 points the horse has "At liberty" communication. The horse will come when called, especially at dinnertime or if it likes its owner. Also, animals at this level can be "ground tied." The horse will stand in its place when the end of its reigns or halter rope are dropped to the ground.

Other common skills for horses include Combat Driving (used to pull chariots and wagons), PS: Polo or other sports, Riding (which reflects skill at being ridden, and can often be complementary to the rider's skill roll) and Tactics (combat nerves).

Airs Above The Ground

These are the trained combat maneuvers of a warhorse. They are taught only in Allemaine and Mezina, and include a variety of skills and maneuvers. These maneuvers are listed in the order that they would be taught. Horses are trained to perform both in the saddle and "in hand," at the command of their dismounted rider. Skilled warhorses use their maneuvers in combat; circus horses can use them to astound audiences. Airs Above the Ground, when performed by a skilled team of rider and horse, can confound almost any opponent. The signals given to the horse are almost impossible to detect, and attacks by an athletic horse guided by a skilled warrior are devastating.

Airs Above The Ground

Hand-To-Hand Martial Arts Maneuvers

Maneuver Phase	Pts	OCV	DCV	Damage/Effect
Pesade and trample				
1+	3	+1	+0	+2d6 strike, target falls.
Courbette (front kick)				
½	4	+0	-2	+4d6 strike.
Ballotade				
½	4	—-	+5	Dodge, Abort.
Capriole (back kick)				
½	5	-2	+1	+4d6 strike.

Skills

KS: Airs Above the Ground
High Society (Dressage)*
Riding*
Tactics

Elements

+1	Use Art Rough-Shod
+1	Use Art In Saddle*

All of these maneuvers are first assumed to be used in hand, that is with no rider and on command from a nearby trainer. To use the maneuvers while the rider is in saddle requires a weapon element skill. Before any horse can be trained in the Airs it must be first trained under saddle (Riding) and in High Society/Dressage.

Certain schools train their horses to wear special shoes with spikes, similar to a football cleat. These obviously inflict even more harm against the victim. To use them with the Airs Above the Ground requires a weapons element as well. They act just as the human Cestus, but inflict more damage, adding an additional ½d6 KA to all strikes. This ½d6 KA cannot be increased; it always remains ½d6.

Powers and Talents

Growth is the most obvious power for horses. All horses are big, its just a question of how big. Larger horses are rarely found as simple beasts of burden—they are too valuable as war mounts. Assume that most riding horses have 15 points of Growth. Warhorses will be larger with 20 points of Growth. The very largest of breeds—the Mezina Blacks and the Tarsan—can grow to as large as 25 points.

Horses are extremely sensitive to danger, and should possess this Talent at the 15 point level, allowing them to detect danger in or out of combat on an 11- roll. Similarly, several senses are keener in horses than in humans, while others are poor. These are represented through a "Horse Enhanced Sense Package" which should be taken by most animals. It includes:

Cost	Power
6	+2 Enhanced Perception (Base PER Roll 12-).
2	+2 Enhanced Vision, Only to Cancel Darkness Penalties (-1).
2	+1 Enhanced Smell (Final Smell PER 13-).
4	+2 Enhanced Hearing (Hearing PER 14-).
14	Horse Enhanced Senses Package

Other powers sometimes found among horses include Moving in Armor Levels (see the chapter on Character Creation), Superleap (dependent on Acrobatics, and often providing only a single inch of leaping distance) or Bump of Direction.

Disadvantages

Horses may have many sorts of disadvantages, individualizing them or making them less expensive for players to purchase.

Age

The Age disadvantage may be taken at two levels for horses. In the first, the horse is assumed to be over 12 years old (or 35 for Tarsan breeds). Characteristic Maxima for all physical characteristics are reduced by one quarter (round down). This disadvantage is worth 5 points. At the higher level the horse is assumed to be over 15 (or 45) years of age. All physical characteristic maxima are reduced to ½ of their original level. At this age a horse that does not maintain a proper body weight undergoes rapid deterioration and could die very easily. Older horses develop problems with their teeth and can no longer chew hay. Arrangements for soft food are usually necessary. This level of disadvantage is worth 10 points.

Older horses require more everyday care than usual; the rider must also take care not to overstress an aged horse, and should take time to gently "warm up" the animal before asking it for strenuous activity such as galloping, jumping, charging rampaging balrogs or moving over difficult terrain. Note that the Age disadvantage is also frequently accompanied by the Physical Limitation: Lame at some level.

Distinctive Features

The distinctive appearance of a horse generally falls into two categories: breed and the "style disadvantage" common to martial arts packages and used in conjunction with the Airs Above the Ground.

All but the most common breeds of horses can be distinguished easily by those with even a Familiarity in either Riding or Animal Handler and some experience in the lands of Ahrivine. Many of these breeds are quite rare or valuable; such horses, and their owners, will be marked.

Style Disadvantage applies to horses just as it does to humans. Horses trained in the Airs Above the Ground—the maneuvers of a trained warhorse—may take this disadvantage. Humans with Animal Handler, Riding or TF: Horses can recognize the high level of training found in a beast with the Airs, and this can cause many problems or inconveniences. Enemies will be able to predict the animal's capabilities, rival knights will often seek out such highly-trained warhorses to test their skills, and thieves will target these rare animals to sell or hold for ransom.

Physical Limitations

All horses have certain physical restrictions. These should be taken by all mounts and include Limited Manipulation and Not Sentient.

Limited Manipulation allows the horse some ability to manipulate latches or untie knots with their tongue or lips, but generally precludes other manipulatory activity. As a Frequent, Slightly Impairing limitation, it is worth 10 points.

Although certain legends and Tarsan horse breeders maintain that a handful of the Tarsan breeds are fully intelligent creatures, most horses are irretrievably dull-witted. Not sentient is Frequent and Greatly Impairing, for a 15 point disadvantage.

There are many other sorts of minor or severe physical limits that may be taken in horses. Some suggestions include:

Frequent, Slightly Impairing (-10 points): **Difficult Keeper** (the horse needs more food than normal, common among racers or nervous horses), Sensitive Skin (found mostly among dark horses, such animals will resent being saddled and will be more susceptible to sores and other minor problems)

Frequent, Greatly Impairing (-15 points): **Bad sight** (such horses will not have the enhanced sight levels of the Horse Enhanced Sense package, and will further make all sight PER rolls at up to a -4 penalty).

A special note should be made on the physical disadvantage of "Lameness." This can be broadly split into three levels of disadvantage. Note that a beast that is ridden beyond its Endurance under Saddle could gain this disadvantages during play.

Mages of the Broken Kingdoms long suspected that the Banelights were spies sent by a powerful sorcerer. Magical attempts to block their sight or trap them have proven surprisingly successful, but inspection at close range reveals nothing. A will of some sort definitely exists behind the lights, but its intelligence level seems crude in the extreme, little more than that of a beast. Inevitably, they vanish from any form of magical trap or ward, and their source or origin remains completely unknown.

When the Pallean Sibyls were asked as to the true nature of the Banelights, the Lady of the Isle responded, "The mind that made them, knows it not. The ears that hear them, hear them not. The eyes that see them, see them not."

With a sigh, Broken Kingdom mages have resumed their own research.

Slightly Lame (Infrequently, Greatly Impairing, 10 points): The horse is prone to lameness problems but is not necessarily lame all the time. After a day of strenuous work or difficult terrain, a CON roll must be made to see if a lameness problem has surfaced. Sometimes it is only necessary for the leg to be soaked or wrapped, other problems can be corrected with a special horseshoe.

Lame (Frequent, Greatly Impairing, 15 points): A horse with this level of problem will always be slightly off in its movements, being in discomfort all the time from stiff or sore muscles, very poor conformation, or from injury or disease. CON rolls after strenuous work or difficult terrain must be made at -4. Failure means the horse is lame until rest and care corrects the problem.

Seriously Lame (All the Time, Fully Impairing, 25 points): Horses with this degree of disadvantage suffer from a problem that is incurable. They should probably be put down.

Psychological Limitations

Rare indeed is the adult horse who has not developed some form of psychological quirk or habit. Some examples include bad habits (such as pawing, kicking, rolling or shying), a bad temper (very common amongst the Mezina Black and other warhorses), fears (of water, dogs, bright colors or loud noises for example), nervousness, gluttony or a habit of bullying other horses. These are generally worth 10-15 points depending on the frequency and danger level, but a serious temper could be worth up to 20 points (and would require a very strong handler).

Reputation

Horses may have reputations for being ill-trained, slow, disobedient or for having nasty habits. Stories may be told of the horse's dangerous antics, perhaps involving injury or death of a previous owner. Most of these sorts of reputation will only apply in a limited area, and thus will be worth from 5-10 points at maximum.

Certain famous breeds of horses also have reputations as superlative war mounts. This brings horse thieves and challenges from rival fighters who wish to test their mettle.

<C-Header> Capabilities

A horse's forward jumping distance is calculated on its base STR score, with benefits for Running. Upward leaping distance is 1" for every 20 points of base STR (half that of humans). However, any STR bonuses for Growth are not included in the beast's STR score for the purposes of these calculations. Horses are able to further increase their Jumping through Superleap with the limitation "Requires Acrobatics Skill Roll."

A horse's "Endurance Under Saddle" is the distance that it can travel in a day without exhaustion or ill effect. It is calculated mathematically through the use of the Long Term Endurance rules, and is thus heavily dependent on the animal's REC score. Animals with a high Endurance Under Saddle will therefore have a higher than normal REC. A horse must spend END not only to run but also for its Encumbrance, and must spend less than half his REC every turn in order to avoid Long-Term Endurance Cost.

The standard day's march for all endurance under saddle calculations is 6 hours. This encumbrance includes the rider and any additional armor and cargo. For convenience, a table has been provided, based on the SPD of the horse, and the amount of END it can spend after any END spent on encumbrance.

Free END Horse's SPD	0	1	2	3	4	5	6
1	5	16	27	38	50	61	72
2	9	20	32	43	54	65	77
3	14	25	36	47	59	70	81
4	18	29	41	52	63	74	86
5	23	34	45	56	68	79	90

Example: *The typical Imperial Charger has STR 30, SPD 4, REC 8, 10" of Running and carries 390 kilograms including full plate barding and an armored knight. If the horse spends 4 END/Turn it will accumulate long term endurance loss. Therefore, it is limited to 3 END/Turn. The Encumbrance charts (found below) indicate that the Charger will spend 1 END/Turn for its Encumbrance load. This leaves it with 2 "Free END." Cross-indexing the beast's SPD 4 with its 2 Free END give the Imperial Charger an "Endurance Under Saddle" of 41 miles in a single 6 hour period.*

Players and gamemasters may find it easier to round the above numbers off to the nearest multiple of 5. Typical saddle horses travel around 30 miles per march, warhorses typically are able to travel 40 or more, but only the most fantastic of beasts can travel more than 75 miles in a single march period.

When a horse is pushed extra marches without rest, CON rolls are required. They are made at a cumulative -2 for every march, unless the animal spends at least as much time resting as it has marching. Still, a good horse can often manage several consecutive marches. A failure in this roll means that the horse is unable to cover the distance without impairing its health. If it continues nonetheless, it will suffer permanent loss of 5 CON. Success, however, allows the horse to go the additional distance. Any failure of a CON roll for endurance under saddle also requires a second CON roll to determine if the horse goes lame. Failure inflicts the animal with the physical disadvantage: Slightly Lame (frequent, minor). Additional failures will rapidly make the horse unusable.

Encumbrance and Barding

Encumbrance

Horses use a slightly modified Encumbrance chart, due to their high natural strength and four legged stance. Use the following chart instead of the Encumbrance chart presented in the *Hero System Rule Book,* page 150. This information also supersedes the Horse Encumbrance system offered in the *Fantasy Hero Companion II.*

Total Weight Carried (kg)	DCV/DEX Rolls	END Cost	Encumbrance Level
0-25	0	0	None
26-50	-1	0	Light
51-100	-2	1	Medium
101-200	-3	2	Heavy
200-300	-4	3	Very Heavy 1
300-400	-5	4	Very Heavy 2
400-500	-6	5	Very Heavy 3

Horses also use a slightly different Modified Encumbrance Table, again due to their high natural STR and size.

Horse's STR	END Cost	Sample Horses
10-14	x1 ½	Nag
15-19	x1	Cart horse, Sumpter, Palfrey, Rouncy
20-24	-1	Donkey, Courser
25-29	-2	Mule
30-34	-3	Charger, Tarsan Courser
35-39	-4	Noble, Destrier
40-44	-5	Tarsan Destrier

Barding and other Horse Armors

Horse armor is widely used throughout Ahrivine, most commonly in Tarsus, where it is of leather, and in Allemaine, where it is of heavy plate. Plate armors are also used in Calabria for the heavy lancers or dragoons.

Horse armor is not given to specific locations, due to the difficulty in actually completely covering any location on a horse with close-fitting armor. Instead, armor is just given a general activation roll and a DEF value. The weight of the armor can then be found on the chart at the bottom of this page.

The most common sorts of barding are the suits of plate armor used by the knights in Allemaine (DEF 8 on a 12- Activation roll). Tarsan light cavalry is typically equipped with leather barding for DEF 3 on 12- Activation, while the most elite of Tarsan Heavy Cavalry uses Dwarven-made plate barding of DEF 8 with a 13- Activation Roll. Barding of high quality is available, and should generally follow the guidelines given for Tarsan or Allemaine equipment (as found in their section of the Lands chapter).

	Activation Roll					
DEF	8-	9-	10-	11-	12-	13-
1	7	10.5	14	17.5	21	24.5
2	10	15	20	25	30	35
3	14	21	28	35	42	49
4	20	30	40	50	60	70
5	28	42	56	70	84	98
6	40	60	80	100	120	140
7	56	84	112	140	168	196
8	80	120	160	200	240	280
9	112	168	224	280	336	392
10	160	240	320	400	480	560

Breeds

The Broken Kingdoms is home to a variety of horse breeds, and others are imported from foreign lands. The list below includes most of the breeds seen in the Kingdoms.

Albionesse

Normally trained as palfreys, this is a beautiful and elegant all-white breed from the now-destroyed island of Albion. They do not have the strength for use in war, but the Mezini, who are the primary breeder of these horses, have their Black destriers and so get along just fine. The Albion white is the mount of choice for noble Mezini men and women out for a ride in the country. Fast and spirited, possessed of better stamina than the fragile Common breeds, the Albion fetches amazing prices when sold in the East. Of course, this requires enterprising horse traders willing to brave Calabrian pirates.

Barbarian

The Barbarian is a breed of the north western coast, bred in Mu-Jahdin and even more distant lands. It is larger than other breeds and is noted for its hardiness. They are trained most commonly as chargers and palfreys.

Black

This breed of large and ill-tempered destriers was bred in Mezina by the Black Albionesse. True to their name, they are almost universally black in color, though many have white markings and the most prized have white manes and tails. Though of incredible strength they possess unremarkable speed and stamina. They are occasionally trained in the Airs Above the Ground, depending on the wealth of the owner—trainers who can teach the Airs are expensive and rare.

Coastal

These are the horses most commonly trained as coursers. They are excellent hunting mounts and are quite common along the Calabrian coast. While not much bigger than the common breed, it is fast and possessed of good endurance.

Common

The standard horse, and the most common source of rouncys and palfreys. They are a mix of many local breeds and come in a variety of colors and markings. They seldom grow large, however, and never big enough to reliably carry a mounted knight into battle. Although large enough to be trained as a courser, they are not particularly suited to such work—being upstaged by the Coastal and Northern breeds.

Fekeshi Pony

Native Fekeshi breeds are shaggy ponies which are sturdy and reliable, spirited but generally too small to serve as a true war mount. Nonetheless, they serve as transportation for a large number of the Fekeshi warrior class. They are trained usually as rouncys and carthorses, though the largest can make serviceable chargers or coursers.

Gray

Also known as the Prince of Horses, the horses of Mu-Jahdin are bred from the ancient war mounts of Albion, and are highly prized. They are used most commonly by the desert nomads, and are noted for their sleek lines and speed. They are usually trained as coursers, chargers or palfreys.

Imperial

Bred in the Ages of the Moon, these were the first Ahrivine horse large enough to carry a fully-armored man in a lance charge. They are bred extensively. These heavy-boned horses are usually trained as chargers, or if too small, as rouncys and palfreys. The Imperial can be found with nearly any color or set of markings.

Northern Pony

The smallest Allemaine horse, it cannot be ridden by adults. However, it is one of the strongest breeds for its size and is used for pack work in the lands of NorthUmbria.

Tarsan

Without a doubt, the Tarsan is the most perfect of horse breeds. When Magog and his brood of dragons invaded Tarsus in the early years of the Age of the Moon Eclipsed, the Great Horses were the only beasts which survived. They remained untamed until tribes of Northrons fled the Dark Titan and his Black Albion hordes, driving out the dragons and settling the land. Now the Great Horse lives in peaceful and profitable coexistence with the Tarsan people.

The Tarsan horses are large and possessed of superior strength, speed and wind. Although it is rare for one to grow large enough to rival the Mezini Blacks. Tarsans are also more intelligent than other breeds, more easily trained and less prone to nervous fear when forced to confront enemies in battle. Finally, Tarsan horses enjoy a longer lifespan than all other breeds, being fully usable well into their twenties (or sometimes even the early thirties). Brown coloration is universal amongst Tarsan mounts, with bays being most highly valued.

Most Tarsans are trained in the traditional manner of Coursers, and in this manner are ridden into battle by the majority of Tarsan military men. Some mounts grow large and strong enough to be trained as destriers, and these serve as mounts for the Tarsan heavy cavalry.

Training

Horses can be trained for a wide variety of purposes, including war, riding or simple labor. The most common training for player character mounts is presented below.

Palfrey

A fine riding horse—handsome, gentle and easy to handle. They are not fast or hardy, however. Most breeds can be trained as palfreys.

Rouncy

A common riding horse, small but sturdy, comfortable but slow. Common horses and small Imperial horses are the most common rouncys.

Courser

A reasonably large, fast and agile horse with sound wind, used as a knight's riding animal. Coursers may be trained for battle, and are the steeds especially trained for the hunt. Coastal breeds from Calabria are the most common Coursers in Allemaine and the coast, while nearly all Tarsan breeds are trained as Coursers.

Coursers have the Survival/Hunting skill, as well as Language and Riding. They are trained for combat and also have the High Society/Dressage and Tactics skills. They typically have an extra +1" of running and are trained for jumping (the Acrobatics skill).

Charger

A war-trained horse; the standard knight's horse. The most common Charger breed is the Imperial. Chargers are trained for combat and have the following skills: Tactics, High Society/Dressage, Riding and Language.

Noble

The strongest, most agile and healthiest Imperial breeds are selected by Allemaini nobility for special training. These elite horses are called "Nobles." They receive the full training of chargers, plus additional training in the Airs Above the Ground, making them deadly combatants in their own right and, when combined with a skilled rider, nearly unstoppable.

The Noble is trained only in Allemaine, and the only Nobles so far trained have been Imperial breeds.

Destrier

A very large, war-trained horse. Normally, only the Black and Tarsan breeds are large enough to be trained as destriers. While large and strong, these beasts have only ordinary constitutions. Destriers are fully trained for battle and have the Tactics, Riding, Language and High Society/Dressage skills. They typically have 1" less running than ordinary horses.

Imperial Noble

35	STR	18	DEX	15	CON	18	BODY
5	INT	5	EGO	20	PRE	14	COM
9	PD	6	ED	4	SPD	9	REC
30	END	50	STUN				

Skills: High Society/Dressage, KS: Airs above the Ground 11-, Language: At Liberty, Riding, Tactics, +2 MIA Levels/Plate; Martial Arts/Airs Above The Ground: Pesade and Trample, Courbette, Ballotade, Capriole; WE: In saddle, rough-shod.

Abilities: 20 points Growth, 0 END Cost Persistent, Always On; ½d6 HKA, Reduced Penetration; Horse Enhanced Sense Package; Danger Sense in and out of combat; +4" Running.

Disadvantages: Distinctive Features: Breeding, Style Disadvantage; Physical Limitations: Not Sentient, Limited Manipulation; Psychological Limit: Bad Habit.

Equipment: DEF 8 Plate Barding, Activation 12- (240 kilograms); fully armored knight (150 kilograms).

Encumbrance: -3 DCV/DEX Rolls, no END Cost.

Endurance Under Saddle: 65 miles.

Point Cost: 29/15

The Imperial Noble is the best trained horse in the Broken Kingdoms and, arguably, the world. They begin with the largest of the Imperial stock, and must be strong, agile, healthy and receptive to training. In addition to being taught how to carry a knight into battle and keep him there, they are additionally taught the famous "Airs Above the Ground," making them deadly combatants in their own right. The Noble is trained only in Allemaine, and only Imperial breeds have ever received this training. They are commonly ridden by the great knights of Allemaine, and are a likely steed for player characters.

Fuzion Stats

2	INT	2	WILL	6	PRE
1	TECH	6	REF	6	DEX
11	STR	5	CON	6	BODY
6	MOVE	10	SD	10	ED
3	SPD	16	REC	50	END
30	STUN	30	HITS	6	RES

Fuzion Skills: Skills listed above at Level 3.

Tarsan Courser

32	STR	28	DEX	19	CON	17	BODY
6	INT	6	EGO	20	PRE	14	COM
8	PD	5	ED	4	SPD	11	REC
38	END	51	STUN				

Abilities: 20 points Growth, 0 END Cost Persistent, Always On; ½d6 HKA, Reduced Penetration; Horse Enhanced Sense Package; Danger Sense in and out of combat; +7" Running.

Skills: Acrobatics, High Society/Dressage, Language: At Liberty, Riding, Survival/Hunting, Tactics.

Disadvantages: Distinctive Features: Breed; Physical Limitations: Not Sentient, Limited Manipulation; Psychological Limit: Bad Habit.

Equipment: DEF 3 Leather barding, Activation 12- (42 kilograms), fully armored warlord (150 kilograms).

Encumbrance: -3 DCV/DEX Rolls, no END Cost.

Endurance Under Saddle: 75 miles.

Point Cost: 32/16

The great horses of Tarsus have long been in partnership with the people of that land, serving as mounts in war against the Fekesh or against dragons and Inach out of the Pennine Mountains. Horses of this type are ridden by nearly every member of the Tarsan Army of the Dragon, and are herded and bred throughout the Kingdom. They are widely perceived as the best mounts in the world, and for good reason. They are likely player character mounts.

Fuzion Stats

2	INT	2	WILL	6	PRE
1	TECH	9	REF	9	DEX
10	STR	6	CON	5	BODY
6	MOVE	12	SD	12	ED
4	SPD	16	REC	60	END
25	STUN	25	HITS	6	RES

Fuzion Skills: Skills listed above at Level 3.

Horse Stat Sheet

This presents the relevant combat and travel statistics for most horses of Ahrivine. Gamemasters and players will have to extrapolate anything not presented here. Two point costs for the mounts are given, separated by a slash. The first number is calculated using the standard *Hero System* point cost for a Follower: 1 character point/5 base points in the follower. The second number follows the guidelines given in the Character Creation chapter of this book for mounts bought as followers: 1 character point/10 base points in the mount. Gamemasters can decide which system to use in their campaigns.

The Horse Stat Sheet is on the next page.

Horse Stat Sheet

Training/Breed	STR	DEX	CON	BOD	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STN
Charger/Barb	28	17	16	18	4	4	18	10	8	6	4	9	32	52
Running 10", Growth 20 pts, High Society, Riding, Tactics; March 65, Point Cost 24/12														
Charger/Fekesh	20	12	14	15	4	4	16	10	6	6	4	8	28	40
Running 8", Growth 15 pts, High Society, Riding, Tactics; March 40, Point Cost 16/8														
Charger/Grey	30	20	15	17	4	4	20	14	8	5	4	9	30	49
Running 11", Growth 20 pts, High Society, Riding, Tactics, +2 MIA/Leather; March 65, Point Cost 27/14														
Charger/Imp	30	17	12	16	4	4	18	10	8	5	4	8	24	46
Running 10", Growth 20 pts, High Society, Riding, Tactics, +2 MIA/Plate; March 40, Point Cost 22/11														
Courser/Coastal	24	25	15	15	4	4	16	10	7	4	4	7	30	45
Running 11", Growth 15 pts, Acrobatics, Riding, Survival, Tactics; March 50, Point Cost 20/10														
Courser/Grey	24	28	18	16	4	4	18	14	7	5	4	8	36	48
Running 13", Growth 15 pts, Acrobatics, Riding, Survival, Tactics; March 50, Point Cost 27/13														
Destrier/Black	38	10	10	17	4	4	20	10	9	6	4	5	20	52
Running 9", Growth 25 pts, High Society, Riding, Tactics, +2 MIA/Plate; March 40, Point Cost 19/10														
Destrier/Tarsan	41	20	16	18	5	5	25	14	10	7	4	11	32	58
Running 11", Growth 25 pts, High Society, Riding, Tactics, +2 MIA/Plate; March 75, Point Cost 34/17														
Palfrey/Albion	18	12	10	13	4	4	15	16	5	2	3	8	20	36
Running 12", Growth 15 pts, Riding; March 35, Point Cost 11/6														
Palfrey/Com	16	10	8	13	4	4	13	10	5	2	3	7	16	34
Running 10", Growth 15 pts, Riding; March 35, Point Cost 10/5														
Rouncy/Com	18	10	14	14	4	4	12	10	6	3	3	7	28	40
Running 10", Growth 15 pts, Fam: Riding and Tactics; March 35, Point Cost 12/6														

Characteristic Maxima by Breed

	STR	DEX	CON	BODY	INT	EGO	PRE	COM	DEF	REC	END	STUN
Albion	28	22	18	21	6	6	20	24	12/8	12	45	55
Barb	33	20	18	23	6	6	20	20	14/8	14	45	61
Black	38	20	18	22	6	6	20	20	16/8	14	45	62
Coast	26	25	18	20	6	6	20	20	10/8	10	45	52
Com	26	20	18	20	6	6	20	20	10/8	10	45	52
Fekesh	28	20	18	21	6	6	20	20	12/8	12	45	55
Grey	35	28	21	22	6	6	23	24	14/8	14	52	62
Imper	35	20	18	21	6	6	20	20	14/8	14	45	60
Tarsan	41	28	22	24	8	8	25	24	16/8	16	55	72

Fuzion

All horses are 1 TECH, REF and DEX are the same, SD and ED are CONx2, REC is STR + COM, END is CONx10, STUN and HITS are Bodyx5, RES is WILLx3.

Name	INT	WILL	PRE	REF/DEX	STR	CON	BODY	MOVE
Charger/Barb	1	1	6	6	9	5	6	6
Charger/Fekesh	1	1	5	4	6	4	5	5
Charger/Grey	1	1	6	6	10	5	5	7
Charger/Imp	1	1	6	6	10	4	4	6
Courser/Coastal	1	1	5	8	8	5	5	7
Courser/Grey	1	1	6	6	8	6	6	8
Destrier/Black	1	1	6	3	12	3	3	5
Destrier/Tarsan	2	2	8	6	13	5	5	7
Palfrey/Albion	1	1	5	4	6	3	3	7
Palfrey/Com	1	1	4	3	5	2	2	6
Rouncy/Com	1	1	4	3	6	4	4	6

Inach

"There are three things in which goblins excel: they eat, they kill, and they run."

—Duke Axilles of Domus

The Inach, sometimes called "goblins," are the footsoldiers in the Host of the Doomed. They were bred millennia ago by the Master of the Dark Depths, within the City of Vaults, but have since spread to every dark corner of the world. They have proven extremely adaptable and tenacious, and legends abound of desert Inach, ice Inach, and other subspecies who have learned to live in environments much unlike that for which they were made.

Bred in darkness, Inach are dangerous from birth. They are possessed of a natural savagery that is only amplified during their brief lives. Males are much more common than females, and they mature rapidly. Females are kept in guarded breeding pits and visited only by the strongest members of the race. Their true lifespan is unknown but almost certainly abbreviated; rare is the Inach who dies of old age.

Physically they are poor imitations of man, often with bow-legs, hunch backs and ugly, deformed appearances. Their skin is black, gray or green, riddled with warts, scars, scabs and other marks. Although they see in darkness with complete clarity, they are nearly blind in daylight, and easily slain if confronted by the light of the sun. Despite these failures, however, the Inach are possessed of a fantastic endurance and stamina, are exceptionally hardy and nearly tireless. It is not uncommon for a tribe of them to run without pause for 6 span (12 hours) at a stretch, covering over 30 leagues.

Inach are vicious and cruel creatures who live only to eat, kill and indulge themselves. All of mankind's worst traits can be found in them, including greed, lust, envy and treachery. Nonetheless, they live in fear of their Doomed masters and serve them without question. Their will is weak, however, and Inach have always been easily frightened. In battle, a tribe of Inach will fight with a bloodthirsty fury, but have been temporarily driven off by horns, battle cries or other flourishes.

Although rained from birth to kill and feed, Inach are not without some craft skills. They often manufacture weapons which appear crude and simple, but perform their duty with brutal effectiveness. Inach also learn the use of weapons very early in their life, preferring simple crushing, smashing or hacking weapons. Their utility in war is limited by their inability to grasp any sort of tactic more complicated than the bloodthirsty mob. Their numbers, however, seem limitless.

Inach Warrior

15	STR	13	DEX	20	CON	12	BODY
8	INT	8	EGO	13	PRE	4	COM
7	PD	6	ED	3	SPD	8	REC
40	END	31	STUN				

Skills: Climbing, Stealth, Survival, Weaponsmith; WF: Common Melee, Common Missile; +2 Levels in Hand to Hand combat.

Powers: ½D6 HKA, Reduced Penetration; Damage Resistance PD 1/ED 1; Infrared Vision; Running +2"; Swimming -2".

Disadvantages: Distinctive Features: disgusting humanoid; Physical Limitation: Aversion to daylight: ½ OCV and DCV; Psychological Limitations: Violent and cruel, Disgusting, crude and self-indulgent; Susceptibility: 2x Effect from PRE attacks.

Equipment: Steel cap (DEF 6 on location 5), boiled leather armor (DEF 3 on locations 9-14), medium shield, scimitar (1d6+1 KA, +1 OCV, STR 10), hand axe (1d6+1 KA, STR 10), knife (½d6 KA, +1 OCV, STR 5).

Variations on Common Inach: Every tribe is different, but most will keep a single weapon and armor mix within their warriors. Possibilities include archers (heavy short bows 2d6 RKA, STR 15), dogriders (animal handler and riding skill plus spear (1 ½d6 KA, -1 OCV, STR 13)), siege engineers (demolitions, PS: Field Engineer, WF: Emplaced Weapons) and trackers (bugging, concealment, shadowing, tracking, KS: Poisons).

Fuzion Stats

2	INT	2	WILL	4	PRE
3	TECH	4	REF	4	DEX
5	STR	6	CON	4	BODY
4	MOVE	12	SD	12	ED
2	SPD	11	REC	60	END
20	STUN	20	HITS	6	RES

Fuzion Skills: Hand to Hand: 4; other skills listed above at Level 3.

Fuzion Powers: Armor: 3 KD/EKD; Infrared Vision

Breeding experiments with the Inach continued to strengthen their line over the generations, and within this Age a new breed of stronger, more intelligent Inach has become more common. They are easily differentiated from their weaker cousins by a straighter and taller posture, a more intelligent bearing and the complete blackness of their skin. Largely considered the creation of the Black Prince, they have become called the Torinach, or "goblins princes" in his name. The Tor-Inach were originally seen only as officers and chieftains, but now entire tribes of these cunning and brave warriors exist, and are among the valued members of the Doomed Host.

The Torinach combine all of the Inach strengths with few of their weaknesses. They are even stronger and more durable than their original race, and although they dislike the sun, they hate it rather than suffer from it's light. They can master language other than the foul and base tongue which the Inach race was taught from Darkseeker, and use more sophisticated weapons (preferring straight swords or crossbows). Some Torinach have also displayed facility with magic, and act as shamans or priests for their unknown, dark religion.

Torinach Warrior

20	STR	14	DEX	23	CON	13	BODY
10	INT	11	EGO	15	PRE	6	COM
8	PD	6	ED	3	SPD	9	REC
46	END	39	STUN				

Skills: Climbing, Stealth, Survival, Tactics, Weaponsmith; Language: basic Allemaini; WF: Common Melee, Common Missile; +1 Level in All Combat, +2 Levels in Hand to Hand combat, +1 Level MIA/Plate.

Powers: ½D6 HKA, Reduced Penetration; Damage Resistance: PD 1/ED 1; Infrared Vision; +2" Running; -2" Swimming.

Disadvantages: Distinctive Features: disgusting humanoid; Psychological Limitations: Violent and cruel, Disgusting, crude and self-indulgent.

Equipment: Steel helm and breastplate (DEF 8 locations 4-5, 9-13), chainmail (DEF 6 locations 8 and 14), medium shield, broadsword (1 ½d6 KA, +1 OCV, STR 13), mace (1d6+1 KA, STR 10), longknife (1d6-1 KA, +1 OCV, STR 6).

Fuzion Stats

6	INT	4	WILL	5	PRE
4	TECH	4	REF	4	DEX
6	STR	7	CON	4	BODY
4	MOVE	14	SD	14	ED
2	SPD	13	REC	70	END
20	STUN	20	HITS	12	RES

Fuzion Skills: All Combat: 4; Hand to Hand: 5; other skills listed above at Level 3.

Fuzion Powers: Armor: 3 KD/EKD; Infrared Vision

Variations: Again, every tribe is unique, but often include elite or specialty troops impossible among the less intelligent Inach. Possible variations include crossbowmen (2d6 KA, +1 RMod, STR 15), elite dogriders (animal handler, riding, long spear (2d6 KA, -1 OCV, STR 15), morningstar (1 ½d6 KA, -1 OCV, STR 13)), miners (PS: Miner, PS: Armorer), foresters (tracking, navigation) or officers (+1 Level in all combat, increased BODY and STUN).

Trolls

Along with Inach, Trolls were bred in the pits of the City of Vaults as soldiers for Darkseeker's war for mastery of Ahrivine and the world. Thankfully, however, Trolls are much rarer than their smaller brethren. They are correspondingly more fearsome, however, being bred in mockery of the Giants, and were meant as a weapon against that race.

The common "wild troll" or "ogre" is much larger than a man, typically standing 9-12 feet high. They are possessed of great strength and stamina, though of little intelligence. Despite the fact that they are highly resistant to wounds and other harm (with skin as strong as armor, and some immunity to pain of all sorts) they nonetheless suffer from one crippling disadvantage: they turn to stone under the light of the sun. This obviously forbade them from great usefulness in the Dark Titan's armies, which often operated several days distant from the troll's lairs. Trolls were initially useful only as guards for the Titan's strongholds. Many of them escaped into the world, where they hid during the day and preyed upon those who were weaker and smaller than them by moonlight (and this includes nearly everyone except Giants). In the millennia since their creation they have spread across all the surface of Ahrivine, finding solace in the dark and unreachable cracks under the earth that the sun cannot reach. Perpetually dark forests, like the thick Forest Grande, are also common homes for them. In the far north they are said to hibernate for the long summer months, then emerge to rampage and pillage during the long darkness of winter.

Wild trolls are of exceptionally diverse physical nature. Some have horns, shaggy fur or ugly, wart-covered skin. They have keen night sight, as would be expected from their habits, and have vicious claws. They prefer clubbing weapons, however, which capitalize on their great strength. Darkseeker bred them to eat other sentient beings such as Elves, Dwarves and Men; failing this they will hunt other animals but will always remain carnivorous, even devouring their own dead if other food sources fail. Although they hate all living things, even themselves, they maintain a special black hatred for the Dwarvenkind, who decimated many of their number in the early days of their service to the Titan. The natural lifespan of Trolls remains completely unknown. Some scholars speculate that they are immortal.

Ogre or "Wild Troll"

30	STR	11	DEX	25	CON	20	BODY
7	INT	8	EGO	25	PRE	2	COM
12	PD	10	ED	3	SPD	11	REC
50	END	58	STUN				

Powers: 15 points of Growth, Always On Persistent; Damage Resistance: PD 6/ED 5; 25% Resistant Physical Damage Reduction; 1d6 HKA, Reduced penetration; Infrared Vision; +1" Running.

Skills: Climbing, Stealth, Survival, +1 Level in Hand to Hand Combat, +3 OCV with Club.

Disadvantages: Distinctive Features: huge, ugly and monstrous; Physical Limitation: Turns to stone from sunlight, Has no fear; Psychological Limitations: Eat sentients, Hatred of Dwarves.

Weapons: Large Club (7d6 N, STR 11), Skinning Knife (+1 OCV, 1 ½d6 KA, STR 13).

Fuzion Stats

2	INT	2	WILL	8	PRE
3	TECH	4	REF	4	DEX
10	STR	8	CON	6	BODY
4	MOVE	16	SD	16	ED
2	SPD	18	REC	80	END
30	STUN	30	HITS	6	RES

Fuzion Skills: Hand to Hand: 4; Club: 5; other skills listed above at Level 3.

Fuzion Powers: Armor: 16 KD/12 EKD**;** Infravision

Darkseeker was not satisfied with his Trolls, who not only were destroyed by the light of the sun, but also suffered from incurable stupidity. His many tribes of Inach served their purpose as expendable front-line troops, but he had no way to break fortified lines of defending Giants or Dwarves, or withstand the concentrated charge of heavy cavalry. So he bent his dark will to the task of strengthening his original breed of wild trolls, in the hope of breeding a stronger and more useful race.

He achieved his expectations and more. The final result, the War Trolls or True Trolls, are the most awesome creatures of war known in Ahrivine, short of Wyrms. They are thankfully rare, usually numbering no more than 1% of any Host the Doomed might field, but they remain the invulnerable core of such armies. Generals, Archmages and high priests in service of the Doomed invariably surround themselves with a War Troll bodyguard, and it is certain that at least some legions of these creatures (each numbering a thousand or more individuals) exist in the Doomed Host.

