

TOTEMS OF THE DEAD

GAME MASTERS GUIDE



**GUN
METAL
GAMES**



TALES OF THE BUFFALO PLAINS

The gently rolling Buffalo Plains may seem like a simple place where one can see danger coming from miles away, but appearances can be deceiving. This region possesses more and deadlier mysteries than its wide open landscape might suggest to outsiders.

THE STAR-BEING FROM YOG

An adventure for 3-5 heroes of Seasoned or Veteran Rank. The GM can vary the difficulty based on how much aid the warriors of Nissah are able to provide the heroes with.

Setting: This adventure centers around the prairie tribe settlement of Nissah and it's semi-nomadic inhabitants. This small village consists of a few dome shaped wood and earth huts and numerous teepee style tents. It is a seasonal community, only inhabited through part of the year, with the same tribal families returning annually to this site. The village of Nissah lies nestled in a dried-up river gorge where it is shielded from the violent windstorms that occasionally whip across the open plain.

History: A large contingent of the Chaticks tribe has fallen under the otherworldly power of an inhuman sorcerer descended to earth from beyond the dome of the sky. This visitor from beyond the stars calls itself Ay-Yog-Gha. It seeks to lead the tribal warriors under its supernatural sway on a series of raids meant to capture human

sacrifices for a sacrilegious perversion of the Morning Star Ritual.

Ay-Yog-Gha now seeks to capture and sacrifice a young princess of purportedly divine blood, Anuya the Blue Sky Maiden. Anuya is said to be the offspring of her human chieftain father and the divine spirit of the Morning Star. Unbeknownst to anyone else, Ay-Yog-Gha's main objective is to capture the princess and spill her divine blood in his profane ritual.

Lead In: As the heroes travel down a narrow gorge towards a local village they find themselves caught up in a tribal war. Read or paraphrase the following to the players:

A fierce wind has picked up across the plain and you are glad to be traveling within a sheltered gorge cut out by a long dead river. Your destination is the village of Nissah, a semi-permanent settlement where you can rest and resupply. It has been a dry year and water is running low. A pity the ancient riverbed is as dry and cracked as your own parched lips. Suddenly all thoughts of thirst are interrupted by a sudden rumbling in the ground. You can feel strong vibrations through your feet as small pebbles begin to shake and dance through the dusty canyon floor.

STAMPEDE!

A simple Survival test, or a Common Knowledge test for natives to the Buffalo Plains, will easily identify the signs of a stampede headed in the heroes' direction. A Notice test will tell the heroes that the stampede is coming up the gorge behind them and heading straight towards the same village they were travelling to.

The Gorge: Though it varies in places, the gorge is between 20 and 25ft (4"-5" on the game table) across with relatively sheer sides some 20 ft high and covered in loose rocks (-2 to Climbing).

Avalanche: As the buffalo stampede approaches, rocks from the sheer canyon walls fall down towards the heroes. Each hero must make an Agility roll at -2. Success means the hero managed to evade the falling rocks unharmed. Failure means the character suffers 2d6 damage. Those who rolled a 1 on their

Agility die, regardless of the Wild Die, are partially pinned underneath a large stone that requires a successful Strength test to remove and restore their mobility.

The Buffalo Stampede: The buffalo stampede is rounding a turn in the gorge some 30" away from the heroes



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and advancing at the panicked Pace of 14" per round. A successful Notice test will allow a hero to immediately see humanoid figures riding astride several of the buffalo in the stampeding herd amid the dust clouds.

The heroes (and anyone else caught in the stampede) must make an Agility roll at -4 each round or suffer 2d6+3 damage. A 1 on the Agility die results in the character taking 4d6+6 damage. After three successful Agility rolls, the individual has gotten out of the way of the herd.

Boon (Bennie Op): Be sure to award Bennies to heroes who put themselves in harms way during the stampede in order to help another PC or to attempt to protect the people of the village that the stampede is headed for. Attempting other daring stunts such as leaping atop a stampeding buffalo may also earn Bennies.

Buffalo Riders: At some point the heroes are bound to notice that there are warriors in warpaint riding several of the Buffalo in the stampede. A successful Knowledge (area) test or a Smarts roll for natives to the Buffalo Plains identifies these warriors as members of the Chaticks tribe.

BUFFALO PLAINS OUTRIDERS (4)

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

Skills: Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 8; **Parry:** 7*; **Toughness:** 6(1)

* Includes a -1 Parry penalty for armor.

Hindrances: Illiterate

Edges: Block, Fleet Footed, Steady Hands

Gear: Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry)

THE FOLLOW-UP ATTACK

After the stampede, the heroes smell smoke on the wind. A war party of enemy raiders has arrived on horseback and they are lighting a wildfire in the dry grass downwind of the village. The flames rapidly spread towards the village and anyone in its general vicinity.

Wildfire: To escape the fire, heroes must make a Survival roll at -2. Success means they are able to evade harm. Failure means they suffer 2d10 damage from flames, the heat and/or smoke inhalation. A Critical Failure means the hero suffers 3d10 damage.

