



Know, brave wanderers, that we live in the dawn of a terrible new age. Our great-grandfathers speak of an age undreamed of, a shining time of plenty, when the wilderness was not so wild to us and the earth was our mother who provided all things. That was before drought and famine set each tribe at the throats of its rivals. Before the sorcerer-slavers came across the salt-foamed sea from Atlantis and stole a generation of our people, or the Sea Wolves turned the coast into a red tide of blood and slaughter.

Before the Shenites and Skadians came with their new gods and strange ways, and before we knew the fear of Ruskar war parties. More ominous still are the dark storm clouds gathering on spiritual horizons. The spirits were once our guides and allies, but now, with the coming of the mists, terrible beasts that have no place in a sane world stalk through the otherworldly vapors. Our future is pregnant with dangers unimagined. Stay awhile and sit by the warmth of the fire, for it is a wise youth who will listen to what an aging warrior has lived to know.

- Unknown Elder

CHAPTER ONE: INTRODUCTION TO THE UNTAMED LANDS

“There is no literary work, to me, half as zestful as rewriting history in the guise of fiction.”
- Robert E. Howard to H.P. Lovecraft

Welcome to *Totems of the Dead*, a sword and sorcery fantasy setting loosely based on pre-Columbian Native American legends and history, including the attempted settlement of the Norse colonists in the Americas. While the world of *Totems of the Dead* bears some resemblance to the history and mythology of our own world, it is a distinct place with its own history, inhabitants and geography. Similar to the Norsemen of our own history, the Skadians of *Totems of the Dead* journeyed to a new world across the sea and attempted to colonize it. In *Totems of the Dead*, this colonization effort was largely successful, and a small Skadian nation now lives and grows along with its neighboring native chiefdoms amidst the Untamed Lands of this beautiful, yet dangerous, new world. Now a new wave of invasions has arisen, from the bloodthirsty Ruskar from the icy northwest to the Atlanteans invading the eastern shores.



HOW TO USE THIS BOOK

This book presents a sword and sorcery setting inspired by Native American history and mythologies, just as Eurasian history and mythologies have informed and inspired countless fantasy settings such as Robert E. Howard's world of Hyboria. The continent presented here may be used on its own, as a self-contained setting, or be added alongside your own favorite Eurasian-inspired fantasy continent as a sort of “new world” for your characters to explore alongside the fantasy version of the “old world.”

Totems of the Dead is presented here as a setting for the *Savage Worlds* rules system, so you will need a copy of the *Savage Worlds* core rules to play. Specifically, this book assumes you are using this setting with either the *Savage Worlds Explorer's Edition* or the *Savage Worlds Deluxe Edition*.

PLAYER INTRODUCTION

So you want to be a hero? Then there are some things you are going to need to know about the Untamed Lands and what has shaped them over the years. Once, this land enjoyed an unparalleled age of peace and prosperity, but now the days grow dark.

The great civilizations, under internal and external pressures, threaten to devolve into barbarism or worse. Raiding, war and death grow ever more common, allowing the crows and vultures to grow fat on the wound-feast.

THE COMING OF THE SEA WOLVES

The first contact that the natives of the Untamed Lands had with the Skadians was not with settlers. The first Skadians came not to stay, but to burn and pillage. Silver, copper, gold and precious stones were not the only prizes sought by Skadian raiders as they looted anything of value and burned what they could not carry away. They painted village after village red with blood up and down the coast and made off with womenfolk, precious metals, turquoise, jade and shell alike.

The native tribes were taken wholly by surprise by the first wave of Skadian raiders, who called themselves the “wolves of the sea.” The indigenous peoples had met and traded with vessels from across the oceans before, but they were unprepared for the sudden unbridled violence of the Sea Wolves. The natives also found themselves hard-pressed to penetrate the Skadians’ thick armor or parry their sharp iron blades, which could slice through wooden spear-haft and hide shield alike. These sporadic yet bloody invasions continued for nearly forty years before the first Skadian settlements were established.

SETTLING OF THE SKADIANS

After forty years of the Sea Wolves’ raiding had passed, two clans of Skadians made the long voyage to the new world. These Skadians called themselves the Oesir and Einheir, and both groups had come not to raid, but to settle in this new land. Since their arrival, they have spread to build large settlements and cities. After an initial period of upheaval and widespread warfare, they have established their territories and in some cases integrated with the native populace. Relationships with nearby tribes vary widely, but it is not unusual to find Skadians living among native cities or see families of native people dwelling among the Skadians in their settlements.