True Trolls are stronger than their brethren, far more intelligent and nearly invulnerable to harm. They share the common Troll fondness for the flesh of sentient beings, and are as immune to fear and terror as their weaker kin. In matters of bloodshed they far surpass their earlier breed, since they are trained from birth for war in the Black Prince's Hosts. A few escape into the wild and barren plains of Doomhault or the Rydion Mountains, but it is rare to find a True Troll who does not serve the Doomed in some manner. Some have even demonstrated magical skills.

These terrible creatures can easily destroy a dozen fully armed, armored and mounted knights, not to mention a company of adventurers. To defeat one in single combat is a feat beyond the capabilities of all but the greatest of heroes. To flee from a War Troll is not cowardice, it is wisdom.

War Trolls

40	STR	17	DEX	30	CON	23	BODY
10	INT	13	EGO	30	PRE	0	COM
16	PD	12	ED	3	SPD	11	REC
60	END	75	STUN				

Powers: 15 points of Growth, 0 END Cost Persistent, Always On; 1d6 HKA, Reduced Penetration; 50% Physical Damage Reduction, Not versus magic or magic weapons; Damage Resistance: PD 8 and ED 6; 1 BODY Regeneration; Infrared Vision.

Skills: Climbing, Stealth, WF: Common Melee, Flail; +1 Combat Level with DCV , +2 Levels in All Combat, +8 Levels with Common Melee Weapons.

Disadvantages: Distinctive Features: unconcealable, causes extreme reactions; Extreme Reputation as evil and cannibalistic monsters; Hunted by any Eastern Warriors (LesP, 8-), Watched by Masters; Psychological limitations: Hate all creatures, even fellow trolls, Have no fear, Obedient to dark masters, Eat the flesh of sentients.

Equipment: Various weapons including Battle Axe (3d6 KA, STR 23), Club (8d6 N, STR 12), Flail (2d6+1 KA, STR 22, ignore shields), Mace (2d6+1 KA, STR 18), Morning Star (2 ½d6 KA, STR 20), Greatsword (3d6 KA, +1 OCV, STR 23) or Warhammer (2d6 KA, +1 STN, STR 23). Occasionally armored in DEF 6 chainmail over locations 7-18 (mail hauberk with greaves, braces and boots of light plate over leather).

Fuzion Stats

3	INT	4	WILL	10	PRE
4	TECH	5	REF	5	DEX
13	STR	10	CON	7	BODY
3	MOVE	20	SD	20	ED
2	SPD	23	REC	100	END
35	STUN	35	HITS	12	RES

Fuzion Skills: All Combat: 5**;** Common Melee: 10; other skills listed above at Level 3.

Fuzion Powers: 50% Physical Damage Reduction, doesn't work vs. Magic or Magic Weapons; Amor: 12 KD/8 EKD; Regeneration: REC in Hits Per Minute; Infrared Vision

The Wandering Flames

In truth, no one knows the true nature of the Wandering Flames. They remain a mystery, but they are linked to the Prophecy of the Boy King in some indefinable way, and it is certain that their eventual influence will be profound. What information is known about them can be summed up briefly.

The Flames first appeared less than twenty years ago, streaking out of the sky as a meteor does. Indeed, its approach from the outer Spheres had been witnessed by Ahrivine astrologers. They struck the land in the northern reaches, beyond even NorthUmbria. Since that time the Flames have seem to have traveled all around the globe in an unpredictable path, appearing and disappearing, sometimes flitting through the sky or across the ground. They generally appear as a column of flame the height of a man, but the Flames seem by nature to be unpredictable and many other forms have been noted.

Wyrms and their Kin

There is no doubt that the Wyrms, or Dragons, are the greatest of beasts in Alia. Their true origin is steeped in myth and legend—although they seem to have appeared in large numbers with the Darkseeker's damnation, some Elves and Giants report the existence of wyrmkin long before, in the early years of the world.

Wyrms and their kin come in a dizzying array of shapes and sizes. Some are so small that they can perch on human's shoulder, while others blot out the sun in their majesty. It is the miniature dragons which seem to be most easily domesticated, but other variations include the thirty-foot Petty Drake, the evil Carrion Drakes that are domesticated as riding beasts by the Host of the Doomed, crawl wyrms and the fantastic winged drakes. Fire wyrms with the ability to breathe magical gouts of flame are known and come in both winged and land-bound varieties. Other forms of breath weapon are rare, although legends tell of wyrms who spat acidic venom, caustic blood, or storms of ice (usually chewed and exhaled from glaciers or other ice fields). Many are accomplished sorcerers.

By far the vast majority of wyrms and their kind are evil creatures, who slaughter humankind without remorse. When they first appeared in large numbers they served as the greatest weapon in the Dark Titan's Host, able to burn entire armies to the ground with their power, or devour even the mighty Giants. More than one Dwarven Holdfast suffered their wrath and were looted or destroyed. Their hunger is vast, and wyrms made the plains of Tarsus barren of almost all life in their desperate need to eat. They enjoy the fear and admiration that they cause in mortals. Some kill in order to amass gold, but most seem simply to enjoy cruelty. The most ancient of their breed lose their hunger pangs, or perhaps it becomes so constant that they finally learn to ignore it, and often their motivation as well. Commonly these oldest of wyrms withdraw into seclusion, and of their eventual fate little is known.

A few sample wyrms are offered below. These include the Carrion Wings which serve as mounts and winged hunters for the Doomed, and two true dragons. Larger and more terrible beasts than those presented certainly exist, but are unlikely to be encountered by most adventurers. "Generic" writeups for several draconic creatures can be found in the *Hero Games Bestiary, Fantasy Hero*, and the *Fantasy Hero Companion.* These should be customized by the GM, and all should possess the additional disadvantage "Vulnerability: 2x BODY and STUN from attacks with Find Weakness," a common element of nearly all Broken Kingdoms dragons.

Carrion Wings

These foul creatures were bred by the Dark Titan and his servant, the Lord of Beasts. They are most famous in their role as mounts for the Doomed and for other powerful servants, but they also exist in the wild and their hunting grounds cover most of the Forest Grande and the Rydion Mountains.

Carrion Wings are long sinuous reptilian creatures with a loathsome black flesh that is wrinkled and folded. Their wings resemble those of bats, but are much stronger and commonly reach a span of over sixty feet. Thanks to the Titan's breeding, they have vicious natural weapons including a large and sharp beak which can grab and crush with terrible power. Their forward claws are mounted, as with bats, at the midpoint of their wings, but it is the rear talons which are most dangerous. The Carrion Wing is well known for its silent diving runs on its prey, and these talons can grab the victim securely while the Wing returns to high altitude or takes it to its lair. True to their name, however, Carrion Wings prefer their prey only after they have begun to rot, and their habit is to wound their food and then leave it in the depths of a cave or other isolated location. After the poor creature has died—or at least begun to suffer gangrene—the Carrion Wing will return to feed. Their dietary habits (combined with the fact of their unnatural existence) gives them a foul and nearly overpowering stench which invariably gives away their location if the Wing is downwind.

Despite their relatively small size for wyrmkin, the Carrion Wings are not creatures to be taken lightly. They are bred for war and as mounts for the

Lord of Night's most terrible servants, and even a fully armored and courageous knight would be prudent to flee from them. To slay one in single combat is a heroic accomplishment, and worth a song.

Carrion Wings

40	STR	30	DEX	30	CON	24	BODY
8	INT	8	EGO	35	PRE	6	COM
16	PD	16	ED	4	SPD	7	REC
60	END	73	STUN				

Powers: 35 points of Growth, 0 END Cost Persistent, Always On; 1 ½D6 HKA, 0 END Cost, Reduced Penetration; 50% Resistant Physical and Energy Damage Reduction; Damage Resistance: 4/4; 12" Flight, Wings can be restricted (-½); 12" Gliding; Extra Limb: Tail; Ultraviolet Vision; +2 Enhanced Perception.

Skills: Language: In Hand; Riding, Stealth, Survival, Tactics.

Disadvantages: Distinctive Features: not concealable, extreme reaction; Physical Limitations: Limited Manipulation, Not Sentient; Psychological Limitations: Bad Temper; Reputation: as vicious, carnivorous creatures of darkness (extreme) 11-.

Armor: None

Other Encumbrance: Mounted and armored rider—150 kilograms.

Encumbrance Effects: -2 to DCV/DEX Rolls, No END Cost.

Endurance Under Saddle: 185 miles. Note that the Carrion Wing spends most of its travel time gliding, flying only to gain altitude.

Fuzion Stats

2	INT	2	WILL	11	PRE
2	TECH	10	REF	10	DEX
13	STR	10	CON	8	BODY
3	MOVE	20	SD	20	ED
5	SPD	23	REC	100	END
40	STUN	40	HITS	6	RES

Fuzion Skills: Perception: 4**;** other skills listed above at Level 3.

Fuzion Powers: Armor: 8 KD/8 EKD; 25 m/yds Flight; 24 m/yds Gliding: all other Powers as Listed.

Stefelon, the Dragon in the Dark

Few of the wise ever expected the wingless wyrm Stefelon to be so much trouble, but in the past few years he has become a living example of the power of rage. No one knows his lineage, but it is well known that in his early years he was considered something of a quiet and reclusive drake, known for his fancy for matters of draconic law, as well as a wide selection of knowledge on various obscure topics. But when his mate was slain by a company of greedy adventurers he seems to have snapped. Stefelon went mad, and began a single-minded crusade to rid the world of all such wyrmslayers. His one dragon war against humankind seems to know no bounds.

Stefelon has unlimited stamina and a rapacious greed for carnage. He does not sleep nor suffer distraction from his efforts, and has already become famous as the most active wyrm currently living. If his depredations continue he will soon outpace even the legendary wyrms of the last Age. The dark caves of the Pennines are his home, and no traveler is safe within them. He hunts exclusively at night, usually by the light of the moon, and his great and majestic presence is enough to terrify all who are foolish or unlucky enough to cross his path. His body is long and serpentine, swollen by his hate, and although he possesses no breath weapon or wings, he remains a menace that only the greatest of warriors could hope to defeat.

Stefelon, the Dragon in the Dark

Val	CHA	Cost	Roll	Notes
65	STR	10	22-	200 tons; 13d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 1
40	CON	60	17-	
29	BODY	20	15-	
18	INT	8	13-	PER Roll: 17-
30	EGO	40	15-	ECV: 10
55	PRE	45	20-	PRE Attack 11d6
8	COM	-1	11-	
26	PD	22		
26	ED	18		
6	SPD	30		Phases: 2,4,6,8,10,12
12	REC	0		
80	END	0		
80	STUN	21		

Total Characteristics Cost: 303

Movement: Running 12"/24"
Swimming 2"/4"

Powers & Skills:

Combat Training
Combat Skill Levels: +2 Levels in Hand to Hand Combat (10)

Dragon Attack Forms:
Claws and bite: HKA 3d6, Area of Effect One Hex, 0 END Cost, Reduced Penetration (2x 3d6 with STR adds) (72)
Tail sweep: HA +8d6, Area Effect: Cone, 0 END Cost, No Range, One plane only (16d6 with STR adds) (34)
Immense size: One Hex Area Effect, ½ END Cost on STR 65 (49) [5]

Draconic Nature
More immense size: Growth 45 points, 0 END Persistent, Always On (60)
Armored scales: Damage Resistance 13/13 (13)
Ignore flesh wounds: Damage Reduction 50% Resistant Physical and Energy, Only vs. STUN (40)
Immortality: Life support, Immune to age, disease and temperature extremes, does not need to sleep (12)
Obsessed: Mental Defense +11 (5)
Slithering stride: Running +6" (12) [1/5"]
Tail: Extra Limb (5)
Magical blood: Regeneration 2 BODY/Turn (20)

Enhanced Senses:
See by starlight: Ultraviolet Vision (5)
See body heat: Infrared Vision (5)
Hearing: Ultrasonic Hearing (3)

Scholars debate if the Flames are sentient or alive. Certainly, they are magic of a most profound nature. Prophets, seers and astrologers seem quite unable to predict the future location of the Flames—this has led the wise to speculate that the Flames are unfettered by the reach of Fate, or that they have something to do with Wizards (who are also invisible to the powers of prophecy).

Little else is known about them, but as the Flames migrate across Ahrivine it is certain that their eventual purpose will become known.

Acute sense of smell: Tracking Scent (10)
Acute sense of smell: Discriminatory Smell (5)
S**upernatural senses:** +4 Enhanced Perception (12)
Background Skills
Climbing 13- (3)
Concealment 13- (3)
Navigation 11- (3)
Stealth 13- (3)
Survival 11- (3)
Tracking 13- (3)
KS: Various over-specialized topics (20)
PS: Lawyer 11- (2)
Languages: Completely Fluent Albion, Allemaine, Old Elvish, Dwarvish, Giant, Calabrian, Tarsi, Ancient Pallean (8)
Defense Maneuver, 0 phase action (8)

Total Powers & Skills Cost: 428

Total Character Cost: 731

Disadvantages: 100+

Distinctive Features:
Enormous and ravenous serpentine beast, not concealable, extreme reaction (25)
Enraged:
Those who inflict BODY upon him 11-, recover 11- (10)
Hunted by:
Anic Wyrmhunter, less powerful, 11- (10)
Physical Limitation:
No fine manipulation (15)
Psychological Limitation:
Vigilante mentality (25)
Reputation:
Vicious bloodthirsty monster with unlimited endurance, 11-, extreme (15)
Unluck:2d6 (10)
Vulnerability:
2x BODY and STUN from attacks with Find Weakness (20)
Villain Bonus (501)

Fuzion Stats

6	INT	10	WILL	18	PRE
2	TECH	6	REF	6	DEX
22	STR	13	CON	9	BODY
7	MOVE	26	SD	26	ED
3	SPD	35	REC	130	END
45	STUN	45	HITS	30	RES

Fuzion Skills: Perception: 6; other skills listed above at Level 3.

Fuzion Powers: Armor: 26 KD/26 EKD; Mental Defense: 11; Regeneration: REC in HITS per Minute; Ultraviolet Vision; Infrared Vision; Ultrasonic Hearing; all other Powers as listed.

Erinahl, Master of the Game

Although he has long since retired, there was a time when Erinahl the winged fire-wyrm was the most feared name in all of Ahrivine, excepting perhaps that of Darkseeker only. Since his hatching, Erinahl has been fascinated with games. He began with draconic versions of childhood games (pin the fire on the knight, that sort of thing) but soon graduated to games requiring strategy and skill. Through the mail he once played the High King of Allemaine and the Lord of Night simultaneously in chess (the outcome of these matches are uncertain, but Erinahl was a heavy favorite among those in the know). However, as he aged, his mastery of games grew so great that he outpaced all others. Despite his war games and his vast global political economic simulations, he finally realized that he had no one to play them with.

Erinahl retreated to his mountain top lair. Eventually he bought a small Calabrian publishing house and began to write adventure novels, but he remains unfulfilled. The tremors of fear his name once inflicted have been usurped by creatures like Stefelon and Krisaval (the Dragon in the Dark's chief rival in recent years). His most recent creative triumph is "Halls of Silver, Halls of Sin," a unique concept in games in which players adopt the roles of Albionesse noblemen during the final years of the First City. Erinahl despairs of ever finding players for this new concept.

Although he was once a veritable engine of destruction, a force of nature clothed in scales and put to wing, Erinahl has since gone soft. His gleaming torso bulges around the middle, and his eyes have begun to fail him. He receives occasional visitors who ask him questions or petition for his aid, but without players for his games his life remains empty and he has no enthusiasm for mortal concerns.

Erinahl, Master of the Game

Val	CHA	Cost	Roll	Notes
75	STR	15	24-	800 tons; 15d6 [7]
15	DEX	15	12-	OCV: 5/DCV: 5
35	CON	50	16-	
35	BODY	30	16-	
25	INT	15	14-	PER Roll 14-
18	EGO	16	13-	ECV 6
40	PRE	30	17-	PRE Attack 8d6
12	COM	1	11-	
30	PD	25		
30	ED	23		
3	SPD	5		Phases: 4,8,12
12	REC	0		
70	END	0		
66	STUN	0		

Total Characteristics Cost: 225

Movement: Running 10"/20"
Flight 20"/40"
Swimming 2"/4"

Powers & Skills

Dragon Attack Forms

Flame Breath: 5d6 RKA 5d6, Area Effect: Any Area, Reduced by Range (120) [15]

Bite and Claws: HKA 3d6, One Hex Area Effect, 0 END Cost, Reduced Penetration, 2x 3d6 with STR adds (72)

Tail Sweep: +8d6 HA, Area Effect: Cone, No Range, One plane only, 16d6 with STR adds (27) [5]

Wing Buffet: Telekinesis 50 STR , Area Effect Cone, ½ END Cost, Only to hurtle target directly away, Gestures (75) [7]

Immense Size: Area Effect One hex and ½ END Cost on 75 STR (43) [6]

Draconic Nature

More immense size: Growth 50 points, 0 END Cost Persistent, Always On (67)

Armored scales: Damage Resistance: 10/10 (10)

Ignore flesh wounds: Damage Reduction, 25% Resistant Physical and Energy (30)

Legendary mind: Mental Defense +14 (10)

Magic resistance: Power Defense +10 (10)

Immortality: Life Support, Immune to age, disease and temperature extremes (9)

Wings: 20" Flight, ½ END Cost, Wings can be restricted (33) [2]

Great stride: Running +4" (8)

See heat: IR Vision (5)

See by starlight: UV Vision (5)

Wings and tail: Extra Limbs (5)

Gaming Skills and Talents:

Acting 17- (3)
Conversation 17- (3)
Deduction 14- (3)
Gambling 18- (17)
(Game) Inventor 14- (3)
KS: (INT-Based) Childhood Games 17- (2)
KS: (INT-Based) Games of Chance 17- (2)
KS: (INT-Based) Games of Strategy 17- (2)
KS: (INT-Based) Simulation Games 17- (2)
KS: (INT-Based) History 17- (2)
KS: (INT-Based) Literature 17- (2)
KS: (INT-Based) Religion 17- (2)
Languages: Most (20)
Mimicry 11- (3)
Oratory 17- (3)
PS: (INT-Based) Author 17- (3)
PS: (INT-Based) Gamemaster 17- (3)
Scholar (3)
Survival 11- (3)
Tactics 17- (9)
Cramming (5)
Eidetic Memory (10)
Speed Reading (3)

Total Powers & Skills Cost: 637

Total Character Cost: 862

Disadvantages 100+

Distinctive Features:
Giant wyrm, not concealable, extreme reaction (25)

Physical Limitation:
No fine manipulation (15)

Psychological Limitation:
Longs for personal fulfillment (15)

Reputation:
Legendary dragon now in retirement 11- (10)

Vulnerability:
2x BODY and STUN from attacks with Find Weakness (20)

Watched by:
Questioning mortals who won't stop pestering him, less powerful, 11- (5)

Experience Bonus (672)

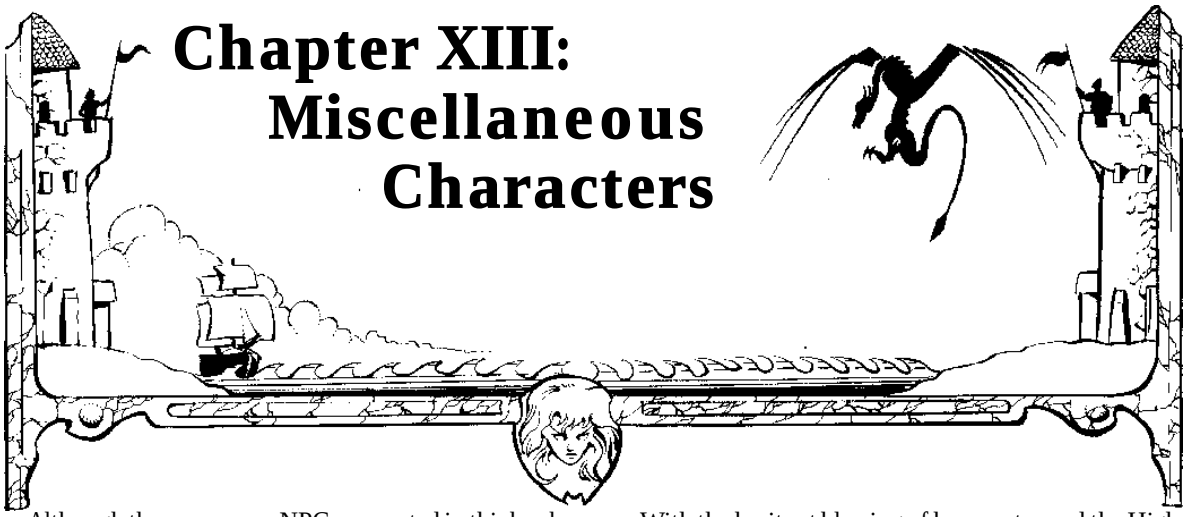
Fuzion Stats

8	INT	6	WILL	13	PRE
1	TECH	5	REF	5	DEX
25	STR	11	CON	11	BODY
6	MOVE	22	SD	22	ED
2	SPD	36	REC	110	END
55	STUN	55	HITS	18	RES

Fuzion Skills: Tactics: 6; other skills listed above at Level 3.

Fuzion Powers: Armor: 20 KD/20 EKD; Flight: 25 m/yds; all other Powers as listed.

Chapter XIII: Miscellaneous Characters



Although there are many NPCs presented in this book, mostly in the Lands chapter, there are some characters who don't seem to fit into any particular geographical area of the Broken Kingdoms. Some of these characters are wandering Wizards, others exiled men from foreign lands. Finally, a few are true villains or monsters, who go where they like and call no realm home.

Camille, the White Damosel

Her motives were the purest in the world. Alas, purity of purpose did not save her.

The greatest pupil of the Wizard Paracelsus, Camille grew rapidly in power. Her talent for new approaches to old problems served her well, and she soon began to go beyond her teacher's methods into new realms of magic. She seemed to have no limits, and her own brilliance sometimes frightened her. What if such power were ever to be used for evil?

She swore never to let that happen. She took the forefront of the battle against the Dark Titan, and it was largely with her help that Vertigane's Periapt was crafted—an artifact that protected him from Darkseeker's powers of mental domination. It seemed to be her crowning achievement, but again this was not enough for her. To rest was to serve the purposes of evil—only through constant application could the Destroyer's minions be themselves destroyed. So she turned to the next problem—the Lord of Night.

Tor-Mezin had been a thorn in men's side even longer than his master. He was largely responsible for the massacre of the Elvenkind, and he has assumed the reigns of leadership after Darkseeker's demise. But according to prophecy he could not be killed by any human born of a woman. After great debate with her fellow Wizards, she decided upon her course of action. She would create a man, not birth one. If she could raise her magic to new heights, surpassing everything that had been done before, she might create life. That created being would be a weapon against the Black Prince.

With the hesitant blessing of her master and the High King, Camille retreated to her secluded tower for experimentation. But despite centuries of labor and backbreaking strain she failed in her goal. Her work yielded many other results—enchantments and spells that were wondrous and awe-inspiring—but she remained unsatisfied. The creation of true life seemed beyond even the White Damosel. The strain had already begun to show. Her fellow Wizards tried to visit her, but she denied them entrance, insistent that too much time had been wasted already. The nearby villages began to fear her, and the gifts of food and other tribute sent to her by the people and the Duke of Pase slowly stopped.

Finally, she was forced to take a new approach to her problem. In desperation Camille hoped that if she could but create a *simulation* of life, and if that simulation was complicated enough, it might be good enough to fulfill prophecy. She created simulacra and animated servants, each one more realistic than the last. But by this time the unending labor, the constant research into topics too much for mankind, drove Camille mad. She lost sight of her original motives, and if she repeated her desire to slay the Black Prince, it was only an excuse for her true goal—the creation of life.

Camille began to take pleasure in the activities of her creations; she reveled in her status as the only god they had ever known. Their every reaction was programmed by her, but the interactions had become so complex that even she could no longer accurately predict them—an ignorance perhaps fostered by her madness. When supplies for her castle grew short, she ordered her magical servants to take what she needed from the nearby villages. Eventually the Duke heard of this, and led an army to open the gates of Camille's tower and demand an accounting. He was a brave man, with the spirit of his mother in him. Camille used her magics to turn his entire army into pigs. Her animated soldiers rounded up the animals and the enchantress ordered a mass slaughter. She ate pork for years, until she was sick of it even in her madness, then she burned the remainder.

Ever since she has been Camille the Mad. Pase did not long survive the loss of the Duke. Camille was de-

termined not to suffer such an interruption again. With her enchantments she created an entire army of animated soldiers, who swept the lands around her tower clear of life. Villagers fled for nearby duchies. Only a handful of the wildest tribesmen remained. That was a century or more ago. None have dared trespass into the White Damosel's domain.

Until now. Not long ago the Wizard Malatar received from the dying lips of his master a final quest—to travel to Camille's tower and turn her back from madness. If ever the land needed the White Damosel's power, it was now. Paracelsus passed on to his student knowledge of Camille's true name, and with it the key to her powers. Malatar took as his companions only two others—a Blackened Lion named Bedwyr, and the Elven Princess Nienna, armed with a Ring of Wizardry and her own not insignificant knowledge of Forces magic.

Nonetheless, no word has been heard from them, and over a year has passed. They are almost certainly perished. Almost certainly …

The White Damosel is small of stature, slender and with long hair of pale blonde. It was her habit to dress in simple white robes, though she could fill out a gown if forced. Her frame was always too girlish to be very beautiful, however, and though her face was pretty it was the prettiness of a child. Her magic was nearly limitless in scope, though her ability to confound her enemies with illusions was particularly well used in combat. Of course, her ability to create magical artifacts and give them permanent and programmed motion was her crowning achievement. True to her master's instruction, she also excelled in the magic of the celestial spheres, and her tower was known to be a great astrological observatory—perhaps the best in all Ahrivine.

It is unwise to forget Camille's many years in wars against the Titan. Her swordsmanship skills and amazing reaction time are underestimated only at the peril of her enemies.

Camille, the White Damosel

Val	CHA	Cost	Roll	Notes
8	STR	-2	11-	75 kg; 1 ½d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4 or 12
14	CON	12	12-	
13	BODY	6	12-	
24	INT	18	14-	PER Roll 14-
21	EGO	24	13-	ECV 7
26	PRE	22	14-	PRE Attack 5d6
4	PD	2		
6	ED	3		
5	SPD	38		Phases: 3,5,8,10,12
5	REC	0		
75	END	36		
50	STUN	26		

Total Characteristics Cost: 191

Movement: Running 6"/12"
Swimming 2"/4"

Powers & Skills

Combat Training:
Combat Skill Levels: +4 Levels Overall (40)

Magical Skills and Spells
- **Magic Skill:** Alchemy 14- (3)
- **Magic Skill:** Artificiery 14- (3)
- **Magic Skill:** Diabolism 14- (3)
- **Magic Skill:** Disciplines 14- (3)
- **Magic Skill:** Forces 14- (3)
- **Magic Skill:** Hedge Magic 14- (3)
- **Magic Skill:** Illusion 14- (3)
- **Magic Skill:** Necromancy 14- (3)
- **Magic Skill:** Sky-Lore 14- (3)
- **Familiarity:** Names 8- (in her madness, she has forgotten them all) (1)
- **Skill Levels:** +10 Levels with all Magic (50)
- **Wizardry:** Variable Power Pool, 150 points (150)
- **Wizardry, continued:** VPP Control Cost, No time to change points, no skill roll to change points, Magic Roll to cast, Limited colleges—Camille can only use Forces, Hedge Magic and Necromancy to 120 active points and Diabolism to 100 active points, all other colleges she may use up to 150 active points (129)
- **Subtle wards:** +8 DCV Skill Levels, Requires a Magic Illusion roll at -4 (27)

Staff of the Crystal Sphere (both powers OAF and Independent):
- **Energy reserves:** +675 END, Useable only for magic (75)
- **Magical manipulator:** +4 more Skill Levels with all Magic (5)

Camille's Ring, the Moonstone Loop:
- **Spell Hanging:** Variable Power Pool, 150 points (150)
- **Spell Hanging, continued:** VPP Control Cost, OIF, Independent, Magic Roll to cast, 10 Charges, The loop allows Camille to "hang" up to 10 of her own spells, and she must roll her Magic skill when they are released, but hung spells may avoid any required Concentration, Extra Time, Gestures or Incantations limitations (17)

Silverwind, Camille's Enchanted Elven Blade: HKA 2d6+1, +3 OCV, 0 END Cost, OAF, Independent, STR Minimum of 8 (11)

Wizard Powers
- **Facility with Magic:** Mental Defense +15 (10)
- **More Facility with Magic:** Power Defense +10 (10)
- **Immortality:** Life Support, immune to aging and disease (6)

Wizard Skills and Talents:
- Acting 14- (3)
- AK: Ahrivine 8- (1)
- AK: Allemaine 8- (1)
- AK: Pase 8- (1)
- Conversation 14- (3)
- High Society 14- (3)
- Inventor (magical or astronomical devices) 14- (3)
- KS: (INT-Based) Artificial Life 14- (3)
- KS: (INT-Based) The Doomed 14- (3)
- KS: (INT-Based) Forgotten Lore 14- (3)
- Languages: Completely Fluent Albionesse, Ancient Pallean, Old Elvish, Dwarf, Giant (10)
- Mechanics 11- (3)
- PS: (INT-Based) Blacksmith 14- (3)
- PS: (INT-Based) Jeweler 14- (3)
- PS: (INT-Based) Lechery 14- (3)
- Sci: (INT-Based) Astronomy 14- (2)
- Sci: (INT-Based) Biology 14- (2)
- Sci: (INT-Based) Chemistry 14- (2)
- Sci: (INT-Based) Mathematics 14- (2)
- Sci: (INT-Based) Meteorology 14- (2)

Scientist (3)
Security Systems/Traps 14- (3)
Seduction 14- (3)
Spell Research 14- (3)
Stealth 12- (3)
Systems Operation (Camille uses this skill for the operation of observatories and other astrological equipment) 14- (3)
Weaponsmith, Melee, Bows, Siege and Others 11- (6)
Weapon Familiarity: Blades (1)
Automatic Knights: Followers, An army of automatons, 3000 or more in number, minimum 80 point base (76)
Camille's Tower: Headquarters, true capabilities unknown (50)
Eidetic Memory (10)
Lightning Calculator (3)
Speed Reading (3)

Total Powers & Skills Cost: 931

Total Character Cost: 1122

Disadvantages 100+

Berserk:
No particular reason at all 8-, recover 11- (20)
Distinctive Features:
Wizard (10)
Physical Limitation:
True Name (15)
Psychological Limitations:
Mad self-indulgence (20)
Loves to play god (15)
Reputation:
Camille the Mad 14-, extreme (20)
Watched by:
Other Wizards, as pwerful, 11- (8)
Eastern nobles, less powerful, 11- (5)
Experience Bonus (909)

Total Disadvantages Cost: 1122

Equipment:

These days Camille seldom gets out of her pale white dirty shift

Total Encumbrance: None

Fuzion Stats

8	INT	7	WILL	8	PRE
6	TECH	4	REF	4	DEX
2	STR	4	CON	4	BODY
3	MOVE	8	SD	8	ED
2	SPD	6	REC	40	END
20	STUN	20	HITS	21	RES

Fuzion Skills: All Magic: 12; All Evades: 10; other skills listed above at Level 6.

Fuzion Powers: Mental Defense: 15; Power Defense: 10; Magic Pools as above (divide the Hero Points by 5 to find the Power Points in the pool); Other powers as listed above

Farland the Giant

"Tyreslanatorumlinor." The Giant had to call out a third time before the figure lying on the ground showed any signs of life. The eyes blinked. Then, slowly, the head turned to look at the Giant standing under the stone arch. The eyes blinked again, recognition seemed far away.

"Come now, is this any way to welcome and old friend?" *A friendly smile now; no sense in alarming him.*

"It's been …" the voice croaked from disuse. "A long time since I heard that name."

The Giant strode from the archway and seated himself on a massive rock. "A long time, I imagine, since you heard any voice at all. You're preparing to pass on, aren't you?"

"No." The denial was weak. The one on the ground realized that this was the truth, truth he didn't see before.

"Well, if you are, can I have your house?"

The callousness of the request sparked annoyance. He looked sharply at the intruder. Then he saw the faintest hint of a smile around the beard.

"Fochweirenslappenmier, I had forgotten your sense of humor. It has been a long time."

"Ah, recognition at last. Yes it has been a long time and I don't wonder you've forgotten. For many years you have doubtless been working at forgetting things. Like, the rest of the world."

Annoyance returned. "I'm just tired. I haven't forgotten the world; I was just visiting the Elves to hear one of their lyric works."

"I know. I came from the Elves. They sent me after you here. You were there years ago. Did you hear me? It has been years since you heard Keldelana's work. And since then? You have been more or less lying here, right?"

"So what, Keelsplitter? I have been studying the sun, moon and the stars."

"Oh? A study is it? Then surely you know what month it is? Come now, tell me. The season, at least? The astronomical bodies tell us this much, if you have been truly seeing them. Where will the Hunter, or the Maiden be tonight? You haven't been watching the stars. You have seen nothing."

It was true, he realized. "I have been slipping away." His voice was soft with grief.

"Yes." Keelsplitter nodded. "If you wish to continue that is, of course, your business. But courtesy dictates you speak with me first."

The word 'courtesy' finally sparked some action from Farland. He sat up. "Of course. Fochweirenslappenmier, forgive me. Allow me a few minutes to freshen up, please."

"Certainly, my pleasure to await you."

"I'll be quick as a Man." Farland got stiffly to his feet and went to a large stone lined chamber. He levered the handle that set the machinery in motion, and soon water was pouring down. As he washed, the squeaking of the machinery caused him to shake his head at his

own laxness.

Keelsplitter watched him go. *He's so thin—just a shadow of what he was. A foot and a half taller, and probably three hundred pounds lighter than I am. Can I bring him back?* Farland already had at least a foot out of this world. It was often impossible for a Giant to return once despair had set in. But Farland? Keelsplitter knew that the older Giant would never consciously give up. His burdens had snuck up on him over the years, as they tended to do. *If we Giants lived more together,* Keelsplitter thought, *perhaps we could prevent this despair. Or perhaps we would remind each other of too much grief.*

Soon Farland returned, smoothing back his hair with his hands. "Now, where's my comb?" He rummaged around a bit and soon found it.

"Now, there's the lady-killer we all know!"

Farland hesitated briefly in his combing.

"Deepest apologies Farland. I didn't mean to stir up old pains." *But we all seem to do it to each other.*

"Do not concern yourself. There's far too much sediment there to be easily disturbed. What brings you around?"

"Ah. I have news of the world of the Ephemerals. But it can wait until we talk about you a bit."

"Me? I can't think of a topic I like less."

"You used to not feel that way. I remember you as quite the storyteller. Tell me about the Creator."

Farland looked at Keelsplitter with something between interest and suspicion in his eyes. "You've heard those stories many times."

"Yes, I guess being born at the end of the Age made me interested in contemporary events. Besides, you are one of the few remaining who took part in the Making of the Children."

"I am one of the few remaining, period. And I am not in the mood for storytelling."

"Forgive me, Farland."

"No, I must ask your forgiveness. I am in a black mood for no good reason. I beg your indulgence."

"My intrusion has put you out of sorts. It's my fault."

"You are not responsible for me. Try to avoid that genetic tendency to assume guilt."

They looked at each other and chuckled.

"My, it's been a long time since I've been out-polited, Keelsplitter. Its good to have proper company again."

"So what's this news?"

"Oh, just a couple of tidbits. The King, no, the Regent has called a Great Council in the north. I think he might propose concerted human efforts to defeat the Evil Ones and their minions."

"Basic wisdom. But since when do 'Ephemerals' interest you?"

"They don't. I should say, Man doesn't. But I knew it might interest you so here I am. Who else would tell you? A few of the others are going to go and find out if the, er, Regent has a plan. They are thinking, some of them, of even helping if there's a place for them."

"Fat chance."

"Don't be snide." Keelsplitter grinned.

"The humans won't have a ready plan. You know how they bicker."

"I know. That's why I can't stand being around them. No sense at all. Always killing each other." Keelsplitter shuddered as Farland gazed at him fondly. He remembered that Keelsplitter was a very gentle person, like the rest—never daring to resist the forces of evil, instead withdrawing before them. Farland was no warrior, but neither would he submit.

"So, they're having a big meeting. That might be interesting."

"Interesting enough to get you moving again?" Keelsplitter was smiling hopefully.

"Yes, perhaps." He had to fight off the younger Giant's embrace. Such an emotional fellow, considering his age!

"I knew you could find a purpose again! Traveling and seeing the world! It's in your name!"

"No. I still have no purpose." Keelsplitter faltered in his joy. "But you have, perhaps, given me a direction. I think that will suffice for now."

"Listen, Farland, I don't think I'll be going to that Council. You know how it is …"

"Yes, I know. Men everywhere." *And too far north for your taste.* That was one thing about Giants: they had few illusions about themselves or their kindred.

"In fact, I must be off immediately." Keelsplitter stood.

"Not without a draught of Augra, I bid you."

"I thought you'd never ask."