After the fire, the warriors jump in and attack. The attack is largely a diversion, meant to allow a small band of warriors to sneak into the village to abduct the chief's daughter Anuya. The attackers will break off their engagement.

If the heroes enter the fray to defend the village it will be them and 6 allied village warriors fighting off a war party of 12 attackers and their war chief, Turek.

BUFFALO PLAINS WARRIORS

Use these statistics for both the 12 attacking Chaticks warriors making a direct assault and the 6 allied warriors who are on the scene trying to fight them off.

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

Skills: Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 8; **Parry:** 7*; **Toughness:** 6(1)

*Includes a -1 Parry penalty for armor.

Hindrances: Illiterate

Edges: Block, Fleet Footed

Gear: Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), horse, light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry)

WAR CHIEF TUREK

Turek is a brave warrior who dislikes Ay-Yog-Gha, but follows his commands out of reverence and fear.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d8, Knowledge (Battle & Tactics) d6, Riding d10, Shooting d8, Stealth d8, Survival d6, Throwing d8, Tracking d8

Charisma: 0; **Pace:** 8; **Parry:** 9; **Toughness:** 7(1)

Hindrances: Illiterate

Edges: Armiger, Block, Fleet Footed, Improved Frenzy

Gear: Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), warhorse, light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry)

GOING AFTER THE CHIEF'S DAUGHTER

The aging Chief Kotan is distraught over his daughter's abduction and pleads with the heroes to rescue her from the enemy raiders:

My warriors are in no condition to go after her. If I send them to retaliate now it will spell the doom of our tribe. Please, you must save my daughter. I will give you fine war-shirts and weapons, even horses if you can only bring her back alive. I fear not only for her safety but the purpose

of her capture. I know not what their purpose for her is, but their recent use of dishonorable methods lead me to fear there is no longer any atrocity they will not stoop to commit.

The chief offers the heroes each a horse, a finely crafted buffalo-skin war-shirt (+1 Toughness) decorated with fine quillwork and worth 300 bd and either a spear, throwing axe or warclub with a silvered head inlaid with turquoise (and thus capable of harming spirit creatures). He is also willing to give the heroes any food or provisions they may require.

Tracking the war party back to their war-camp is a simple matter as the raider made no attempt to cover their many tracks.

Investigating: Heroes that stick around to ask questions will find that, though there have been raids in the past, this bloody attack is not a typical behavior for the Chaticks tribe. There is also a rumor that one of the Chaticks Chieftains has been supplanted by a strange being who fell from the sky in a ball of fire.

RITUAL AT THE WARCAMP

After locating the war-camp the heroes will see an elaborate ritual being set-up. Presiding over the ritual is an odd-looking man with pale, seemingly luminescent silver skin and pupiless eyes.

BUFFALO PLAINS WARRIORS (10)

Use the same statistics as the outriders.

AY-YOG-GHA, THE STAR-BEING FROM YOG

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Occult) d10, Notice d8, Spellcasting d12+1

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Sacrificial long-knife (Str+d6)

Hindrances: Bloodthirsty

Edges: Arcane Background (Blood Magic), Blood Memory, Charismatic, Ritual Sacrifice, Improved Ritual Sacrifice

Special Abilities:

- **Powers:** boost/lower trait, death touch, determine conjunction, psychic evisceration, puppet, stun and zombie
- **Clairvoyance:** Ay-Yog-Gha gains a +2 bonus to Notice rolls and suffers no penalties for poor lighting or concealment. It always acts as though it has line of sight to a target, regardless of obstructing objects.



BOON: HEALING MUD

The first hero to fall incapacitated during this adventure has the incredibly serendipitous luck of stumbling into a small patch of mud created by a sacred spring created by the tears of the moon. On the round they fall in it and each consecutive round they or anyone else spends an action covering themselves with the mud, the character may make a recovery roll. There is only one such patch of mud and once discovered, the heroes will not find another. Mud removed from the area loses its magical healing properties at the end of the round.

- **Empathy:** Ay-Yog-Gha can sense the emotions of those around him. This gives it a +2 bonus to Persuasion rolls whenever it can make use of this knowledge.
- **Mind Reading:** Ay-Yog-Gha can read the surface thoughts of any individual as a free action by succeeding on an opposed Smarts roll. It may also roll its Smarts instead of Agility when attempting to interrupt an enemy's action in combat.
- **Telepathy:** Ay-Yog-Gha can use the telepathy power at will using Smarts in place of an arcane skill.

ANUYA THE BLUE SKY MAIDEN

The chieftain's captive daughter, Anuya, uses the Sa-chem statistics in the Bestiary chapter with the added trait of Immunity to fire. She begins the encounter bound by strong buffalo gut twine and Shaken.

What if the heroes don't stop the ritual?: If Ay-Yog-Gha is allowed to complete his dark ritual uninterrupted, the whole affair takes about twenty minutes to complete. Then a powerful beam of light descends from the sky to shine on Ay-Yog-Gha and Anuya's dead body and the two figures ascend up into the sky until they disappear. Rest assured that if this is allowed to happen, Ay-Yog-Gha will return to haunt the heroes in a more powerful form at some future time.