THE FOUNDING OF SHEN

Around the same time the first Skadian settlers came to the northeastern coast, another people crossed the western ocean to build a thriving trade city on the far coast among the Grandfather Mountains tribes. These Shenese, as they came to be called, arrived in strange ships bearing all manner of exotic trade goods. They had navigated the great water, sighting their course by the stars. Shen began as a small trading outpost where ships from afar would arrive and depart, loading and unloading untold treasures. As business boomed, even in spite of the growing

“They came without warning, these wolves of the sea, these long-bearded devils, these dragon-men. I was returning from the hunt with my brothers when we saw great billows of black smoke rising from our village. Fearing the worst, we dropped our quarry and ran toward our burning homes as men possessed. My heart became a drum, thumping out a desperate tempo matched only by the pounding of my feet.

As we neared, the blood-curdling discord of battle met our ears. Our sides heaving, eyes stinging with sweat, we redoubled our efforts. The wind shifted, carrying the stench of burned hair and charred flesh. The suffocating smoke choked my lungs, but still I ran, outpacing the others.

Hot cinders blew past my face. Finally, I rounded the last hill and saw with my eyes what my labored heart already knew. My village lay in ashes. My tribe lay in the shattered shapes of the dead and dying. Tears blurred my vision, but whether their cause was stinging cinders or the sudden grief, I cannot recall. I only remember that terrible retching wail ringing in my ears so loud it drowned out all other senses. I know not how such a noise could come from human lips, yet it was the sound of my own screaming as I gazed hatefully at the striped sails disappearing across the great salt water.”

- Black Fox Running

threat of piracy, Shen blossomed into a beautiful, heavily fortified city-state. Today, Shen has become one of the wealthiest cities in the Untamed Lands, importing silk, steel and spices, as well as a wide variety of exotic wares. Along with the trade goods, the Shenese brought unique alchemical formulae and sophisticated styles of unarmed combat which spread among some of the local native peoples.

“My sons were afraid. They told me to attack, to drive these hairy-faced strangers back to the sea. I said to them, ‘Patience. Their weapons are powerful, and a battle would cost us many lives. These men are different from those that came before. See how they have brought their women and children with them. Look at the homes they now build. You do not bring women and children or build nice houses when you have come to fight. They are here to settle, and if we can befriend them before our enemies, we can benefit from their alliance and their trade.’”

- Chief Hurinak

“Since the first day I laid eyes upon it from across the water, this land has ensorcelled me. It is as if the colors are more vibrant, the contrasts deeper. I have never seen trees so straight or leaves so green. The first light of morning has never warmed my heart so, and the darkness never before chilled my very soul.”

-Baelin Erickson, Skadian settler

TURMOIL AMONG THE SPIRITS

While the most obvious conflicts in the Untamed Lands arise from the cultural clash between the Skadian settlers and the native tribes, there are other conflicts brewing among the spirits of the land. Not long after the Skadians began to travel from Middangeard and settle in the new world, they were followed by a slower migration of fearsome creatures and other mythical beasts from those faraway lands. Just as the Skadians displaced some of the native tribes as they etched out their own niche in the new world, so too are these foreign monsters coming into conflict with local spirits as they vie for territory and influence.

Not only has this conflict between native spirits and Nordic monsters caught the human nations up in the crossfire, but it has also upset the spiritual balance of the land. Ancient evils that had been imprisoned or otherwise kept in check by more benevolent beings are now free to wreak havoc again.

RISE OF THE WENDIGO

The Wendigo is arctic ice personified- a cold hunger incarnate. The strength of the Wendigo is gained by devouring the still-beating heart and the flesh of your own kin. It is one of the most feared spiritual entities of the Untamed Lands, and since the coming of the Skadians and the beings that followed them to this land, the Wendigo's influence has been



"The spirits of this land are angry. The Skadians came and took our land, but they did not give that land the proper respect. They are the ones who have enraged the spirits. Now, I fear the Skadians have not come alone. Their arrival heralded the immigration of strange monsters and spirits from their own frozen lands across the sea. The monsters of Middangeard have made war on the spirits of this land, and in doing so have awakened ancient and terrible spirits that have lain dreaming in our land since before we ourselves were placed upon it. Creator preserve us... Creator save us all."

- Nakomi the Bear-Heart Woman

"There are evil things in those woods, out there in the dark. Things that could make a hardened warrior scratch out his own eyes to save himself from beholding such horrors. Should you meet one, pray for a swift escape or a quick death."