Farland the Giant

Val	CHA	Cost	Roll	Notes
50	STR	15	19-	25 tons, 10d6 [5]
14	DEX	12	12-	OCV: 5/DCV: 2
23	CON	26	14-	
21	BODY	12	13-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV 5
20	PRE	10	13-	PRE Attack 4d6
12	COM	1	11-	
12	PD	7		Total 13 PD/9 rPD
8	ED	3		Total 9 ED/5 rED
3	SPD	6		Phases: 4,8,12
10	REC	0		
46	END	0		
46	STUN	0		

Total Characteristics Cost: 108

Movement: Running 13"/26"
Swimming 2"/4"

Powers & Skills:

Comba Training:
Combat Skill Levels: +1 Level w/ Hand to Hand Combat (5)

Giant Powers
Great size: Growth 25 points, 0 END Cost Persistent, Always On (33)
Stone-hard skin: Damage Resistance 8 PD/4 ED (6)
Pain resistance: Damage Reduction, 25% Resistant Physical (15)
Iron will: Mental Defense +8 (5)
Formidable stride: Running +7" (14) [1/5"]
Far-seeing: Enhanced Vision +1 (2)
Immortal: Life support, Immune to aging, disease and temperature extremes (9)
Giant strength: Increased CHA Maxima: STR 50, CON 30, BOD 30, PRE 25, PD 16, ED 12, REC 14, END 70, STN 70 (125)

Wandering Nature:
AK: Forest Sauvage 11- (1)
AK: Kominkadu 11- (1)
AK: (INT-Based) Rydion Mountains 13- (2)
AK: Zomun-Katar 11- (1)
Climbing 12- (3)
Contact: Hathor Ironbreaker (Dwarven armorer) 11- (1)
Contact: Elenriuth Elvenking 11- (1)
Contact: Clan Saito (Fekeshi family) 11- (1)
Languages: fluent Albionesse, Allemaine, Old Elvish; basic Fekeshi (4)
Navigation 11- (3)
Traveler (3)
TF: All Sea (2)
Weapon Familiarities: Common Melee, Bow, Heavy Weapons (5)
Well Connected (3)
Bump of Direction (3)

Giant Skills:
Demolition/Sapping 11- (3)
Inventor 13- (3)
KS: (INT-Based) History 13- (2)
KS: Arts 11- (1)
KS: the Doomed 11- (1)
Magic Skill: Artificery 13- (3)
Magic Skill: Illusion 13- (3)
Mechanic 11- (3)
Scholar (3)
Weaponsmith/Melee 11- (3)
Skill Levels: +1 Skill Level with Mechanic, Weaponsmith and Inventor (3)

Total Powers & Skills Cost: 276

Total Character Cost: 384

Disadvantages: 100+

Distinctive Features:
Giant, extreme reaction (25)

Enraged:
Versus the Doomed 11-, recover 11- (10)

Psychological Limitations:
Protective of innocents (15)
Loves nature (10)
Only uses violence as a last resort (10)
Disturbed by Giants' withdrawal from the world (10)

Reputation:
Mythological being 11- (10)

Decreased CHA Maxima:
DEX 18, SPD 3 (8)

Experience Bonus (186)

Total Diadvantage Cost: 384

Equipment:

Heavy clothing: Armor 1 PD/1 ED, locations 7-18, 101.44 kilograms (Farland's travel clothing, probably centuries old, but they made'em to last in those days)

Axe: HKA 3 ½d6, STR Minimum 23 (5d6+1 w/STR adds, excellent quality, as big as a man, Farland wields this with one hand)

Crossbow: RKA 3d6, +1 STUN, +4 RMod (actually a human ballista that Farland totes over one shoulder, but what do semantics matter, eh? Normally 2 men require 2 turns to reload, Farland can cock it in a phase, 400" range—a half mile)

Other possessions: Farland has collected a wide variety of minor magical gear designed to aid him in his travels. These are not purchased with points, but represent some of his most valued personal possessions, and include: six self-driving pitons, a rag that cleans any surface it is used on, a small jar of enchanted epoxy, a three foot box which can contain any objects no matter how fragile without risk of breakage, a semi-sentient abacus, a self-winding winch with STR 50, and finally, workboots and gloves designed to protect their wearer from incidental strains, twists, or the effects of harsh environment (the gloves also protect against heat, cold and corrosives with DEF 10). The entire collection is stored in a large frame backpack equipped with a semi-magical flywheel and wound with a great key. When triggered it expands, spider-like, into a large canvas tent big enough for three giants.

Total Encumbrance: 101.44 kilograms, no penalty (Farland's giant size multiplies all encumbrance calculations by 32, so his load is the equivalent of 3.17 kilograms on a normal-sized human)

Fuzion Stats

6	INT	4	WILL	6	PRE
5	TECH	4	REF	4	DEX
16	STR	7	CON	7	BODY
8	MOVE	14	SD	14	ED
2	SPD	23	REC	70	END
30	STUN	30	HITS	12	RES

Fuzion Skills: Hand to Hand: 4; Vision: 4; Mechanic, Weaponsmith, Inventor: 4; other skills listed above at Level 3.

Fuzion Powers: Armor: 16 KD/8 EKD; Mental Defense: 8; Other powers as listed above

Malatar "the Magnificent"

Malatar was the last apprentice to Paracelsus the Wizard, and he has tried with all his heart to fill his ancient master's shoes. He comes from humble beginnings, but his future destiny is impossible to foresee.

The great and powerful Malatar (called by some, the Magnificent) began as the humble son of an innkeeper. Toiling in his parent's inn, he learned the value of hard work, and of good wine. But he grew up different than the other children, with few playmates. His uncle Perry visited him a few times, and talked of Elves, and great heroes, and mighty Wizards. In time, Perry came and took Malatar away, and revealed to him what Malatar really was—an immortal worker of magic. Paracelsus promised to teach him, and Malatar promised to learn.

His travels and studies took him to many places, and he was accepted by the Elves of the Forest Sauvage. Malatar learned of prophecy and the fate intended for Olivia and Richard. He was one of the few who suspected that Olivia was the true heir to the prophecy, and not her brother. Silently he stood with Paracelsus as the Wizard watched her and guided her, preparing her for rulership. Malatar became enamored of Nienna, daughter to the Elvenking, and for this love he earned the enmity of the Captain of the Guard, Tiramon, who loved Nienna also but had long been rejected by her.

Magic grew slowly within him, but by his middle age (as mortals reckon time) Malatar had mastered the basics of Forces, choosing ice magic as his personal specialty (an accident with fire as a boy had left his hands scarred). But his favorite spell was certainly his first: the Winesparkle that could turn any common drink into the best Pallean vintage. When his master passed out of this world, Malatar, ready or not, was forced to accept Paracelsus' mantle. His master's last words were to extract from Malatar a promise—that he would travel to Camille and turn her back from the darkness, to return her to the side of good.

Since that time Malatar has had many minor adventures. Along the way he picked up his most loyal follower—a young pot boy whose own name seems to be forgotten. It was this boy who coined Malatar's many nicknames, calling him Malatar the Great and Malatar the Wondrous, and eventually leading his traveling companions to call him "Malatar Who Believes His Own Press Releases." Eventually he returned to the Forest Sauvage with a valuable treasure—a ring of Wizardry that he had recovered from an evil witch. He gave it to Nienna, whose knowledge of such magic was extensive.

Finally prepared for the quest his master had given him, Malatar set out with a Blackened Lion named Bedwyr and Nienna. The pot boy remained in the Forest, seen to by the Elves. But that was years ago, and of Malatar and Nienna there has been no sign. Camille's activities do not appear to have changed, but in truth no one has gotten close enough to check. If she has overwhelmed her magical rival, she must have done it by surprise, for Malatar had received Camille's True Name from Paracelsus and was well-prepared to resist her magic.

But Malatar should not be thought of as a warrior. He is a man who loves children, and the ways of the woodland creatures. His love with Nienna has promised an eternity of happiness for both Wizard and Princess, and if Malatar has a flaw, it is that he loves too much, too easily.

Malatar "the Magnificent"

13	STR	14	DEX	13	CON	10	BODY
28	INT	18	EGO	20	PRE	14	COM
4	PD	4	ED	3	SPD	6	REC
26	END	24	STUN				

Skills: Animal Handler, Conversation, Deduction, High Society, Magic/Artificery, Disciplines, Forces, Hedge, Naming and Sky Lore, Oratory, Persuasion, Riding, Scholar, Survival, Trading, Weaponsmith; AK: Forest Sauvage 15-; Fam: Magic/Alchemy, Diabolism, Illusion and Necromancy; KS: Prophecy, the Doomed both 15-, Chess 17-; Languages: Native Allemaine, Completely Fluent Old Elvish, Fluent Albionesse, Ancient Pallean and Giant; PS: Innkeeper 15-; WF: Staff, Blades; +1 Level Overall.

Talents: Lightning Calculator, Luck 1d6, Speed Reading.

Powers: Running +1"

Sky-Lore: Answer Query from the Astrology grimoire in the Magic chapter.

Forces: Multipower (60 point pool) Requires a Skill Roll, Concentrate to ½ DCV, Gestures, Side Effects, Noisy. Slots include: a) 8d6 Energy Blast, Variable Special Effect, Extra Time: Haymaker; b) Missile Deflection, Only vs. Magic; c) 7d6 Dispel Darkness, Extra Time: Haymaker.

Hedge Magic: Scrying and Winesparkle spells from the Magic chapter. Also two additional spells: 1) Animal Speech: 3d6 Telepathy vs. Animals, Requires a Skill Roll, Visible to Hearing and 2) Bump of Direction, Requires a Skill Roll, Costs END, x2 END.

Names: Multipower (55 point pool) Requires a Skill Roll, x2 END Cost, Only vs. Sentient Beings, Target's True Name Must Be Known. Slots include: a) 11d6 Energy Blast, No BODY or Knockdown; b) Mental Defense +20, Costs END; c) Entangle 3d6, Blocks sight.

Disadvantages: Distinctive Features: Wizard, Scarred hands (easily concealable, wears gloves); Hunted by the Doomed (MoP, 8-), Watched by other Wizards (MoP, 11-); Psychological Limitations: Duty to reform Camille, Unsure love for the Princess Nienna, Searches for the Truth; Rivalry: Romantic (Captain Tiramon); Susceptibility: 1 ½ STUN from Fire attacks.

Equipment: Staff of the Last Tree, fashioned by Malatar himself (+24 END, Only for Magic, and Images over 2 hex radius, only to create light; OAF, Independent); Excellent Elvish longsword (2d6 KA, +1 OCV, STR 10) and matching longknife (1d6 KA, +1 OCV, STR 3) of silvery metal, engraved and set with moonstones; leather vest (DEF 2 locations 9-13); fake spell components for amusing children with, ranging from bat wings and snake skin to hawk feathers, pixie dust and playing cards; scroll with magical flash spell inscribed upon it (5d6 Flash, Explosion, 1 charge that never recovers, Extra Time: 1 Turn, Requires sufficient reading light, OAF, Independent).

Fuzion Stats

9	INT	6	WILL	6	PRE
5	TECH	4	REF	4	DEX
4	STR	4	CON	3	BODY
4	MOVE	8	SD	8	ED
2	SPD	12	REC	12	END
40	STUN	40	HITS	18	RES

Fuzion Skills: Chess: 8 ; other skills listed above at Level 4.

Fuzion Powers: As above

Nathaniel, Elven Smith

While nobody would ever accuse Nathaniel of being a "typical" Elf of the Forest Sauvage, he is one of the few that leave it's borders with any regularity. His name is known to this day, thanks to the many wondrous weapons, armors and other items of blacksmith skill which he has forged over the three thousand years of his existence. Many of these have been crafted as payment for the hospitality of his patrons, and several of the royal lines of Ahrivine can claim a Nathaniel heirloom, given to them centuries ago by the grateful Elf.

Nathaniel's parentage and early life is unknown to men. Although he longed to study at the foot of the great Elven smiths of old, their time was long before his, and he was forced to teach himself from their notes and surviving pupils. The last great smith, Kabalane, had fled the doomed Isle of Albion and found welcome in the halls of the Dark Titan, and Nathaniel swore to make up for this loss and surpass the traitorous enchanter. He excelled at his choice of crafts, and soon began to develop new techniques for forging that made his fellow smiths gaze in awe and wonder. His breakthrough came when he was able to develop a forge and fire fueled from natural gas; its clean and workable flame is what allowed him to forge his most famous masterpiece, the sword of High King Vertigane. Skycatcher took the life of the Dark Titan, but has since been lost to the Broken Kingdoms, and Nathaniel despairs to think of his fondest creation kept within some Doomhault treasure vault.

Although most of the Elves of the wood are content to live in seclusion, Nathaniel has seen the world outside the Forest and knows what has happened to the proud Elven legacy. He is deeply afraid that his race—once the most beautiful and wise of the God's creations—are now known only as frightful creatures of the night who steal children and play vicious tricks on careless mortals. He is determined to stop that destiny from happening, even if he has to leave an Elven blade in every court from Tarsus to NorthUmbria. It was for this reason he first disobeyed Elenriuth's orders and left the Forest. He knows that were he to be captured the Doomed would try to turn him to evil, and use him to guide an army through the wood's enchantments. Only the fact that he would die before such an act—and Elenriuth's faith in that commitment—prevents him from being detained or executed by the Elvenking out of self-defense. Although he travels widely, Nathaniel returns to his woodland home often, to keep the memory of it fresh in his mind.

A smith by profession, Nathaniel has had three millennia to hone his skills to perfection. Although he is not a warrior by trade, his physical occupation and wandering adventures, combined with a need to be competent with the products of his own hand, have made him a combatant of legendary proportions. As could be expected, he also has an arsenal of magical weapons and other artifacts, all made by his own hand. These include the Dancing Fire, a dagger which has similar lightning-storage properties to Skycatcher, but in a cruder fashion. It was the experimental model for the High King's blade, in which Nathaniel refined his design for the sword. His armor is made of pure silver and bound with magic, shaped to deflect blows as well as absorb them. He has not taken it from the Forest in many years.

Centuries of hard labor have forged Nathaniel's flesh too, making him one of the strongest Elves in history. This physical power has not marred his beauty, however, and he remains a being with the touch of Rhea upon him. His shoulder length hair is brown and his eyes gray. Even when covered in a sheen of sweat after hours of labor, he still seems clean and grime-free.

Nathaniel, Elven Smith

Val	CHA	Cost	Roll	Notes
23	STR	18	14-	600 kg, 4 ½d6 [4]
20	DEX	30	13-	OCV 7/DCV 8
23	CON	32	14-	
18	BODY	16	13-	
20	INT	10	13-	PER Roll 16-
20	EGO	20	13-	ECV 7
23	PRE	13	14-	PRE Attack 4 ½d6
18	COM	4	13-	
10	PD	8		Total 19 PD/9 rPD in armor
10	ED	7		Total 19 ED/9 rED in armor
4	SPD	10		Phases: 3,6,9,12
10	REC	0		
50	END	2		
50	STUN	11		

Total Characteristics Cost: 181

Movement: Running 9"/18"
Swimming 2"/4"

Powers & Skills

Combat Training:
Combat Skill Levels: +5 Levels Overall (50)
Combat Skill Levels: +5 Levels w/Hand to Hand Combat (25)
Combat Skill Levels: +2 Levels Moving in Armor, Plate (10)

Kindlemyth: Nathaniel's Enchanted Longsword: HKA 3d6, Armor Piercing vs. Goblins, Trolls and the Doomed, +1 STUN Modifier, 0 END Cost, +4 OCV, OAF, Independent, STR Minimum of 13 (3 ½d6 with STR adds) (30)

Silver Plate Armor (OIF, Independent and Real Armor):
Passive deflection: +2 Levels w/DCV (3)
Damage absorption: +9/+9 Armor, Hardened, ¼ Mass (8)

Dancing Fire (OAF and Independent):
Enchanted Longknife: RKA 2d6, Can be Thrown, Armor Piercing when Thrown, 0 END Cost, +3 OCV, STR Minimum of 5 (3d6 with STR adds) (19)
Lightning Storage: END Reserve 10 END, 9 REC, Recovery only functions if the blade is struck by lightning (2)
Kept Lightning: RKA 4d6, +1 STUN, +3 OCV, Linked, Only if regular HKA does BODY, Only if Thrown, Draws from END Reserve (20) [9]

Soulwarden, Circlet: Mental Defense +20, Hardened, OAF, Independent (8)

Heartstone: Amulet of gold **w**ith a large green stone inset: Luck 6d6, IAF, Independent (9)

Gauntlets and Apron of Forging (OIF, Independent, and Power functions only while forging):
Heat resistance: **L**ife support, Immune to Extreme Temperature (1)
Damage Resistance: 10 ED (1)

Magical Skills and Spells:
Magic Skill: Artificery 20- (17)
Magic Skill: Hedge Magic 13- (3)
Hedge Magic Spells (up to 50 active points) (50)

Physical Powers:
Pain resistance: Damage Reduction 50% Resistant Physical and Energy, Activation Roll 14-, Must be aware of attack (34)
Massive musculature: Damage Resistance PD 10, Only vs. Unarmed Killing Attacks (2)
Musculature, continued: Lack of Weakness -5 (5)
Tireless Stride: Running +3" (6)

Elven Heritage:
Will of Iron: Mental Defense +14 (10)
Magic Resistance: Power Defense +5 (5)
Trained alertness: Enhanced Perception +3 (9)
Immortality: Life Support, Immune to Aging and Disease (6)
See by starlight: Ultraviolet Vision (5)
Increased CHA Maxima: DEX 23, INT 25, EGO 23, PRE 23, COM 26, SPD 5 (36)

Blacksmith Skills:
KS: (INT-Based) Artifacts of Power 13- (2)
KS: (INT-Based) Non-Elven Forging Techniques 13- (2)
PS: (INT-Based) Blacksmith 20- (9)
PS: (INT-Based) Jeweler 20- (9)
Weaponsmith, Melee and Armor, 20- (21)
Find Weakness with all attacks 11-, Only vs. Metal Armors or Weapons (20)
Resistance +3 (3)

City of Stars Skills:
Animal Handler 11- (3)
AK: City of Stars 11- (1)
AK: Forest Sauvage 11- (1)
AK: Ahrivine 11- (1)
High Society 14- (3)
Languages: Native Old Elvish and Forest Elvish, Completely Fluent Albionesse and Allemaini (5)
Paramedic/Healer 13- (3)
PS: (INT-Based) Singer 13- (2)
Scholar (3)
Stealth 13- (3)
Transport Familiarity: All Sea (2)
Weapon Familiarity: Blades, Bows (2)
Lightsleep (3)
Perfect Pitch (3)

Wanderer Skills:
Climbing 13- (3)
Disguise 11- (3)
Jack of All Trades (3)
KS: (INT-Based) Heroes of Ahrivine 13- (2)
Languages: Fluent Calabrian (1)
Navigation 11- (3)
Seamanship 11- (3)
Survival/Hunting 11- (3)
Tracking 13- (3)
Trading 14- (3)
Traveler (3)
Riding 13- (3)

Total Powers & Skills Cost: 508

Total Character Cost: 689

Disadvantages: 100+

Decreased CHA Maxima:
STR 18, PD 7, REC 9, STUN 47 (4)

Distinctive Features:
Massive, muscular Elf-lord (15)

Hunted by:
Dark powers, more powerful, 11- (20)
Inach and Mezini slavers, less powerful, 11-, limited geography, imprisonment (5)

Psychological Limitations:
Won't let the Elven people be forgotten by Man (15)
Proud of his craftsmanship skills (10)
Mystery Disadvantage (15)

Reputation:
Malicious, supernatural creatures 11- (15)

Rivalry:
Kabalane, the Black Smith of Doomhault, professional (5)

Watched by:
Elenriuth Elvenking, as powerful, non combat influence, 8-, limited geography (5)

Experience Bonus (480)

Total Disadvantages Cost: 689

Equipment:

Elven Longbow: RKA 2d6+1, +2 RMod, STR Minimum 18, ½ DCV (205" maximum range)

Other: Smithing tools, berries and other natural food sources, possibly some money and some of his own weapons, kept for their trade value

Total Encumbrance: 14 kilograms, -1 DCV and DEX Rolls (MIA Levels already added in)

Fuzion Stats

6	INT	6	WILL	7	PRE
6	TECH	6	REF	6	DEX
7	STR	7	CON	6	BODY
5	MOVE	14	SD	14	ED
3	SPD	14	REC	70	END
30	STUN	30	HITS	18	RES

Fuzion Skills: Hand to Hand: 9; Evades: 8; Perception: 8; other skills listed above at Level 7.

Fuzion Powers: Armor: 18 KD/18 EKD; Mental Defense: 20; Power Defense: 5; Other powers as above

Sigomund Moritu, Blackened Lion

The House of Moritu is one of the most decadent and corrupted Houses in all of Mezina, but it is also one of the most influential. The level of twisted and sick immorality within its walls rivals that of the last days of ancient Albion. The House is ruled by Baron Jasper Moritu, who keeps three wives and another three concubines, in addition to a virtual harem of other prostitutes both in house and out. The original heir to the Baron's throne was killed by his first wife, Agrippina, in an attempt to get her own son closer to the inheritance. Sigomund, the Baron's second son, saw the writing on the wall and sold his own birthright away before fleeing the country with a horse and all the gold he could carry.

His education in the House was excellent, albeit narrow in scope. As a soldier and nobleman of the Host of the Black Land, he was expected to lead the forces of the Black Prince into battle against the enemies to the East. To this end, he was trained extensively in tactics, personal combat, and horsemanship. He put these skills to good use in his escape from Mezina, and has been pursued by forces of his father and other Mezini noblemen ever since. Whispers of prophecy hint that he may have some part in the liberation of the Elven slaves kept in his homeland for breeding purposes, and he has worked hard to recruit assistance in this effort, largely without success. In a foreign land without resources, he became enamored of the Blackened Lions and, having already given up his nobility for gold, he found it an easy organization to join. He considers Owain, Avenable and the Duke Brian to be his fastest friends and personal commanders. For their part, Sigomund remains an enigma.

The words "rash" and "reckless" do not begin to describe this young knight—his detractors insist that he has inherited his family's madness. Certainly Sigomund has demonstrated a distinct propensity for erratic behavior that makes him completely unpredictable. Usually his courage is better called foolhardiness—he has single-handedly attacked War Trolls or other overpowering threats without a second thought, usually with dire results. It is in fact a miracle that he has survived even this long, a miracle due perhaps to his incredible ability to absorb injury, and his habit of walking, riding and sleeping in full plate armor. Owain and Avenable no longer try to predict his actions—they give him orders when necessary and he seems to carry them out happily enough. Thanks to his complete lack of knowledge concerning customs and manners in the Broken Kingdoms, he is prone to embarrassing gaffs which usually insult those nobles whom he most seeks to befriend.

Sigomund Moritu, Blackened Lion

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg, 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 6/9
19	CON	18	13-	
19	BODY	18	13-	
20	INT	10	13-	PER Roll: 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
14	COM	2	12-	
8	PD	4		Total 16 PD/8 rPD
7	ED	3		Total 15 ED/8 rED
4	SPD	10		Phases: 3,6,9,12
10	REC	4		
40	END	1		
39	STUN	0		

Total Characteristics Cost: 125

Movement: Running 6"/12"
Swimming 2"/4"

Powers & Skills:

Combat Training:
- Combat Skill Levels: +1 Level Overall (10)
- Combat Skill Levels: +2 Levels w/Hand to Hand Combat (10)
- Combat Skill Levels: +2 Levels w/Steel Path of Tor (6)
- Combat Skill Levels: +2 Levels Moving inArmor, Plate (10)
- Combat Skill Levels: +1 Level w/DCV (5)

Martial Arts—Steel Path of Tor (Blades Weapons Element is Default) (24)

Maneuver	*OCV*	*DCV*	*Damage*
All-out	+1	-2	Weapon +2DC
Falling strike	+2	+0	Weapon +1DC
Flowing strike	+1	+0	Weapon +v/5; Fmove
Interpose	+2	+2	Block; Abort
Sever	+0	-1	Weapon +2DC, Disable

Use Steel Path with shield (Interpose only)

Pneuma Abilities:
- **War Shout:** Aid +8d6 PRE, Invisible to sight, Incantation, 3 charges, Costs END, Increased END Cost: x2, Self only, Offensive Use Only (13) [12]
- **Strength of will:** Mental Defense +8 (5).
- **Keen senses:** Enhanced Perception +1 (3).
- **Sense magic:** Mental Awareness (3)

Mezina Exile Skills:
Breakfall 13- (3)
Concealment 13- (3)
Familiarity: Animal Handler 8- (1)
Familiarity: Deduction 8- (1)
Familiarity: Oratory 8- (1)
Familiarity: Trading 8- (1)
KS: Steel Path of Tor 11- (2)
Languages: Native Black Albionesse, Completely Fluent Allemaine (2)
Paramedic/Healer 13- (3)
PS: Teacher 11- (2)
Riding 13- (3)
Scholar (3)
Seamanship 11- (3)
Stealth 13- (3)
Tactics 13- (3)
Weapon Familiarities: Common Melee, Lance, Shield, Bow (5)
Follower: Mount, Black Destrier (10)
Combat Sense 13- (3)
Defense Maneuver, 0 phase action (7)
Light Sleeper (3)
Contact: Duke Brian of Newcastle 8- (1)

Total Powers & Skills Cost: 152

Total Character Cost: 277

Disadvantages: 100+

Psychological Limitations:
Code of Vengeance, must avenge all insults (15)
Proud (10)
Pities the downtrodden (10)
Distinctive Features:
Style disadvantage (10)
Blackened Lion shield and blazon (10)
Hunted by:
Forces out of Doomhault, more powerful, 11- (20)
Watched by:
Allemaine nobles, more powerful, 8-, non combat influence (10)
Reputation:
Strong warrior, brash and ignorant of custom 11- (10)
Unluck: 2d6 (10)
E**xperience Bonus** (72)

Total Disadvantages Cost: 277

Equipment:

Plate armor: Armor 8 PD/8 ED, 40 kilograms (Mezini style, Blackened Lion blazon)

Large shield: DCV +3, 7 kilograms

Bastard Sword: HKA 2d6, +1 OCV, STR Minimum 15 (2d6+1 w/STR adds, more with Martial Arts)

Lance: HKA 2d6, STR Minimum 15 (2d6+1 w/STR adds, used from horseback)

Knife: HKA ½d6, +1 OCV, STR Minimum 5 (1d6+1 w/STR adds)

Longbow: RKA 2d6, +1 RMod, STR Minimum 15, ½ DCV (165" Max Range)

Other: Blue tunic and clothing of Mezini fashion, gold arm torc (gift of Duke Brian), empty purse

Total Encumbrance: 47 kilograms, -2 DCV and DEX Rolls (MIA Levels already added in), 1 END Cost/Turn

Fuzion Stats

6	INT	5	WILL	4	PRE
6	TECH	6	REF	6	DEX
6	STR	6	CON	6	BODY
3	MOVE	12	SD	12	ED
3	SPD	12	REC	60	END
30	STUN	30	HITS	15	RES

Fuzion Skills: Hand to Hand: 5; Perception: 5; other skills listed above at Level 4.

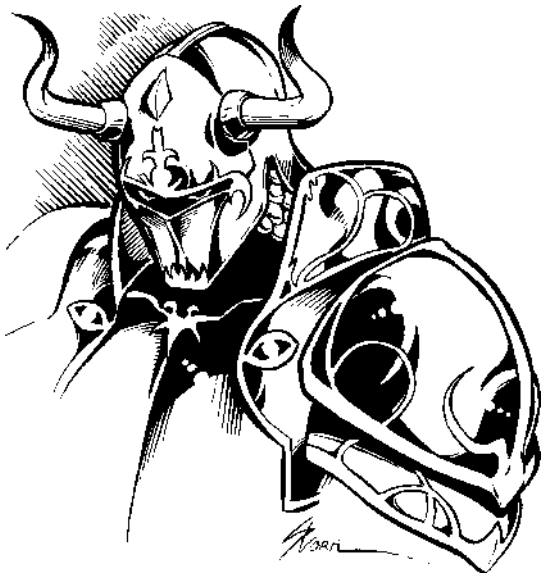
Fuzion Powers: Mental Defense: 8; Mental Awareness; Others as above

Arion, Lord of Beasts

He is the third being to assume the role of the Lord of Beasts, but his evil has grown strong indeed and Arion remains a loyal servant of his master, the Black Prince. Indeed, how could he be otherwise. The Doomed know no rebellion.

Arion gained his position in the last years of the Age of the Moon Gibbous. Vertigane had amassed great armies and chased the Inach and Trolls out of the East. The Doomed were gathering their Hosts, and they needed every man. The power of the Collar of Command was too great to leave unused. So the Dark Titan ordered that the best woodsmen and rangers in his Host should be brought before him. When a hundred such men had been gathered, he swept them across the land with the power of his magic, and they were transported instantly to the Moonwood of Allemaine. It was a night of the full moon. The curse of the ancient forest would be ripe and hungry for blood.

Darkseeker proclaimed that only one man would exit these woods alive, and that man would inherit a position of eternal power and might at the side of the Titan himself. Then he dispersed the rangers throughout the Moonwood with a wave of his massive hand. Soon his ears were met with screams of death and



struggle, as the rangers fought each other and the horrors of the cursed wood for the prize.

The screams went on through most of the night.

True to his word, one man came out alive—Arion. He beheld the promised reward—the Collar of Command. He took it with pride, and was Doomed forever.

Since that time, Arion has served his master well. He obeys the Black Prince, and has continued his predecessor's pursuits in the field of creating new forms of animal life. He has in fact succeeded well beyond his expectations, fusing magic with the already formidable Dogs of War to create hellish hounds of awesome strength and clever intelligence. They remain too few to risk in combat; breeding programs in Doomhault and the Forest Grande have been able to add only a relatively small number of the beasts to the Doomed Host. His other experiments include horrid shapeshifters—Torinach were-dogs and worse.

The Collars of Command take the form of leather leashes attached to a massive gauntlet of tanned and rugged hide. When the collars on the end of the leashes are wrapped around the neck of any living creature, that being undergoes a transformation into a wretched and obedient servant, no more intelligent than clever beast. Arion keeps these slaves, wild and unclean, at his side as his personal bodyguards. But this is the least of the Doom's power—it also grants the Lord of Beasts access to the powers of Wizardry, and extends his lifespan indefinitely. Arion was already skilled in Hedge and Celestial magic before he emerged from the Moonwood, with the Doom at his command he has dabbled in Forces and more.

Arion remains the Black Prince's most skilled ranger and master of forest lore. His ability to command the beasts and creatures of the wood have made him intensely valuable, and it was primarily for this reason that he was chosen to lead the assault on the Council of Kings.

Perhaps due to his relative inexperience, Arion is one of the few Doomed who regularly emerges from Doomhault to terrorize the Broken Kingdoms. Prophets and astrologers in the service of the Doomed work endlessly to identify individuals who may pose a threat or an obstacle to the Titan's plans later in life. Often these individuals are completely ignorant of their destiny. The Lord of Beasts is sent to track the victim down, amassing a great pack of animals. His relentless hunt is unstoppable, ending only with the victim's death.

As one of the Doomed, Arion has a wide variety of magical powers granted by his master. These include a magically-sustained life (Damage Reduction), resistance to magic (Mental and Power Defense), instant communication with his fellow Doomed (Mind Link) and an aura of powerful terror which can also be used to command the weak-willed. His personal combat skills are just as awesome as one would expect from a thousand-year old servant of evil.

The Lord of Beasts is a massive, lean but muscular figure. His heavy black plate armor gleams in the moonlight, but by far most distinctive is the rack of great antlers which spread from his helm. He is always surrounded by his enslaved Dogs, leashed to his mighty gauntlet and ready to be released for combat. Beasts under his control are unnaturally carnivorous, and creep about his form waiting for permission to feed. He carries two other items of enchantment—the long spear with which he claims his victims, and the horn that he uses to muser his Hunt. Both of these artifacts were inherited from the last Lord of Beasts, who got them from the corpse of the original.

Arion, Lord of Beasts

Val	CHA	Cost	Roll	Notes
21	STR	12	13-	450 kg; 4d6 [4]
21	DEX	36	13-	OCV: 7/DCV: 7
23	CON	32	14-	
22	BODY	28	13-	
15	INT	5	12-	PER Roll 19-
21	EGO	24	13-	ECV 7
23	PRE	16	14-	PRE Attack 4 ½d6
20	COM	5	13-	
8	PD	4		Total 16 PD/8 rPD
5	ED	0		Total 13 ED/8 rED
5	SPD	29		Phases: 3,5,8,10,12
9	REC	0		
50	END	2		
65	STUN	35		

Total Characteristics Cost: 228

Movement: Running 7"/14"
Swimming 5"/10"

Powers & Skills:

Combat Training:
Combat Skill Levels: +5 Skill Levels Overall (50)
Combat Skill Levels: +4 Levels w/All Combat (32)
Combat Skill Levels: +2 Levels Moving in Armor, Plate (10)

Martial Arts—Pammachon(17)

Maneuver	*OCV*	*DCV*	*Damage*
Crush	+0	+0	STR +4d6 Crush, Must follow grab
Escape	+0	+0	35 STR vs. grabs
Grab	-1	-1	Grab two limbs, 30 STR to hold on
Joint Break	-2	-1	1d6+1 KA, Grab one limb, Disable
Use art in armor			

Collars of Command, Arion's Doom:
Bring to Heel: Transformation 2d6 into monstrous, loyal, half-human Dog of War of the same point value as original character, cumulative, OIF, Extra Time: Full Phase, Concentrate: ½ DCV, Target must be immobile or willing, No more than 8 Dogs may exist at a time (12) [4]
Empathic communication: Mind Link with up to 16 canines at once, including victims of the Collars of Command (30)
S**orcerous Vigor:** +200 END, Only for magic (67)
Animal awareness: Enhanced Perception +7 (21)
The Long Spear: HKA 3d6+1, +4 OCV, 0 END Cost, Can be thrown, No range penalties, OAF, Independent, STR Minimum 15 (3 ½d6 with STR adds) (33)

Arion's Horn:
Call to the Hunt: 13d6 Mind Control, Useable vs. humans or animals, Telepathic communication, Area of Effect Selective Radius, x128 Increased Area (the horn can be heard for about a mile and a half), One command: Hunt with me, 3 charges, No range, OAF, Independent, Only at night, Mind Control fades automatically at dawn (38)
Doomed Nature:
Supernatural life force: Damage Reduction, 50% Physical and Energy Resistant (60)
Magical essence: Mental Defense +14 (10)
Magical resistance: Power Defense +5 (5)
Night sight: Ultraviolet vision (5)
Immortality: Life Support, Immune to Aging, Disease and Temperature, Does not eat or sleep (14)
Dread Aura: Mind Control 6d6, Versus Humans and Animals, Telepathically Delivered, 0 END Cost Persistent, Area of Effect 7" Non-Selective Radius, One emotion only: Fear, Always On, No target can be attacked more than once per scene (35)
Compulsion: Mind Control 6d6, Versus Humans and Animals, Telepathically Delivered (45) [4]
Mystic Communication: Mind Link with the other Doomed and the Dark Titan (25)
Simulate Death (3)
Sorcery Skills and Spells:
Magic Skill: Forces 12- (3)
Magic Skill: Hedge Magic 12- (3)
Magic Skill: Sky-Lore 12- (3)
Skill Levels: +9 Levels with all Magic skill rolls (27)
Sorcery: Variable Power Pool 120 points (120)
Sorcery, continued: Control Cost, No time to change points, No die roll required to change points, Magic Skill Roll Required to Cast, Limited to Celestial magic, Hedge magic, & lightning-based Forces (103)
Athletic Powers:
Running: Running +1" (2) [1/5"]
Swimming: Swimming +3" (3) [1/5"]
Hunstman Skills:
Acrobatics 13- (3)
Animal Handler 20- (21)
Breakfall 13- (3)
Climbing 13- (3)
Concealment 12- (3)
KS: Astronomy 11- (2)
KS: Forest Symbols 11- (2)
KS: Pammachon 11- (2)
KS: Weather Prediction 11- (2)
Navigation 11- (3)
Paramedic/Healer 12- (3)
PS: Veterinarian 11- (2)
Riding 13- (3)
Security Systems/Traps 12- (3)
Stealth 13- (3)
Survival/Hunting 18- (17)
Tactics 12- (3)
Tracking 12- (3)
Weapon Familiarities: Common Melee, Common Missle (4)
Weaponsmith, Melee, Thrown, Bows 11- (4)
Fringe Benefit: Doomhault nobility (15)
Money: Wealthy (20)
Followers: 8 Dogs of War, each with a 100 point base (35)
Bump of Direction (3)
Danger Sense, mystical, 11- (20)

Total Powers & Skills Cost: 958

Total Character Cost: 1186

Disadvantages: 100+

Distinctive Features:
Style Disadvantage (10)
Aura of dread, not concealable, causes extreme reaction (25)
Hunted by:
Forces of good, as powerful, 8- (10)
Physical Limitation:
True Name (15)
Bound utterly to the will of the Dark Titan (25)
Psychological Limitations:
Vengeful (15)
Consumed with hatred (20)
Reputation:
Doomed, a supreme servant of the Black Prince 14-, extreme (20)
Unluck: 2d6 (10)
Watched by:
Dark Titan, more powerful, non combat influence, 14- (15)
Villain Bonus (920)

Total Disadvantages Cost: 1186

Equipment:

Plate armor: Armor 8 PD/8 ED, locations 6-18, 28 kilograms (excellent quality, black but seemingly molded to his long, lean frame)

Horned helm: Armor 9 PD/9 ED, locations 3-5, 1.85 kilograms (excellent quality, rack of antlers)

Total Encumbrance: 29.85 kilograms, -2 DCV and DEX Rolls (MIA Levels already added in), 1 END Cost/Turn

Fuzion Stats

5	INT	7	WILL	7	PRE
6	TECH	7	REF	7	DEX
7	STR	7	CON	7	BODY
4	MOVE	14	SD	14	ED
3	SPD	14	REC	70	END
35	STUN	35	HITS	21	RES

Fuzion Skills: All Combat: 8**;** Perception: 9; other skills listed above at Level 7.