At the GM's option, the ritual may also unleash one or more demons upon the mortal world after Ay-Yog-Gha ascends into the sky.

CONCLUDING THE ADVENTURE

Experience: Depending on how well they fared, award each hero 2-3 experience points for completing this adventure.

Powwow: If the heroes are able to rescue the young woman from being sacrificed, she invites them back to her tribe, where they are welcomed as champions. Heroes who spend or give away at least half of their accumulated wealth should gain an extra experience point and will have an opportunity to roll on the Powwow Table.

Further Adventures: If Ay-Yog-Gha completes his ritual, the heroes may have a whole new set of problems to deal with. Otherwise, Anuya's father will likely invite them to go on a Buffalo hunt, or may ask the heroes to help diplomatically smooth out relations with the local branches of the much larger Chaticks tribe. Since the Buffalo Plains are near the center of the continent, the heroes can travel by horseback or river canoe in any direction to end up adventuring in any of the surrounding regions.

MINI BESTIARY

The *Untamed Lands* are a dangerous place for even the greatest of heroes. The denizens of the land range from mischievous tricksters to scheming war chiefs to beasts of nightmare and lunacy. Some are simply out for a meal or a good prank while others follow agendas that defy mortal comprehension. Large or small, meddling or malevolent, all can be deadly if encountered unprepared.

FEAR OF THE UNKNOWN

When the heroes encounter a beast they have never seen before, the GM may call for an unmodified Spirit roll due to the beast's seemingly alien nature, even if the creature does not have the fear trait. Failure results in a roll on the Fright table, though in the case of beasts without the Fear special ability, the effects are never permanent, and any resulting Phobias or Marks of Fear fade by the end of the encounter. The heroes should not typically have to make Spirit rolls again the next time they encounter a similar creature unless it has the Fear special ability.

NEW MONSTROUS ABILITY

This setting introduces Manitou, or spirit beings, as new foes and encounters for the player characters. Manitou have a new monstrous ability, titled Manitou, which summarizes the common traits of this disparate group of beings.

MANITOU

- **Immunity:** Manitou are immune to poison and disease.
- **Resistant to normal weapons:** Manitou only suffer half damage from non-magical attacks except for fire, silver, turquoise and jade.
- **Spirit Vitality:** Manitou gain a +2 bonus to recover from being Shaken.
- **Weakness (Fire, Silver, Turquoise & Jade):** Manitou take normal damage from fire, or weapons made from pure silver, turquoise or jade.

BEASTS FROM THE CORE RULES

The following monsters in the *Savage Worlds* core rules are also found dwelling among the *Untamed Lands*:

*Alligator/Crocodile, Large Bear**, *Dire Wolf*, *Dog/Wolf*, *Giant Worm*, *Ghost (called "Wanagi")*, *Riding Horse*, *War Horse*, *Great White Shark*, *Maneater Shark*, *Constrictor Snake*, *Venomous Snake*, *Giant Spider*, *Swarm*, *Werewolf (Mai-Cob)***, *Zombie*

*In addition to their stats in the core book, Bears gain the following:

- **Keen Nose:** +2 to Notice and Tracking rolls against living targets.

** Mai-cob are a supernatural breed of skinwalker with the Manitou creature trait.

ANIMATED TREE—APE-THING

SPIRITS AND MONSTERS

The following pages are stained dark with lore of the most prominent supernatural beasts, spirits and fiends that haunt the Untamed Lands. Remember, brave reader, that sometimes knowing what you are up against is the only way to save your skin.

ANIMATED TREE (TABONGA)

While all trees have a spirit, it is rare for that spirit to have the power to cause the tree itself to move like an animal. Some powerful magics can awaken a tree and allow it to become animate, and sometimes evil spirits such as the worm that eats women enter a tree and turn it into a rampaging monster.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d4

Pace: 4; **Parry:** 6; **Toughness:** 19 (4)

Special Abilities:

- **Armor+4:** Thick bark
- **Branches:** Str+d6, Reach 2.
- **Camouflage:** An animated looks like a normal tree when it isn't moving or attacking. It adds +4 to Stealth rolls.
- **Huge:** Attackers add +4 to their attack rolls when fighting an animated tree due to its large size.
- **Plant:** Plants are not subject to Fear or Tests of Will.
- **Size +8:** An animated tree stands over 50' tall.
- **Improved Sweep:** An animated tree can attack all adjacent opponents at no penalty.
- **Weakness (Fire):** Animated trees suffer an extra +4 damage from fire based attacks.