- Sidgurd the Mad, Skadian warrior

extending ever southward from its arctic realm of influence. As its power increases, more anthropophagous cults arise and more humans are distorted by unspeakable acts of cannibalism to become the Wendigo's horrifying minions.

REVENGE OF THE SERPENT PEOPLE

The Sheti snake-brothers and their serpent folk ilk lurk mostly-hidden in the desolate southwestern reaches and humid jungles of the south. They are descendants of an ancient pre-human civilization, who bitterly remember an age when the world belonged to them, and the land had not yet known the footfalls of the scale-less ape-things known as mankind. Now the power of the snake people is rising, and serpent cults are spreading across the human lands. There are dark whispers in inhuman tongues vowing to forgotten gods that the children of the snake will rise up from the shadows and reclaim the land for their serpentine kin. Even now they bide their time with cold-blooded patience, preparing to strike at the heel of the embattled human civilizations when they are weak and weary.

THE AWAKENING OF ELDER EVILS

The current conflicts in the material and spiritual realms have begun to awaken ancient beings of power that have long slumbered and dreamed beneath the land itself since time immemorial... possibly since before

time itself existed. These strange forces come from beneath the earth and sea and from beyond the stars, brought forth from hibernation into terrible wakefulness. These dark powers seek servants to fulfill unnatural appetites best left untold. Some are incomprehensible horrors capable of unmaking the world if their powers are allowed to grow unchecked.

A TIME OF SORCERERS

With the spirit world in turmoil, the present age is a golden one of singular opportunity for wielders of the dark arts. The benevolent spirits are at their weakest and evil entities are waxing to a new zenith of unholy power. Those magi and corrupt shamans who abuse spiritual power for their own insidious aims can tap into these dark energies to perform rituals and ensorcelments of hitherto undreamed of power and magnitude. Black magicians and necromancers alike grow mad with power, corrupted by their appetites and devilish machinations.

A WORLD IN DECLINE

The age before the coming of the Skadians was one undreamed of. Great civilizations such as the Mound Raisers, Stone Shapers and Zipacans flourished in a verdant land, but these pinnacles of civilization are dead and gone, leaving distant descendants and ruined husks of civilization behind. The current civilizations, while great in their own right, have yet to match the glory of the bygone age. Now they lie on the brink of crumbling. Even as the spiritual world is in turmoil, the natural world is changing. The barren badlands and desert wastes are spreading. Agricultural yields are falling, placing a strain on the centers of civilization that had grown fat and decadent on the great bounty the earth once provided. The resultant famine has altered inter-tribal relations. Old enmities grow fiercer, while new rivalries ignite across the land. Landlocked tribal confederacies must go to war to expand their territories and feed the population centers of their shining cities.

To make matters worse, rumors have come up from the southern reaches that the sun is dying. The Skadians whisper of a coming apocalypse, a time of destruction they call Ragnarok, the 'doom of the gods.' Many believe that several worlds were each formed and destroyed in turn before this one came to be. Are these truly the last dawning days for this world? Perhaps the growing darkness can be beaten back and a brighter future dawn on the world. But who has the cunning, the bravery and the strength? Now, more than ever, the world needs heroes.

POINTS OF LIGHT

The wilderness of this world is far more dangerous

"The wilderness did not seem wild to our ancestors. There was a time when our people lived in harmony with the landscape, and the earth was our provider and mother to our people. Now all of that has changed. Dark things have awoken in the forests. Corrupted spirits walk among us, driven toward madness and evil.

Some blame these evils on the arrival of the Skadians, but I think that would be giving the pale race far too much credit. Things are not right in the spirit realm, and our world is suffering because of it."

- Taminak, Elder Shaman

than that of our own. Humans gather in villages and communities not only for companionship but also for mutual protection. The wild lands are crawling with monsters, spirits and other perils. Some are mischievous, others are malign, but all can be dangerous if encountered unprepared. Further away from civilization lurk darker things still. Nameless horrors born of nightmares dwell in the deepest shadows, burrow within the earth and slumber beneath the waves. Keep a quick wit, a strong spear arm and a fleet foot, as you may need each to survive when the other two fail you. Most of all: remember that some unknowable terrors are better left in darkness than brought out into the light.

A FEAST FOR CROWS

The current age is one of strife. Crop failure and the growing scarcity of game have increased tensions between chiefdoms. With food and resources stretched thin, thievery, piracy and raiding are on the rise. War looms just around the corner, even among people who were once peaceful and content. The Skadians have made many enemies and disrupted the local balance of power while carving out their kingdoms with swords of iron. Meanwhile, strange men invade from the northwest, and the armies of the southern empires seek to push their influence ever northward, sacrificing their war captives to bloodthirsty gods. The rivers run red, and the carrion birds grow fat on the rising tide of bloodshed.