Fuzion Powers: Armor: 18 KD/18 EKD; Mental Defense: 14; Power Defense: 5; Other powers as above

Selected Spells from Arion's Grimoire:

Throw Lightning: Energy Blast 10d6, Requires Forces Roll at -5, Haymaker Limits, Noisy, Gestures, ½ DCV (15) [5]

Lightning Flare: Flash 5d6 vs. Normal Sight, Requires Forces Roll at -5, Haymaker Limits, Noisy, Gestures, ½ DCV (15) [5]

Slay the Unwary: RKA 3d6+1, Trigger, One Hex Area Effect, Invisible, Requires a Hedge Magic Roll at -11, Full phase to prepare, Gestures, ½ DCV to prepare, Can be detected if target can defeat Arion in a contest of Security Systems skills, Only in natural environment (30) [11]

Weather Manipulation: Change Environment 30 points and 64" radius (reference *Hero System Almanac 2* for optional Change Environment effects), Can vary effect (weather—rain, wind, fog, temperature), Requires Hedge Magic Roll at -12, 0 DCV, Full Phase, Gestures, Must be outdoors (32) [12]

Detect Ambush: Danger Sense in and out of combat, over general area, vs. any attack on 18-, Only vs. Ambushes, Requires Hedge Magic Roll at -4 (22)

Woodswalking: Teleport 10", 12 range doublings for about 6 miles non-combat, Invisible to all but mental, Requires Hedge Magic roll at -12, Gestures: Must be running or walking, Increased END Cost: x5, Only in and through woods, Only usable non-combat (27) [10]

Hide Tracks: Invisibility to Touch, No Fringe, Area Effect Selective, Only to prevent targets from leaving tracks, No Range, Requires Hedge Magic Roll at -7 (22) [7]

Beast Thoughts: Invisibility to Mental Sense Group, No Fringe, 0 END Cost, Only in natural environment (mind appears to be an animal), Requires Hedge Magic Roll at -6, ½ DCV to cast (22)

Observe Trail: Clairvoyance with Normal Sight, 10 Range doublings to over 125 miles, Only outdoors, Only to observe an outdoors trail, Requires a Hedge Magic Roll at -7, ½ DCV throughout, Full Phase to cast (18) [7]

Stone (or Plant) Speech: Clairsentience into past with normal sight and normal hearing, Requires Hedge Magic Roll at -4, Only to learn what nearby stones (or plants) might know, Incantation (16) [4]

Animal (or Plant) Facade: Images for Normal Sight, -6 to PER Rolls, 0 END Cost, Only to conceal target as an animal (or plant), Requires Hedge Magic Roll at -4, ½ DCV to cast, Gestures (14)

Camouflage: Invisibility to Normal Sight and Hearing, 0 END Cost, 0 DCV to Cast and ½ DCV throughout, Cannot make more than a half move during effect, Only in natural setting, Requires Hedge Magic Roll at -4, Full Phase, Gestures (9)

Merge: Desolidification, 0 END Cost, Can only move into organic objects (such as trees), Cannot move inside object, except to turn around or exit, Cannot cast spells while merged, Vulnerable to attacks, but gain DEF and BODY of merged object , Requires Hedge Magic Roll at -6, ½ DCV to cast (9) [6]

Protection From the Elements: LS: Immune to Intense Heat/Cold, Area Effect 16 hexes, Selective, Requires Hedge Magic Roll at -1, Costs END (5) [1]

Consider Arion to have access to all spells in the Celestial grimoire, up to his 120 active point limit.

Fiction: The Council of Kings, part three

"To your son, however, I will show no mercy."

Lucius leveled his powerful gaze at the young Count, who stood again, stronger perhaps than he did before, more certain. This was a moment that he had long prepared for.

"Are you," Lucius queried, "as your father suggests, the heir to the prophecy of the Boy King? Are you the boy in whom our hopes are to be placed?"

Richard clenched his jaw, released the tension. "I am," he said evenly.

From nowhere the Wizard Blaise had come. When he spoke Richard's head snapped to face him. "And are you prepared to demonstrate this, as the prophecy requires, with a trial by fire?"

Again he answered, "I am."

Blaise raised an eyebrow, and for an instant an impish grin crossed his face. But his levity was quick, and in a flash he was deadly serious. "Then prepare yourself," he intoned, and he turned and walked away.

While the rest of the Council scurried for cover, Blaise turned to the great oak table in the center of the hall. With a single gesture from the Wizard, it cracked down the center. He spread his arms wide, staff clenched in one hand, and the two halves of the table moved aside, taking carpet and flooring with them. They did not stop until the Sea-Princes and Ministers, Warlords and Dukes were squeezed back against the walls of the hall, pinned by the oak.

With a frightful glare, he turned to Richard. "Know this: that once the trial is begun nothing can save you. Once the fire is lit it cannot be extinguished. You will perish, or you will King."

All the commitment of a lifetime of preparation was at Richard's command, though within he trembled in fear. He stepped to the center of the cleared chamber. "I will be King," he intoned.

"Then let the trial begin. Let the Wandering Flames be summoned." Blaise beat his staff once upon the bare earth. A river of fire appeared at once, and streamed, almost slowly, towards the boy. When it approached him, it split into two tendrils which encircled him in opposite directions. They met behind him, and the circle was complete.

Immediately the flames began to rise. The heat became palpable. The other nobles were glad for their distance, and for the protection of the table wood. The crackle of the flames grew louder. Without fuel, they nonetheless had risen to the height of Richard's chest.

He had the appearance of bravery. The flames rose and he closed his eyes, tightening his jaw. The heat caused his rings and other jewelry to glow, and his hands began to smoke. Every muscle in his neck and face was clenched to keep the pain in, even as the smell of burning flesh began to spread through the room.

Blood flowed from his mouth. He had bit his tongue.

At first Blaise had watched with hesitation, then with hope. But now, as Richard's burning became more obvious he turned his head away in disappointment. From this test, there would be no survival. Whatever child the Sibyl had intended to save them, Richard was not he. In confirmation, Richard's screams began.

Too much agony to contain, Siegfried's son cried out in pain and anguish. His handsome face had begun to melt, and the assembled nobles turned aside. Only the Duke and his newly found brother, Synmark, could bear to watch.

They, and one other. With a blind rush and a cry of her own, Richard's sister Olivia escaped from the crush of spectators and hurled herself towards the fire. Siegfried reached to restrain her, but failed. His grip pulled her off balance, however, and she lost her footing. In a desperate bid to save the life of her brother, she pushed him from the circle of flames, falling within them herself.

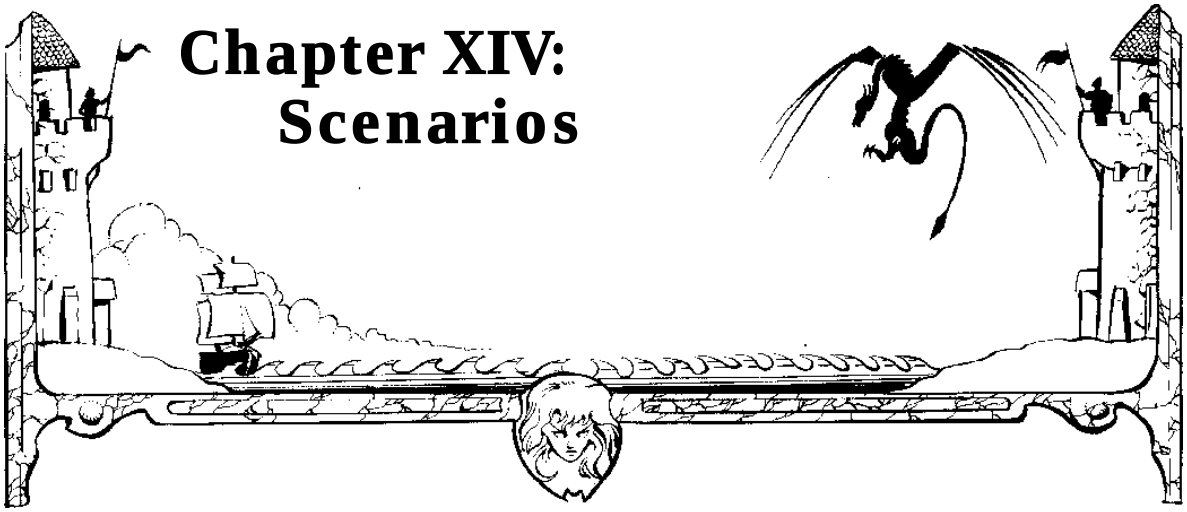
Richard fell, smoking, in a heap. Healers rushed to him, but all other eyes had become riveted on Olivia and the Wandering Flames.

She picked herself up off the floor, got to her knees. Then she seemed to realize where she was. In the midst of the fire. Flames licked her clothes, her flesh, tickled her eyes and face. She felt nothing. Confused, she got to her feet and stood there for a moment.

Blaise's eyebrows rose. So, the King was not a King after all?

Again, the Council erupted in voices.

Chapter XIV: Scenarios



Introductory Adventures

The Council of Kings (Allemaine)

The Council of Kings is intended to be a one-session introduction to the Broken Kingdoms, serving three major purposes: 1) it introduces the players to each other, 2) it unites them in a common goal, and 3) it allows them to meet and get a feel for the major NPCs that the GM wants to use in the campaign. The Council of Kings is best for GMs and players who intend to roam all across the Broken Kingdoms, from NorthUmbria to Tarsus. Campaigns intended to be played in specific, limited areas might be better served with a more focused first adventure, without all the added complexity of the Council and its diverse membership.

Background

Slightly over twenty years ago, the Wandering Flames were first sighted, landing high to the north of Allemaine. They reappeared just months ago, and the Lord Regent, taking this as an omen that the heir to the Prophecy of the Boy King had matured and was ready to rise to the throne, called a Council the likes of which has not been seen for hundreds of years. The rulers of every one of the Broken Kingdoms was invited, to debate the meaning of the Prophecy and to discuss what measures the Kingdoms might take to oppose the long-standing threat of Doomhault and its allies.

Recognizing the great portent of the moment, all of the Kingdoms have agreed to attend, though some have sent high-ranking ambassadors rather than attend themselves. Word of the Council leaked quickly, probably from Calabrian spies, and soon its date and location became common knowledge. Merchants and other spectators began to gather at the site, and the host of the Council, Duke Clariance of Lanahaut, soon realized that the Council was becoming the major social event of the season. Accomodations were provided for the influx of uninvited guests, and security was stepped up with the commision of the Blackened Lions mercenaries.

Before proceeding much farther, it is recommended that the GM be familiar with the prophecies and characters involved in this story. Take a second look at the following sections: On Prophecy (Chapter VII—Overview), Siegfried, Richard and Olivia (The Kingdom of Allemaine, Famous Figures, Chapter VIII—the Lands in Detail) and The Heir to the Prophecy of the Boy King (Chapter VI—Things Players Were Not Meant to Know).

Events in Brief

The players will be brought to the Council for a variety of reasons, but with so many important people in one place, it should not be difficult to arrange (see Preludes below for more on this). Once there, they will meet and associate with the most critical NPCs while pursuing their own agendas. Entertainments and audiences with nobility will occupy them throughout the opening day and evening. The Council proper begins on the second day, with the players probably relegated to the fringes of the political action. When one of the Doomed appears at the Council, intending to abduct the heir to the Prophecy and whisk her to the throne of his master, the players will resist. Finally, a Wizard's prophecy will forge the heroes into a loose company, and lead them off on a rescue mission that proceeds directly into the next series of adventures.

Preludes

Do as many preludes as you think your player group can handle—three to four is usually a good target number. Each prelude should play through critical events in the history of a single PC, with the other players adopting the NPC roles of antagonist, ally, rival, mentor, love interest, etc. If possible, your Preludes should take place in a variety of the Broken Kingdoms, to show players a little bit of the unique atmosphere found in each location. Don't worry if this doesn't work out though; the short novel following this adventure,

Hounds of Fate, is a rapid-fire tour of Ahrivine that will show your players around.

Those heroes who don't get Preludes should still have solo sessions with the GM, even if its just an hour or two. Since the other players aren't around, this is an ideal time to role-play through the backgrounds of characters with terrible secrets that they mean to conceal from the other players. Between Preludes and secrets, you should be able to cover just about everyone in the starting group.

The main thing that you have to keep in mind when running these Preludes and secret sessions is to remember your eventual destination for the heroes—the Council of Kings. Make sure that everyone has at least a token reason to be there. The reasons will vary, but with so many important people in one location, it shouldn't be hard to find a reason.

Travelling to the Council

The Council of Kings takes place on the Feast of the Travelling, the 25th day of Ovudis. Duke Clariance of Lanahaut is the host. Situated just a pleasant afternoon's ride north of the Severn river, Lanning is easily accessible to travellers. The Calabrian city of Carisbrooke is just across the river, and regular ferries can take men and horses across several times a day.

Just about anyone and everyone can be found on the road to the Council. Of the many individuals found in the Famous Figures sections of the various Kingdoms, only the obviously aged or infirm are unlikely to be present. This is an excellent opportunity for players to meet not only each other, but also to come across other NPCs whom the GM wishes to spotlight in storylines to come. Heroes may encounter Duke Brian with his bodyguard of Blackened Lions, perhaps be waylaid by the Oak Men and charged to deliver a message by him to the Lord Regent. If travelling by ship the players might encounter Prince Roger or even Castillo, travelling in secret to avoid assassination attempts. Pallean triremes may prove a tempting target for Growltiger or any other river pirates, until they're forced to deal with demigod champions of supernatural might and vigor. Obviously, the gamemaster could do an entire "warm-up" adventure just with these encounters, perhaps useful for teaching new players the mechanics of *Hero System* combat.

The Tarsan delegation deserves special mention here. Ector has chosen to remain in Sarwick, sending the Prince and his wife instead, along with a sizeable bodyguard of Warlords and other Earls. With their usual distaste for boats, Carados and his large retinue have been riding up the Calabrian Coast for many weeks. Two days outside of Lanahaut, their progress already delayed by weather and countless other accumulated irritations, the Princess' horse pulls up lame and the party's timetable is thrown into jeapardy. Strangely, Carados doesn't just get the Princess a new horse. Instead, he decides to push ahead, leaving a handful of bodyguards with the Princess and charging Terrod with personal responsibility for her safety. The Princess and her lover spend the night in the beautiful Calabrian countryside, curious as to why Carados granted them this opportunity, but unwilling to let it slip by. Players may come across any part of this scene, though it is worth pointing out that, should they come across the Princess and her Warlord long after Carados' dissapearance, the two lovers are unlikely to grant them a patient reception.

Arriving

When the Lord Regent sent out his requests for Council, he never expected such a vast crowd of attendees and "party crashers." As a result, the Duke has been forced to move the site of the Council from Lanning itself to the nearby woods, where he can set up tents and pavilions large enough to accomodate all guests, and also where the supernatural wood will keep unwelcome attendants away. The retinues of the combined lords numbers in the thousands, and the addition of merchants, criminals and commoners hungry for a chance to see the rich and famous has swelled the city's population by half again. The streets are a constant party atmosphere, with priest-king and peasant jammed cheek by jowl into the winding and often cramped streets of a medieval city. Everyone is decked out in their finest regalia. Circus and street performers act out their most colorful displays, juggling on stilts, breathing fire, performing bawdy comedy skits and swallowing vicious curved blades. People are spending money, a lot of it.

The road to the forest site is constantly trafficked, and several merchant shops and stalls have been temporarily constructed along the way. Once the road turns into a path within the confines of the wood, all such activity ceases. This close to the Forest Sauvage, a strange, almost otherwordly aura permeates the wood, and the raucous atmosphere of the coty cannot help but be smothered by it. For this reason, many visitors to the Council have instead chosen to stay in Lanahaut, and only those with real business here have persevered to stay in the Council pavilions.

Rangers in the Duke's employ will safeguard travellers, generally silently from the cover of trees, only making their prescence known when necessary. All who wish to enter the pavilions are permitted, but nothing can be bought or sold within their confines, and the rangers will make clear that no violence or other unseemly behaviour will be tolerated. As a final measure, Duke Brian has generously loaned the Blackened Lions to work security at the Council itself, and the grim, besmirched warriors will be quietly omnipresent once the players reach the actual site of the Council. Only the enclave of the Pallean Sibyls is off limits to them.

Players may be housed with wealthy travelling companions who they have met along the road, or in any of the larger common tents provided for casual guests. The forest is a beautiful, subdued place with many sources of water, plentiful shade and few menaces. Heroes may decide to pitch their own tent on the outskirts. The banners and blazons of each of the Kingdoms can be seen by visitors, broadly laid out in sprawling camps with the most powerful rulers in the center

of their respective grounds, with lesser nobility surrounding them. In the middle of the gathering, a series of large wooden buildings have been erected. The center of these is the Council proper, with the adjacent rooms acting as lesser gathering halls. Horses are all being kept together in a single location, tended by the Duke's personal grooms and a large temporary staff. The Tarsan delegation has not yet arrived; this will be a source of some consternation among the attendants. Without the Tarsans, any council of war is dangerously incomplete. Finally, a small private encampment has been placed for exclusive use of the Sibyls. The Lady Orithyia is present, surrounded by many of her Priestesses and Crones. Penthisilia, very nervous, has appeared off of the Isle for the first time in many years. She and her Huntresses will be particularly paranoid, and are performing all security and bodyguard duties within the Sibyl's pavilions.

The First Day: Audiences and Entertainments

On Ovudis 25, the ceremonies begin. However, again due to the unexpectedly large gathering of visitors and the as-yet-unseen Tarsan delegation, the critical events of the Council will not begin until tomorrow. Today, the nobles of the assembled Kingdoms will grant audiences to those people who wish them to pass judgement, negotiate trade contracts, hear talk of alliance, meet old friends, etc. The central hall of the Council chambers has been reserved for the Lord Regent and his Allemaine lords. Calabrian, Pallean, Provincial and Tarsan nobles have been placed in adjacent chambers, the last of which remains empty. The other halls, however, are a bustle of activity, generally with long lines of supplicants eager for a chance to bring their private cases before the Barons.

Outside the woods, along the road and back in town, the Duke has sponsored a vast array of entertainments, to keep as many people as possible distracted from the Council itself. A largish tournament is being held, complete with Grand Melee, jousting, and personal challenges. Calabrian harpers and minstrels have started up an impromptu contest of their own, and with so much royalty around, patronages are flying fast and furious. An entire career could be made with a single song at the right moment. A few Tarsans, representing their Banners, not the Earls, are staging martial arts bouts and testing their skills against all customers. To avoid interference from the Duke's men, many of these bouts are kept underground.

At night, the performers exchange their juggling for fire-breathing, and the nobles retire to feasting and visits with friends. Some quiet spying is certainly going on as well. Gamemasters can maintain these events for as long as they remain interesting. Many of the players will be using this time to pursue their own agendas—the reasons they came to the Council in the first place. Let them get a feel for the area, and for the major NPCs that will be appearing later. Some suggestions are given below.

Olivia and Richard

The two heirs to the prophecy try to stay away from the Council for most of the day, taking the opportunity to enjoy some "quality time" together. They will be seen strolling through the busy streets of Lanning, Olivia on her brother's arm. Resplendent in a rich embridered gown, happy at the thought of their lifelong deception being finally lifted, Olivia is a vision. Richard wears his personal coat of arms—a red rose on a black field. Players may see him buying a flower or ribbon for his sister, placing it in her hair himself. Anyone giving Olivia more than the most circumspect glance will get an angry scowl from the jealous Count.

Richard has specific instructions from his father to avoid "any misfortune" before the Council, especially fights. Nonetheless, his protectiveness of Olivia does get him into a duel late in the day. As written, this duel assumes that Richard fights an NPC, but if one of your male player characters obliges by making pleasant conversation with Olivia or, even worse, attempting to get her alone for a moment, then they may be able to fulfill Sir Uvain's shoes.

Sir Uvain is a good and loyal knight from the Eastern dukedom of Estahrivine. Though humble, modest, and of firm religious conviction, he is terribly ugly, having been cursed with giantish proportions, blockish chin, dark sunken eyes and stringy, straggly hair. He wears green and silver, and is well outfitted for a knight, being a favorite of Duke Lanceor. Use the Great Knight stats for Uvain, but lower his COM to 6.

Shopping for a pretty necklace which he might bring home to his lady in the East, Uvain decides upon a particular gold locket. Unsure of the length, and curious to see how it looks and hangs, he asks the nearest lady if she might try it on for him. Olivia, flattered, is about to accept the necklace and place it around her neck when Richard pulls her behind him and raises his voice to the mild-mannered, if brutish, Uvain. He begins with loud insults, which progress rapidly to violence. Players may enter the scene at any time, and may be able to defuse the situation if they think it worth bothering about.

"Wait!" Richard says, grabbing Olivia by the arm and pulling her back. "You'll not be laying your churlish mattocks on my sister."

"Sir, I merely asked her to take this …"

"No gift, no matter how golden or jeweled, could cover thy hideousness, you monster. Away with you."

There is a long pause while Uvain, who does not take this kind of abuse, tries to keep his temper. Finally, he responds slowly. "Sir knight, I meant no disrespect to this woman…"

"This *woman* just happens to be my sister, you oafish, ogre-blooded cretin, and far too noble to be coveted by the likes of you. I say again, away!" He gestures broadly with one hand, while the other moves to the haft of his weapon, which is slung over his back for easier travel in the city's confined streets.

Uvain makes no further attempt to calm Richard or request an apology. Looking over Richard's shoulder

to Olivia, who still grips the locket, forgotten, in one hand, he turns to go and says, "I bid you good day, my lady…" At that, Richard clouts him across the face with a mailed backhand, and it is likely that, if players are going to stop the fight, this is the last opportunity for them to do so.

Olivia will try to stop the violence if the players do not, or fail. As Richard goes to draw his sword he finds her hand atop his. "Richard, stop!" she cries. "It was not his fault. He meant no disrespect. *Please*." Grudgingly calmed by his sister's pleas, Richard relents. Seizing the locket, he throws it into the mud at Uvain's feet. "Root it out of the mud if you like, swine," he finishes, then strides off with Olivia in tow.

As soon as he can get her in a semi-secluded area, Richard will chide Olivia for "flouncing herself" to every peasant and brute in the streets, "so that it is no wonder that every man gazes at thee with eyes of lust." Olivia, withdrawn into a familiar routine, will only keep her head down and nod, muttering agreements, and promises to "be better."

After this incident, the two will retreat to Lindsey Castle, where they will happily stroll the Count's gardens, speak of the wonderful days to come, and Richard will replace the flower that he bought her earlier with a rose from his own garden.

Players should learn a couple of specific points about the fight in the street: Richard is a troubled, jealous, prideful young man. His sister generally keeps quiet and lets him take the spotlight.

Lucius and "Clariance"

The great lords of Allemaine are granting audiences throughout the day, with only occasional breaks for food and rest. Lucius is foremost among them, with Duke Clariance, the Constable, to his right and Archduke Breuse of NorthUmbria to his left. The other dukes of central Allemaine, the east and the north file away to the right and left respectively, with the Barons on the ends. Provincial lords have been relegated to a periphery audience hall.

Describe the Regent, the Constable, and the Archduke. Above them hang banners with their coats of arms; the Regency flies a silver crown on a blue field, Breuse a red boar on a yellow field. Do not describe Clariance's blazon. If a player asks, simply say "You notice it, but after a while you forget. It's not important." This is, of course, an effect of the spell used to conceal Clariance's identity.

The Broca family is in turmoil and, unable to come to any resolution amongst themselves, they have brought the issue to the Council for resolution by the lords. Although their barony is located in the Southern Marches, Duke Brian has deferred to the Lord Regent for judgement. The Broca family is large and heir to a prosperous name, so the matter quickly commands the attentions of everyone in the hall. Onlookers hear of the matter and soon people have come in to observe from all the lesser audience halls as well.

The problem is put forth by Mary Broca, the eldest child of the family. "Your Grace, my father, Magnus, Baron of Broca, died one year ago. Our brother, Calvin" here she gestures to a poorly armed and armoredknight standing several feet away, "is eldest, but we all agree that he is unfit for inheritance. I believe that I can best rule the land, but my family has been unwilling to agree, and while we debated the matter I chose an executor to administrate the barony. But, alas, this has proven to be ill done, for my chosen man has done poorly, and the land and the people have begun to suffer. So, we have come to you, to resolve this matter between us."

Lucius looks to Calvin, and asks him, "Why do they think you so unfit, good knight?"

One of the other brothers speaks up. "He has debts my lord. Gambling."

The Regent raises an eyebrow. "Is this true?"

Calvin looks at his brother and sister, then steps forward. "It is," he says a little too loudly. "And what of it. My father and I did not get along, but I am his son, and once I am made Baron I will do his memory justice. I have ceased my baser habits, I assure you."

Lucius considers for a moment, then looks to his right. "My lord Constable. Your wisdom in all matters is well known. Perhaps you would assist me with valuable counsel now."

Clariance responds easily but with conviction. "This weakness in your family's lands cannot stand. Rules of inheritance in our Kingdom are plain—Calvin owns the land now. All of you should do your duty to assist him in its governance. With your help, the Barony will become strong once again. Perhaps responsibility will sober him." Much of the Broca family greets this decision with dismay, particularly Mary, but Calvin stands vindicated and nods vigorous approval.

Lucius then turns to his left. "My lord Archduke. You have many sons, and the commitment you have for your family is famous throughout our Kingdom. I would ask you, too, to advise me."

Breuse leans back in his chair and strokes his chin for a long moment. When he speaks, his northern brogue is thick (GM, if you can do a Scottish accent, try it) "Aye, the Constable is right, Calvin should rule." There is more consternation among the crowd. "Aye, he *should*," Breuse contines after a moment, "But, if he *cannot*—if he has not the strength, and the other members of his family stand against him, as it appears they do—then the land must be given back to the Duke from whence it came. When one of Broca blood is strong enough to carry on, it will be granted again. I'm sorry, Mary," he finishes kindly, "you seem a brave lass, but it would weaken the Barony." Mary does not respond, perhaps unwilling to argue with an Archduke before the entire assembled crowd.

Having listened to his advisors, the Lord Regent takes a moment to think. "It seems to me," he says, "that the problem is with your choice of executors. Whoever you have chosen, Mary, he clearly has no stake in the land, so does not care if it should fail and wither. Only you and the Broca family can care for your own land. A new executor will therefore be chosen from amongst the family. No one will inherit the Barony, all monies

will be divided evenly for a generation and, when Mary's son reaches his majority, he will be the new Baron of Broca."

"But, my lord," Mary asks , silencing the crowd, "how will this new executor be chosen?"

"Each one of you will cast your choice, and the Broca with the most choices to back him shall win. Perhaps your obvious wisdom, Mary, will encourage your family to trust you with this position, as I sense they should. Every year, the choice shall be made again, so that no executor will forget where his—or her—power comes from."

Having recieved the judgement of the Regent, Mary curtsies and gracefully withdraws. The rest of the Broca family follows, and this particular encounter is over. The GM may urge players to discuss the various judgements made, through the voices of whatever NPCs happen to be present.

The Broca family is, of course, an alegory for the Broken Kingdoms themselves. Duke Clariance believes in tradition and male inheritance, even if the candidate is less than perfect. Archduke Breuse would prefer to let the concerned parties fight it out until one rises pre-emninent and, in the meantime, leave the matter in the hands of the Dukes (that is, people like himself). The Regent, himself a choice of popular vote among the lords of Allemaine, recommends an elected administrator until a strong, universally backed candidate can arise.

Synmark and Harrison

Far from politics, the Sea-King and his son are taking this rare opportunity to engage in one of their favorite occupations—wenching. Queen Elizabeta is back home, her health ill suited to a journey such as this. Synmark would never dream of cheating on her, so instead he consoles himself with offering helpful tips to his romancing son.

Any female player character of above average appearance and reasonable personable disposition is a likely victim of the pair. Harrison and Douglas wench in good fun—the Prince means no insult and will respond to anger or sarcasm with mock injury or other humor, perhaps gripping his chest as if shot through the heart, collapsing into his father's grasp. In order to avoid too much attention, the pair are not outfitted as royally as they might, preferring to don well-tailored swashbuckling garb over the finery of court. Ready, and perhaps hoping, for a barfight or duel, both will be armed with light blades. Harrison will have his pistol jammed in his belt.

Harrison and his father have several routines which they will use on their female victims. One of these is the "mean drunk" routine, in which Synmark takes the role of a mean-spirited man thrown out of a tavern. When he makes rude advances towards a woman of beauty, Harrison "rescues" her and whisks her off her feet. Players who spied father and son roaming the streets together—joking, boasting and otherwise enjoying themselves—may guess that the "mean drunk" is not what he seems. Sometimes Synmark plays a practical joke on his son, playing on the mean drunk on a particularly homely or large woman, forcing Harrison to not only rescue the woman, but then extricate himself from an unwanted romance. Other complications might come from the city guard, who aren't in on the gag and will try to arrest Synmark, Harrison or both for fighting in the streets. The resulting swordfight and brawl should be kept non-lethal and lighthearted, true to the character of Calabria.

That Night: the Travelling

Once darkness has fallen, the Sibyls will disperse throughout the City and woods in preparation for the ceremony of the Travelling. There will probably be over a hundred re-enactments of the ancient ritual in this single evening, but by far the most important one is that which takes place on the Council grounds itself.

The Travelling portrays the darkest moment in the history of the world—when the divine parents were taken from this world, and from their children, by the mysterious but seemingly all-powerful Destroyer. The most solemn of rituals, the Travelling is always potent, but tonight it is especially so. The Lady of the Isle, Orithyia, is herself presiding over the ceremony and will be taking the role of Rhea in the ritual. Her personal spiritual power, combined with the many spirits of the wood, have combined to bring forth ancient, long-slumbering servants of the gods. These powers will themselves participate in the re-enactment, by using mortal beings as vessels. The players will be the victims of, or at least spectators to, this divine visitation.

As mentioned, Orithyia will take the role of Rhea; this leaves the two other roles—Creator and Destroyer—without players. Rather than choose from amongst the assembled nobilty and onlookers at the Council, Orithyia has chosen to trust fate. She is confident that the gods will deliver the players in the divine drama, and she is not mistaken.

The GM must decide which character will portray the Creator, and which the Destroyer. The Creator is a smith, a master of magic, and a powerful male symbol—nearly any strong warrior, priest of the Brotherhood or mage could serve. The Destroyer is much more ambiguous; though generally a male warrior figure, a woman is sometimes chosen. Incarnate servants of the gods will temporarily possess the chosen victim, for the duration of the ritual.

Non-player characters can be used, if the player company proves impractical. John Smith, the middle son in a large Liauren family of blacksmiths, will perform as Augelmir. John is a humble, practical man of incredible strength (STR 25) and size. He and his family are here selling and commisioning swords and other metal valuables. Prince Carados of Tarsus will arrive at the Council just in time to be co-opted into the role of Destroyer.

As night falls, the chosen characters are nowhere to be found. Whether they have wandered off on their own, been lost in the crowd, or simply vanished is up

to the GM and the specifics of the players' activities. Take the two players aside, and tell them briefly what has happened:

"You are an ancient servant of the gods, awoken by the magic of this night. Having chosen to participate in a re-enactment of the ancient ritual of the Travelling, which re-creates the abduction of the Gods, you have adopted mortal vessels in which to portray your ancient rivalry."

To the hero chosen to portray Augelmir: "You symbolize the Creator, who made man and earth and all the animals which dwell upon it. Having tired of seeing all that you made wither at last to dust, you broke with divine law and went amongst your people to create a civilization that would grow and prosper for all time, immortal."

To the Destroyer's chosen one: "As the Destroyer, it was your role to bring an end to all that the gods made, so that reibirth could occur and stagnation avoided. But your brother and sister loved their creations so much, that they persuaded you to let them live. Perhaps the old ways were not the right ways—perhaps it was time for life to go on forever. But if so, then it must stand on its own merits. If there is no place for the Destroyer, than the other gods, too, must pass. You have come to your brother and sister, to take them from this world. If their creation lives, you will let it live, But if dies, then the cycle of destruction and rebirth will begin anew."

Go over with the two players the basic outline of the ceremony, then let them act it out, with the GM playing Orithyia. Minor, and even major, variations in the ritual are permissible. Gods are at work here—nothing is certain. Nonetheless, the essential outline is like so:

1. The ceremonial ground is consecrated. The players will not be involved yet.
2. Augelmir illuminates the circle and summons forth a young stag, symbolic of all his creation. Under his care it grows in strength.
3. Rhea performs a similar feat, but her symbol is a tree.
4. The Destroyer appears in flame and moonlight. It leaps into the circle and frightens away the stag.
5. Augelmir defends the stag, summoning his hammer and attacking the Destroyer. They battle, and Augelmir is defeated.
6. Rhea demonstrates the beauty of her creation, but is unwilling to let it grow unguarded.
7. The Destroyer hurls Rhea away from the tree, sets it on fire, then picks Rhea up and retreats into darkness.

Note that the player characters involved in the ceremony are possessed by ancient, powerful spirits, and undergo a metamorphosis that makes them quite unrecognizeable. The other players will know that Augelmir and Destroyer are using bodies of the PCs, but the characters themselves may not.

The ceremony begins with the sanctifying of the chosen ground by the Sibyls. A ring has been marked off in the ground, with a shallow trench just a few inches deep showing the boundary. A half-dozen Maidens in pale purple tunics, bearing silver long-handled vases, pour water from the Isle into this trench, and despite the size of the circle and the small amount of liquid involved, the trench quickly fills with clear, sparkling water. The alert will even see tiny silver fish swimming through the trench in the moonlight. The center of the circle is shrouded in darkness, but at the far end a fallen trunk has been propped up by two other trees, to form a small shelter. The inside of the shelter, too, is dark.

The assembled nobles and their retinues are observing from around this ring. There are no chairs or seats—all stand, and the entire ceremony is conducted in absolute silence.

The center of the dark circle is then illuminated with sudden light. Two figures stand there—Rhea and Augelmir. The light comes from the male figure, who holds in one hand a tall staff surmounted by a miniature sun. His broad, heavily muscled torso is bare, but for the full beard which partly covers it. He wears a simple skirt and heavy work apron of leather. His long grey hair contrasts with his muscular physique, giving him an ageless quality. Beside him is a woman of timeless beauty, cloaked in blue and purple robes. Her hair is long, black, and falls in tight ringlets. Around her neck is a gold torque; her skin is olive-colored, her eyes deep and dark.

From the darkened edge of the circle, a young stag walks, clumsy on its newly-born legs. It moves to Augelmir, who places his hand upon it, and gradually its legs become stronger. Rhea kneels, and a small shoot begins to grow at her feet. It flowers white, but continues to grow at a supernatural rate, its stem becoming taller and stronger.

Outside of the circle, a sudden burst of flame is seen. Standing on another fallen log, above the assembled crowd, stands the Destroyer. He bears a torch high in one hand, and is further illuminated by a beam of brilliant moonlight. Skulls adorn its belt, and stripes of blood are drawn across its flesh like war paint. A cloak of black animal fur covers its chest, and a head-dress of bone serves as its crown. A loincloth is its only other raiment.

Silently, the Destroyer leaps from its perch, and lands within the circle. Slowly, stalking, it approaches the gods and their creations. The stag, now fully grown is the first to panic. It runs from the new arrival, who menaces it with the torch. Augelmir steps between the two, and raises his hand. Clearly, he intends to protect his creation. His outstretched hand closes, and a hammer has appeared in its grip. He smites the Destroyer and there is a clap of thunder.

The two battle. The players involved should describe their encounter. No dice should be necessary, this is a battle of gods and spirits; the actors are not portraying their roles to win or lose, but to give a dramatic story. In the end, the Creator looses, and the Destroyer stands over his body, even more bloody than before. The stag is nowhere to be seen.

Turning to the woman, the Destroyer sees that what was once a small shoot has now grown into a mighty

tree, larger than any other in the forest. From its branches blossom hundreds of tiny white flowers. Rhea stands before it, resting upon its strength. She plucks a blossom from it, and walks gently to her enemy. Placing it in the Destroyer's hand, she matches his gaze. Smelling the flower's perfume, the bloody hunter is obviously moved. Rhea gestures to the tree proudly, then to all the woods that surround the ceremony. Her expression communicates clearer than any words, *Is this not good?*

The Destroyer nods, but its expression is stern. It gestures her away from the tree. She resists, moving to protect it. It is more forceful, she more desperate. It drops the flower to the ground and strides quickly to her, gripping her by the arm, and hurls her several yards towards the edge of the circle (a murmur goes up amongst the onlookers at this). She does not move.

Putting his torch to the base of the tree, the Destroyer sets the trunk ablaze. Taking the torch with him, he then walks to the prone body of Rhea and lifts her casually over one shoulder. With a final glance at the unmoving body of Augelmir, and then the entire assemblage, it moves past the burning tree into the secluded area of the fallen tree. Within the darkness, the torch extinguishes. The Maidens reappear with their silver vases, which they fill from the water of the trough. These they hold out to the audience, awaiting anyone who wishes to put out the burning tree—the heat from which is growing rapidly, and can now be felt throughout the gathering. Give your players a chance to be among the first to step forward. Nearly everyone will eventually come forth, and the water from the circle never runs out. After a brief battle, the fire is defeated, and the ceremony is over.

The spirits have left the possessed mortals, and they will be found in the cave or lying in the circle, with a span or two of missing memory. All physical effects of the transformation have vanished, including changes in appearance and wounds. The tree, its flowers, the circle and its water, remain, and will surely pass into legend. The stag cannot be immediately found.

Players may have some activities of their own to pursue for the night, but the next development in the plotted storyline does not occur until the next day.

Day Two: the Council Begins

Lucius calls the Council to order in mid-morning. Players will almost certainly be relegated to one of the surrounding halls during the debate—there are over fifty of the highest ranking individuals in the Kingdoms in the room; adding retinues and onlookers is impractical. Players will have to eavesdrop if they want to know what's going on, or wait for periodic updates from nobles leaving the Council chamber to stretch their legs. In the surrounding halls, other debates and events may be proceeding. Security around the Council is tight, with Blackened Lions at every door.

A variety of lesser topics dominate the discussion for some time. The Tarsan delegation arrived in the night, with the Princess and her bodyguards reaching the Council even later—about halfway through the day. The significant section of the Council debate is provided in this book already, as three short fiction pieces found at the beginning of the Introduction, the Broken Kingdoms Sourcebook, and this section, Adventuring.