APE-THING (ARULATAQ)

These ape-like beasts inhabit the northern tundra. Their appearance is like that of a long-armed ape, yet their features are more ferocious and terrifying than any beast born of a sane world. They are named after their unnatural bellowing cry. These beasts have been known to steal food, kidnap humans of the opposite gender and slay those who try to stop them.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d8, Notice d4, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Thick hide.
- **Claws/Bite:** Str+d6.
- **Fear -2:** Ape-things cause those who see them or hear their bellowing cry to make a Spirit (-2) roll.
- **Frenzy:** An ape-thing can make two Fighting attacks per round at a -2 penalty.
- **Size +2:** Ape-things stand some 10 feet tall.
- **Sleep Gaze:** The large yellow eyes of an ape-thing can lull a man into hypnotic slumber. In combat, a character may avert their eyes by taking a penalty to his attack rolls. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a failure, he meets the ape-thing's gaze and must make a Vigor (-2) roll or fall into a deep slumber. A character Surprised by an ape-thing may make an Agility roll at -4 to avert his gaze.



DARK ONE—DEER WOMAN

- **Weakness (Water Dependency):** A dancing bones must remain within a mile radius of the body of water it drowned in, or else they crumple into an inanimate pile of bones.
- **Storm Dance:** A dancing bones may use the tempest power at will so long as they are within a half mile of the coastline.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.

DARK ONE (EWAH)

The dark ones are hideous hairless purple-skinned humanoid spirits that stand around six feet in height. Their eyes are an eerie black with no pupils and give off a deep violet glow. Their bodies are lean and wiry with strongly-corded muscles. Dark ones are usually summoned from the spirit world to serve an evil shaman as servants and spirit guides.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climb d10, Fighting d8, Notice d10, Shooting d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Bow (Range 12/24/48, Damage 2d6), tomahawk (Str+d6)

Special Abilities:

- **Fear -2:** Anyone who sees the terrifyingly hideous visage of a dark one must make a Spirit (-2) roll.
- **Hardy:** A dark one does not suffer a wound from being Shaken twice.
- **Low Light Vision:** Dark ones ignore penalties for Dim and Dark lighting.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Weakness (Fire, Jade, Turquoise & Silver):** Dark ones take normal damage from turquoise, silver or jade-edged weapons and from fire.
- **Weakness (Blessed Weapons):** Weapons



enchanted by a shaman cause +4 damage to a dark one.

DEATH HAWK (TLANUWÂ)

These giant hawks are man-eaters. Their coloration is similar to the red-tailed hawks' but death hawks are big enough to carry off human children to feed their voracious broods. They are incredibly agile, capable of snatching a flying arrow right out of the air with their talons. Though deadly, their flight patterns are a thing of grace and beauty.

Attributes: Agility d12+2, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d12+2, Throwing d6

Pace: —; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Arrow-Catching:** On a successful Agility (-2) roll, a death hawk can catch up to one arrow or other missile targeting it each round. If the missile is a thrown weapon, the bird may use an action to throw it at a new target on its next turn.
- **Beak/Talons:** Str+d6.
- **Block:** +1 Parry.
- **Flying:** Flying Pace 10".
- **Quick:** A death hawk discards any action cards of 5 or lower.
- **Size +2:** A death hawk is large enough to carry off a human child in each claw.

DEMON, VOID DWELLER—DEMON WOMAN (HÓOK)

DEMON, VOID DWELLER (XOLOTL)

Void dwellers are demoniac beings spawned in the blackness between the stars. Legends say that they were cast down to earth during a battle between the gods, and have since been forgotten by their patron deity. Void dwellers hate humans, who they see as a pathetic mortal race favored by the gods. Void dwellers are naturally sadistic, and have an near-insatiable hunger for human flesh.

These winged demons appear as thin winged humanoids with obsidian flesh and long wiry limbs. Their features are both skeletal and bestial, with a predatory canine head bearing a wide, jaggedly toothed maw. Their hateful eyes glow like pinpoints of starlight in their cavernous black eye sockets.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d10, Knowledge (Sorcery) d8, Notice d10, Spellcasting d12+2, Stealth d8, Track d6

Pace: 5; **Parry:** 7; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Demoniac hide
- **Backwards Tracks:** A void dweller's feet face backwards. Anyone using the Tracking skill on a void dweller's tracks who is unaware of this fact will end up tracking their footprints in the opposite direction.
- **Claws/Bite:** Str+d6
- **Fear -2:** Void dwellers instill primal terror in all who see them.
- **Flight:** A void dweller flies at a rate of 8" with a climb rate of 4".
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** A void dweller uses Spellcasting as its arcane skill. Common powers include; curse, obscure, summon beasts and telikinesis.



- **Size +2:** Void dwellers stand nearly 9 feet tall.
- **Weakness (Sunlight):** A void dweller suffers 2d6 damage each round it spends in sunlight.
- **Weakness (Silver, Turquoise, Jade & Fire):** Manitou take normal damage from jade, silver or turquoise weapons and from fire.

DEMON WOMAN (HO'OK)

A demon woman appears as a comely human woman with animalistic clawed hands and hooved feet. These evil spirits lair in caves in the southern lands where they rest during the day. At night they hunt human prey. They often single out members of a specific tribe or family, preferring to hunt children but also attacking lone adults. They are sometimes summoned by evil magicians to torment a particular individual by hunting down and killing their kin. In these cases the demon woman will eat half of each victim, leaving the other half of the corpse in front of their target's dwelling. Should they catch their target outside and alone after nightfall, they will attempt to slay and eat them as well, thereby ending the torment of that family.