THE ATLANTEAN WARS

Everyone has heard tales of the mythic Isle of Atlantis. Most of it is false myth and tall-tale of a shining island kingdom. Some call it the peak of civilization, possessed of magic and technology beyond anything seen elsewhere in the world. The reality is much more terrible. Many have forgotten that

Atlantis was once the center of a vast empire that subjugated much of the Untamed Lands under its oppressive rule. The dark truth is Atlantis is ruled by tyrannical sorcerer-kings who are in turn servants of the dark god Dagun. Together they exert their draconian law over a society built on the backs of slaves taken from near and far by raiding parties of sorcerer-slavers.

Over a hundred winters ago, the Atlanteans invaded the Untamed Lands again. Despite fierce and bloody resistance, they might have swept over most of the continent in a crimson tide of war, but their onslaught was halted in its beginning stages by an opportunistic military coup back on Atlantis. The Atlantean armies were recalled to squelch the revolutionaries and to restore the old order in their homeland. What few forces left behind were easily routed by various tribal confederacies and alliances. The imperial Atlantean forces crushed the rebellion, forcing the few surviving rebels to seek refuge in faraway lands. During this time of civil strife a number of escaped slaves and atlantean rebels have come to the Untamed Lands to etch out a life as wandering barbarians. A sizable group of the Atlantean rebels held together as they retreated into the shadows of the Untamed Lands. Known as the Black Sons of Atlantis, these merciless raiders have become the stuff of nightmare and legend, feared by all who hear their name.

Though Kharmal-Dagun lies slain, five of his original circle of nine loyal Sorcerer-Kings survived the rebellion and have now restored order to their homeland, crowned a new God-King from among their number and rebuilt their military might. Once more, the ever grasping ambitions of the Atlanteans have turned their attentions towards the Untamed Lands, and Atlantean forces have begun landing on the eastern coast, fighting to establish new military fortresses and reclaim old ones. Without the rebellion, few could have withstood the original advance of the Atlantean phalanxes, and only time will tell if any can stand and prevail against this new wave of invaders.

BLOOD IN THE SOUTH

The great Maztlani Empire, with its mighty step pyramids and vast, well-trained armies, has long been feared by the smaller civilizations to the north. Fortunately, the Maztlani's northern expansion has long been impeded by the Great Barrier Desert and the empire's lack of a powerful navy capable of carrying out prolonged attacks too far outside the empire's borders.

Within the last seven years, the Maztlani have built and completed the Great Coatyl Road, the largest and most heavily engineered road of its kind, cutting through the great desert and linking several strategic oases along its length. With the last bricks be-

Do not fear death in battle, for it is a good death. The souls of the brave dine in the halls of Valhalla before their corpses grow cold. Fear only the straw-death, to die like a coward of illness or old age in your own bed."

- Hagrim Bloodspurter to his thanes

ing laid, the Great Road is open, allowing the rapid movement of trade goods, supplies and troops from the Maztlani empire into the lands to the North that have long been buffered from the empire's influence. Already, the Sun-Emperor seeks to establish military bases in the northlands from which the Empire's power can extend ever further and draw in more war captives to sustain the power of their sacred sun god. Thus far, resistance has been strong, and even a feat



of engineering such as the Great Coatl Road does not make the long march through the desert an easy one. Still, the first blood of a great conflict has been spilled upon the sand. Blood follows blood, and full-scale war looms on the horizon.

With the Maztlani warriors came the Blood Priests, as well as Yaurcoan and Amizani mercenaries, each with their own agendas as they explore the lands north of the Great Barrier Desert.

THE RUSKAR INCURSION

The arctic northwestern reaches are the staging grounds for yet another escalating conflict. A race of steel-clad warriors has recently arrived by boat from

the west. For the past ten years they have burned and slaughtered up and down the coast, seeking to gain enough ground to establish their own military bases and colonies on the soil of the Untamed Lands. These warriors are as cold and fierce as the frostbitten land of the Firebird, from which they've come to serve the expansionist ambitions of the ruthless Grand Knyaz. They come leading ferocious war beasts and bearing steel, with vodka on their breath and the greedy gleam of bloodlust in their eyes. Wherever they go, their cruelly-curved blades weave webs of death, which stain the arctic snow red beneath their booted feet.