Part One (Introduction) of the Council describes Prince Carados' proposal for an alliance, drafting every man of fighting age in the Provinces. The Wizard Blaise prophecies doom if this is attempted, reactions are mixed, and when Richard tries to support Carados he is ridiculed by the Wizard. Support for the plan collapses. In its stead, Prince Harrison stands and accepts the role of heir to the Prophecy of the Boy King.

Part Two (Broken Kingdoms Sourcebook) deals primarily with Duke Clariance's revelation of his true identity: Prince Siegfried of Calabria, and eldest son of the royal line. As such, *his* eldest son, Richard, is heir to the prophecy. Siegfried's identity is verified by his brother, and the Lord Regent pardons the deception. Note that, with Siegfried's identity stated plainly, the enchantment which hid him is lifted, and players will suddenly see, and remember, his blazon—a golden sun rising on a red field.

Part Three (Adventuring) concerns the Trial by Fire—in which Blaise summons the Wandering Flames to test Richard and prove (or, as it turns out, disprove) his destiny as Boy King. Richard is partially burned before his sister Olivia rushes to him, knocks him from the flames, and falls amongst them herself. Unharmed by the fire, she is revealed as the true subject of prophecy. The Council erupts into chaos, and she faints.

After this event, the Council debates the precedent for female rulership. Lucius and Siegfried (after he recovers from the revelation of his daughter's destiny) both support Olivia, as does Duke Brian of Newcastle. They argue that examples such as Palladine and the Duchess of Pase demonstrate that a woman may be as brave and loyal as any man. Opposition to Olivia's right to rule comes, predictably, from Archduke Breuse. "Aye," he admits, "Palladine was as brave and as strong as any man, but she was never made a canicht, and no real squire served her! The Duchess ruled her land long past the death of her hoosband, but the knights under her obeyed her in *his* name. No canicht of Allemaine ever swoore allegiance to a woman!"

This last bit may be loud enough for players to hear even through the doors of the Council chambers. The debate will not be resolved here, however, for powers of darkness have long been mustering, and it is time for them to strike.

A Shadow Falls Over the Host

Outside the Council halls, slowly and for several spans, a mist has been slowly rising. Player paranoia will quickly rise to the fore, and heroes may try to interrupt the Council. The debate will continue, however, with the Blackened Lions and the Huntresses doubling their guard on all entrances and conducting regular, heavy patrols of the Council perimiter. Players may try to accompany the guards on these patrols

and, depending on their relationship with the Sibyls and the Lions, these requests may be welcomed or viewed with suspicion.

The mist causes a deep and enchanted slumber, and it will overcome everyone outside the general area of the Council within a few passages of Olivia's revelation, as detailed above. NPC Lions and Huntresses on patrol outside the building will succumb to the enchantment; player characters will have the opportunity to either return to the Council to raise an alarm, hide to attempt an ambush, or investigate further into the mist.

Arion the Doomed Huntsman is staging his raid on the Council. His goal is not murder, but rather abduction. Over a period of several days he has been hidden in the woods, summoning a large army of animals. Through his sorcery he has futher created a monstrous beast to lead the assault, and it is his intention to release this animal armada to cause chaos and confusion at the Council. He himself will storm the central hall on a hellish war stallion, reinforced by his chained hounds and Dogs of War.

The players will not be involved with Arion himself. It is unlikely that they have the firepower and combat skills to wrestle with a Doomed. Instead, their attention will be taken up by fighting off his animal army, protecting the slumbering crowds. Their final challenge will be to defeat the great beast that Arion has conjured forth.

Arion's army can be constructed with a variety of ordinary animals from *Fantasy Hero*, *Fantasy Hero Companion* and the *Hero Bestiary*. Giant versions of ordinary animals and insects can be used to threaten heavily armored heroes. Most of the animals will be much less powerful than the players, and as the heroes defeat their opponents, more will arrive to take their place. Lions and Huntresses will be fighting as well, in the surrounding halls, and this is a good time to let the players come to their rescue, forging a potential friendship.

At the climax of the battle, when the players have rescued their allies, defeated many of the lesser beasts, and are prepared to storm the Council hall itself, the Great Beast appears. A sorcerous amalgam of a variety of giant beasts, it is a truly fearsome opponent. It will require the cooperation of the entire company of players to defeat it. Adjust the stats of the Great Beast as necessary.

The Great Beast

55	STR	20	DEX	25	CON	25	BODY
5	INT	5	EGO	50	PRE	2	COM
18	PD	14	ED	4	SPD	15	REC
50	END	75	STUN				

Powers: Growth 30 points, 0 END Cost Persistent, Always On; HKA 2d6 (4d6 w/STR adds); Damage Resistance 6 PD/4 ED; +2 Levels w/Hand to Hand Combat; Running +10"; Flight 6", ½ DCV; Venom; Enhanced Perception +1; Enhanced Hearing +3.

Disadvantages: Distinctive Features: unnatural monster; Psychological Limitation: Consumed by pain and hunger; Physical Limitations: Abbreviated lifespan, Sterile, Not Sentient, Limited manipulation.

Fuzion Stats

1	INT	1	WILL	16	PRE
1	TECH	6	REF	6	DEX
18	STR	8	CON	8	BODY
10	MOVE	16	SD	16	ED
3	SPD	26	REC	80	END
40	STUN	40	HITS	3	RES

Fuzion Skills: Hand to Hand: 4; Flight: Move 3; Hearing: 5; other skills listed above at Level 3.

Fuzion Powers: Armor: 12 KD/8 EKD; Other as above

The Great Beast has the head and tail of a poisonous serpent, the body of a lion, the forelegs of a dog, the rear legs of a stag, and the wings of a bat. It may smash through the roof of the Council halls thanks to its sheer mass, attack heroes outside the building, or enter through the broad double doors. A PRE attack is likely as it enters, allowing it to get at least one attack on heroes before they can effectively fend it off. The Council chambers are wood, and of temporary construction, so it will not take much effort on the part of the Beast to knock down a wall or two. It is a clumsy flier, generally using its wings for intimidation value and to chase down the occasional fleeing victim. The Great Beast is sustained completly by sorcery—its unnatural existence will soon doom it regardless of Arion's success or failure in his mission. Wracked by pain and a hunger than can never be sated, it will attack mercilessly and to the death. If it kills a victim, its first response is to swallow it whole. This will take a phase or two, but attacks upon it during this time will distract the creature from ts grisly meal.

Inside the Council chamber, Arion's Dogs of War and chained Hounds are distracting the assembled nobles while he seizes Olivia. Several heroes will try to stop him, notably Owain and Harrison, but will be laid low by the Huntsman's magics. One of Arion's Chained Hounds will be slain. Richard is concious but still immobilized by pain, and will be unable to do anything more than watch as Arion seizes his sister, throws her over his horse and rides from the Halls. Houds and Dogs of War will follow. This should occur just as the heroes are in the thick of their battle with the Beast. If necessary, Arion will sacrifice some of his Dogs of War to further slow pursuit. Once he reaches the cover of the woods, he will be untraceable.

Baroness Olivia, heir to prophecy, has been claimed by darkness.

Aftermath

The Council is a battlefield, with many dead and dying from the attacks of Arion's bestial army. Dogs and wolves have ravaged onlookers, giant beetles and other creatures have grievously injured even the strongest knights, and the thrashings of the Great Beast have

knocked down walls, pinning others helplessly. Insect swarms, snakes and other creatures have left many poisoned and ill; the Sibyls and Siegfried's healers are sorely pressed. Any player with healing talents will be welcomed into the effort.

Few of the heroes of the Kingdoms are still standing after the assault—the player characters form the majority. A few others—Harrison, the Blackened Lion Sigomund Moritu, and Richard—have managed to keep (or regain) their feet. As the dust settles from Arion's departure, Blaise emerges from the Council hall. Players may question him about Arion's appearance, accuse him of failing to warn the Council of the assault, or inquire about where Olivia may be taken, so that they may attempt a rescue. If they do not, then Richard or his father will. Blaise's response is predictably in his nature—he issues an enigmatic prophecy, known afterwards as the Prophecy of Four Souls.

The Prophecy: Four Souls

"Know this," says the Wizard (in your best impression of Merlin from the film Excalibur), "that Arion does not hunt beasts as mortal Huntsmen do, but men. His dark masters search the loom of fate, and find those strands which will, one day long hence, spin against him. These are the victim's of Arion's hunt, and many do not even suspect that one day they might act against him and his kind—if," he says with a mischievous grin, "they survive.

"Across the breadth of this land there are four souls—the last four that ever he shall claim, if you are strong. They know nothing of their destiny, and will never know it if his spear claims them. You can save them, and more—if you are vigilant and brave, you shall end the hunt for all time.

"Where Kings hide in the wild wood, whence the one-eyed hero came, there seek the first. Thou shalt know him … by his thumb."

"For the second soul, seek the sea. Drunken but merry, Happy Jack is the name he bears now, but once it was otherwise."

"The men behind you, turn to women next—both third and final. If you have not betrayed your courage and abandon those in need, you will be delivered up to her.

"Of the last, it not yet time to speak."

If further questioned as he makes hs exit, Blaise will have little else to say. "The answers you seek will not be found here," he says. Waving his questioner away irritably, like an old man disturbed from slumber, his voice raises a little. "Be off!"

As the witnesses to this prophecy, the heroes have all the impetus they should require to begin their adventures in the Broken Kingdoms. Following Blaise's clues they will travel to the Provinces, Calabria, Pallea and Tarsus in search of Arion and his four souls, before eventually returning to Allemaine, and a magical showdown with a corrupted enchantress. In th end, they will free Olivia and shatter the power of the Huntsman forever, or perish in the attempt.

Introductory Adventure Seeds

Curved Swords, Long Arrows

This adventure takes place during the Council of Kings, while Carados and Judith are away. Ector has need of a handful of agents for a very important mission, and the players' names—singly or as a group—have risen to his notice. Probably speaking through intermediaries, he asks them to travel into Fekesh to extract a spy whose identity has been compromised.

This particular Fekesh has been passing information to Ector for years. An unfortunate series of mishaps have blown his cover, however. So far, the Emperor has not ordered his arrest—perhaps in an effort to observe him and learn more of his contacts—but time is very short. The heroes have to somehow enter a Fekeshi city through stealth or subterfuge, locate the spy, and get out before the assassins and paladins catch up to them.

Sea-Prince's Abduction

While Synmark and his son are up north at the Council of Kings, and witness the abduction of Olivia by Arion, an equally dire event is occuring back home in Calabria. Tor-Mezin learned one thing from his master's destruction: always have a back-up plan ready, no matter how certain the outcome may appear. In this case, that back-up plan is the youngest member of the line of the Boy-King: Prince Christopher, still just an infant.

The appointed agent for this seizure is Caleb, King of the Wyrms, who will arrive with a small flight of dragons to keep the Calabrian military busy while he takes the boy. The storyline should begin with the players all in the city of Sugales when the dragons attack. Much of their activity will be damage control—helping to rally the army, rescuing helpless women, children and aged, orchestrating cannonfire against the wyrms, etc. Some of the players should be close enough to the Queen to get a personal meeting with Caleb when he arrives. Even if they fail to stop Christopher from being taken, they can do enough harm to Caleb's precious dragons to stay in his memory for a long, long while. After the attack is over, emergency action will no doubt continue for several days or weeks, as the city is rebuilt and the casualties counted. Elizabeta may knight those who are particularly critical to the city's survival—heroes who, through their example, keep morale up for the entire populace.

Gamemasters should be prepared for the players to dedicate themselves to Christopher's return, no matter how awesome and overwhelming Caleb might be. The Doomed lord probably took Christopher to his citadel at Rybonek, and from there deeper into Doomhault for safe keeping. Players trying to rescue him will have their work cut out for them.

There are many adventure seeds throughout the land descriptions, and most of these could serve to get a player company together or fill a single night's entertainment. Some examples follow:

Allemaine

Beacon Towers

The line of beacons that carry messages from the Bastion north to the Archduke are of critical importance. Knowing this, a band of mercenary knights, led by a brilliant outcast nobleman, seize one of the towers and hold it hostage for a King's ransom. Players will have to stop the bandits and kill or capture their leader (who has planned for every eventuality and has probably rigged the fortress with traps). The severed communication lines may allow Inach or other enemies to get through the pass unmolested.

Borea

One of the players runs afoul of a young son of the Archduke, and now the whole clan is after him. Some of the Archduke's sons may not agree with the feud, but they remain loyal. The players cannot simply respond with force, due to the Archduke's political might. Finding a compromise that satisfies all parties will be a challenge.

Estahrivine

One of the player magicians comes under suspicion of Diabolism by local Brothers of Augelmir. The frame is probably the work of one of the company's longtime enemies, and includes well-paid witnesses. The Duke is forced to jail some of the players for their own protection, and unless the heroes can clear their name, the Inquisition will execute them.

Provinces

Jumiel

Quartermain agents are travelling to Jumiel to make contact with the large brigand band outside the town. They hope to put them on permanent contract and move them to Archenbury, where they will become the private army of the Young Man. Count Baudwin, desperate for aid and anxious to avoid the attentions of the Governor, will offer the players anything they desire.

Connaucht

Rumors arise that the sheriff 's wife may not be dead. Is this just a desperate ploy by the local farmers to dampen the sheriff 's rage? Wary of a trap, Renauld hires the players to travel to the farming village where the woman has been seen, and return her. The woman might be a diabolist plant, the creation of foul necromancy, or just a well-meaning young woman with a startling physical similarity to the dead woman, willing to live a lie to save her family from a man obsessed with vengeance.

Folkingham

The players come across one of their old enemies, now working as a soldier in the pay of sheriff Giles. He and his fellow ex-cons have been up to their old tricks, but they cover for each other and the sheriff has yet to take action.

Calabria

Croix

For a variety of reasons, the players find themselves aboard the Prince's party-boat. While there, they save him from an assassination attempt by a neighbor, anxious to invade the city. Of course, the evidence points to Firined at first, but the heroes thwart this plan as well. This should set them up as the city's champions.

Sinadon

Casmir is hosting auditions for his band of companions, and competition is always fierce. In trials of strength, agility and cleverness, heroes must compete against each other and a host of rivals for the coveted position. Casmir requires polite behaviour and excellent manners in addition to combat skill, and the magical duels are always particularly entertaining. During the chaos of the contest, just about any other political plot could be carried out as well.

Frojina

Agents of Prince Roland are working to prevent any possibility of formal alliance between Princess Suzanna and the Duke of Moray. Their plan is to assassinate Suzanna's longtime mentor, Dornar, and frame the Duke for it. This should turn the Princess against Damaris and preserve the status quo. Other Calabrian factions are also involved, secretely aiding or thwarting Roland's spies. How do the players stand in this dilemma?

Haverland

A mage known by the players is arrested in Haverland, and accused of Diabolism and treason. Princess Elise is obssessed by her fear of magic-workers, and will not pardon the man no matter what proof the heroes offer. A jailbreak is the only option. They may be assisted by spies working against Elise, hedge mages previously allied to her sister, or by loyal subjects who are anxious to see the end of witch-hunts.

Tarsus

The Facees of God

A Pallean or Tarsan martial artist is ready to "graduate" from instruction, but his master gives him one final task to prove his determination: climb the cliffs. During the climb, the players run afoul of a Fekeshi assassin team also penetrating the country by this route (its not guarded, after all). Finally, the hero's martial arts rival shows up to sabotage the climb.

Western Wards

The heroes are present for the annual bison hunt. Rules are very strict, to avoid thinning the herd. Less than a dozen riders are allowed to hunt each herd, and each rider gets only two chances to kill their prey. Spears are used, no archery is permitted. Participation is a great honor, and competition is fierce. Dramatic and skillfull kills can earn a great deal of fame, and will bring the heroes to the attention of a patron.

Central Kingdom

A cunning Fekeshi commander leads a deep raid into the soft underbelly of Tarsus, striking through the Southern Sea. With the Army of the Dragon split up on two fronts, there is nothing to stop them from moving on Sarwick. The players muster local families into a militia and resist the invader, eventually leading them to conflict with the Fekeshi commanders, and earning them the gratitude of King Ector.

Pallea

Central Island

King Serpidon is looking for heroes to travel into the dangerous wilderness in search of griffon eggs. The city's two captive griffons—which symbolize the city's might—are ailing. In the end, several groups are given permission to try, but only one will be rewarded by the King, leading to some dirty competition between the players and their rivals. The situation is complicated by savage half-bird natives who worship the animals and refuse to allow the players access to the nests. Calabrian beast-hunters looking for a new attraction for the menagerie may appear as well.

Emniria

King Timones' wondrous architect, the man who designed his magical palace, has been kidnapped by Emnirian agents and has been sequestered somewhere within the city. Penetrating Serpidon's walls will not be easy, and it is unlikely that the heroes can masquerade as locals. They'll have to think up a cover story and get close enough to the subject to engineer his escape. The architect, meanwhile, has been kept busy building a massive war machine for Serpidon—a war machine which goes berserk at the climax of the rescue and threatens to destroy the city, and the heroes with it.

Kephorace

The oracle at Kephorace recieves a vision, informing her that she is to lead the local priestesses of Britomart to independence from the Order of the Sibyls. She begins using her influence as oracle to work to this cause—giving audiences in exchange for political favors, grants of land and money, etc. Depending on the player's stand on this issue, they may be sent by the Lady of the Isle to dissuade her or alidate the vision, or they may be acting as guards and agents of the rebellious seer. The whole thing may be a plot by a god of the Pantheon, meant to weaken Britomart's worship even further.

Short Novels

Hounds of Fate

This set of four linked episodes sends the players on a fast-paced tour of the Broken Kingdoms, as they ride, sail and fly after three souls targetted for death by Arion the Doomed Hunstman. Their only initial clue is the prophecy spoken by Blaise at the Council of Kings, but as they combat Arion, they will learn something about him and the Hounds which he commands. Whether they succeed or fail in their effots to stop the Hunt, the adventure sequence leads directly into the full-length novel White Soul, Black Heart, presented later in this same chapter.

Unlike the relatively densely-scripted Council of Kings, Hounds of Fate does not attempt to fill in every detail of the play session. The major goal of the episode, obstacles and resolutions, are provided, but gamemasters are encouraged to tailor the session to the individual players. Bring in supporting cast and plotlines critical to the heroes' backgrounds—introduce villains that may reappear later and indulge the occasional red herring or divergent story thread. Do not be afraid to just spend an hour or so role-playing in character, without pursuing the "adventure."

Arion's Mission—Adventure Outline

Arion's Hunt and its purpose is described in his character write-up, and is partially related to the players through Blaise's prophecy. After successfully taking Olivia from the Council of Kings, and delivering her to agents who can further transport her, Arion takes up his latest list of targets. The first three victims are perfectly ordinary—mortals, completely ignorant of the fact that one day they will, in a way however small, act against the powers of darkness. It is Arion's intention to hunt and slay all three. The players will be working to oppose him, and perhaps get a lead on Olivia's location, either by following him or by forcing him to reveal it. The final victim is, in fact, an immortal Wizard, and this is the subject of the later long novel storyline.

The first victim of the Hunt is a slothful Captain of the Guard in a Provincial town. Captain Loge is a pathetic man, consumed by petty evils; he is a most unlikely hero. Under pressure from Quartermen to participate in their slavery ring, Loge's first reaction to the players will be to try and arrest them and throw them in his jail. From there, the Quartemain can drug them and ship them off to gladatorial contests in Mu-Jahdin. Loge and his criminal partners are vicious, numerous and well-armed, but are unlikely to have the kind of resources that player companies can muster; the players will not suffer casualties unless they make dreadful mistakes. There are two far more important questions for them in this episode—namely, should they rescue a scum like Loge, and if they should, how do they do it? Open opposition to Arion may result in extreme player casualties. Whatever the result, Arion arrives late

in the story, and the players' plan will either succeed or fail, with the Hunstman quickly exiting for his next victim: Happy Jack.

The only named target of the prophecy is a wharf-bum in the Calabrian city of Damaris. Happy Jack's future destiny is left for you to determine, but as Arion and the players close in on him the smiling drunkard has come into the possession of a dangerous secret document. Jack soon becomes the target not only for Arion's hired agents, but also for a host of spies and assassins intent on reclaiming the confession. The players will have something of an advantage in this setting, since Arion's Hunt will attract quite a bit of unwanted attention if he brings his Hounds into the city streets of the Sea-Port. Instead, he'll be acting through secret agents and spies. If the players can defeat them, they can thwart the Hunstman and send him packing onto the final leg of his journey—Tarsus.

But in following Arion the player company gets sidetracked to the Isles of Pallea, where they are swept up in a quest for the stolen treasure of the Lord of Ocean. While helping some heroes to recover the treasure and lift the curse on their island, the company will gain enigmatic information concerning the actions of their allies in the north, and earn the gratitude of both a young hero and a powerful ocean spirit. Assuming all goes well, they are transported to Tarsus when the quest is completed, again ahead of Arion.

Rowena is a Tarsan woman that has left her husband and returned to her own family. Somewhat prosperous, she leads a quiet life. Though brave and honest, she has no dreams of resisting the hordes of Doomhault. Nonetheless, she is Arion's third victim. When the heroes find her, Rowena is being victimized by an obsessed wealthy landowner and his small army of hired thugs. Action by the heroes prompts the arrival of mercenary kickfighters and quickly builds to a climax.

In the end, Arion arrives, and with none of the restrictions he suffered in Calabria, this Hunt promises to be his most dangerous. The heroes can dissuade Arion, however, by sending him north—all they have to do is expose the activity of their allies, then beat Arion to his final victim.

Episode Outline

I. They're off to the Provinces

Blaise gave clues that should lead the heroes to the Provincial town of Middleton, and eventually lead them to recognize Captain Loge in particular. These include:

1) "Where Kings hide in the wild wood…" The old ruling families of the Provinces have been driven underground with the coming of the Northern lords. Disenfranchised lords like Harry, the Bandit King, are all that remains of this once-proud culture.
2) "…whence the one-eyed hero came…" Middleton was the home town to a long-dead Ahrivine hero called Old Nathan. Early in his career Nathan took an Inach arrow to the face, and his missing eye became his most notable feature. He wore an eyepatch, carried two swords and had a long career. Provincial characters will almost certainly know Nathan's hometown, though they may not necessarily know the rest of his story, that of his companion or his eventual end.
3) "Thou shalt know him by his thumb." When the Quartermain, Ahrivine's foremost organized crime institution, blackmails someone into cooperating with them, this process is known as "thumbing," and the victim is said to be "under the thumb." Loge is the current object of this endeavor, and when the players learn about it, they will know who it is that they are meant to save. Note—be careful to avoid Sully or Mikhail saying anything like "under my thumb" to Loge. this will lead to the players misunderstanding the prophecy. The "thumb" should always be linked to Loge, not any of the people who are victimizing him. If the players misunderstand anyway, you might want to edit the scenario so that Loge isn't the victim of the Hunt, and the players are right.

Captain Loge

Arion's first victim is an overweight, unshaven, ill-kept captain of the guard in the small Provincial town of Middleton. The last thing on Loge's mind is resisting the powers of darkness—he's much too busy wheedling free drinks out of local tavern-keepers, taking bribes from drug peddlers, and paying them back out to broad-beamed courtesans.

Loge wears an ill-fitting and beer-stained tunic that used to be blue, over a shirt of chainmail. He keeps a big knife at his belt and, if expecting trouble, owns a shortsword. Having once shot his own foot with a crossbow, he will not touch the contraptions himself, but his men do occasionally carry them. His shaggy hair is black, and his bloodshot eyes once were blue. Use the Guardsman stats and Package Deal for Loge. Add the Streetwise and Concealment skills, raise his STR to 15 and his INT to 13, and give him the Dirty Infighting maneuvers Punch, Roundhouse, Hoist'n'Heave and Low Blow, useable barehanded or with clubs. He has +1 additional level in Hand to Hand combat.

Loge's destiny, as with the rest of Arion's victims in this adventure, is up the GM to decide (should the players decide to spare him). Some possibilities include:

1) One day Loge will arrest a scurvy-looking vagabond drifting through Middleton. While attempting to escape, this drifter is accidentally shot in the foot by Loge's crossbow. Crippled and in pain, the man is hacked apart by Loge's men. The drifter is, in fact, Shedohel, "the Moon-Lord's Knife," Tor-Mezin's foremost agent in the Broken Kingdoms and a fearsome demonologist.

2) Two years from now Loge will fall in love with a pretty Provincial girl named Samantha. Anxious to earn her approval, he cleans himself up, loses thirty pounds, and starts sticking up for Provincial interests in the face of pressure from the northern lords and their officers. To avoid the Lord's Right, the two secretely marry, but the Constable learns of it and has Samantha brought to his stronghold. She cuts her own throat rather than allow the Constable to touch her, and the resulting scandal rises to the level of popular revolt. Before widespread violence erupts, Loge is able to present his case to the Regency, who begins widespread reforms in the Provincial system.

Sully

Sully is the local Quarterman, the only Bit Man in town and the only rival to Loge's obesity and general slovenliness. Grown rich on a well-cultivated slave and drug trade, Sully has no aspirations to leave the little town that he has made his home. He's the big—really, really big—fish in a small pond, and that's just the way he likes it. Although his superiors have long urged him to put Loge under the thumb, he has resisted. The Captain is the only person in town that Sully really feels comfortable sitting down to dinner with.

Use average stats for Sully, but raise his STR, INT and PRE to 15 each. Give him the Quarterman package, with the addition of Gambling and Interrogation skills. He carries a knife, but rarely uses it, preferring to rely on his dozen or so cheap chop, and his chief enforcer, Mikhail.

Mikhail

The right-hand man of the Quartermain, and a propsective member should Sully ever get off his butt to vouch for him, Mikhail is a feared and respected individual whom none of the townspeople will cross. Small of stature, slender and prone to dress in rich velvets and silk stuffs, many of his opponents make the mistake of underestimating him. Mikhail is a true predator, without compassion. Sully's other chop obey him in most circumstances, though none of them like him much.

Mikhail is a fighter, and is the primary physical antagonist of this episode. Use the physical stats for Rags (see Provinces, Famous Figures), add the Quarterman package, Dirty Infighting (useable barehanded or with blades) and +2 Levels with Hand to Hand combat. He is meant to be a formidable foe for one of your players—alter his stats as necessary.

Chop

Sully has a band of twelve hired thugs, which he has placed under Mikhail's command. Use the Competent Normal stats from the *Hero System Rule Book* with the addition of STR 15, Concealment, Streetwise, WF: Blades & Crossbows, Dirty Infighting (punch, roundhouse and chin block maneuvers), +2 Combat Levels with Hand to Hand Combat and +1 OCV with Crossbow. They wear leather jackets for DEF 1 over locations 7-13, carry knives, shortswords and light crossbows (1 ½d6 RKA, +1 RMod).

Events

The episode begins with the player company arriving in Middleton, a typical Provincial town of 1200 inhabitants. They will be greeted cautiously by the locals. Give them a bit of time to explore, ask some questions and get a beer at the tavern before Loge and Sully begin to act against them.

Sully needs strong or attractive travellers that he can abduct and sell to Mu-Jahdin slavers. By threatening to reveal Loge's acceptance of bribes and other misconduct to the local Constable, Sully has pressured Loge into assisting him. Sully's men will provoke the newcomers into a public disturbance, which will be Loge's excuse to arrest them. That night, the prisoners will be drugged with opium and shipped out of town. Loge will claim that they died trying escape.

The first job of the GM then is to arrange for the disturbance. Mikhail will be the leader of Sully's men, and will do most of the talking. The cause of the scuffle can be nearly anything, depending on what will work best with the players and their current activities. Some suggestions: Mikhail "comes to the defense" of a barmaid, claiming that "she wants nothing to do with cowardly vagrants such as you"; he claims that one of the players is cheating at cards; he claims that one of them has stolen his horse or killed his brother; he calls the Pallean a catamite, insinuates a carnal relationship between the Tarsan and his horse, or suggests to the knight of Allemaine that "the bigger the sword, the smaller the equipage"; accuses one of the company of being a witch or otherwise "in league with the evil one."

Neither Mikhail nor any of his thugs will draw weapons for this fight. Should the heroes try to intimidate the thugs with their own weapons, Mikhail will respond with additional huiliations, insulting them loudly in front of everyone present, hoping to provoke a fight. When attention is fixed on him, any one of his Chop may smash a beer mug over someone else's head just to get the action rolling. Let the barfight go on as long as its entertaining—this is a good chance to pull out all the old traditions, including the slide down the bar, the chair as a weapon, the barmaid with a club under her skirt, etc. Loge's guardsmen show up when the action slows down or becomes monotonous. In a loud voice the massive captain orders everyone to calm down. He's accompanied by a dozen guardsmen with crossbows levelled at the entire assemblage (several of the players are Covered). Reducing his voice to a more conversational, reasonable tone, Loge suggests that Mikhail, his friends, and the player company all come with him to "sort this mess out." He is polite but firm. Mikhail cooperates, grumbling all the while but giving Loge's crossbows plenty of respect.

Player reactions are unpredictable in this situation. They may accompany Loge to the jail, where he will herd the two groups into separate cells. He does all of this while asking the heroes to just "be reasonable" and allow him to "figure out what's goin' on between you and Mikhail here." Once behind bars, however, Loge can safely ignore them until later. He'll leave Mikhail and his men in a cell, too, however, not only because it

would arouse suspicion in the town if he let them go, but also because he doesn't like the foppish lieutenant, who consistently calls him "Captain Load."

Alternately, the heroes may make a break for it and ride out of town without ever getting to the jail. There might be a few crossbow bolts fired at them, but escape from the mediocre guardsmen is always a possibility. The players might be given shelter in town by a local, or they might meet up with a small outlaw band in the nearby woods.

Whether in prison or with the locals, the next development in the story is the revelation of Captain Loge as the victim of the Hunt. Heroes behind bars will have a while to try an escape, before they are fed drugged food which greatly inhibits their ability to think and act (-3 to all skills, CV and characteristic rolls). Eventually, Sully arrives with the Captain. Once Mikhail and his men are released, and Sully instructs Loge on the final elements of the plan, the players should have all the information that they need. Perhaps Mikhail, while he is reclaiming his weapons, asks the Captain, "So, how does it feel to be under the thumb, Captain Load?" Once again, players will need to stage a jailbreak at some point, even if they must do it while drugged, as they are loaded into wagons for deportation to Calabria and Mu-Jahdin.

If in the company of local Provincials or forest outlaws, the heroes can learn about Loge's "thumbing" from others, who know that he has taken bribes and is under extortion by the Quartermain. To keep the action high, you might want Mikhail and his thugs to catch up the players late in the evening.

Players are highly unpredictable in a sitation such as this; though they should know by now that Loge is the victim of the Hunt, they may not be certain how to save him, and may not even be disposed to try. The GM should be prepared for a variety of attack paths on the part of the players. Some examples:

The heroes decide to try and save Loge by keeping an eye on him and waiting for Arion to show up—at which point they ambush or otherwise assault the Huntsman. Victory is this kind of a sitation is highly unlikely. Arion is virtually impossible to surprise in a woodland setting, and he always has a small horde of Dogs and Hounds with him. Between his sorceries, magical weapons and centuries of combat skills, the players will almost certainly be forced to flee before all of them perish. Direct assault is not the best way to save Loge.

The heroes decide that Loge is a pathetic scumbag and they let Arion kill him. After the affair with the heroes has been resolved one way or another, Loge is paid a handsome bribe by Sully, and departs for his favorite brothel. At Middlenight, amidst storms and the baying of hounds, the Huntsman arrives. He slaughters Loge with his courtesan in attendance. The story proceeds on to Calabria.

The heroes decide to rescue Loge through trickery. Arion will hunt his victim to the ends of Ahrivine, unless he thinks that the Captain is already dead. Players could murder Sully and substitute him for Loge (the Quarterman is, after all, a vicious slave trader and drug lord). Their body types are close enough that, with the help of some facial mutilation, Arion might take one for the other. Players with Disguise, Mimicry or other subterfuge skills will be able to make the ruse even more convincing. This is the best way that I can think of to resolve the problem, but players are creative, and it is usually best to let a well thought-out plan succeed, even if it varies from "official" methods. Arion will appear as described, witness the body, then depart. If he sees the heroes, it is unlikely that he will take much note of them, at this point considering them to be just casual observers. Heroes who labored hard to attract his attention at the Council will get more notice.

One note—should the players observe Arion in his final arrival at Middleton, the gamemaster should be careful to describe one or two of the Hounds. Eventually their appearance will be critical. Also, remember that one of his Chains is so far unclaimed. It will be filled shortly.

II. It's Tuesday So This Must Be Calabria

The player company has a strong lead in Calabria—Arion's victim was actually named by the Wizard. Choose whichever Sea-Port you like the best; that's the nearest one, the place Arion has gone next, and Happy Jack's current location. The Hunstman will probably be ahead of the players at this time, so they'll be pushing to get to the coast ahead of him.

Happy Jack

No one knows the original name of the colorful wharf-bum called Happy Jack. He sticks to the docks and other port buildings, surviving on handouts and a few coppers that he makes by selling detritus from the sea. Dressed in a mixed bag of cast-off fashions, the only things that seem to remain constant are his goofy smile and indefatigable demeanor. With a bulbous red nose, wide, expressive eyes and oversized shoes, he always looks a bit like a clown. He's harmless, drunk or on his way there, and a very unlikely champion of light.

Jack occasionally picks items of dubious value from the beach, and a few days ago he plucked from the waters a bottle that he fancied. Since that time he has used it as a container for the donations of alchohol he begs from tavern keepers along the wharf. What Jack doesn't know is that the bottle hides a terrible secret.

Happy Jack's stats and skills will probably not be very necessary for this adventure; he's pretty drunk anyway. Some thoughts on his destiny:

1) Happy Jack is, in fact, Jak Jarlson, Giant-Killer, one of the most fearsome fighters of Tarsus and the man who perfected the legendary Drunken Stallion fighting style. He came to Calabria for a secret underground tournament, got hit in the head once too often, and lost all memory of his prior existence. His location unknown to even his closest friends, he drifted into obscurity. However—one of his teachers has searched all of Ahrivine for Jack,

and will soon find him. With sobriety and some coaching, he will regain some of his previous glory, join Ector's personal guard as a Warlord, and save the King from an assassination attempt.

2) In two weeks time, Happy Jack will bump into, and vomit all over, one of the Sword Dancers of Tarsus—a band of secret assassins led by a Mezini nobleman. The Dancers will kill Jack, but a half-span later one of them will be recognized by the stench, and the Guild's cover will be blown. Many of the Dancers will be arrested and their leadership will be forced to flee.

3) One day one of the player characters, having suffered a shipwreck, will drift up on the Calabrian shore. Happy Jack will drag the hapless victim from the sea, feed him some hot soup, and provide what shelter he can while the hero regains his strength.

The Black Rose

The Black Rose is a nefarious pirate and spy whose services have been hired by nearly every Sea-Prince at one time or another. Dashing and charismatic, he is nonetheless possessed of a malicious streak which he takes out on those who really annoy him.

Two days ago the Rose—whose true identity is unknown—was met by a dark, cloaked figure surrounded by an aura of palpable dread. It was only the pirate's bravado and need to uphold his reputation that allowed him to stand still throughout the audience. The Rose was paid an exorbitant fee to find and kill a person called "Happy Jack." The mysterious figure would say nothing else about the victim, and it has taken the Rose until now to track the man down. In the process he has learned that Jack is hunted by several other individuals, but he still doesn't know why.

The Rose is a highly skilled fencer, sailor and spy. Use the write-up for Captain Sable, but delete the medical skills and replace them with Concealment and Shadowing. His true identity is up to the GM to determine; he may in fact *be* Captain Sable, or a long-lost sibling to a PC, or a well-known and wanted criminal. He dresses all in black, with a light leather hood concealing most of his features. He wields a sabre, a knife, and a wheelock pistol, and is armored only in a black buff coat.

When forced, the Rose can quickly hire a band of common thugs. Use the Competent Normal write-up from the *Hero System Rule Book*, with the Calabrian Pike package deal. They are armed with knives, clubs and cheap firearms. Rose hates to deal with such riff-raff, but if faced with well-organized players he may need them for a distraction or as additional muscle. His crew of sailors will also be required for this episode; they are Veteran quality.

Lieutenant Finster

The foremost agent of the local Sea-Prince in this episode, Finster has been personally charged with recovering the message currently held by Happy Jack. He is a young, energetic, loyal servant of the crown—a highly respected member of the Prince's personal guard. Finster has medium-length brown hair, a well-groomed mustache and a trim goatee. He wears his uniform at all times, and is armed with a sabre, knife and musket (though this last sees little use). Though generally devoid of character faults, Finster does have a weakness for pretty women, especially foreigners (whom he sees as enchantingly rustic or bewilderingly exotic, depending on their place of origin). He is a struggling part-time poet and is served by a steadfast valet named Gerard.

Use the write-up for Commodore Firedrake for Finster, but delete the Area Knowledges and the Cloakwork maneuvers, replacing them with PS: Poet 8-. His uniform includes a buff coat, leather gauntlets and boots.

When necessary, Finster has the authority to muster a large group of guards and musketeers. On short notice at late hours of the evening, more than a dozen or so men are unlikely, but given time and a wakeful barracks, he could gather up to four times that number. During this episode he will also have temporary command of a frigate and its crew. The sailors are average, but the 30 or so marines on board are veterans.

Mademoiselle Ducarte

The agent of the Duke of Moray, Mademoiselle Ducarte is a ravishing Calabrian seductress, complete with beauty mark. Many men have been decieved by her charms, however, for she is an accomplished murderess and intriguer who wields her gender like a knife.

Ducarte has been dispatched to obtain the secret message. No expert at prowling around the wharfs, her strategy is to let one of her rivals find Happy Jack for her, then she can steal the message and be on her way. This requires her to keep in contact with both the Black Rose and Finster, however, so players will soon be in a position to blow her cover. How they use that information will determine much of the storyline.