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

Skills: Climbing d4, Fighting d6, Notice d6, Persuasion d6,

Swimming d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Attractive:** A demon woman has a Charisma bonus of +2.
- **Claws:** Str+d4.
- **Earth Spirit:** A demon woman gains a +1 bonus to opposed Strength and damage rolls so long as both her hooves are toughing solid ground.
- **Resistant to Normal Weapons:** A demon woman suffers only half-damage from non-magical attacks except for jade, turquoise, silver and fire.
- **Spirit Rejuvenation:** When a demon woman is "killed" its spiritual essence

DEMON WOMAN (HÓOK)—DEVIL DRESSED IN STONE

becomes invisible and ethereal and flies back to its cave at a Pace of 24 to hide and recuperate. The ho-ok will manifest in its cave with a new physical form after a year has passed.

- **Voice Mimicry:** A demon woman can mimic the voice of any human whose flesh it has consumed. It gains a +4 bonus on Persuasion rolls when such mimicry is involved.
- **Weakness (Full Moon):** A demon woman can be killed normally under the light of the full moon and cannot use its Spirit Rejuvenation ability.
- **Weakness (Fire, Jade, Turquoise & Silver):** Demon women take normal damage from turquoise, silver or jade-edged weapons and from fire.
- **Weakness (Thresholds):** A demon woman cannot enter a man-made dwelling of any kind. If forced into a building its physical body will die, though it may still undergo a spirit rejuvenation.

DEVIL DRESSED IN STONE (NUN'YUNU'WI)



Aliases: The devil dressed in stone

The devil dressed in stone is a demoniac shaman that appears as an oversized and crooked-toothed old man with skin of stone. His posture is hunched and his body twisted, but his movements betray physical prowess far beyond what his apparent age might suggest.

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d12, Intimidation d10, Knowledge (Religion) d10, Knowledge (Sorcery) d12, Notice d12, Persuasion d10, Spellcasting d12+2, Tracking d10.

Pace: 5; **Parry:** 9; **Toughness:** 14 (+4)

Gear: Staff (+1 Parry, Reach 1, Str+d4)

Special Abilities:

- **Armor +4:** Stone flesh.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Keen Nose:** The devil in stone gets +2 to Notice and Tracking rolls against living targets.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** The devil in stone uses Spellcasting as its arcane skill. It is a powerful

magician and knows any 10 magic powers of the GM's choice. Commonly used powers include; curse, detect/conceal arcane, divination, obscure and summon manitou.

- **Size +2:** The devil in stone is human in shape, but is much larger.
- **Staff of Location:** As an action, the devil in stone can use his staff to unerringly locate the nearest human settlement. It does this by pointing its staff into the wind and then smelling the end.
- **Weakness (Silver, Jade, Turquoise & Fire):** Manitou take normal damage from jade, silver or turquoise weapons and from fire.



GIANT, ANCIENT ONE—GIANT, FROST SEDUCTRESS

GIANTS

There are many giants found within the *Untamed Lands*, both native races who once ruled the land in an age before the birth of man and foreign brutes who followed the Skadian explorers to this savage new land.

GIANT, ANCIENT ONE (QUINAMETIN)

The ancient ones are a proud race of giants whose civilizations once dominated the landscape before the existence of human beings. For reasons long forgotten their once proud civilizations fell into decadence and decline. Now little is left of their civilization except for the race's scattered bloodlines. Ancient ones appear as gigantic humans with pleasing features that are both fierce and proud.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climb d4, Fighting d6, Notice d4, Persuasion d4, Survival d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Gear: Bow (Range 12/24/48; Damage 2d6), large shield (+2 Parry), hide armor (+1), warclub (Str+d6)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Attractive:** Ancient ones have a charisma bonus of +2.
- **Size +2:** Ancient ones are around 10 feet in height.

GIANT, FROST/ICE (JOTUN)

Frost giants are a race of evil giants that followed the Skadians to the Untamed Lands. Many have taken up residence on the

large island that the Skadians call Jotunland, but others have made their way into the frozen northern reaches where they delight in terrorizing the native tribes of the arctic as well as their old Skadian enemies.

There is also a nearly identical race of giants native to the Untamed Lands called ice giants. Aside from wielding spears and wearing hide armor they are statistically the same as frost giants.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 5 (-1); **Toughness:** 13 (2)

Gear: Chain mail (+2 Toughness; -1 Parry), large axe (Str+d10, carried in one hand), thrown rock (Range: 5/10/20, Damage: 3d6)

Special Abilities:

- **Armiger:** Frost giants reduce the Parry penalty of their armor by one.
- **Icy Aura:** Frost giants radiate deadly cold. After the frost giant moves, all adjacent foes who fail a Vigor (-2) roll suffer 2d6 cold damage.
- **Immunity (Cold):** Frost giants take no damage from arcane powers with a cold or ice trapping.
- **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.
- **Size +4:** Frost giants are over 15' tall.
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Nonmagical heat has no additional effect.