PIRATES, RAIDERS AND ROGUES

In a time of relative political instability, the Untamed Lands have seen a proliferation of raiding parties, piracy and thievery. The slavers of the northwest and other regions have grown in power and expanded their operations into new lands. Meanwhile, the trade routes along rivers and across the oceans have become targeted by bloodthirsty pirates looking to take anything of value and willing to slit a few throats to get it. Tribal rivalries have reached an all-time high, with skirmishes, raids and warring occurring with increased frequency as the resources of the land become ever scarcer.

ENTER THE FOG

With the coming of the Skadians came the spirit fog. The Untamed Lands had been no stranger to natural fog and mist, but none such as this has blanketed the land before. The spirit fog is thicker, so much so that you can feel its weight pressing in on you. There is something else to it as well, a more elusive, yet unmistakably eerie quality that makes your neck hairs stand on end.

The spirit fog is a phenomenon the Skadians are familiar with from their homeland, but whose properties the natives of the Untamed Lands are still learning. Its ethereal properties are said to weaken the barriers between the physical world and the spiritual



"I've got one rule to live by out there in the mists... If it isn't human, kill it quickly."

- Hagrid Bloodspurter, advising his thanes

"And if you can't kill it, run like mad."

- Larg the Lucky, Skadian thane

"Shut yer coward mouth, Larg."

- Hagrid

realms. Not everything one sees in such a fog may be real, as ghosts and illusions abound. Worse, spirits and hellish nightmares alike can gain entrance to our world through this supernatural mist when they would otherwise be completely barred from entry. One should be careful while travelling in such a mist, as travelers may find themselves taking a jaunt into the spirit world or passing through it unknowing, only to inexplicably emerge many miles from their previous location, lost in a strange and distant land. Beware the power of the spirit mists as you enter this land- for you never know what you will find lurking among its ethereal vapors.

LIFE AND DEATH IN THE UNTAMED LANDS

Life is hard, and death comes too quickly and too often to the peoples of the present age. Those who wander from the safety of their communities have plenty to fear in this age of demons, sorcerers and steel-clad foreign invaders. With crops producing less each year and game becoming scarcer, it is all the common man can do to protect and sustain his own tribe.

To the people of the untamed lands, all of life is connected. In most societies there is little delineation made between art, religious life, politics and law, as each of these is heavily intertwined with the others. Most folk are highly spiritual, attributing a spirit to every river, stone, tree and beast. These and greater, more godlike spirits are all worthy of respect, for theirs is the power to provide for or destroy human life at their whim. Though most people are highly spiritual, the land is not without its unbelievers, dark cultists, blasphemers and religious charlatans. Some find it difficult to keep their faith in these trying times, when ancestral spirits and totemic protectors seem indifferently silent to the plight of the people they are purported to have stewardship over.

To the common man there is a sense that all is not as it should be in the world around them- an unease and dread that gnaws at their soul. They are too occupied with the feeding and survival of their own tribe to see the signs, too preoccupied with their own cultural microcosm to fully perceive the looming dangers that threaten the continent and, perhaps, the whole of the mortal world. The men defend their people and do the hunting and the raiding. The women gather and grind the corn, prepare the meat, craft clothing and care for the children while keeping a wary eye on the horizon. Despite these strong gender roles, both sexes possess equal voice in the running of their communities. Exceptional individuals may break away from the traditional ways to forge their own paths. For these individuals, such existence is not enough, and they go forth into the world

"Old age is not as honorable as a warrior's death, but most people wish for it."

- Ancient Proverb of the Raven People

"A hero is born out of death and disaster whenever a great wrong must be avenged. When the people need a champion, one can grow from the most unlikely of circumstances."

- Takhijue Wolfheart

armed with sword or spear or spell to meet destiny on their own terms. For most people, the traditional ways are those of life and a semblance of security in a darkening world.

A NEED FOR HEROES

The current age is one of chaos and conflict. The whole of the world teeters on the brink, threatening to plunge itself into barbarism and lunacy. The Untamed Lands are filled with warring tribes and surrounded on all sides by and invading foreigners. The native civilizations are in dire need of heroes if any of them are to survive. Meanwhile, the spirit world is in upheaval, its denizens being driven mad by unknown forces and affecting disastrous changes upon the natural world in their madness. Only the greatest of heroes can stand against the nightmares birthed from the other side and restore the spiritual world to balance before everything descends into nightmare.