An aspiring noblewoman, Ducarte dresses as richly as her environment will permit. Tight bodices and low-cut gowns emphasize her figure, which already needs no encouragement. Her personal combat skills are poor; if any hero gets into a fight with her, it is almost certain she will lose, but she does keep a dagger hidden in the small of her back, and she may be able to surprise a victim long enough to hold him hostage or get away. If you should need her characteristics and skills, use the write-up for Princess Angela. Delete her KS, PS and powers of Repartee; replace them with Concealment, Shadowing, Stealth, Seduction, WF: Knives and +4 Combat Levels with surprise attacks.

Ducarte hates to do her own dirty work—this prejudice often forces her to rely on brutes which owe her marginal loyalty. At the moment she has a small gang of about a half-dozen men, higher quality than her usual fare. Use the characteristics and package deal for the Calabrian Light Horsemen. All are mounted, since Ducarte expects the need for a quick getaway.

Deimonda

Prince Castillo cannot permit the secret of the bottle to be revealed. To end this threat forever he has commissioned his relatives in the Assassin Estates to kill everyone even remotely involved with it. The Estates have dispatched agents up and down the Coast, as their intelligence has yet to identify the exact location of the bottle, and as a result their resources are stretched thin. The agent the players will have to worry about is Castillo's third cousin twice removed, Deimonda, one of the most feared assassins in all of Ahrivine.

A cool woman always in control, Deimonda is a dark-skinned, sloe-eyed femme fatale. She does not get close to her opponent through disguise or other deception—she hides out in the area, waits for the right moment, and then blows the victim away with a gun, bowshot, or poisoned dart. She favors ranged weapons and sneak attacks; her weapons follow suit. Deimonda carries a wheellock pistol, a crossbow, a blowgun with a half dozen darts, and a longknife. She wears a black leather buff coat over black and white hose in a harlequin pattern. Her favorite piece of jewelry is a matching set of diamond rod earrings, which she often wears both in court and in the field.

A frequent user of poison, her favorite is the Jahdetta Blue Polyp. It completely paralyzes the victim and renders him unconcious in seconds. She has ensured that she is herself immune to its effects, thanks to repeated dossages, and often tips her blowgun darts or arrows in it. The poison is a waxy blue substance that she keeps in a small vial.

Deimonda does what she does for a complicated mix of reasons. She gets a thrill, and no small measure of sexual excitement, out of the danger and risk of capture; the financial rewards have also spoiled her. Finally, most of her victims are male, and she enjoys striking back against the male gender—whose treatment of women in Bentizia has been especially poor.

When not killing people for money and thrills, Deimonda socializes at court. She delights in gambling and in seducing handsome married men. Deimonda's characteristics and skills have been fully detailed below. As a good example of what the Assassin Estates can muster when they need to, she may come in handy for the GM in later storylines. Her skill levels, characteristics and powers reflect her amazing level of competence—she is another enemy that the players would be best to defeat through cleverness and skill, not direct physical violence.

15	STR	21	DEX	13	CON	11	BODY
18	INT	15	EGO	13	PRE	18	COM
6	PD	6	ED	5	SPD	6	REC
36	END	35	STUN				

Skills: Acrobatics, Breakfall, Bugging/Eavesdropping, Climbing, Concealment, Gambling, High Society, Lockpicking, Paramedic/Healer, Riding, Security Systems/Traps, Seduction, Tracking, Trading, Weaponsmith/Bows and Blowguns; WF: Common Missle, Early Firearms, Blades, Blowgun, Staff, +2 Levels in All Combat, +3 Levels with Ranged Combat, +4 Range Modifier Levels, +4 Levels with Ranged Combat, Only to Reduce Hit Location Penalties.

Perks: Money: Well Off (10), Fringe Benefits: Member of Bentizia Royal House.

Talents: Ambidexterity, Defense Maneuver to 0 Phase Action, Fast Draw, Immunity to Blue Polyp Poison.

Powers: +4 Levels DCV, Requires Acrobatics Roll at -2, Costs END, x2 END (Acrobatic Dodge); Clinging 15 STR, Requires Climbing Roll at -1 (super-climbing); Superleap +3", Requires Acrobatics Roll (acrobatic leaps); Running +3"; Swimming +2".

Disadvantages: Distinctive Features: Diamond rod earrings; Psychological Limitations: Loves living the good life, Likes to get petty revenge on men, Thrilled by danger; Reputation: Feared assassin 11-; Rivalry: other assassins; Secret Identity; Watched by the Assassin Estates.

Equipment: Buff Coat (DEF 2 on locations 9-12); Excellent Wheellock pistol (1d6+1 RKA, +1 RMod, +1 STUN, Jam 15+); Crossbow (2d6 RKA, +1 RMod); Blowgun (1 pip RKA, Invisible Power Effects); Longknife (1d6-1 HKA, +1 OCV, 1d6+1 w/STR adds).

Fuzion Stats

6	INT	5	WILL	4	PRE
6	TECH	7	REF	7	DEX
5	STR	4	CON	3	BODY
6	MOVE	8	SD	8	ED
3	SPD	9	REC	40	END
15	STUN	15	HITS	15	RES

Fuzion Skills: All Combat: 4; Ranged Combat: 6; All Evades: 6; other skills listed above at Level 3.

Fuzion Powers: As above

The Secret of the Bottle

A fortnight ago a Benitzian doctor, exceedingly old and near to death, made his final confession to a priest of the Brotherhood. The doctor confided that he had been present at the birth of Prince Castillo, had in fact delivered the child, and that Castillo had an identical twin brother born just minutes before. Castillo's father, for reasons of his own, separated the children, and never made the twin birth public knowledge. The older boy was taken by soldiers for a mysterious fate, but the boat was downed in a storm and the child vanished. Three years ago Castillo learned of his brother when political enemies tried to put the twin in his place. Executing his foes, Castillo had his brother put in the lowest, darkest dungeon he could find—on a secluded isle now serving as a political prison. There the man is still, completely innocent of wrong doing. The doctor learned all this when he visited the prison to see to the health of its inmates.

Unfortunately, the priest turned out to be an agent of Ehrlichgaard, Duke of Moray. Sending word that he had vital news, the agent wrote the confession down on paper and sealed it underneath the label on a wine bottle. As he prepared to sail to Damaris, Castillo's assassins shot him dead and the bottle went into the sea. From there, Jack recovered it.

Castillo, the Duke and the local Sea-Prince all have agents after the bottle. Astrological consultations have led both of the foreigners to this city, and discrete inquiry has revealed that Happy Jack has a reputation for pulling things from the water and selling them for pennies. He has become their current suspect.

Events

Arion probably arrived in the area of Calabria slightly ahead of the players. They are almost certain to have waited to see if he fell for whatever ruse they attempted to save Loge's life, and they may be wounded after an attempt to battle him directly. On his demonic courser, Arion has no need for delay.

However, his ability to act within the confines of a crowded Sea-Port is limited. Although no prophet or seer can see a Doomed directly, there are a vast number of casual witnesses, and the Doomed are especially hard to miss. Therefore, rather than run the risk of alerting half of Calabria to his prescence—bringing countless mages, heroes and other forces of the Princes to bear upon him and certainly making his mission more difficult—the Hunstman has chosen instead to work through hired agents. With all the assassination and intrigues that go on in the Sea-Ports, who will notice one more?

Therefore, before the players arrive in the chosen city, Arion has already made contact with and hired the Black Rose, ordering him to find and kill Happy Jack. Other forces alerted to Jack's prescence and the secret he bears have also converged in the city, so that the player company represents only one of five concerned parties.

When the players get to the nearest Sea-Port and start asking about Happy Jack, their inquiries will get immediate attention. Before they can even unpack for the night, one of the rival parties will try to corner the heroes to find out what they know. The Black Rose is a good candidate for this, and Ducarte is almost certainly with him; players should initially assume that she is a member of his faction—even a romantic interest. Violence and bloodshed is not a priority for Rose in this initial encounter. The best way for him to proceed is probably to seize whichever of the player company is the weakest, and use them as a brief hostage to get answers out of the heroes. It is unlikely that the players will have much that is useful to either the Rose or Ducarte, but the players will know that Jack is a very wanted man. They may try to follow their attackers, or make more discrete inquiries on their own, which will lead them to the waterfront.

When they arrive, Lieutenant Finster and his men are already in the middle of seizing Jack. Players may be hesitant to attack a man wearing the Prince's colors so openly. While they are interacting with him, Deimonda opens fire—missing Jack but killing one of the guards holding him. The drunken bum wriggles free and takes off, with Finster in hot pursuit. His men will assume that the players are behind the gunshot, draw swords and begin battle.

Eventually the players will disengage from this conflict and catch up to Jack, who has lept into the back of a carriage. Speedy horses or some clever thinking will be required to catch him, and Finster will continue to give chase, with the result being a battle on, around, and over the coach itself. Creative terrain, including low bridges, bathwater dumped from the windows, overhanging street lamps, bumpy roads and crowded streets will help to enliven the journey. When Finster's duel has been milked for all its worth, the Rose shows up in a coach of his own. Just run it like a car chase, except with lots of swordplay and leaping from one coach to another, to make up for the lack of explosions.

Eventually the players will get control of the horses, lose a wheel, or send the coach into the sea. Jack will probably briefly be in their posession. He has firmly kept ahold of his bottle throughout the coach ride, and will offer to share with whoever is nearby.

This is a non-lethal kind of adventure, by the way. There shouldn't be any casualties amongst either the heroes or the major antagonists, though many of the flunkies, guards and other thugs will have fallen by the wayside. Feel free to ignore the mechanics of the situation in favor of a little Hollywood magic.

Now is the time for the gamemaster to let the heroes take Jack someplace safe while they figure out what to do with him. Though they may not know it, they have met each of the factions involved at least once. It will take Finster, the Rose, Deimonda and Ducarte a while to catch up to the heroes and Jack, and in that time it should be made clear through role-playing that Jack has no memory of much of his life, and that he's a few links short of a chainmail skirt. Players may try to get Jack away from the city—to sea is a particularly good option since the Hunt is unlikely to follow him there. He will comply with a goofy grin, particularly if the players feed him or fill his bottle.

The next day sees Finster as close as he can get to Jack and the players. If possible, he's already taken over the ship and grappled it to his own frigate. Otherwise, he's in close pursuit. The players' ship may flee into a nearby cove, but with a number of cannon arrayed against them Finster's victory should be quick. Heroes, probably tied up or in chains, will again see Ducarte, and may spill the beans about her to Finster now, in an attempt to turn the man against his own crew, or earn his trust as an ally. Patient players will wait to get a private chat with Ducarte, and threaten to expose her unless she lets them go.

Ducarte can be made an ally if the players are persuasive and appeal to her in the right way. Flattering her or falling for her obvious female charms will get them a lot farther than threatening her or offering money (which she has plenty of allready, thank you

very much). In the end, they might be able to get her to let them go, particularly if they respond to her questions in such a way that demonstrated their complete ignorance of the bottle and its secrets (which is, after all, her goal—not Jack himself).

The next plot twist is the Black Rose's underwater assault on the ship. With a large band of henchmen he climbs up the side of Finster's vessel, sneaks in the cannon ports, and begins to take it over deck by deck. The players will hear swordfighting and musket fire, allowing them to escape if Ducarte has not already made that possible. The fight should have many of the classic pirate bits, with a lot of swinging from the rigging, fencing in close quarters, etc. When Rose finds Ducarte here, he's likely to be a bit put out, leading him to do something malicious and cruel to her. Feeding her the shrieking eels, or whatever carnivorous beasties inhabit the local waters, is one example. Players who rescue the fair maiden will earn her as an ally, and a future favor from her employer the Duke. During the fight the Rose's ship appears, coming in to lend aid. Finster, well aware that a broadside from the pirate vessel will take all the fight out of his own men, screws his courage up for some heroic action (unless a player thinks of it first, of course). Braving musketfire from both decks, he swings across to the Rose's vessel with a torch in one hand. Running for the powder magazine, he fends off a couple of pirates with flashy swordplay, throws the torch down the hatch, and dives overboard. The resulting explosion takes out the Black Rose's ship and severely damages Finster's frigate. The players can use this confusion to escape back to their original vessel, without Jack, but with Ducarte in tow. Finster will eventually be apprehended by the Rose's men and thrown in the brig for safe keeping. A search begins for Jack, who is pretty good at hiding.

Once again, this is the time for a small breather. The heroes have a chance to stage a counterattack—the frigate is in serious danger of sinking, must put to port nearby, and there's only one spot that the Rose can safely do that: a pirate's isle about half a day's sail away called Freeport. Ducarte can fill the heroes in on the Rose's mission, and his recruiter, so they will probably have some suspicion that the dark-garbed pirate is Arion's agent in this mess. When the Rose finds Jack, he'll kill him.

Freeport is your basic pirate town: lots of rough and tumble characters fighting, drinking, swearing and womanizing, with money flowing fast and easy. Heroes can get there ahead of the Rose and get on board his vessel with the goal of finding Jack before the Rose does. Ducarte and Finster are both likely allies (though they will have to free the latter), since both want the bottle not the man. Let the players come up with a good plan to infiltrate the ship. While they are doing so, a "customs inspection" takes place, led by Freeport authorities, also serving as a cover for Deimonda, who sneaks on board the ship (she's been following Rose, Finster or the players since her failed assassination attempt).

Once they locate Jack and free him, its time for the final showdown. The Black Rose or his men bump into the heroes, and once again try to fend them off and kill Jack. Players may have to go to extreme lengths to save the man, including taking bullets or blows meant for him. Fighting the Rose and his men is only the half of it—don't forget about the Freeport "inspectors" (all pirates with money on their heads, they'll fight everyone when they start smelling a trap) and Deimonda, who is up in the crow's nest with a crossbow. Ducarte and Finster will cooperate just long enough to get the bottle, before she sucker punches him or throws him overboard, escaping in whatever boat is handy. She also may suffer assassination attempts from Deimonda, forcing whichever hero has most pursued her to once again come to her rescue.

In the end, true to Calabrian adventure themes, everything should work out for the best. The players should rescue Jack and escape with minimal casualties. The Black Rose, Finster, Ducarte and Deimonda have probably all escaped and gone their separate ways, some to reappear as friends, others as enemies. The bottle, and its secret message, will make its way into the safe hands of Ehrlichgaard.

There is one dark fate awaiting a member of the cast—within days the Rose meets with Arion outside of a Calabrian town and cheerfully lies, insisting that Jack is dead. The Huntsman, seeking to recoup his losses from the Council of Kings, rewards the unscrupulous pirate by Chaining him to the Collars of Command. The next time the players see Arion, all of the Chains will be full, and the Huntsman will have a new Hound—one covered in black fur.

This sinister development aside, everyone's swashes should be well and truly buckled.

In Media Res—the Isles of Pallea

The heroes get a bit sidetracked as they head for Tarsus. Swept up in the epic quest of an adventuring Pallean hero, they are shipwrecked, consult oracles, battle monsters and are manipulated by gods. Eventually the player company puts things to right, and are rewarded with transport to their original destination—far ahead of Arion. they should be in possession of vital intelligence, information that they may need to save the Huntsman's third victim.

Heclarabon

Heclarabon is the son of the vanished King of Pastea, and is a grandson to Myriscon, god of oceans. Several months ago the Prince was shocked to learn that a sea monster had arrived off shore, and that his father was missing. Leading a ship of valiant warriors past the creature, he set sail for the oracle at Kephorace to learn the reason for all this misfortune. He has had many exciting adventures that have delayed and distracted him, but at last he learned the truth: Myriscon himself had sent the beast, apparently to motivate the King or his son to locate and return the Atroides, a valuable treasure of Myriscon's which had been recently stolen.

Use the Pallean Axe Bearer for Heclarabon's characteristics, and add the Pallean Hero package deal with the Seamanship skill. He wears Plate and Chain armor,

carries a shortsword, double bladed axe, bow and dagger. His crew are loyal, but depleted in numbers after many dangerous adventurers—only about a dozen remain. They are trained as Hoplites but, spending most of their time at sea, have Seamanship skill, WF: Bows, wear no armor, and carry shortswords, daggers and composite bows.

The Atroides

The origin of the Atroides is unknown, Myriscon definitely didn't make it himself. He may have recieved it as a gift from some sea nymph, as tribute or sacrifice from a worshipper, or as salvage from a mortal shipwreck. Whatever the case, the god instantly recognized its singular and unique nature, and placed it in a position of honor within his expansive undersea halls. It quckly became one of his most favorite belongings, and when it was stolen his rage was incalculable.

The Atroides is a large conch shell, of the sort sometimes used as a horn or trumpet. Creamy white on the outside, with a lustrous pink interior, the perfection of its form and utter flawlessness of its outer shell give it a transcendant beauty recognized by all. Rare indeed is the Pallean who, upon glimpsing it, does not admire it and covet it for his own. This appears to be a perfectly natural phenomena of the Atroides—it has no "magical" aura or enchantment.

Other than its fantastic beauty, the Atroides is perfectly ordinary. Thanks to its weight and unusual shape, it is tricky to carry safely—the wise will use both hands and avoid running while handling the object.

King Bosphates/Thanadon

The ex-King of Pastea, Bosphates is both victim and villain in this episode. When he was rewarded by his father Myriscon with a tour of the god's undersea kingdom, he caught sight of the Atroides. Instantly obsessed with its possession, he later seduced a sea nymph into granting him the ability to breathe water, in order that he might return to the treasure's location and take it for himself. Myriscon learned of the theft before the night was out, but it was too late—Bosphates had already vanished. The Ocean Lord put the monster around Bosphates' home not just to motivate the prince to find the Atroides, but also as a bit of divine pettiness.

With his nymph in tow, Bosphates sought a place where he might hide from his father, and he built an underwater realm for himself in a freshwater lake—beyond Myriscon's domain. Nearby, in a secluded cave, he made contact with a powerful supernatural force which further augmented the renegade King's might. Now committed to giving the dark prescence his worship, in exchange for its help securing the Atroides, Bosphates has almost completely fallen from grace. He has changed his name and identity, forsaking his bright mail and shining helm for a suit of black steel armor provided by his mysterious "Daemon." Now he calls himself "King Thanadon," and has all but forgotten the sea nymph who still loves him.

Due to his many powers, unique equipment, and possible utility as a recurring plot element, Thanadon is given a short write-up below.

30	STR	15	DEX	25	CON	25	BODY
10	INT	13	EGO	20	PRE	12	COM
8	PD	7	ED	4	SPD	11	REC
50	END	53	STUN				

Powers: Telekinesis 20 STR, Fully Indirect, Only while in water; Superleap +6", Requires Acrobatics Roll; Swimming +3"; LS: Breathe Water.

Skills: Combat Driving/Charioteer, High Society, KS: Classical Education, KS: Pammachon, Survival/Hunting; WF: Common Melee Weapons, Common Missle Weapons, Shield; Martial Arts/Pammachon: Kick/Punch, Grab, Crush, Choke; +2 Combat Levels w/Hand to Hand Combat; +2 Combat Levels w/Axes, Maces and Picks.

Disadvantages: Distinctive Features: Black Armor, Style Disadvantage; Psychological Limitations: Obsessed with the beauty of the Atroides; Hunted by Myriscon; Secret Identity; Unluck 2d6.

Equipment: Superior black plate and chain combination, extremely forbidding in appearance; great axe, spear, dagger, shortsword.

Fuzion Stats

3	INT	4	WILL	6	PRE
4	TECH	5	REF	5	DEX
10	STR	8	CON	8	BODY
3	MOVE	16	SD	16	ED
2	SPD	18	REC	80	END
40	STUN	40	HITS	12	RES

Fuzion Skills: Hand to Hand: 4; Aces, Maces, & Picks: 4; other skills listed above at Level 3.

Fuzion Powers: As above

The Daemon of the Cave

An ancient, seductive power, the Daemon of the Cave is probably a relic of the Destroyer, seeded into the ocean just as the Devils were placed under the land. It is very, very weak, however, due to centuries of isolation. Having lost all physical body, the Daemon can only communicate, tempt, and bestow limited powers. As its attempts to foster evil succeed, it may gain physical form, probably by possessing a hapless mortal.

The Daemon seems to have a patient, cunning personality. It has agreed to help Bosphates, quickly realizing that the King's jealous possession of the Atroides was the route to his fall. To help Bosphates protect the treasure, the Daemon has made him stronger, and gifted him with an affinity for water that allows him to control its currents. More powers will come later, as the Daemon gains in strength.

In exchange for these powers, Thanadon worships the Daemon, offering animal sacrifices to it and performing various acts of evil in its name. This slowly adds to the Daemon's power.

Dinatrite

Nearly forgotten by Thanadon, the sea-nymph that betrayed Myriscon for mortal love rests forlorn and alone at the bottom of a watery hole. She longs for the Bosphates that she knew, and would risk anything for a chance to regain him. She has no regrets about her part in the theft of the Atroides, and bears little allegiance to Myriscon. However, she does believe that Bosphates would be better off without the thing, and if she had her way she'd probably toss the precious treasure into a volcano just to be rid of it.

Dinatrite is a slender, slightly built maid with pale green skin, dark sea-green hair, big watery eyes and not a stitch of clothing, save for a necklace of pastel-colored undersea flowers. She moves with a natural grace, and somehow her hair never seems to become a tangled mess, instead flowing with the current and giving her a surreal beauty.

Use the stats for the Siren from FH, the FH Companion, or the Bestiary, but delete any sort of Mind Controlling-powers. Dinatrite is unarmed save for a desperate courage.

Events

The players are probably sailing for Tarsus in whatever ship they have managed to keep intact. Happy Jack, or other NPCs, may be with them. All seems well until a violent storm erupts from nowhere, sending the sea into violent convulsions. Use this opportunity for lots of high-rigging adventure battling the sea—Man vs. Nature at its finest. Heroes will be securing the rigging, lowering sails, rescuing friends gone overboard, resisting tremendous waves and flooding, etc. Don't kill any NPC that the heroes have gone to any trouble to rescue.

At the climax of the storm, a man appears, riding a giant two-headed sea snake (the serpent is an amphisbaena, with one head on each end of its sinewy length). Clad in black armor, he declares that the heroes have obviously come looking for "it," something seemingly of great value, but as yet undescribed. The mysterious figure has just used his great powers to tame a mighty serpent, and with it he will destroy the players' ship and send it, and them, to a watery doom. Having said his speech, Thanadon then dissapears under the waves and proceeds to make good his threat. Smashed by the great serpent, the ship breaks apart. The heroes are swallowed by darkness, and pass out.

The awake on a sandy beach, with the light of the sun warming their faces. They have washed up on shore, and a dozen men with short swords and bows, led by a charismatic blonde-haired man, are covering them while they awaken. A brief role-playing session ensues, during which the heroes can tell Heclarabon as much as they choose about their mission. For his part, the Prince decides that he needs their help. If they will assist him, he will do his best to aid them in their own quest. They players may refuse this deal, which is too bad, since they'll have a heck of a time getting to Tarsus without Heclarabon's aid.

Once everyone is friendly with each other—and the prince will quickly come to trust the heroes, believing them to have been sent by his grandfather the god of the sea—Heclarabon will relate his story, as well as that of King Thanadon (of course, Heclarabon has no idea that Thanadon is his father, knowing him only as the thief who stole the Atroides). The dark-clad miscreant lives in a castle deep beneath the surface of a nearby lake. His magical powers make him quite at home underwater, but Heraclarobon has no such advantage, and he plans to travel to an oracle on the island to learn how best to proceed. The heroes are welcome to accompany him.

The seer lives in the middle of a small but forbidding wasteland just about a day's journey away. There's only one problem that the players aren't aware of—the area through which they will be travelling is the home of a band of half-lion people called the Leopi. The Leopi are a savage, warrior people inclined to roar first and ask questions later. They'll stalk heroes for a short while before bursting from the tall grass to the attack. Dedicated peacemakers amongst the PC company may be able to stop the fight after a turn or two. Use the stats for Lions when playing the Leopi, but their INT and EGO are both 10, and they are armed with primitive stone-tipped spears (-1 OCV, 1d6+1 HKA, STR 10, 2d6 w/STR adds, can be thrown). The women do the hunting and fighting, but if the players negotiate a peace—or are captured and must bargain for their own release—they'll have to deal with the current King of the tribe. The Leopi have a nasty habit of eating people, so the heroes had best convince the King of their noble intentions.

Once the Leopi are dealt with, the oracle will see them. A blind old man, he was once a great hero, but the gods cursed him with the power of prophecy, and he retreated to this isle. He is served by a young castaway who drifted ashore some years ago; the lad's tongue has been cut out—neither the seer nor anyone else seems to know his story.

The seer knows why Heclarabon has come, and he knows that the PCs are on a quest of their own, one that involves the Doomed. He has some information for them, but will save it for later—first he will speak to Heclarabon. He urges the prince and his allies to travel to the north shore of the island, and cut the reeds that grow in the marsh there. Anyone who wears the reeds upon his body will have the power to breathe water as if air. Cautioning them to "pit air against water if you hope to succeed," he seems about to retreats into his tiny hovel when he stops, turns, and speaks to the heroes.

"Far, far to the north, near the tower of the white damosel, your allies even now gather to strike. One a brother, one a cousin, and the last a warrior far from home. They surround the last of the Hunstman's prey. This secret is now known to you only—but the time may soon come when you must reveal it to save yourselves and those under your care. The decision is thine."

Now the old man departs. The audience is over.

The rushes of which the seer spoke were the site, long ago, of a war between two great Pallean families. The bloodshed was so terrible that even the gods were shocked, and Damocletos ended the conflict by transforming all the parties concerned into animals; herons and alligators, respectively. The heroes will have to either fend off the beasts, or else come up with a clever plan to distract them—the meaning of the seer's final words to Heclarabon. If the player company can get the herons and 'gators battling each other instead of eating the heroes, they can gather the rushes in peace.

Alligators are written up in FH and in the Bestiary. The herons are malicious and cruel, with a sharp beak which they use to stab with. They can even parry a sword strike.

The Black Herons

5	STR	15	DEX	6	CON	6	BODY
5	INT	5	EGO	5	PRE	14	COM
2	PD	2	ED	3	SPD	2	REC
12	END	12	STUN				

Powers: HKA 1d6+1, +1 OCV, Armor Piercing (1 ½d6 w/STR), Flight 10", +2 Levels with Beak Attack and Block.

Disadvantages: Not sentient, No manipulation, Hates the local alligator population.

Fuzion Stats

1	INT	1	WILL	1	PRE
1	TECH	5	REF	5	DEX
1	STR	2	CON	2	BODY
3	MOVE	4	SD	4	ED
2	SPD	3	REC	20	END
10	STUN	10	HITS	3	RES

Fuzion Skills: Beak attack & Block: 4.

Fuzion Powers: Flight: 20 m/yds

Once the heroes cut enough of the rushes, they can depart the marsh and head off towards the lake where Thanadon has placed his stronghold.

The assault on Thanadon's underwater lair is the climax of the episode, and heroes might have a plan to get in without alerting him. "King" Thanadon lives alone without subjects, except for his ex-lover and the captive sea monster; his castle is a forbidding dark structure of black rock, with vast empty halls and cavernous interconnecting chambers. The heroes should be able to prowl deep into it before they are discovered, and the sea-snake is sent after them. Thanadon himself should not yet appear.

The giant amphisbaena under Thanadon's control (another one-time power given to him by the Daemon of the Cave) is fully intelligent, possessed of powerful magics, and is very resentful of Thanadon's mental domination. Unfortunately, it cannot resist, only restrain from using most of its powers, in the hope that the heroes can defeat it and Thanabon, resulting in its freedom. Use whatever set of giant-lizard stats you have available, ensuring that it has plenty of swimming, some poison fangs, and doubling its speed to represent its two heads. The heroes' swords and weapons will damage the serpent, but not much, and it will take a very long time for them to wear it down. In the process, several of the heroes may be injured. Feel free to devour any of Heclarabon's guards and other less significant NPCs at this time. Gamemasters with access to a set of underwater combat rules, such as those presented in the Atlantis supplement by Hero Games, will want to use those rules for the duration of this episode. Spice up the combat by occasionally stripping a character of the magic reeds—putting him in danger of drowning.

Once the fight has begun, Dinatrite appears. She has finally escaped from the well Thanadon threw her into, and she recognizes Heclarabon at once (she will not, however, reveal Thanadon's true identity). Pulling the Prince out of the fight, she leads him off into the citadel while the players continue to battle the two-headed serpent. Whether they manage to defeat the monster, escape it, or simply fend it off, Thanadon himself will eventually put in an appearance, riding an underwater chariot pulled by black porpoise.

Briefly he'll orate at the players, accusing them of returning for the Atroides, and promising to finish what he started. He'll challenge any one of the heroes to a single duel, and accuse them of cowardice and weakness if they refuse. The heroes may try to stall, or may try to kill him. Eventually, Heclarabon, Dinatrite and the Atroides show back up. The prince has the priceless shell and, with it raised high over his head, threatens Thanadon with its destruction.

The players will make the final decision in this drama. They may attack Thanadon while he's distracted—such an attack should probably be mortal, giving the villain only long enough to make a deathbed confession of his sins before expiring. Alternately, the heroes may bargain with the villain. Thanadon will no anything rather than see the Atroides destroyed—even allow it to be returned to Myriscon. After all, he can always find a way to re-steal it later. Whether he is killed or simply defeated, the giant amphisbaena will also be free, and it can use its magical powers to send the heroes on to Tarsus—where they will near the end of their quest.

With a final wave from Heclarabon and Dinatrite, a magical whirlpool encircles the heroes and slowly they vanish…

Note that, unless killed, Thanadon's true identity remains a secret. Dinatrite knows, but will avoid telling Heclarabon, judging him not yet ready for the truth.

IV. Tarsus

In Tarsus the heroes will face their final challenge of this storyline—the rescue of a Tarsan woman from the machinations of a petty and ruthless suitor. A classic martial arts action adventure, the player company will face a gradually escalating series of foes, from minor thugs to high-kicking martial artists, then highly skilled lieutenants and finally the suitor himself—a veteran soldier of many wars, well armed and armored. In the

end, Arion will appear, and the heroes will have to decide how much they are willing to risk to protect Rowena and themselves.

Rowena

Rowena is a proud, strong Tarsan woman with long, wheat-colored hair, tanned skin and brown eyes. She fell in love as a young woman, married and had three children, but as the couple aged they grew apart, and she eventually realized that she no longer loved her husband. Pained at the thought of leaving her children, she nonetheless made the decision to return to her own family.

Fortunately, she owns sizeable real estate in Tarsus, including a broad, well-built bridge that crosses the local river—the only such bridge for two day's ride. This allows her to charge a small toll, and the income from that has made her a relatively wealthy woman. She's no burden to her family, who are proud of her independence, but she despairs over the separation from her children. The oldest is still only 8, and it will be several years before she can hope to build a life with them again.

She lives in seclusion, a private woman with a small horse herd of her own and a crew of men to help out on the ranch. She rides, mends the roof, and keeps her modest home tidy. Her brothers visit once a week, and she makes a seasonal pilgrimage to her mother and father in Sarwick.

Use the stats for a Tarsan Rider for Rowena, but lower her STR to 13 and raise her COM to 16. Her skills and disadvantages are listed below. She is typically garbed in a simple but very eye-catching long leather skirt (DEF 1 over locations 13-16), with close-fitting, well made boots to the knee (DEF 1 over locations 16-18), a white linen blouse, broad black belt with a gold buckle, and a leather bracer made by her son. She carries a knife at almost all times and, when forced to fight, uses a well-balanced spear (in which she was trained by her ex-husband).

Skills: Animal Handler, Paramedic/Healer, Riding 13-, Tactics, Trading, PS: Rancher 11-, PS: Land Onwer 12-, PS: Veterinarian 11-, WF: Common Melee.

Perks: Follower/Mount (Turnip, her horse since she was a child, a Tarsan Courser), Money (10 points).

Disadvantages: Tarsan Code of Honor, Longs to be reunited with her children.

1) Rowena will, in a few months, decide that she is wasting her life on a ranch, and sells everything. Taking to the road, she comes across the shrivelled Anic Wyrmhunter, who selects her as his last apprentice. Under his tutelage, the pair manage to slay Stefelon, the Dragon in the Dark. Anic passes on at last, but Rowena takes his vast horde, buys her old ranch back, and organizes a school for the education of wyrmhunters, the first of its kind. Her career lasts for over thirty more years, and she never slows down until her final dissappearance at sea.
2) In the next major Fekeshi invasion of Tarsus, Rowena's home is taken by the invader. The Fekesh shoot her dog and her ranch hands and take her horses for war. When a general tries to rape her she slits his face open with a knife and flees. Organizing the refugees from the war into a band of resistance fighters, she wages guerilla warfare against the Fekesh for many months, while the Army of the Dragon tries to beat them back on the war front. In time, her groups actions are critical in cutting enemy supply lines and providing an end to the war. The King elevates her house to an Estate and grants her custody of her children, despite the fact that the Earls—stunned at her martial exploits—insist that she is mad. In three generations, a member of her family will become King.
3) In three years Rowena decides that she cannot bear to be apart from her children any longer, and visits them at their father's farm. So appalled is she at the way in which he is raising them, that she rounds all three of them up at once and takes them to her ranch. Their case comes before the Moot, and Rowena is judged to be in the right. Under her good tutelage, her oldest son grows up to become a Warlord and the most deadly enemy of the forces of darkness in a generation. Without this timely rescue, he will slide into obscurity forever.

Helm Hollson

Helm Hollson comes from one of the most respected lines in all of Tarsus, nonetheless he is a petty, despotic man who is unliked by his Estate and nearly ostracized thanks to the dishonor he brings them. With his vast cattle herds and expansive real estate, he has amassed a small army of unscrupulous men who carry out his commands. His activities are kept secret from the other Earls, and the King, by the Hollson family, who have not yet been able to curb Helm's excesses. The only member of the family that will still talk to him is his distant cousin, Thuven, master of the Banner of the Crimson Wyrm.

When Helm learned that Rowena had left her husband behind, he soon began to obsess over her, and he is determined to make her his wife no matter what it takes. By the time the players get involved, Helm has already tried the conventional methods of courting—and been rejected, at first politely, then less so. Finally he has decided to just take what he wants.

The villain of this episode is a large, intimidating man in moderate physical shape, with a heavy dark beard, a heavy brow, and hands like meathooks. He dresses in thick brown leathers, with a few bits of subdued ornamentation—a gold clasp for his fur cape, nothing too ostentatious. Use the stats for a Tarsan Knight for Helm, who should be a match for any beginning player character. If he knows that a fight is coming, he will armor up in heavy barmail.

Helm's thugs are the earliest enemies that the heroes will encounter in this episode, so they are the least impressive. Use the following stats for them (with a nod to Steve Long's Generic Martial Arts Thug, on whom these characters are based):

15	STR	14	DEX	15	CON	10	BODY
10	INT	10	EGO	10	PRE	8	COM
5	PD	5	ED	3	SPD	6	REC
30	END	30	STUN				

Skills: Riding, Stealth, Survival/Hunting, Martial Arts/ Sword Arts of Ambrosius: Parry, Fast Strike, Running Strike; Martial Arts/Tarsan Kickfighting: Legsweep, Roundhouse; +1 Combat Skill Level with Martial Arts; WF: Common Melee.

Powers: +1" Running.

Disadvantages: Hunted by the local Earl and his men; Psychological Limitation: Wicked criminal type, Petty and mean-spirited (sneers at his lessers, shoves little old ladies out of the way while walking down the street, kicks dogs, harasses women, and so forth); Watched by his boss.

Equipment: leather coat and clothing (DEF 2 over locations 7-18, -1 DEX and DCV due to Encumbrance); longsword, spear, knife, and riding a Tarsan Courser.

Fuzion Stats

3	INT	3	WILL	3	PRE
4	TECH	4	REF	4	DEX
5	STR	5	CON	3	BODY
4	MOVE	10	SD	10	ED
2	SPD	10	REC	50	END
15	STUN	15	HITS	12	RES

Fuzion Skills: All Combat: 4; other skills listed above at Level 3.

The Banner of the Crimson Wyrm

The Banner of the Crimson Wyrm is an isolated, but infamous, school of Tarsan kickfighters. Legend has it that, centuries ago, the founder of the school observed a fearsome red dragon in combat against an attacking army. Inspired by the monster's proficiency at wholesale slaughter, he developed a style of unarmed combat based upon it. The Crimson Wyrm style is a form of Kickfighting, but has a larger than normal emphasis on hand strikes and other unusual moves, along with heavy reliance on weapon use.

For twenty years the Banner of the Crimson Wyrm has been under the supervision of the enigmatic—and some say diabolic—Master Thuven. Thuven has absolute power over the lives of his students and disciples; some say that he has ordered some of them to death just to test their loyalty (a lie, he's never this wasteful, but he enjoys the reputation). He periodically lends the Banner out as spies, fighters or agents to Estates that have something he wants, but he never works for foreigners and never charges money for these services—that would reduce him to the status of common mercenary. Having accumulated many enemies in his long career as Master of the Banner, he now remains within the fortified buildings of the school itself, granting occasional audiences to those with whom he chooses to bargain.

The Crimson Wyrm fighters are vicious, brutal men. The uniform of the Banner is a suit of light leather pants and tunic both dyed bright red, with black leather gloves, boots and belt (DEF 1 over locations 6-18). A dragon is embroidered on the back. They carry a variety of deadly weapons, depending on personal preference, usually axes, spears and swords. All of their weapons have bladed edges. Use the following stats for the Crimson Wyrm (again, with a nod to Steve Long's Generic Martial Arts writeups):

15	STR	17	DEX	15	CON	14	BODY
10	INT	11	EGO	13	PRE	10	COM
7	PD	5	ED	3	SPD	6	REC
30	END	30	STUN				

Skills: Acrobatics, Breakfall, Climbing, Riding, Stealth, Survival/Hunting; KS: Crimson Wyrm style; Martial Arts/Crimson Wyrm Style: Block, Fast Strike, Kick, Legsweep, Running Strike, all useable barehanded or with weapon type of choice; +2 combat skill levels with weapon use; WF: Common Melee.