GIANT, FROST SEDUCTRESS

Occasionally a frost giantess gives birth to a daughter who appears as a human-sized woman of great beauty. The reasons for this are a mystery, but these daughters of giants often serve as temptresses, showing themselves to lonely travelers to lure them into ambushes or traps. Such



GIANT, FROST SEDUCTRESS—GIANT, MAN-EATING

victims often have their hearts cut out and sacrificed to Thyrimyr, grandfather of all frost giants.

It is unknown if other giant varieties can also produce beautiful human-sized offspring.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d6, Vigor d12

Skills: Fighting d4, Notice d6, Persuasion d10, Stealth d8

Charisma: +6; **Pace:** 6; **Parry:** 3; **Toughness:** 8

Special Abilities:

- **Immunity (Cold):** Frost giants take no damage from arcane powers with a cold or ice trapping.
- **Seduction:** A frost giant seductresses can use Persuasion to initiate a Test of Wills.
- **Snow Walk:** A frost giant seductress can move over ice and snow without penalty to their pace for Difficult Ground, and leave no tracks.
- **Very Attractive:** A frost giant seductress has Charisma +6
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Nonmagical heat has no additional effect.

GIANT, LAKE (GOUGOU)

Aliases: Gugu

These primitive aquatic giants live in large freshwater lakes. These massive humanoids have a hide of thick glossy scales which provides considerable protection from physical blows. Their faces are bestial with almost fish-like humanoid features and their hands and feet are webbed and clawed. Lake giants have a marsupial-like natural pouch where they store captured humanoids for later consumption.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d12, Notice d4, Swimming d6

Pace: 6; **Parry:** 8; **Toughness:** 16 (2)

Special Abilities:

- **Armor +2:** Scaly hide
- **Aquatic:** Lake giants have a Pace of 4 underwater.
- **Claws:** Str+d6
- **Large:** Attackers add +2 to their attack rolls when fighting a lake giant due to its large size.
- **Pouch:** If a lake giant hits one target with both claws, or scores a raise on a Fighting roll with one claw attack against an opponent of Size +2 or smaller, it may grab the foe and place it in their pouch. If the giant is submerged the victim may risk drowning while in the pouch and all physical actions are made with a -4 penalty

in the confined space. A victim may try to escape the pouch, either by succeeding at an opposed Strength roll or by using a small weapon to cut himself free.

- **Size +6:** Lake giants stand over 30 feet tall.

GIANT, MAN-EATING (JENU)

Aliases: Kee-wakw, Ronnongwetowanca, Wage-rucge

These hairy man-eating giants have a considerable habitation. Despite their great strength and combat prowess, they prefer to attack when their victims are least prepared, sticking to surprise attacks, sudden raids and ambushes.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d8, Throwing d8, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (1)

Gear: Skins or furs (+1), Large tree trunk (Str+d10, carried in one hand), thrown rock (Range: 6/12/24, Damage: 3d6)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Claws:** Str+d6.
- **Improved Sweep:** Man-eating giants can attack all adjacent foes at no penalty.
- **Infravision:** Man-eating giants halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Man-eating giants get +2 to Notice and Tracking rolls against living targets.
- **Large:** Attackers gain +2 to attack rolls against man-eating giants due to their size.
- **Size +4:** Man-eating giants are over 15' tall.
- **Sneak Attack:** Man-eating giants add +2 to any damage roll made against a foe who is unaware of their attack. This applies to ranged attacks as well as melee.

HORNED SERPENT(UKTENA)—HOUND-THING(ADLET)

HORNED SERPENT (UKTENA)

Aliases: Olo'bit, sint holo, uktehi, uktenhi, unhcegi

The horned serpent is a gigantic spirit snake with deadly horns protruding behind its head. It is as big around as a tree trunk. A bright diamond shaped crest blazes on its forehead, and it has colored spots or rings along its entire length that glow like smoldering embers. The seventh marking from the beast's head is said to mark where the beast's one weak point, its heart, is located.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10, Stealth d10, Swimming d12

Pace: 6; **Parry:** 7; **Toughness:** 15 (1)

Special Abilities:

- **Aquatic:** Underwater pace 6.
- **Armor +1:** Thick scales.
- **Bite/Horns:** Str+d8.
- **Constrict:** If the horned serpent hits with a raise on a successful bite attack, it may grapple the victim within its coils. The round entangled and on each subsequent round, the serpent causes Str+d8 damage to its prey. The victim may attempt to escape the grapple as normal.
- **Fear (-1):** Anyone beholding a horned serpent must make a Spirit (-1) roll.
- **Invisibility:** Once per day, a horned serpent can render itself invisible as an action by making a successful Spirit (-2) roll. This invisibility lasts up to a number of minutes equal to the horned serpent's Spirit die type. This effect ends as soon as the horned serpent makes an attack action.
- **Invulnerability:** A horned serpent suffers no damage from magical or mundane attacks that do not specifically target its heart.