If the old legends are to be believed, there are yet heroes in the land who need only to hear the call of adventure. Brave champions of their communities and wandering rogues alike may yet band together to beat back the encroaching darkness, answering demonic beast and vile sorcerer alike with blades of obsidian, steel and flint. Only the brave may go forth to face these shadowy threats, perchance discover some ancient treasures and mirthfully celebrate victory (or harrowing escape) with potlatches, powwows and general carousing. So raise your drinking bowl to the four directions and drink deep, for to the brave belong all things, but only the Great Mystery knows who will live to see tomorrow.

CHAPTER TWO: HEROES OF THE UNTAMED LANDS

“Fight well. And when it comes your time to die, be not as those whose hearts tremble with the fear of death, who weep their regrets and pray for another chance at life. Instead, walk tall and sing your death song like a hero coming home.”

- War Chief Tencoshem to his outnumbered warriors.

The heroes of the Untamed Lands are a motley bunch. Mighty-thewed warriors, wise chiefs, noble kings, exotic merchants, mysterious shamans, foreign mercenaries and desperate thieves make up only a sampling of the rogues gallery of would-be heroes seeking fame and fortune. The following is a brief list of common character concepts:

Alchemist: Alchemy was first developed far to the south in the Yaurcoan Empire. When the Shenese came to the Untamed Lands, they brought their own brand of alchemy with them. Since then, the art of using alchemical formulae to unlock supernatural power has grown with each passing year.

Avenger: Life can be cruel in the Untamed Lands. Whether you are man or woman, a

mighty chieftain king or a lowly scoundrel, you might come home one day to find your family slaughtered, and your home burned to the ground, if not your entire tribe or village destroyed. When one's entire life is shattered, they must find a new reason to live. Some find new purpose by taking up the bloody cause of vengeance.

Barbarian: A few civilizations, fallen from their former glory, have descended into a state of barbarism. Others, like the Atlantean rebels, have been cast out of their homelands and now wander as landless barbarians who trust in little else but their steel.

Beast Master: The untamed lands are rife with animals, and the adventurer with the skills to befriend them will find powerful allies in the limitless wilds.

Berserker: Berserkers are among the most elite Skadian warriors, gaining renown for their fearlessness and unbridled fury in battle. Many wear bear skin shirts (bear sarks) into battle as a badge of their status as 'berserkers.' Some are even rumored to be skinwalkers, able to take animal form. More rarely, some cultures may employ these fearsome warriors as the vanguard of an attack or as raiding forces. However they are used, a berserker's battle rage strikes fear in the hearts of even the staunchest warrior.

Blood Magi: While vilified in the northlands, the blood priests of the Maztlani empire are not inherently evil. These magicians have unlocked the sacred powers inherent in the blood, and use it to weave potent magics.

Colonist: Not everyone living in the Untamed Lands is a native. Atlantean outcasts, Skadian colonists and the Shenese are settlers in a strange land. These brave pioneers set out to explore a land that is strange to them, hoping to chart new territories and discover a place to make a life for themselves.

Emissary: In a land of over 500 nations, diplomacy can be crucial to survival.



Emissaries are the diplomats who represent their tribe's interests and forge the alliances, trade agreements and friendships that will allow their people to prosper.

Escaped Slave: In the Untamed Lands, many cultures take war captives as spoils of war. Some cultures practice outright slavery and are invested in a thriving, profitable slave trade. The slave trade is particularly widespread along the Eagle Coast, and in Atlantis, while the City State of Shen occasionally imports and exports slaves overseas. Only a few of these slaves have the exceptional wit, luck, or sheer grit and determination required to regain their freedom.

Glytha: Glytha are female practitioners of the Skadian magic known as Seidr. They serve communities as seers, wise women and battle maidens, guided by their Fylgia spirit animal ally.

Herbalist: There are powerful herbs growing in the Untamed Lands if one has the knowledge to find and identify them and the skill to distill their potent essence. Herbalists are valued as medicine men and healers, but can ply their trade equally to deadly and debilitating poisons.

Hunter: Hunters are vital for gathering food in many civilizations and are greatly respected for their skills. In tribal society, the line between hunter and warrior often becomes blurred.

Mercenary: War is commonplace in the Untamed Lands, and mercenaries are often in high demand. These warriors forsake ties to their tribe or nation to seek a life of adventure and renown, traveling from one battle to the next like carrion birds.

Messenger: Sometimes, important news needs to be sent to a neighboring tribe, a nearby village or a sister city. In a land with few roads and where magic is rare, information must be carried by dedicated messengers who regularly brave the wilds to deliver their messages and return safely.