Powers: +1" Running; +2" Superleap, Requires an Acrobatics Roll.

Disadvantages: Style Disadvantage, Obedient, Rivalry with the Banner of the Golden Way, Petty and mean spirited, Watched by Master Thuven and Helm Hollson.

Equipment: As above, leather fighting tunic (DEF 1 on locations 6-18, no encumbrance), weapon of choice: longsword, shortswords, fighting axe, spear, knives, etc. Not mounted.

The Wyrms present in this episode are led by a particularly vile, long-haired lieutenant. Use the above stats for him, but raise his SPD to 4, give him an additional level with Weapon Use and WE: Off-Hand. He wields twin fighting axes.

Fuzion Stats

3	INT	4	WILL	4	PRE
4	TECH	5	REF	5	DEX
5	STR	5	CON	4	BODY
4	MOVE	10	SD	10	ED
2	SPD	10	REC	50	END
20	STUN	20	HITS	12	RES

Fuzion Skills: Melee Combat: **4;** other skills listed above at Level 3.

The Banner of the Golden Way

The primary rival to the Banner of the Crimson Wyrm is the Golden Way, a school founded two centuries ago by Sigund, an aging weaponsmaster. Sigund was a decorated hero of the wars with the Fekesh, and was granted a sizeable pension by the Moot. He used it to purchase land, erect his school, and pass on the lessons he had learned. Surprisingly, he discovered that he himself had much still to experience, and his fighting styles, as well as philosophies, continued to adapt and grow until his dying day at the age of ninety one.

The Golden Way is highly regarded in Tarsus, but tradition forbids the Banner from spreading its techniques and philosophies beyond the school Sigund founded, so their membership remains small. Their

uniform is simple brown leather clothing with a bright belt, headband or armband of dyed gold cloth. Their preferred weapons, when they use weapons at all, are fighting sticks and quarterstaves. Some wield iron-shod staves. Most of their weapons, as well as the gold sashes they wear, are dyed with a unique pigment found only on the grounds of the Banner itself.

Use the characteristics for the Crimson Wyrm, above, with the following skills and powers:

Skills: Acrobatics, Breakfall, Climbing, Riding, Stealth, Survival/Hunting, Martial Arts/Golden Way: Block, Dodge, Punch, Kick, Legsweep, all useable barehanded, with clubs or staves; WF: Staff; +2 Levels with Hand to Hand Combat.

Powers: +1" Running; +2" Superleap, Requires an Acrobatics Roll.

Disadvantages: Distinctive Features: Golden sashes and weapons, Style Disadvantage; Reputation as philosophical martial artists of honor; Rivalry with the Banner of the Crimson Wyrm; Watched by the Golden Masters.

Equipment: As described—leather fighting tunic (DEF 1 on locations 7-18), fighting clubs or staves.

A single high-ranking lieutenant leads the Golden Way fighters allied to the heroes in this episode. Use the above stats, but raise his SPD to 4 and give him +1 additional combat level. He wields an iron-shod staff dyed gold (+6d6 HA, +1 OCV, STR Minimum 9, +1" reach).

Events

The story begins with the magical transportation of the heroes to Rowena's home in Tarsus. They may still have various NPCs with them, or those individuals may have been left behind in Pallea, Calabria, or elsewhere. Whatever the case, things are busy in Tarsus from the moment of their arrival.

A band of men, their faces concealed with hoods and helmets, are raiding the ranch in which the heroes appear. Several stable hands have been killed, and already a small column of smoke is starting to rise from the house. More men are at the stables and corral, moving to release the horses. Tarsan characters will recognize the landscape at once.

While stopping the raiders (Helm's hired thugs), the heroes also encounter the lady of the house, who may come close to spitting them with her spear before she sees that they are helping her out. While Rowena is no warlord, she is strong-willed and more than able to stand up for herself. She will be grateful for the players' help routing the villains. It won't take many casualties for the thugs to be intimidated into flight. One or two may be captured by the heroes, but they won't be talking.

Introductions will occupy a little time, and the heroes may fill Rowena in on their mission. She needs help defending her ranch from more raids, not to mention repairing the damage done to the house and doing all the regular work. She'll ask the heroes to stay the night, at least.

With the first fight and introductions out of the way, spend a little time role-playing. Rowena is a great love-interest, with certain qualifications. She's only divorced, not dead—strong, handsome, honest and hard-working men are the sort that she would be attracted to; she will be very skeptical of any Calabrian-style romancing, and cavaliers looking for a quick roll in the hay are certain to be dissapointed. Family is her greatest concern.

That night, an unusual incident occurs, one that might be unique for role-players. In the middle of the evening, one of Rowena's mares gives birth. She's up, of course, and one or two of the other players might also be around. With her stablehands slain, she'll need a hand, preferably from someone who has some skill with animals. This birth, however, isn't destined to be ordinary. The twin foals are fantastic cross-breeds of horse and griffon, with eagle forelegs, golden wings, and a beak on the end of an equine muzzle—after the birth Rowena will tell the story of their origin.

Rowena's Tale

Six months ago Rowena was reading in bed when she heard a disturbance outside. When she ran tothe door she saw a spectacular sight—a griffon, with the wings, head and forelegs of an eagle, the body of a lion, flying out of the coral, where some of the mares had been placed.

The magical beast never returned, but one of the mares was pregnant, and Rowena has watched with trepidation as it came close to term. Twins are rare in horses, and she was afraid that the mare might die in an attempt to give birth. Nonetheless, she decided not to interfere in the pregancy.

Gamemasters may wonder, what's the point of this story and the hippogriff offspring? After all, it has no effect in the storyline. This is just a little plotline preparation; a few years down the road, when these magical mounts are large enough to bear riders, some of the players will look back and remember the night of their birth.

The next morning might see Rowena and the heroes rebuilding the damage done to the ranch. Many of the horses have escaped, and will need tobe rounded up. Soon they have a visitor—Helm, come to make his latest threatening insinuation to Rowena, the object of his affections. He's accompanied by a few of his thugs, but isn't really here looking for a fight. His men have reported on the arrival of the heroes, and Helm isn't sure that his men can handle this new challenge.

Instead, he talks to the lady of the house, probably out in the open where the heroes can all hear. With a smile on his face, he'll express his concern for a woman living alone in an area plagued by "wandering bandits." Surely she would be better off in his guest house, and not surrounded by "foreigners of questionable birth." Rowena will try to keep the players from doing anything physical to Helm, since he is a member of powerful family, but it will not take much for his connection with the raid the previous night to come out. He may be able to get the prisoners back, or he might

disown them entirely, depending on the attitude of the players and what Helm thinks he can get away with. Eventually, once Rowena gives him no for an answer and the heroes have had a chance to warn him off, he'll leave.

Afraid that his regular men cannot handle the player company, Helm goes to the one family member that still talks to him—Master Thuven of the Banner of the Crimson Wyrm. He argues angrily for help, and Thuven eventually grants it—giving Helm a number of his weaponmaster students to teach the players a lesson. Helm will use these new reinforcements to attack the heroes. The details of this ambush will depend on the heroes' activity—it may be stealthy assault on the ranchhouse, an ambush in the fields, or even an attack in town if the heroes ride in for supplies. In any case, the attacking force should be very impressive, much more so than the thugs that the company defeated so easily before. Their overwhelming numbers, well-timed assault and martial expertise suggests that the heroes may be in trouble.

Rowena, and any other Tarsan hero, can identify the assailants. The Crimson Wyrm has a traditional rivalry with another local Banner, and an alliance might be arranged. Travel to the reclusive school of the Golden Way is quick, but gaining entrance is another matter. The heroes' knocks on the door are met by a large, bearded, semi-intoxicated Tarsan in the classical mold, who is very wary of allowing the players entrance. "I don't know," he confides with a slur, "if the Golden Masters find out that it was me who let you in, I could get in a lot of trouble." With a little pressure, he permits them entry.

The Three Tests

Inside, there are none of the expected trappings of a martial arts school. The heroes have arrived just in time for supper, and a great feast is being laid out. Dozens of loud, boisterous, bearded Tarsans are settling in for food and, especially, beer. The man who greeted them, who says his name is Bronkirk, will press them to join him at the table. First, however, Bronkirk grabs one of the other students and orders him to deliver word to the Golden Masters that visitors have arrived.

What the players do not know is that Bronkirk is *one of* the Golden Masters, who all delight in flying in the face of the inscrutable martial arts master stereotypes. Bronkirk will subtly direct his students at the table to test the heroes during the feast, so that he can learn what kind of people they are, their strength of conviction, and their intelligence. He is aided in this by the powerful spirits of the Banner, which are responsible for a variety of mystical effects.

The first test occurs when the food is served. Bronkirk will heap the players' platters high with thick, juicy steaks. When the first bite is taken, however, the person who ate it begins to feel the food burning in his mouth. If askd, Bronkirk will identify the steaks as "Liar's Beef." Only men who are always true to their word can eat it without flinching. Of course, the other students are devouring their meal hungrily, and Bronkirk himself will be talking through a mouthful. Heroes will suffer burning sensations if they continue to eat, relative to the amount of lying that the character performs. Relatively honest characters will experience only acute discomfort, while thieves and con-men will have to make impressive EGO or CON rolls to force the food down their throat, if they can at all.

The second test comes with the serving of the beer. Massive Tarsan men will place a dozen pitchers of golden mead on the table, and Bronkirk will ask one of the heroes to pour. The pitcher, however, does not move. Other men at the table will be pouring and drinking with ease, but the heroes are unable to budge any pitcher they seize. Only heroes who consistently follow through on their convictions, who do not give up or turn away from danger merely because of initial failure, can hope to move the pitcher. The stronger the character's adherence to conviction, the higher and easier the beer can be lifted. Bronkirk will continue to get stinking drunk, letting out belches that make Rowena blanch.

Finally, one of Bronirk's lieutenants, by the name of Lars, engages a player in a battle of wits. The format is a very simple kind of riddle game, based on the power of names. The Tarsan will begin, saying to the player (without explanation—figuring out what's going on is the first part of the test), "I am a stallion, ever running free." The hero must respond with some creature, object or condition which would defeat the Tarsan challenge. For instance, the hero might respond, "I am a fence, caging the stallion." Then the Tarsan must respond with something that would defeat the player ("I am a storm, blowing down the fence"), and the challenge continues until someone is out of ideas. Only one player can compete—pick a quick-thinker and non-combatant who may not get a chance to shine in the martial arts action scheduled for later in the episode.

Once the riddle game is over, a familiar figure emerges from the shadows—the Wizard Blaise. He kneels before Bronkirk, acknowledges him as the Golden Master, and asks if the heroes have been judged worthy of assistance. Despite their difficulties in the recent trials, they probably have proven themselves to Bronkirk. Blaise related much of the players' difficulties to Bronkirk, who has decided to help them. He places twenty or so students of the Golden Way under Lars and tells them to help the heroes in whatever way is required.

Blaise will assure the heroes that they are near to the end of their quest, and that they will see him again soon, but will have little else to say.

By now its time for the big climax, in which the heroes, Rowena, Lars and the Golden Way Banner attacks Helm, his thugs and the Crimson Wyrm. Let the players come up with their own plan for the assault—none of their opponents are particularly clever, and any fairly well thought out or creative tactic should work. Don't forget to put at least one minor speedbump in the way, though, just to keep things interesting.

The big fight scene will have a lot of non-player combat between rival martial artists—obviously the GM can

just narrate through these. The Crimson Wyrm and the Golden Way are evenly matched; it is the action of the PCs that will prove decisive. Try to keep the action as fast and furious as possible, as the climax to a martial arts film would be. The scenery will be charged with acrobatic leaps, high-flying kicks, war shouts and flashy swordplay. Clever players will try to use the surroundings, so give some thought to what objects might be in and around the scene of the battle, and let the heroes use them in creative ways. As the fight heats up, the weather will turn foul—dark clouds will quickly thicken in the sky, lightning and thunder will roll across the plains, and a hot, beating rain will fall. The Hunt is coming.

Someone should get in a one-on-one duel with the leader of the Crimson Wyrm. Helm himself will be the toughest challenge, particularly if he has the chance to don his armor and mount his horse. The heroes may have a tough decision deciding what to do about him, but he will spare no effort to try and kill them, and there will be few repurcussions should the heroes decide to finish him in fair duel.

In the end, of course, the heroes must still deal with the arrival of the Hunt. They may have begun a plan to defeat Arion or trick him, as they did in Middleton, but Arion will be much harder to decieve this time. He may have seen them in the Provinces, and he has some simple images of them that he has plucked from the mind of the transformed Black Rose. With plenty of time and open space to arouse a hunt, Arion may have an entire herd of bison or buffalo, with boars and predatory cats in limited numbers. His Chained Hounds will, of course, accompany him.

On the good side, the players may have several surviving members of the Golden Way with them, and may have had time to prepare a plan of some sort. Once again, the actions of the heroes are very unpredictable. Some possibilites are discussed below:

The heroes try to lay a trap for Arion and defeat him through ambush and massive coordinated attacks—the Huntsman's natural Danger Sense may give him warning here, especially with the aid of Detect Ambush spells. Even if the players can manage to hit him with overwhelming attacks, his combined DCV, armor and Damage Reduction will almost certainly sustain him through the initial violence. He can counterattack by sending his Hounds, dominated cats and boars against specific targets, while a buffalo stampede annihilates massed opponents. If Rowena is present, he will use his spear to end her life, otherwise attacking whichever hero is in the forefront of the action. Arion does not use his lightning magic unless he is secure behind the lines, out of range of any attack. If he is sorely pressed and in real danger of destruction, he will sound his horn (one use of it remains, the other two were used to summon his animal horde) and dominate most of the people present into helping him hunt Rowena rather than oppose him. Fatalities in a confrontation of this kind will be extreme. If the heroes succeed through extraordinary cleverness, preparation and luck, the GM will need to use another one of the Doomed in the next adventure sequence.

The heroes flee with Rowena in tow, to someplace that they think Arion cannot reach them—they are in for a rough several days. Though the Huntsman may be temporarily stymied, he can always exchange his mount for a Carrion Wing and follow them by air. Taking Rowena back to Pallea and hiding her in King Thanadon's underwater lair may buy them enough time. If the heroes can keep Rowena safe for a week or so, Arion will be summoned north to see to Olivia's Doom (see the storyline below, *White Soul, Black Heart*) and the heroes may have won this round.

The heroes stage Rowena's death, perhaps through illusion magic—this might work, but if Arion was fooled by this trick with Captain Loge, then he will almost certainly not fall for it this time. His senses are extremely acute. If he suspects the heroes' influence he will use his magic to try and locate them or Rowena, and then the Hunt will be resumed.

Finally, the heroes can get Arion to leave by telling him about the threat posed to his machinations in the north—the threat that was revealed to them by the Pallean seer. Players may have been able to deduce the identities of the three heroes mentioned by the old, blind man: Richard (a brother), Harrison (a cousin) and Sigomund (a warrior far from home). The heroes may not know what threat they pose, but Arion does—Camille is currently being used as a tool by the Doomed in an effort to seduce Olivia to darkness, and the prescence of the three heroes endanger this process. Arion will have no time to waste fighting and hunting down the heroes. Wheeling his courser away and driving it at supernatural speed, he will ride towards the coast and use his Mind Link to summon a Carrion Wing from Doomhault. By the time that he reaches the Faces of God it will have arrived—he will fly it north at once. Without the Huntsman to lead the hunt, the dominated beasts will lose their purpose and once again become mere animals. Rowena is safe.

For the final time, Blaise appears (note that, in the Wizard's usual fashion, he does not make his prescence known until after the Doomed has come and gone). He may clarify what the heroes have done—exposing others to danger so that they can save Rowena—but he will not chide them. Instead, he will urge them to go north themselves, to the tower of Blaise's fellow Wizard Camille, where Arion himself now flies and where three heroes have been placed in jeapordy by the players' words.

The epilogue is time for the GM to sew up the final loose ends in Tarsus. Rowena will thank the heroes for their actions, perhaps giving a fond farewell to one strong-jawed hero in particular. Her brothers may also arrive and give thanks, offering to stay with her on the ranch until everything is repaired and a new crew hired. Members of the Hollson family will arrive to clarify any action that be taken against the heroes for killing Helm (dishonorable murder will earn family vengeance and a new Hunted, while fair combat may result in unspoken gratitude). The Golden Way fighters will return to their Banner, with an open invitation for the heroes to visit them.

Leaked Information

The following info must be leaked to the players, so that they can discern the secret to Arion's Hounds:

Centuries ago two famous heroes of Allemaine, one known by his silver lock of hair and the other by his missing eye, vanished.

Two of Arion's Hounds have the same distinguishing features as the missing heroes.

Arion's Chained Hounds

Val	CHA	Cost	Roll	Notes
20	STR	10		
18	DEX	24		
18	CON	16		
16	BODY	8		
8	INT	-2		
8	EGO	-4		
20	PRE	10		
6	COM	-2		
10	PD	8		
6	ED	2		
4	SPD	12		
8	REC	4		
40	END	2		
45	STUN	15		

Total Characteristics Cost: 93

Movement: Running 12"/24"
Superleap 4"/8"
Swimming 2"/4"

Powers & Skills:

Combat Skill Levels: +2 OCV with Bite (4)
Big as a pony: Growth, 10 points, 0 END Cost Persistent, Always On (13)
Bite: HKA 1 ½d6, Reduced Penetration (3d6 w/STR adds) (20)
Tough hide: Damage Resistance 6 PD (3)
Swift: Running +6" (12)
Leaping: Superleap +2" (2)
Keen senses: Enhanced Perception +4 (12)
Sense of smell: Tracking Scent (15)
Sense of smell, continued: Discriminatory smell (5)
See at night: Ultraviolet vision (5)
Hearing: Ultrasonic hearing (3)
Mental empathy: Mind Link with all eight of the other Chained Hounds (10)
Immortality: Life Support, does not age, does not eat or sleep, immune to temperature extremes (9)

Hound Skills:

Stealth 13- (3)
Tactics 11- (3)
Lightsleep (3)

Total Powers & Skills Cost: 107

Total Character Cost: 200

Disadvantages 75+:

Distinctive Features:
Rabid, monster dogs (20)

Physical Limitations:
No fine manipulation (15)
Not sentient (15)
Must obey Arion (15)

Psychological Limitations:
Twisted to malice (15)

Experience Bonus (45)

Total Disadvantage Cost: 200

This applies to four of the eight Chained Hounds. The rest are even greater, and can be distinguished by unique physical features. They include:

Silverlock: A silver lock of fur can be seen on this Hound, just about where a forelock would be on a person. Despite this almost humanizing feature, the dog is as mean as all the rest. Make the following changes to the standard Hound write-up: 25 STR, 9 INT, 9 EGO, 25 PRE, 12 PD, 7 ED, 9 REC, 50 STUN, +1 combat level w/Hand to Hand Combat, Running +1" (13" total), Superleap +1" (6" total) (Silverlock was a 225 point character before he was Chained).

Fuzion: 8 STR, 2 INT, 3 WILL, 8 PRE, 18 SD, 15 ED, 15 REC, 30 STUN, 30 HITS, All Combat: 5

One-eye (Old Nathan): One of the larger Hounds has a featureless right eye, with trails of scar tissue leading off both above and below the wound. The rest of his fur is peppered with grey hair. Although seemingly aged, he remains fierce and without compassion. Make the following changes to the standard Hound write-up: 30 STR, 10 INT, 10 EGO, 30 PRE, 14 PD, 8 ED, 10 REC, 55 STUN, +2 combat levels w/Hand to Hand Combat, Running +2" (14" total), Superleap +2" (8" total) (250 points)

Fuzion: 10 STR, 3 INT, 3 WILL, 10 PRE, 8 MOVE, 20 SD, 17 ED, 18 REC, 35 STUN, 35 HITS, All Combat.

Midnight (the Black Rose): Completely covered in black fur, this is one of the most fearsome of Arion's dogs. Make the following additions to the standard Hound write-up: 35 STR, 11 INT, 11 EGO, 35 PRE, 16 PD, 9 ED, 60 STUN, +3 combat levels w/Hand to Hand combat, Running +3" (15" total), Superleap +3" (10" total) (275 points).

Fuzion: 11 STR, 3 INT, 3 EGO, 11 PRE, 8 MOVE, 22 SD, 19 ED, 40 STUN, 40 HITS, All Combat: 6.

The Quiet One: The leader of Arion's Hounds moves at all times with a spooky, almost supernatural grace. It never seems to make a noise, even when devouring its prey. Make the following additions to the standard Hound write-up: 30 STR, 23 DEX , 12 INT, 12 EGO, 30 PRE, 14 PD, 8 ED, 10 REC, 55 STUN, Running +4" (16" total), Superleap +4" (10" total), Invisibility to Normal Hearing (0 END Cost, Requires a Stealth Roll at -3), +2 combat levels w/ Hand to Hand combat, +4 to Stealth skill (17-) (300 points)

Fuzion: 10 STR, 7 REF, 7 DEX, 4 INT, 4 EGO, 10 PRE, 9 MOVE, 20 SD, 17 ED, 18 REC, 35 STUN, 35 HITS, All Combat: 4, Stealth: 6

Fuzion Stats

2	INT	2	WILL	6	PRE
1	TECH	6	REF	6	DEX
6	STR	6	CON	5	BODY
7	MOVE	12	SD	12	ED
3	SPD	12	REC	60	END
25	STUN	25	HITS	6	RES

Fuzion Skills: Bite: 4; Perception: 6; other skills listed above at Level 3.

Fuzion Powers: Armor: 12 KD; Ultraviolet Vision; Ultrasonic Hearing; Lightsleep, all other Powers as above.

The Hounds are all transformed heroes of Ahrivine, gathered since the latest incarnation of Arion took the title at the beginning of the Age. Although none know this, the players may be able to discern it themselves:

The heroes should have learned of Old Nathan—and his distinguishing facial feature—in the first episode of this short novel. One of Arion's hounds also has one eye, and this coincidence may strike a player as odd.

One of Arion's collars is empty after the Council of Kings, but after the players fight the Black Rose, Arion is once again accompanied by eight Hounds, and one of them is all black, just like the pirate was. Note that if the heroes have killed the Rose, the GM may want to plant another victim for Arion's Collars.

If players try and research Arion at any time during their quest, they may discover the secret to the Hounds in their labors.

Bards and storytellers undoubtably know the stories associated with the transformed heroes—all of which vanished mysteriously or were killed by the Hunstman. The GM may be able to work these stories in during role-playing sessions throughout the Hounds of Fate storyline.

While the identity of Arion's Hounds may seem like knowledge difficult to put to use, it may in fact be criticial. If freed from their binding, the eight Hounds would desire nothing more than revenge upon the Huntsman. If any survive, they will be a great asset to the Broken Kingdoms in the future.

Short Novel Adventure Seeds

Adventure seeds for short storylines are spread throughout this book. Look at character descriptions and locations for some of them. Examples include:

Allemaine

Forest Sauvage

An extended family of Elves, unarmed and of peaceful intent, defies Elenriuth and migrates out of the magical wards to live among humans. Players may become involved when they have to defend the new arrivals from suspicious torch-carrying villagers or Mezini slave gangs. Elenriuth is sure to send Rangers out to convince the Elves to return, and if any of the Elves are captured, they'll have to be rescued before they can be interrogated or forced to lead a strike team into the City of Stars.

Parguey

Tor is willing to grant the Earldom to a man of suitable strength and valor, but so far no one has been able to get on the Countess' good side. The Duke will marry her off without her consent if he must, but something must be done before her lands deteriorate completely. Why has she let the Earldom fall on hard times, and what will players have to do to gain her hand and the title?

Creator's Table

Rumors of dark sorcery atop the table send the players to investigate, but they find a small community of Inach who swear that they have forsaken their previous masters and desire only to live in peace. The players must decide whether or not to believe them, along with defending them against knights, vengeful locals and evil mages out to organize the goblins for their own ends. Finally, the local spirits resent the prescence of the Inach, and players will have to appease or dissuade them.

Provinces

Lodegate

Count Herlondaas is desperate. Brigands, armed with illegal muskets, have made his trade roads with the Dwarves too dangerous to travel. Only one or two caravans a month get through. What he doesn't know is that those caravans are operated by Quartermain-connected merchants, who are trying to steal the Count's contracts with Zomun-katar. Players may be hired to patrol the roads, asked to investigate by concerned Dwarven merchants, or hear of the operation through a Quartermain leak.

Rossdan

Count Minadorus is afraid that his sheriff will try to supplant him. Henri is too well liked and too good at his job for the Count to strip him of office. He hires the players to investigate the sheriff, while hiring less honorable members of the Quartermain to plant evidence. Hopefully the heroes learn the truth before they harm one of the few honorable sheriffs in the land.

Chepfield

The legionaires in the city are becoming quite a problem for the Quartermain located here, thanks largely to the actions of their young and intelligent commander. The local Chief has set the captain up to be thumbed, and the heroes hear word of the plan. They'll have to get further details, and perhaps assist the captain in breaking the criminal ring.

Calabria

Damaris

The heroes are asked by Aetherium mages to safeguard a necromancer and his apprentice travelling to the city. Prince Derek has requested a tutor to marshall his necromantic gifts, and the Aetherium has answered the call. Of course, Ehrlichgaard will be working to discredit the mage, or arrange for an unfortunate "accident." Angela's reaction to the necromancer, along with the citizenry's general unease at the idea, will make the players' job more difficult. Instruction will take some time, and this may occupy the players in between smaller storylines in and around Damaris.

Sugales

Heroes that have some contact with the Elves of the Forest Sauvage are asked to travel to Sugales and convey a message to Prince Du-Gaer, in addition to taking a survey of his court and the way he does business. They are asked to learn why he sold ships to a grasping Prince like Castillo, and to see if an alliance with the city would prove ultimately beneficial to Elenriuth—or merely serve to drag him into unwanted polticial entanglements.

Symkernia

The players are sent by a Sea-Prince to encourage Duke Orlando to break away from Benitzia and declare himself a full Sea-Prince. To accomplish this, they will have to earn the goodwill of the Prince, help him build up his miltary and economy, and organize popular support. The possibility of foreign mercenaries from the city's numerous merchant contracts could earn the ill will of various other Calabrian rulers. Of course, Castillo's spies will be everywhere, and his assassins are extremely dangerous.

Tarsus

Giselle's Tower

Hired to guard a mysterious man travelling alone, the heroes journey to Tarsus and the lonely home of the Princess. Their ward: none other than Seigfried himself, who has finally come to Tarsus to be reunited with the sister who believed him dead for so long. The players will learn the terrible secret of her isolation, before her handmaiden (an agent of Tor-Mezin) alerts the Black Prince. A Demon arrives to kill the Duke and his guards. Blaise might even put in an appearance, to hint about the fate of Giselle's daughter.

Penisteign

Whether native Tarsans or wandering adventurers sampling the famous local beers, the players get a little too drunk one night and are impressed into service on a passing pirate barge. If only some of the heroes are taken, the rest may be able to force a rescue. Otherwise, the company may be in for a long season at sea.

Mountain Wards

A clan of Dwarven miners and warriors show up at a Tarsan fortress in the mountains and claim prior ownership of the land. The Tarsans are ready to fight for it, and the Dwarves have already penetrated the tunnels through long-sealed secret shafts. The heroes will have to broker a piece and find out who is in the right.

Pallea

Akrotiri

The heroes are sent to the city to ascertain the truth behind rumors of corruption and political collapse. They may be working to shore up Emnirian support, sabotage the city further, or offer Lukastian aid. It will not take much for the rulers of the city to grow suspicious and to conspire against them, making their mission dangerous as well as difficult.

Lycia

The local population, tired of social prejudice and slavery, is looking for a hero to lead their rebellion. A player might find himself at the forefront of their cause. The rebels are looking for an ancient symbol of their people—a magical fire which annoints the head of their ruler without burning him. If they can, they will persuade the heroes to quest for it, and return it to them, so that they can claim their island back. Desperate to be free of Silon and his family, they will promise alliance with any strong political power that will help them—perhaps leading unscrupulous rivals to work against the heroes and seize the revolution for their own ends.

Lapica

One of the players is chosen by a god of the Pallean pantheon as a good candidate for King in this city—whether they like it or not. The god won't take no for an answer—he will harass the hero and his allies until he gives in. The only way to appease the god, as any Pallean seer will tell him, is to find someone that the god will like even better, and convince the god of the new choice. This might involve "setting up" the new candidate to appear much more intelligent and brave than he really is.

Long Novels: White Soul, Black Heart (Allemaine)

White Soul, Black Heart is a full length Broken Kingdoms novel. Divided into twelve Chapters, a brief outline of the story's events are given below. However, even more than *Hounds of Fate*, this outline is a framework only. The GM will have to create various NPCs and antagonists, decide the details of plot, and adjust for the actions of the player characters.

This novel places the heroes ina very critical position—their actions will have consequences for all of Ahrivine. Initially, their goal is to reach Camille's Tower, where the fourth target of Arion's Hunt is located. Soon they learn that a Wizard and an Elven Princess have also been imprisoned there. Resuing Camille from her madness becomes the immediate goal, but the final revelation comes when Olivia is discovered to be within the Tower—the victim of a concerted attempt by the forces of darkness to turn her to evil and make her a willing pawn of Tor-Mezin.

Part One

The opening chapters of *White Soul, Black Heart* serve to introduce the problem and recount the heroes' journey north to Camille's Tower. The players will be learning about Camille, Malatar, and the other individuals important to the story. This is also the best time for the GM to bring in campaign-specific enemies or subplots.

Part One begins when the heroes set out from Tarsus, and ends when they reach Camille's Tower. This should take three play sessions.

Chapter One: The Wine-Dark Sea

The heroes, prompted by prophecy and their own confrontation with Arion the Huntsman, depart Tarsus by sea. If the heroes have run afoul of sea-borne enemies—such as pirates before the Council of Kings, or King Thanadon in the last story arc—they might reappear. Any subplots that the GM wants to introduce should be brought in early. Arion and Camille have no time or knowledge of the heroes' quest, so antagonists will come from other directions.

Chapter Two: "North, Miss Tessmacher! North!"

The heroes arrive at a southern Allemaine port, probably Newcastle, Lindsey or Ryduel. NPCs met in the Council may put in an appearance, or heroes may visit them on their way, searching for allies or aid. Adventure will be largely determined by the players' route, but the Moonwood is a likely field.

The heroes ancounter Bedwyr, a Blackened Lion who was guarding Malatar, was captured but escaped. He is pursued by Camille's Automatic Knights. After helping him, the players learn of Malatar's plight, Nienna's capture, and more details of Camille's madness. Bedwyr accompanies them north.

Chapter Three: A Chorus of Injustice

The heroes travel through the eastern duchies and out of Allemaine proper, into land that was once the Duchy of Pase, but is now claimed by King Accolon IV or Surluse. While travelling they meet Alain, the last son of the House of Pase. Travelling undercover with a small guard, Alain nonetheless relates the tale of the fall of the Duchy (perhaps over a campfire or at an inn). The heroes learn of Camille's destruction of the Duke and his army, her subsequent ravaging of the land, Accolon's conquest, and the Regency's abandonment of Alain's line. Alain also tells the players of three of the people they seek: Richard, Harrison and Sigomund. He last saw them heading towards Camille's Tower.

Inside Surluse, the heroes are harrassed by Accolon's men—wanted for interrogation, for impressment , or just to keep them from disturbing Camille the Mad. The heroes fight back, and Alain and his friends show up to help out, in the process revealing Alain's true identity.

Part Two

Part Two is concerned with the heroes' attempts to rescue Malatar the Wizard and cure Camille of her madness. It takes place entirely within the Tower, and the GM should have plenty of notes ready for the bizarre geography and contents of the place, so that he can improvise scenery and inhabitants quickly and easily.

Camille's Tower is an impossibly high spindle of white stone, the top of which is obscured by clouds. There is one entrance and all "windows" are only openable through magical means. With a mad wizard as its only denizen for centuries, nearly any feature could be found within the Tower, no matter how surreal or strange. Rivers of jewels, bottomless chasms and elaborate logic-puzzles are just examples. Worse than the geography, however, are Camille's unwholesome attempts at the creation of life. She grows bodies from plants or from the corpses of the dead, and in her desire to create ever-more-complicated intelligence, nearly anything is possible. Monsters and animated golems are likely guardians. Most of her creations, however, have slid into lust and madness along with their master. The Tower is, in addition to all else, a setting for scenes of vivid sexual horror—filled with opposing symbols of madness and passion, life and lust. The degree to which the player group experiences this horror is a question that only the GM can answer.

Part Two begins with the players entering the tower, and ends after they free Camille and are about to be killed by Arion, when magic casts them out of the tower.

Death of a Hero, Part One

In Chapter Four, Sigomund Moritu, Blackened Lion and Mezina exile, perishes. The circumstances of his death are left for the GM to determine.. Certainly, Sigomund's tendency to attack whatever is in front him, regardless of the consequences, will contribute.

The point behind Sigomund's death is not just a higher body count. For all his flaws, Sigomund is a hero, a man struggling against his nature and his environment, trying to be more than what fate has made him. He fails.

If players are to learn something from Sigomund's death, let it be this: courage and strength are not enough. A hero must be wise, must know when to pick his fights, and when to flee.

Chapter Four: The Madness Twixt Men and Women

The heroes find a way past Camille's army of Automatic Knights, encamped around the Tower. They somehow find a way in and explore the tower, running afoul of some of its denizens but not alerting Camille. They free Malatar, Nienna or both. Malatar is close to Camille, kept constantly "entertained" by her subjects while she tries to convince him of her point of view. Nienna was to suffer the same fate, but enchanted herself into a trance-like state from which only a Wizard can awaken her—this made her less interesting to her captives and she has largely been left alone. Richard, Harrison and Sigomund, already in the tower and embattled by Camille's minions, are given a timely rescue by the players. Sigomund dies in battle (see sidebar).

The episode ends when Camille discovers the player company and mobilizes the defenses of her Tower against them.

Chapter Five: A Nightmare Landscape

Camille counterattacks the heroes with an endless horde of semi-clothed simulacra, automatic knights and monstrous products of her imagination. A long chase scene dominates the first half of the episode, with players running, fighting, jumping, falling, swimming and climbing throughout the tower. The company is split up, with the role-players and non combatants being captured, while the action heroes continue their plunge through the Tower. The captured heroes are brought before Camille, where they try to convince her to abandon her mad quest. Their efforts are thwarted by her advisor, the Succubus (whose true nature remains unrevealed at this time).

Chapter Six: Redemption

One of the captured heroes escapes and finds the players still on the run, leading them back for a rescue. Camille is confronted and the heroes make a concerted attempt to free her from madness. This can take two forms: a role-playing challenge in which the players must actually converse with her and force her to face what she has become, or as a straight-forward action scene, in which the heroes fight off the final horde of monsters while Malatar works her True Name to cure her insanity.

In the aftermath of her redemption, however, Arion and the Succubus are revealed. The heroes learn of Olivia's prescence in the Tower, of Camille's role in turning her to darkness, and of the Succubus' intention to complete the process. Camille works a spell to save the heroes, teleporting them out of the Tower, but interference from the Succubus at the last instant disturbs the spell. The heroes vanish.

Its all right to end the scene here, on a cliffhanger. Let the players wonder what happened.

Part Three

Part Three deals with the divided player company. Split the heroes into three groups; pick characters that react well with each other. As each group adventures, they will meet new characters, run by the players whose regular characters aren't present.

For instance, when one third of the player group encounters Alain in the storyline below, he's accompanied by several companions and his long-time mentor. The rest of the player group will run members of this company, including Alain himself. If possible, allow players to create the characters and spend the points, as long as they stay within the broad guidelines given. If that is not possible, suggestions for the stats of "supporting cast" members are given below.

In some instances, players will take on the roles of fully-developed NPCs. You might choose to use the "official" write ups, you could allow the players to create new versions of these characters, or you could rewrite the story to cut out that part of the adventure all together.

Throughout Part Three, the players are regrouping from their failure in the Tower. They meet new friends, gathering allies and resources. When they are ready to return to the Tower, Part Four begins.

Chapter Seven: The Man Who Would Be Duke

Player group one appears far outside the tower, with Alain and his band of rebels. Alain offers to help them, if they lend their critical aid to his current plan: killing Accolon IV and his cronies, who are on progress through the Duchy. Uniting their forces, the heroes defeat Accolon's initial raiding party, trick their way into his castle, and battle his personal guard. The locals rise up in support of the rebellion, overwhelming Accolon's soldiers, and the heroes triumph. The King, however, escapes east to Surluse, to threaten Allemaine another day.

Supporting cast members include Alain, his mentor, and his eccentric band of loyal companions. One of them is a spy planted by Accolon.

Chapter Eight: Mission Impossible

Player group two appears elsewhere in the Tower, where they meet up with Richard and Harrison. These two heroes have one advantage not yet revealed—two spies that have hidden themselves in the Tower and that should provide the heroes with a way to get to Olivia without arousing suspicion. During the rescue attempt, a Carrion Wing arrives from DoomHault with a sword that radiates palpable evil—Breaker of Chains, Olivia's Doom. The spies, Ivan and Shauna, may help to temporarily steal the blade and work to free Olivia, but in the end this rescue ends in failure. Prince Harrison dies and Richard is captured (this is a primary goal of the villains, and will make Dooming Olivia much easier, so Richard may be asked to surrender in exchange for letting the rest of the heroes go).

Supporting Cast includes Count Richard, Prince Harrison, Ivan Weaponsmaster and Shauna, Mistress of Disguise. GMs may ask players to make new write-ups for the Count and the Prince, or just use the ones provided. It would probably be best to work with Prince Harrison's player, make sure that he knows the character will die, and stage the death to be as dramatic and heroic as possible.