- **Large:** Anyone attacking a horned serpent gains +2 to his attack roll.
- **Poison (-2):** Anyone Wounded by a horned serpent's bite must make a Vigor roll at -2. Those who succeed immediately gain a level of Fatigue. Those who fail are shaken and become paralyzed on the following round. The paralysis lasts for 1d6 hours.
- **Size +6:** A horned serpent measures over 40' long.
- **Weakness (Heart):** A horned serpent's weakness is its heart, located behind the seventh spot from its head. Attacks made as called shots to the horned serpent's heart (made at a -6 penalty), ignore the beast's invulnerability.

HOUND-THING (ADLET)

Aliases: Erqigdlit

These monstrous dog-like humanoids have red fur the hue of dried blood. Their hulking, brutish bodies are slightly hunched in a simian posture allowing them to walk on two legs or run on all four. Purple tongues loll out between their slavering canine jaws. These beasts have vampiric feeding habits, drinking the blood of their victims, sometimes slowly bleeding a captive out over a matter of days. Legend says they are the offspring of a human woman and an evil shapeshifting dog spirit.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d6, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 7
Special Abilities:

- **Bite:** Str+d6.
- **Keen Nose:** Hound-things get +2 to Notice and Tracking rolls against living targets.
- **Size +1:** A hound-thing stands over 7 feet tall.

JOGAH NATURE SPIRITS

Jogah are powerful spirits that embody different aspects of nature and enforce the natural order of things.



JOGAH,GAHONGA—JOGAH,ODHOW

JOGAH, GAHONGA

Gahonga are nature spirits that inhabit rocks, rivers and other small bodies of water. They appear as human-like creatures with skin and hair color ranging among grey, brown and black earth tones, though their eyes might be a slate grey or a vibrant watery blue. The men are abrasive and generally unfriendly towards trespassers on their territory. The women are tricksters who use their stunning beauty to lure human men to their doom, often by getting them to follow down a steep cliff with loose rocks, into an avalanche prone area, or diving into water with a deadly undercurrent or sharp rocks just below the surface.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Animism d12, Climbing d12+2, Fighting d6, Intimidation d6, Knowledge (Area) d8, Notice d8, Persuasion d8, Shooting d4, Throwing d8, Tracking d6, Swimming d12+2

Charisma: +0/+4; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Gear: Knife (Str+d4), tomahawk (Str+d6).

Special Abilities:

- **Aquatic:** Underwater Pace 10".
- **Attractive:** Female gahonga have a Charisma bonus of +4. The men are too plain and surly to gain this bonus.
- **Immunity (Disease & Poison):** Gahonga suffer no ill effects from diseases or poisons.
- **Pass Through Stone:** A gahonga can move through stone objects at their normal Pace.
- **Invisibility:** A gahonga can become *invisible* at will.
- **Paralysis:** Anyone struck by a gahonga's fist, or a stone weapon wielded by a gahonga must make a Vigor (-2) roll or become paralyzed for 1d6 rounds.
- **Powers:** Gahonga use Animism as their arcane skill. Common powers include; *elemental manipulation (earth and water)* and *summon beast*.

JOGAH, GANDAYHA

The gandayha are jogah spirits of fertility. They appear as beautiful naked humans who are often a little shorter than average. Gandayha work to ensure the fertility of the woodlands and its animals, and they see themselves as the protectors of local animals, particularly the young ones and pregnant females.

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

Skills: Animism d12+2, Fighting d6, Healing d6, Knowledge (Area) d6, Knowledge (Herbalism) d6, Notice d8, Persuasion d6, Shooting d6, Survival d6, Throwing d4

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Attractive:** A gandayha has a Charisma bonus of +4.
- **Powers:** Gandayha use Animism as their arcane skill. Common powers include; *elemental manipulation (earth and water)*, *entangle* and *summon beast*.
- **Restore Fertility:** A gandayha can restore fertility to a square mile of barren land or an individual infertile human or animal that it touches, if it can make a successful Spirit roll.

JOGAH, ODHOW

Aliases: Ohdowa, reptoids

The odhow are jogah spirits that appear as scaly lizard-like humanoids. They are guardians who prevent the evil spirits of the underworld from rising up to wreak havoc on the physical world.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Animism d10, Fighting d10, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 6 (1)

Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+d4.
- **Burrow (5"):** Odhow can burrow under the ground at a Pace of 5".
- **Powers:** Odhow use Animism as their arcane skill. Common powers include; *summon beast (snakes and spiders only)*.
- **Immunity to Poison:** Odhow are immune to all poisons.
- **Sickness Magic:** Ohdowa can use an action to curse an enemy with their sickness magic. The Ohdowa must make a Spirit roll opposed by the victim's Vigor roll. On a success the target gains one fatigue level. On a raise, the target's Vigor die is dropped by one die type. Should their Vigor fall below a d4, the target dies.
- **Size -1:** Ohdowa stand around four feet tall.