Noble: From the decadent royalty of the Maztani and Yaurcoan empires to the blue-blooded lords of the Skadian communities and the lavish mandarins of the city-state of Shen, nobles move through a world of intrigue, influence and power. Diligent or warrior, nobles demand respect and even fear given their powerful position within society.

Pirate/Raider: The sea dogs of The Pirate Isles, the reavers of the Red Coast, the sea wolves from across the ocean and the river pirates of the great Maskinaw River; Wherever there are valuable goods being transported by water, or easy pickings in coastal settlements, there are pirates. Meanwhile more landbound communities who possess a strong warrior culture perform regular raids against their enemies.

Rune Caster: The Skadian runic alphabet contains potent mystical power for those who know how to unlock it. Rune Casters act as diviners and advisers to the Skadian nobles and kings.

Sachem: Every group needs a good leader. Chieftains, sub-chiefs, and their families and successors-in-training are the social and political leaders of tribal societies. While a chieftain's duties can sometimes tie him to a particular location, he may also be called to leave his people to lead an important expedition or go on diplomatic missions to neighboring tribes.

Scholar: In a land where written languages and literacy are rare, scholars are highly valued. Their ability to transform the spoken word into symbols and back again is in high demand from those who seek to keep detailed records, preserve oral traditions or decipher ancient hieroglyphs. Scholars may include architects, astronomers, historians, mathematicians or healers to name a few.

Scout: Scouts are the information gatherers of the Untamed Lands. Forest rangers and explorers bring back information about uncharted territories, while spies deliver strategic information about the enemy.

Seducer: Not all thieves and tricksters rely on stealth. Seducers are men and women who get what they want through sheer charisma. These master manipulators learn their mark's deepest passions and then control them with whispered temptations, subtle manipulations, half-promises and innuendo.

Shaman: Shamen and medicine men are the religious and spiritual leaders of tribal society. They oversee ceremonies, advise chieftains and tribal kings, attend the sick, keep the sacred laws, and act as the community's liaison to the spiritual world.

Storyteller: Most cultures in the Untamed Lands have rich oral traditions. Storytellers range from Skadian skalds to native keepers

of the sacred tales. These orators keep ancestral traditions alive, pass down sacred stories, teach the uninitiated and inspire the masses.

Thane: Skadians have a warrior society. Most able-bodied men are trained to fight and answer to none but their king, whom they are sworn to serve in battle and whose mead hall they are expected to feast at during times of relative peace.

Thief: The Untamed Lands are rife with thieves, from the thieves' guilds and street urchins of the largest cities to the tricksters, bandits and outlaws of the wilderness. Anywhere there is something worthwhile to be stolen, sooner or later a thief will likely try to swipe it.

Trader: Traders and merchants of all kinds thrive in the Untamed Lands. They brave the ancient trade routes that criss-cross the landscape; following the flow of great rivers and even the vast and dangerous oceans. Wherever there is money to be made by transporting and exchanging goods, merchants will be found—especially if the profit can outweigh the risk.

Tribal Warrior: Tribal warriors are the defenders of their people and the fearless soldiers of their war-chief. Entire tribes rise to power or die out based on the number and prowess of their warriors.

Wanderer: Some men and women find themselves with nothing to tie them down. They revel in the freedom of the open trail and take life head on with nothing but their wits and a ready weapon.

Witch: Not all practitioners of magic are tied to a larger community. Witches are hermits that live alone or in small covens out in the wilderness or on the fringes of tribal civilization.

CREATING A CHARACTER

Creating player characters is easy; just make a copy of the character sheet at the back of this book and follow these simple steps.

1) RACE

In *Totems of the Dead*, you can play a feral one, a skinwalker or a human from one of the following cultural groups: Amizani, Arctic Tribesman, Atlantean Outcast, Bantanu, Buffalo Plains Tribesman, Desert

Tribesman, Eagle Coast Tribesman, Eastern Woodlands Tribesman, Grandfather Mountains Tribesman, Half-Breed Outcast, Shenese, Skadian, Spirit Plateau Tribesman or Southern Empire Citizen.

Each race has its own advantages and disadvantages. Before choosing a specific race, read through its description to make sure it fits with your character concept.

2) TRAITS

Next, you must choose your hero's Traits, which are divided into attributes and skills. Each Trait is rated as a die type (d4, d6, d8, d10 or d12). Your character has five attributes: Agility, Smarts, Spirit, Strength and Vigor. Each of these five attributes begins at a d4, and you have 5 points to distribute among them as you see fit. Each point raises an attribute by one die type (ex: from d4 to d6). No single attribute may be raised above a d12.