Chapter Nine: The Tomb of the Giant Kings

The final group of player characters arrives near to the Tomb of the Giant Kings. They are attacked by guardians that Arion has sent to the place, and during the battle meet Farland, who has been waiting for them. They wait at the Tomb while more antagonists are sent against them—some relying on stealth and guile where force fails. Eventually the Giant Kings appear and the heroes may ask their questions. The more specific the question, the more helpful and direct the answer. Farland also reveals whatever magical tools he has prepared to aid in Olivia's rescue, and the heroes break free from the Tomb at dawn. Farland will accompany them to the Tower but, for reasons of size, cannot enter.

Supporting Cast for Chapter Nine includes Malatar the Wizard, Princess Nienna, Bedwyr and Farland (who will serve as something of a guide for much of the story, so should be briefed ahead of time by the GM).

Part Four

Part Four is the big finish to *White Soul, Black Heart*. Having rebuilt their strength, the heroes mass at the Tower. Using guile, magic or brute force they penetrate and reach Arion and the Succubus, Camille, Olivia and Richard.

Note that players should generally be back to playing their "normal" characters by Chapter 10. If the player has taken a particular liking to a Supporting Cast member, and if it is in the opinion of the GM that the new character does not unbalance play, Players may choose to stick with the new character instead.

Chapter Ten: This Band of Brothers

Various loose ends from Part Three are tied up, before the three player groups all head out for the Tower. Arion is prepared for their return, and sends various traps and guardians against them (perhaps including the Carrion Wing that appeared in Chapter Eight). The heroes struggle through the various obstacles and reunite at the Tower. They begin their final assault.

Destroying Arion

The Doomed Hunstman, who has been the heroes' primary antagonist for about fifteen game sessions, is destroyed in the climactic battle within the Tower. GMs looking at Arion's character sheet may wonder how this can be accomplished by a company of heroes, none of whom are probably much more than 200 character points.

Cleverness should be the means. Releasing Arion's Hounds through a Wizard's magic is an excellent method—as this will give the heroes a band of heroic allies, all of whom want vengeance on the Huntsman. Alternately, Farland's magical aid may give a PC the combat proficiency to defeat Arion in single combat. The Doom itself cannot be destroyed—but the players can hide it to prevent another Hunstman from arising.

Chapter Eleven: The Big Beat-Down

This is the climactic battle. All the heroes and their allies take Camille's tower by storm. A long battle sequence takes place as various creatures and wards which gave the players trouble in Part Two are met and dealt with in this Chapter. Each should be handled quickly—keep the pace rapid. The various supporting cast members drop off to handle menaces while the players keep pushing for Camille's chambers. Olivia, tempted to seize Breaker of Chains and use it for good, further swayed by concern for her brother, is about to be Doomed when the heroes arrive. Arion attacks, but is defeated and destroyed. His Hounds are released, free again as mortal men.

Chapter Twelve: It's Miller Time

Wrap up most of the loose plot threads. Players will have to decide what to do with Breaker of Chains (Farland may take it, for later disposal). Alain is coronated as Duke of Pase, the first in two hundred years, and he refuses to swear fealty to the Regency. Camille is sane and repentant, ready to once again act against DoomHault. The Hounds of Arion swear fellowship to each other. Richard, after a final chat with Olivia, heads north alone. The players may bring word of Harrison's and Sigomund's death to the proper individuals (Synmark and Owain, respectively). If the bodies have been preserved, there will be funerals.

The players are great heroes—they have destroyed one of the Doomed, rescued the heir to prophecy, and returned one of Ahrivine's greatest allies to sanity. Depending on the growth rate the GM has decided on for the campaign, heroes who have made it through the Council, Houds of Fate and White Soul, Black Heart should be 185-235 points each, and have graduated to the Big Leagues.

Look back to Hounds of Fate and take a look at the character mix. Pick one of the other Kingdoms (not Allemaine) to be the setting for your next Long Novel. In the meantime, run short novels or one-shots that are self-contained and have no major ramifications on the setting (what are sometimes called "Less Filling" adventures, as opposed to high-drama "Tastes Great" storylines). Let the players relax for a while.

Supporting Cast

Throughout Part Three of this storyline, the player characters will be split up into three small groups. Play will rotate through each group, with some players running their usual character, and the rest running members of the Supporting Cast.

Death of a Hero, Part Two

Sigomund is not the only champion to fall in the quest to rescue Olivia from certain doom. The second major NPC to perish is one whose death will change the future of the Broken Kingdoms forever: the heir to the crown of Calabria, Prince Harrison.

Harrison should die a heroic death, as befitting his noble character. Dashing, flamboyant and handsome, he is most likely to perish in the defense of a woman he loves, or in a "last stand" situation, holding off dozens of opponents. If the GM has managed to make Harrison a likeable character, has built relationships between him and players during the Council and throughout this storyline, his death will make the quest against Arion very personal, and raise the players' stakes in the plotline.

The Supporting Cast is described below. Additional characters may be added as the GM requires. Some of the Supporting Cast are, in fact, NPCs which have detailed write-ups elsewhere in this book. Others can be written up by the player in question, which should serve to make this particular experiment go down easier.

Alain, The "Duke of Pase"

The last scion of a noble lineage, Alain is the great-great-grandson of the last Duke of Pase. Hunted down by the King of Surluse over the generations, his line is all but extinguished. If ever a Pase will sit on the throne of the duchy again, it will be he.

Alain has sworn by all of his ancestors to recapture Pase or die trying, and he renews this vow every evening (players may witness his quiet prayer during their first encounter with him). Raised in secrecy by a loyal but aging retainer, he is well-taught in the ways of battle and rulership, if a bit inexperienced. A life on the run from Accolon's agents has kept him from forming long-lasting friendships, or of assembling much of a force to retake his ancestral home. Only a trio of his closest followers journey with him regularly, and a band of twenty or so guerilla fighters loyal to the faded glory of Pase await him near to Camille's Tower.

The young son of Pase is not proud of the things he has had to do—when times were particularly bad he has had to resort to highway banditry. He makes no apologies or excuses, however; if the Regency was composed of honest men, brave and true, his grandfathers would be buried on ancestral soil, not cast in shallow graves, their names concealed lest Surluse's soldiers desecreate them. Unashamedly proud of Pase and his family, Alain is uniquely well disposed towards women warrior figures, thanks to his great-great-great grandmother.

Alain is a young, well-built, handsome man of noble bearing. His hair is gold, his eyes blue, and his demeanor is that of a much older man. Allow a player to design Alain's characteristics and skills. If that is not possible, use the stats for a Knight of Allemaine.

Note that Alain's band of companions are a splendid source of additional Supporting Cast. In particular, the character of Alain's mentor would make an excellent role for a player, and is wide open for interpretation.

Bedwyr

Dishonored when he betrayed his liege for the love of a woman, the knight now called Bedwyr retreated to a monastery of Saint Stephen. He never took final vows, but did live in and amongst the monks in a life of quiet contemplation while he learned to accept the loss of his knighthood. When rumors reached him of the Blackened Lion, he knew that the chance for his redemption had come. Bidding farewell to the bewildered monks, he donned his weathered mail and joined Owain's company.

When Malatar the Wizard came to Owain's camp looking for an escort to lead him north, Bedwyr volunteered. The two men were fast friends.

Bedwyr is a quiet man, his long silences betray his many years of monastic service. Recent adventure, however, has begun to draw him out of his shell, and he looks younger than he has in years. He wears a full suit of plate armor in an old style, with a circlet of flowers upon his head (the product of a vow he swore upon entering the monastery). In his middle years, his strength has not faded. He prays often and with some conviction.

Let a player design Bedwyr. If this is not practical, use the notes for the Blackened Lions. Add AK: Eastern Allemaine, KS: Augelmir's Traditions and PS: Weaving to his skill list.

Farland

Farland's full write-up can be found in the Miscellaneous Characters section—a few additional notes are provided here to detail his efforts in the rescue of Olivia.

Ever since the Council of Kings, at which he was present, Farland has been concerned for Olivia. Completely aside from her obvious import as an object of prophecy, Farland has seen far too much evil worked by the Doomed, and will not sit passively by while an innocent young woman is corrupted or killed. To assist in her rescue, the Giant has done two things: he has sought out magical sources of information, and he has located or forged magical tools.

The Tomb of the Giant Kings is a unique mystical location which may be placed anywhere in Ahrivine. It might be conveniently placed near to Camille's Tower, or farther away (in which case the GM will have to provide magical transportation back to the Tower in time for Part Four). The dead Kings of the Giant race are buried there—twelve in all. Farland travelled to the Tombs after Olivia was taken, for he knew that the spirits of the Kings will each answer one question for each member of the race that yet lives. Once he reached the tomb he learned that he could not rescue Olivia himself (he is too large to get inside the Tower), but that people who could help would eventually arrive. He has spent all the intervening time waiting for the PCs. Eleven questions remain, and he will allow the players to use one each, though he reserves the rest for later.

The nature of the magical tools that Farland has gathered or forged depend greatly on the players and the GM's intentions in the climax of the story. If you intend high action and plenty of combat, Farland has probably been busy crafting magical swords and other weapons. GMs who want more subterfuge and cleverness might provide enchantments of invisibility, disguise or stealth. Farland may, in fact, have managed to gather a "grab bag" of various devices with unrelated powers, and the GM can provide these as tools to the players, letting them think up a strategy around them. Farland is especially likely to have weapons that will prove of use opposing the Succbus.

Whatever the case, the items Farland provides should generally be of limited duration. After all, he hasn't much time to enchant them. Their energies will be depleted in the climactic battle.

Ivan, Weaponsmaster and Shauna, Mistress of Disguise

Ivan and Shauna are a team of mercenaries and assassins recently escaped from Mezina. Though native to that land, they were betrayed by the Baron Moritu and were forced to flee. They owe Sigomund Moritu for their escape, but are much more loyal to each other. They are famous for their high success rates and their exorbitant fees—which is what got them in trouble at last. Though not married, they are "together," linked by a hundred successful assassinations and several years of hot, rough sex. They trust only each other.

In an attempt to repay Sigomund for his aid in their escape, they have infiltrated Camille's Tower and will link up with Richard, Harrison and Sigomund in Part Three. Players can design both of them, or the GM can use the write-ups provided below.

Ivan, Weapons Master

15	STR	17	DEX	13	CON	11	BODY
15	INT	11	EGO	15	PRE	12	COM
6	PD	3	ED	4	SPD	6	REC
26	END	26	STUN				

Skills: AK: Ozengen, Concealment, Demolitions, Inventor, Mechanics 13-, Security Systems/Traps, Stealth, Weaponsmith/Melee or Missle; WF: Common Melee, Common Missle, Flails, Quarterstaff, Whip, Sling, Staff Sling; +6 Combat Skill Levels with Any Weapon; +5 Skill Levels with Weaponsmith, Mechanic and Concealment.

Talents: Ambidexterity.

Powers: Running +1", Two Weapon Fighting (+2 HtH Skill Levels, Only to cancel Sweep penalties).

Disadvantages: Hunted by House Moritu, Hunted by Overlord of Ozengun; Psychological Limitations: Stays bought, Compulsive tinkerer—mechanically inquisitive; Reputation as Master Assassins ("No job is too big, no fee is too big) 11-.

Equipment: Ivan is armed with a variety of trick weaponry including daggers that explode when thrown, swords with grenades concealed in the hilt, spears that break into two blades, and a quarterstaff with a spring loaded blade. He is constantly experimenting with new weapons and can be assumed to have an additional half dozen or so gimmicks up his sleeve. Wears DEF 1 soft leather over locations 7-18.

Fuzion Stats

5	INT	3	WILL	5	PRE
5	TECH	5	REF	5	DEX
5	STR	4	CON	3	BODY
4	MOVE	8	SD	8	ED
2	SPD	9	REC	40	END
15	STUN	15	HITS	9	RES

Fuzion Skills: All Combat: 8; Weaponsmith, Mechanic, Concealment: 7; other skills listed above at Level 3.

Shauna, Mistress of Disguise

13	STR	20	DEX	13	CON	10	BODY
15	INT	11	EGO	13	PRE	16	COM
5	PD	3	ED	4	SPD	6	REC
26	END	24	STUN				

Skills: Acting 14-, Concealment, Conversation, Disguise 14-, High Society, Mimicry 14-, Persuasion, Riding, Stealth, Streetwise; KS: Victim of Choice 11-; Linguist and Languages of Need; PS: Poisoner 11-;WF: Common Melee, Common Missle; +3 Combat Skill Levels with Hand to Hand Surprise Attacks;+2 Combat Skill Levels with Hand to Hand.

Powers: Running +1".

Disadvantages: Hunted by Overlord of Ozengen, Hunted by House Moritu; Psychological Limitations: Stays bought, Never does anything without a plan; Reputation as Master Assassins ("When you least expect it") 11-.

Equipment: Clothing, weapons and other gear to fulfill her current role. Otherwise, light leather armor (DEF 1 on locations 7-18), knife, shortsword, poison.

Fuzion Stats

4	INT	3	WILL	4	PRE
5	TECH	6	REF	6	DEX
4	STR	4	CON	3	BODY
4	MOVE	8	SD	8	ED
3	SPD	8	REC	40	END
15	STUN	15	HITS	9	RES

Fuzion Skills: Surprise Attacks: 6; Hand to Hand: 4; other skills listed above at Level 3.

Nienna

The daughter of Elenriuth Elvenking is a breathtaking immortal beauty with night-black hair, eyes dark as a well, and an elegant, beautiful form. She was an infant when the Elvenkind hid themselves in the Forest, and she still has nightmares of the Moonwood when the moon reaches its fullest. Though loyal to her father—who dotes on her terribly—she also longs for more than the sealed woods can offer, and it was this desire that led her to love the Wizard Malatar.

Fearlessly dedicated to her chosen mate, and ready to confront all consequences whatever they might be, Nienna was eager to aid Malatar in his mission to free Camille. Long a student of all things arcane, Nienna donned the Ring of Wizardry Malatar himself rescued, and has used it on a handful of occasions on their quest. Though she knows that it slowly reduces her Elven nature, she hopes that this process will serve only to make her more like her lover (who sometimes has difficulty understanding her Elven psychology).

Nienna wears grey and white robes, with soft white knee-high boots made from the bark of a specially-grown tree. In her pitch-dark hair hang dozens of tiny, suspended diamonds, with the end result being reminiscent of the night sky. When she works magic, it is with a seductive grace that is entirely unintentional.

Let a player design Nienna. She is likely to be of an extremely high point level, due to her diverse magical talents, Elven nature, and extended lifespan. She will not have access to her Ring during most of the storyline, and so will be restricted to Hedge Magic.

Camille's Automatic Knights

15	STR	9	DEX	0	CON	10	BODY
5	INT	0	EGO	15	PRE	0	COM
0	PD	0	ED	2	SPD	0	REC
0	END	0	STN				

Powers: Automaton, Takes no STUN (damage chart below); Armor +8/+8; Flash Defense +5 Vision and Hearing; Life Support: Full; Mind Link with Camille; -2" Running, -2" Swimming.

Skills: Languages: Fluent Allemaine; WF: Common Melee, Shield; +3 Levels with Common Melee Weapons.

Programs: Attack the designated enemy, Prevent entry.

Disadvantages: Distinctive Features: Empty suit of plate armor, concealable with effort, causes major reaction; Physical Limitations: No non-combat running, Cannot swim, Mute; Vulnerability: x2 BODY from area effect attacks.

Equipment: Sword of War, battle axe, morningstar, long spear or other intimidating weapon, large shield.

Fuzion Stats

5	INT	0	WILL	5	PRE
2	TECH	2	REF	2	DEX
5	STR	0	CON	3	BODY
2	MOVE	0	SD	0	ED
1	SPD	0	REC	0	END
15	STUN	15	HITS	0	RES

Fuzion Skills: Common Melee Weapons: 5; other skills listed above at Level 3.

Fuzion Powers: Armor: 16 KD/ EKD

Damage Chart:

1 Weapon disarmed.

2 Knock an arm off, -5 STR and lose a weapon or shield.

3 Knock a leg out, -1 SPD and -2" Running.

4 Knock its head off, no perceptions.

5 Knock it into pieces, 1 Turn to put itself back together.

6 Loss of programming, will not act until attacked again.

Succubus

To aid in Olivia's seduction, Arion has secured the aid of a shapeshifting Devil known simply as Succubus. Succubus arrived in Camille's Tower over a year ago, masquerading as one of the Wizard's own creations. She adopted the role of advisor to the Wizard, and poisoned Camille's mind against Malatar and Nienna when they came to rescue her from madness.

When the heroes succeed where Malatar failed, Succubus takes Camille's place. While the heroes are dispersed outside the Tower, she works to capture Richard and persuade his sister to accept Breaker of Chains.

Succbus's characteristics and powers are left for the GM to determine. She should be a match for the best fighter in the player company, though her raw magical might should not be extreme. Succubus will probably be destroyed in the climactic battle.

When she first appears, Succubus wears a silver mask over her face, golden greaves and gauntlets, and robes that cover her flesh completely. She glides over the ground as if she had wheels instead of legs. All of this is part of her cover—she has taken the physical form of one of Camille's automata. After the revelation of her true nature, she looks and talks like the White Damosel. She may be armed with the Wizard's weapons and tools.

Breaker of Chains, Olivia's Doom

Breaker of Chains is a Doom, crafted by the Dark Titan himself in the forges of his volcanic smithy. It is one of the greatest of its kind, as befits its victim (who will, if the Titan has his way, conquer all of Ahrivine in his name). In appearance, Olivia's Doom is a beautiful sword of war, its metal of a greenish-gold alloy. The hilt and guard are fashioned as the coils of a serpent, whose fanged jaws gape wide at the pommel to enclose a magnificent uncut emerald. Serpentine gold designs are etched along the blade. The weapon's unholy nature is a real force that strikes all who see it—Olivia especially is hypnotized by the blade, and cannot remove her eyes from it when she is in its prescence.

The sword represents destruction of the social order—the desire to alter the status quo, taken to extremes. It is a symbol of anarchy, chaos, and therefore of freedom. It is unquestionably female in nature, and was made specifically to tempt Olivia into darkness.

The Succubus will tempt Olivia by suggesting that she could use the weapon to obtain equality for her sex in Allemaine, to reunite the Broken Kingdoms under one banner, and to destroy the other Doomed. All of this is, in fact, possible.

Were Olivia to reach out and take the weapon in her hand, she would be Doomed. She would retain some portion of free will, but in the final analysis, no matter how righteous her cause might seem, she would be a tool of the Titan. Her power would be immense, however, and with all of Ahrivine united under her, Darkseeker might have no further need for his other followers. Olivia would supplant Tor-Mezin at the Titan's right hand.

In the off chance that character should pick up Breaker of Chains and try to use it against Arion or another enemy, its most obvious combat use is detailed below. It certainly has other powers, but they will not surface during this story.

Breaker of Chains: all powers OAF and Independent; all powers other than "Blade" with the additional limitation "Only when wielded by a woman"
Blade: HKA 2 ½d6, 0 END Cost, +1 OCV, STR Minimum of 15 (14)
Additional Damage: HKA +1d6, 0 END Cost (5)
Man-Slaying: Armor Piercing advantage (vs. Males only) and +1 STUN Multiple on HKA 3 ½d6 (10)
Accuracy: +5 additional OCV (5)
Weakness: Drain 5d6 c.p. STR, 0 END Cost, +6 OCV, Linked to HKA, HKA must do damage (18)

Long Novel Adventure Seeds

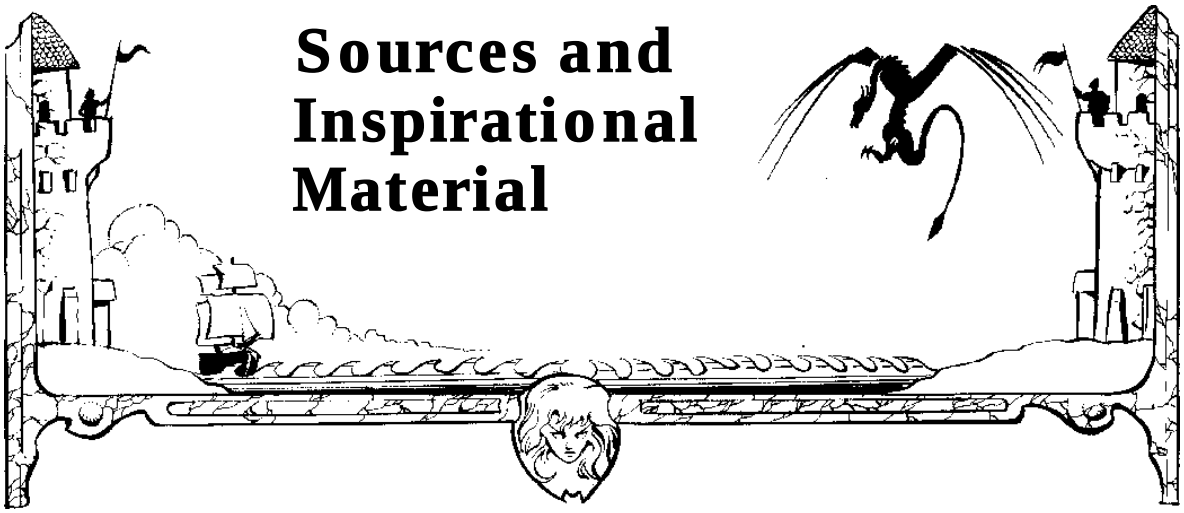
Gamemasters looking for sources of Long novel scripts are encouraged to look at the sections on Tarsan Adventure (the War Epic makes an excellent storyline) and Chapter III: the Ahrivine Campaign (where a Long Novel set in Calabria is provided). Additional thoughts on the subject follow:

Curse of the Dwarven Kings

The Dwarven Host of Kominkadu have refused any official contact with the people of Allemaine for a thousand years. Legend has it that the inhabitants of the city were cursed when their King ordered a terrible atrocity not long after the battle of the Rydion Gap. If the heroes could lift the curse they could free tens of thousands of Dwarves. Albericht could ally his Hosts to the Regency, bringing sorely-needed allies to the war effort.

"Freedom!"

A player character with strong leadership abilities and a commitment to the Provinces might lead a revolution there, and bring widespread political reform or outright independence to that embattled land. The players would spend a lot of time riding to and fro, recruiting armies and making speeches. Initially their opposition would be the poorly-trained Provincial troops, but as they gained notoriety the Governor would be forced to call on the Regency for aid, and the Quartermain would send assassins and other agents against them (after all, reform would certainly be bad for the Young Man).



Sources and Inspirational Material

Gaming Material

Hero System Products

Other than the *Hero System Rule Book* and the *Fantasy Hero* Campaign Book, there are a variety of products gamemasters and players will find useful. All of these books were at hand during the writing of this book, and am deeply indebted to their authors.

Dark Champions (organized crime in the Provinces), *Fantasy Hero Companion I*, *HERO Bestiary*, *Horror Hero* (spirit rules), *Invasion: Target Earth* (how to run an invasion campaign), *Lands of Mystery* (plotting ideas and how to run a game like a novel, particularly inspirational) *Ninja Hero* (for Tarsan martial arts adventures) and *The Ultimate Martial Artist*.

ICE Products

The *Campaign Classics Series*: *Mythic Egypt*, *Mythic Greece*, *Pirates* and *Vikings*. These are the best resources available for running campaigns in Pallea, Kekutchiau, Calabria and the North, respectively.

Robin Hood (the ultimate source book for running an outlaw campaign in the Provinces)

MERP: The Middle Earth product line has gotten a recent facelift, making a good series of products into a (generally) excellent one. In particular seek out the *Citadels of Middle Earth* series, which provides excellent detailed adventure settings and includes *Dol Guldur*, *Moria* and *Minas Tirith*.

Gaming Products From Other Companies

In no particular order *Aria* (though intended as world creation books, they also give excellent suggestions on running out-of-the-ordinary RPGs), *Ars Magica* (detailed magical institutions and medieval fantasy plot lines, generally excellent), *Castle Falkenstein* (Calabria in a couple hundred years), *Citibook I-VI* (and more on the way, published by Flying Buffalo, Inc.), *GURPS* (lots of useful books, try *Swashbucklers*, *Arabian Nights*, *Greece*, *Celtic Myth*, *Middle Ages*, *Japan* and *Vikings* first), *Lace and Steel* (currently out of print, but another priceless Calabrian source book) and just about anything released for Pendragon, by Chaosium games (an invaluable gold mine for Allemaine adventuring — romance, dragons, court intrigue, giants, jousting, you name it, its here).

Books

Some non-gaming titles that may prove inspirational

The Art of War in the Western World, Archer Jones (a good overview, but only the first 250 pages will be useful in the Broken Kingdoms)

The Belgariad, David Eddings (Edgings' later works have gotten monotonous, but this is the series that put the power of prophecy center stage — a fine read)

The Chronicles of Thomas Covenant the Unbeliever, Stephen Donaldson (many find the hero too unlikeable to endure, but the supporting cast and sense of drama are worth it. Also check out the Mordant's Need series, *Mirror of Her Dreams* and *A Man Rides Through*).

Cultural Atlas of the Renaissance, various authors (a coffee-table book, but nonetheless quite a but of good information and colorful bits)

Dungeon, Fire and Sword, John J. Robinson (the history of the Templars, good source material for knighthood in general)

Hamlet, *MacBeth*, and just about any other play by Shakespeare (he's not the greatest dramatist in the English language for nothing — sure they're bloody and grim, but so are most role playing games)*I*

Hero of a Thousand Faces, Joseph Campbell (Campbell's work on myth and the hero's journey provides wonderful source material, not only for Pallea, but for adventure throughout Ahrivine. Makes you think about role-playing in truly inspirational ways)

Idylls of the King, Alfred Lord Tennyson (yes, it's poetry, but don't let that deter you)

Le Morte D'Arthur, Sir Thomas Mallory (though portions of it are true labor to get through, it remains an excellent epic adventure story — the stuff of legends)

The Lord of Rings, the Hobbit, the Silmarillion and other works published posthumously, by Dr. J.R.R. Tolkien (Tolkien created modern fantasy literature — any list of inspirational material would be incomplete without him)

The Prisoner of Zenda and its sequel *Rupert of Hentzau*, Anthony Hope.

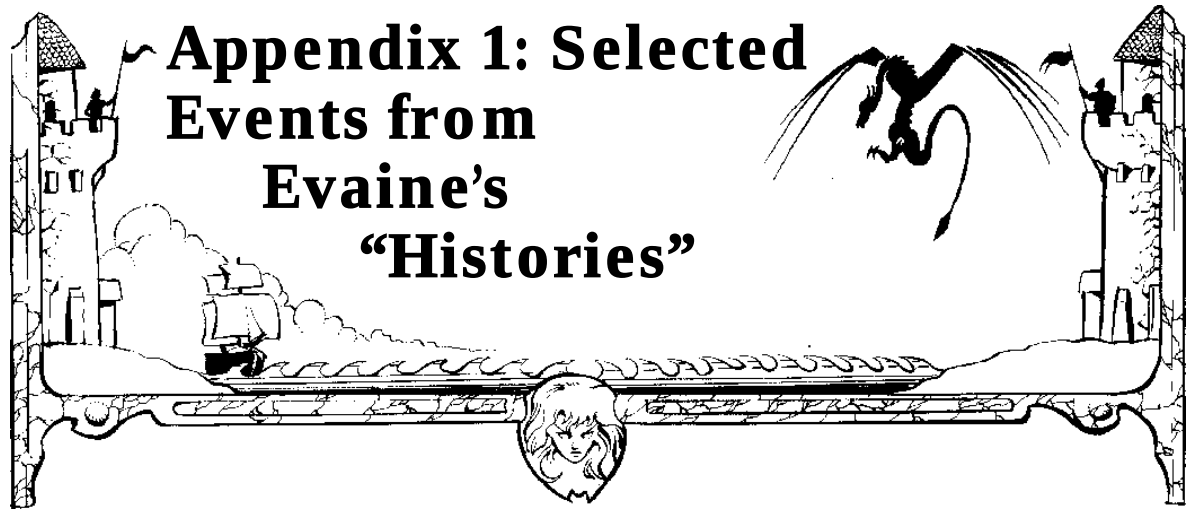
Sword at Sunset (One of the better portrayals of Arthur).

The Three Musketeers, and just about anything else by Alexander Dumas.

Tigana, and other works by Guy Gavriel Kay, including *A Song for Arbonne* and *The Fionavar Tapestry* trilogy (In the author's opinion, Kay is the first author to be labeled 'the heir to Tolkien's tradition' that actually deserved it. Breathtaking. In the editor's opinion, Mr. Kay is the finest writer of fantasy literature alive. If you haven't read his books, we *strongly* urge you to do so.)

The Scarlet Pimpernel, Baroness Orczy.

Appendix 1: Selected Events from Evaine's "Histories"



The Age of the Summons (AS)

Rhea and Augelmir hide from the Destroyer and summon their Incarnates.

The Age of The Void (AV)

Alia is shaped.

The other celestial bodies are also made, including the Moon, the Sun and the planets.

The Age of Labor (AL)

The Immortal races of Giants and Elves are made.

The beasts, birds and plants are fashioned. They remain devoid of life.

The Age of Innocence (AI)

Life awakens.

Gods educate Elves and Giants in literacy, magic, architecture, astronomy, etc.

The Age of Exploration (AE)

Giants and Elves explore Alia's limits.

The Age of Desire (AD)

Elves and Giants fashion Men and Dwarves.

Death enters the world.

The Age of the Moon Rising (AR)

25Albion society forms under Elvish tutelage

112 Dwarves begin their exploration of the Pennine Mountains.

150 Men set out from Albion to explore Ahrivine

The Age of the Moon Waxing (AW)

Albionesse explore Alia and colonize it

Human settlements gain unique identities apart from Albion influence. Diversity amongst human races becomes obvious.

1549 Creator abducted

Preserver abducted

The Age of the Moon Gibbous (AG)

3 Giants seal the Vaulted City against the outside world.

22 First protests against Elven "supervision" in Albion.

85 Dwarven civilization expands throughout southern Ahrivine.

108 Men of Albion expand into Ahrivine, forming independent kingdoms there.

110 Completion of the city of Abblasoure, chief Albion port in Ahrivine.

146 Man - Dwarf expansions meet and some initial skirmishes take place.

157 Elven hatred in Albion reaches a fever pitch, led by the "Black Prince", Tor-Mezin. Elven "purges" begin.

161 Elven exodus to Ahrivine begins.

178 Giant explorations of the Underearth begin in earnest.

188 Treaties signed between Dwarven civilizations and Men of Ahrivine.

226 Men of Albion continue military expansions into Ahrivine.

250 Albion dominates Ahrivine kingdoms in series of brutal wars.

282 Giant excavation in the Underearth releases the Destroyer's legacy.

307 Albion signs new treaties with Dwarven nations.

308 Darkseeker masters the powers of the Underearth, becoming the Master of the Dark Depths, or Dark Titan.

334 Albion military, with Dwarven assistance, pursues Elven refugees.

352 Series of wars between the retreating Elves and the Dwarf-Albion alliance.

354 Prince Tor-Mezin answers the call of the Dark Titan and becomes the first of the Doomed.

377 Dark Titan breeds Inach and Trolls in the Vaulted City.

392 Giant-Dwarf forces working in the Lofty Mountains routed by the Dark Lord.

393 Dark Titan begins wars designed to test the strength of the Men of Ahrivine.

Tor-Mezin returns to the world of Men and continues his Wars against the Elves.

404 Elven forces complete their isolation and enchantment in the Forest Sauvage.

802 Destruction of Albion, mass exodus of the Black Albionesse to Northern Ahrivine.

803 Ahrivine forces abandon the Dwarves to the Dark Titan at the Battle of Sanguine Plain.

First appearance of Seraide.

Dwarvish forces retreat into their mountain strongholds.

Black Albionesse arrive in Ahrivine en masse.

811 Black Albionesse force migrations of Ahrivine inhabitants south.

816 Men of Ahrivine form alliances and move against the Dark Titan in the Vaulted City. Pushed by the Albionesse, they are forced to cooperate (at least temporarily).

820 The First Alliance of Ahrivine isolates and destroys the Host of Darkness in the Pennine Mountains. The City of Vaults is sealed.

The Age of the Moon Eclipsed (AE)

4 The Dark Titan, fleeing the forces of Ahrivine, settles in the northwestern shore of the Demetian sea, seizing leadership of the Black Albionesse in the process.

6 Northrons, led by Hallad Hollson, sail south to Tarsus, seeking in an effort to escape the Dark Titan's influence.

17 Grimmon and Kingsright slay Magog the Fire Wyrm, Grimmon crowns himself first King of Tarsus, creates the Estates, the Moot and the Army of the Dragon.

40 First Fekeshi raids into Tarsus begin, centuries of warfare follow.

540 Dark Titan begins his siege of the Dwarven strongholds.

708 Construction of the Pinnacle Ladder in the Rydion Mountains begins in earnest.

1091 Dark Titan intensifies his search for Elven hidden kingdom.

1165 Destruction of the Pinnacle-Ladder project.

1715 Dark Titan assaults Kominkadu, without success.

1716 Alliance of Elves and Dwarves is forged.

1717 Elven armies break the siege of Kominkadu.

1718 Host of Darkness, led by the Dark Titan himself, musters in Doomhault.

1720 Inach armies, retreating from the broken siege, ravage Eastern Ahrivine.

1721 Vertigane marshals initial army and stalls Inach raids.

1725 Vertigane destroys the Inach and Trolls rampaging through Eastern Ahrivine.

1774 Tarsus demolishes Fekesh invasion attempts through brilliant raiding and guerrilla tactics.

1775 King of Tarsus approaches Vertigane to form an alliance.

1776 Elven and Dwarven ambassadors approach Vertigane and the King of Tarsus.

1777 Grand Alliance of Elves, Dwarves, and Men.

1778 Host of Darkness moves into the Rydion Gap.

Battle of the Rydion Gap. Dark Titan killed.

The Age of the New Dawn (AN)

1 Founding of the Kingdom of Allemaine by Vertigane, first in the line of the Vertigane Kings.

40 Vertigane killed by Inach ambush.

45 Constans constructs the Rydion Beacons.

135 Evelake begins the reign of the Pandragon Kings.

153 Camille comes under the tutelage of Paracelsus.

180 Father Stephen founds the monastic order that now bears his name.

290 Percevale begins the longest reign of Allemaine, lasting until his death in 384.

420 Ambrosius, the greatest swordsman of the age, is born in Allemaine.

455 The first Sword Mastery College of Ambrosius is opened, sponsored by King Sigmund Vertigane. Over the next two hundred years, the Sword Arts will spread throughout the Kingdoms and diversify until there are literally hundreds of variations on the original teachings of Ambrosius.

509 Last recorded appearance of Palladine.

661 Dornar, last of the Sons of Pandragon, dies.

798 King Pellinore Vertigane ascends to the throne of Allemaine. He is the 32nd King in the Vertigane Dynasty.

800 Pellinore sires his first son, Mark. He is illegitimate and not recognized as in line for the throne.

804 Pellinore's second son, Claudus, is born to the Queen. He is declared the crown prince.

811 Liauren's Hero embarks on his quest to kill the Wyvern.

825 Fekeshi invasion of Tarsus. King Coelstan sends for aid, and Pellinore leads a rescue force.

Simultaneous invasion in the north, against Rybonek.

827 Mark arrives with a fleet and lifts the siege. Pellinore killed by Du-Dania. Claudus tries to kill Mark, fails. Mark and his fleet return to Calabria and declare independence. Within weeks, King Coelstan is dead in Fekesh.

828 Claudus succumbs to the siege and is slaughtered with a portion of his army, his wife and mother. Most of the army escapes, fleeing into the Kingdom. The High Kingdom is without an heir, and comes to an end.

830 Allemaine nobility choose a Lord Regent. Mark is crowned King of Calabria.

836 Tarsus, under Coelstan's successor, formally ends the treaty of the High Kingdom, tacitly acknowledging what has already occurred.

840 Allemaine stops a Provincial rebellion and redivides the land into five Counties, appointing Counts and a governor beholden to the Regent.

The first of Pallea's Great Games are held. Successive games are held every four years.

865 The first Grand Tournament of Tarsus, won by Wagner of House Fridleik, who becomes King Aelgard's Champion.

941 In the Allemaine Duchy of Surluse, Duke Accolon declares himself an independent King. The Regency never reclaims this territory.

957 King Accolon annexes the ruined Allemaini Duchy of Pase.

1107 The War of Allemaine Succession begins between two rival claimants. Lasting six years, most foreign nations were involved for at least part of the war, jumping in or falling out as exhaustion overtook them.

1110 Ector, Earl of Osbrand, tames the wild stallion and becomes King of Tarsus

1113 The Quartermain is consolidated under Boss Lincoln Jeffries, eventually known as the Old Man.

1133 Death of the epic Pallean poet Helaster.

1139 The arrival of the Wandering Flames announces the generation of the Boy King. Areopus born in Pallea, Prince Harrison nine months later in Sugales; Lucius Glorianos becomes Lord Regent.

1140 The Oak Men gather around Harold, the Bandit King.

1145 Birth of Olivia and Richard, heirs to prophecy, in Lanahaut.

1152 Aristothenes elected Minister in Lukastios, within days his rival attempts assassination, fails, and flees the city.

1153 Count Phariance is appointed Provincial Governor by Lucius.

1154 Karl Landine, the Young Man, inherits leadership of the Quartermain.

1155 Castillo's Armada is sunk, Benitzian naval supremacy crushed. Huidemar becomes Grandmaster of the Aetherium. Serpidon made King of the Emnirian League.

1160 The first of the Blackened Lions gather in Allemaine.

1160 High Priestess Orithyia is chosen to be Lady of the Isle, the Pallean Sibyl.

1161 Carados of Arn chosen as Prince by Ector, marries Dame Judith within weeks of his confirmation by the Moot.

1163 The Wandering Flames return; Lucius interprets this to mean that the Boy King is ready to assume the throne. He calls the Council of Kings.

Broken Kingdoms Extras

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