KACHINA SPIRIT BEINGS

The term kachina refers both to these powerful spirits of the Ahabi Wastelands, and the ceremonial dancers and sacred 'kachina doll' figurines that serve

KACHINA, MUDHEAD—KACHINA, REAPER

as ritual representations of these spirits. The kachina form the basis of the major religion found among the Ahabi Badlands tribes. All kachina serve the great kachina chief, Pautiwa, a spiritual being of godlike power and mystery.

The kachina spirits are said to dwell in a spirit realm called the Lake of the Dead. There are over 400 different varieties of kachina representing a wide variety of ancestral, natural and cosmological phenomena. Only a few of the more common kachina are covered here.

KACHINA, MUDHEAD (KOYEMSHI)

Aliases: Trickster kachina

Mudheads are trickster kachina. Their appearance is that of a human, but their heads are bulbous and clay-like, earning them the title of “mudheads.” Mudheads delight in mayhem and confusion. They are thought to teach mortals lessons through trickery, but sometimes they achieve little other than chaos.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Animism d10, Fighting d8, Knowledge (Occult) d6, Notice d10, Persuasion d10, Stealth d10, Taunting d12+2

Pace: 8; **Parry:** 6; **Toughness:** 8 (1)

Gear: Hide armor (+1), sling (Range 4/8/16, Damage Str+d4)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Fleet Footed:** Mudheads roll a d10 instead of a d6 for their running die.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.

- **Powers:** Mudheads use Animism as their arcane skill. Common powers include; *illusion* and *tempest*.
- **Trickery:** Mudheads gain a +2 bonus on all Trick rolls.
- **Unarmed:** Str+d4.
- **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.

KACHINA, REAPER (MASAU'U)

Aliases: Death kachina, skeleton kachina

Reaper kachina are the kachina of death. They appear as tall, partially skeletal humanoids with antler-like horns. As spirits of death, they perform many tasks backwards or reversed from the way living beings do them, such as climbing a ladder backwards.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d12

Skills: Animism d12+2, Fighting d10, Intimidation d12+2, Knowledge (Occult) d10, Notice d8, Persuasion d8, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 10(1)

Gear: Hide armor (+1), willow wood warclub (Str+d6, AP1 vs. plate armor)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Bite/Claws/Horns:** Str+d6.
- **Fear -2:** Those beholding a frightful reaper kachina must make a Spirit (-4) roll or roll on the Fright Table.
- **Improved Frenzy:** A reaper kachina can make two Fighting attacks in a round at no penalty.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and



KACHINA, REAPER—KACHINA, OGRE



magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.

- **Powers:** Reaper kachina use Animism as their arcane skill. Common powers include; armor, boost/lower trait, curse and death touch.
- **Size+1:** Reaper kachina stand a full head taller than most humans.
- **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.

KACHINA, OGRE (NATASKA & WIHARU)

Aliases: Black & white ogre kachina

The nataska, or black ogre Kachina, and the wiharu, or white ogre kachina, are two closely related breeds of ogre kachina boogeymen. These ogre kachinas appear as monstrously large, hunched humanoid figures with large bestial bear-like heads with disproportionately oversized jaws. The ogre kachina are spiritual enforcers, who met out punishment to the wicked and the blasphemous.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d10, Knowledge (Occult) d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (1)

Gear: Bow (Range 12/24/48, Damage 2d6), hide armor (+1), serrated bone blade (Str+d8, AP1 vs. soft armor)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Bite:** Str+d6.
- **Fear:** Those seeing an ogre kachina, or who hear its serrated bone blade scraping against a stone or building must make a Spirit roll.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success

KACHINA, OGRE—KACHINA, MONSTER

and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.

- **Size+2:** An ogre kachina standing straight up would be nearly ten feet tall, but they tend to have a somewhat hunched, crouching posture.
- **Sweep:** An ogre kachina may attack all adjacent foes at -2.
- **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.

KACHINA, MONSTER (SOYOKO)

Like the nataska and wiharu, the soyoko are monstrous ogre-like kachina who serve and protect their matron Soyok Wuhti. The gigantic monster kachina have a human-like appearance save for their oversized hairy black heads, with unnaturally large gaping toothed maws, large yellow eyes and horns like that of a buffalo. Like the ogre kachina, monster kachina are said to punish those who have strayed from their traditional way of life or turned away from the kachina religion.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d12, Notice d6, Persuasion d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; **Parry:** 9; **Toughness:** 12 (1)

Gear: Hide armor (+1), long knife (Str+d6), staff (Str+d4, +1 Parry)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Bite/Horns:** Str+d6.
- **Charge:** By moving at least 4" and making a Wild Attack with its horns, a monster kachina does an additional +4 damage instead of the normal +2 damage bonus for a Wild Attack.
- **Fear (-2):** Those seeing a monster kachina must make a Spirit (-2) roll.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success

and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.

- **Size+3:** Monster kachinas stand around 13 feet tall when upright, though they tend to have a hunched posture.
- **Sweep:** A monster kachina may attack all adjacent foes at -2.
- **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.