Each character also has 15 points to buy skills with. Unlike attributes, your character's skills do not start at a d4. The initial d4 must be paid for with one skill point before it can be raised to a higher die type. The cost of raising a skill by one die type depends on the associated attribute. Raising a skill one die type costs 1 point for each raise up until the skill's die type matches that of the associated attribute. Raising a skill to a die type higher than the die type of the associated attribute costs 2 points.

All standard skills are available in *Totems of the Dead* except for Piloting. Driving is used to maneuver animal-drawn vehicles.

Characters with an Arcane Background have access to special arcane skills. For alchemists, their arcane skill is Knowledge (Alchemy). For practitioners of blood magic, it's Spellcasting. For Sangoma invocers it's Necromancy. For Shamans and practitioners of Seidr, their arcane skill is Animism. Runecasters have Rune Lore as their arcane skill, which is split into three sub-skills, one for each of the three attets: Rune Lore (First Attet), Rune Lore (Second Attet) and Rune Lore (Third Attet). For more on Arcane Backgrounds and their associated Arcane Skills, see the Magic and Sorcery chapter.

DERIVED STATISTICS

Charisma represents a character's bearing, persuasiveness and force of personality, and it is used to modify Persuasion and Streetwise rolls. Your character's charisma is +0 unless raised or lowered by Edges or Hindrances.

Pace is equal to 6 unless modified by a character's Edges and Hindrances.

Parry is equal to 2 plus half your character's Fight-

ing die type. Edges, Hindrances and some types of equipment, such as shields, can further modify this number. Note that in *Totems of the Dead*, wearing body armor lowers your Parry by the same amount it raises your Toughness.

Toughness is equal to 2 plus half your character's Vigor die type. Edges, Hindrances and armor can further raise or lower this number. For Vigor scores above a d12, round all fractions down.

Languages are many but easy to pick up and learn in *Totems of the Dead*. All characters may speak (and read if they don't have the Illiterate Hindrance) their native language plus a number of additional languages equal to their Smarts divided by 2. Characters may learn a new language they have heard or studied when they increase their Smarts die, each time they gain a new Rank or when the GM decides they have had sufficient exposure to it (the GM may require a Smarts roll for the latter, gaining basic language skills on a success and becoming fluent on a raise).

See the Available Languages table for a list of languages your character might know at the beginning of play. Other languages exist, including dead or for-

gotten languages and several tongues that have never been spoken by human lips, but these are not typically available for your character to learn.

Most languages in the Untamed Lands have no written form unless otherwise noted on the table.

3) EDGES & HINDRANCES

Heroes in *Totems of the Dead* possess special talents and substantial character flaws. It is these unique abilities and weaknesses that really set each character apart and influence the role each character plays in the game.

Characters can take special abilities—called Edges—by balancing them out with character flaws—called Hindrances. Hindrances come in two varieties, Major and Minor. You can take one Major Hindrance and up to two minor Hindrances for your character. A Major Hindrance is worth 2 points, while Minor Hindrances are worth 1 point apiece. The player may then use these Hindrance points to buy additional advantages for their character as follows:

TABLE 2:1 AVAILABLE LANGUAGES

LANGUAGE	REGION(S) USED
Amizanian	Amizani Serpent River region, Yaurcoan Empire
Anazi	Ahabi Desert & Anazi Badlands
Atlantean**	Atlantis & wandering Atlantean barbarians.
Bantanu**	Bantanu immigrants from Borea
Kutenai Spirit Tongue	Spirit Plateau region
Maztloan*	Maztlani Empire
Northspeak	Arctic region
Northwestern Tongue	Eagle Coast
Plainsman's Cant	Buffalo Plains region
Ruskar**	Ruskar invaders
Skadian**	Skadian lands
Shenese**	The City State of Shen
Southeastern Tongue	Southeastern Woodlands region.
Wigwasa***	Mishupishu Peninsula region
Wildspeak	Different dialects used by each Feral tribe.
Woodlands Tongue	Northeastern Woodlands region.
Yaurcoan*	Southern Empires
Yukian Mountainspeak	Grandfather Mountains

* This Language has a written form.

** This Language has a written form and is not native to the Untamed Lands.

*** Wigwasa is a written language that correlates with a regional dialect of the Woodlands Tongue. It is different enough from the spoken form of the language to be treated as a separate language altogether.

For 2 Points You Can:

- Raise an Attribute by one die type
- Choose an Edge

For 1 Point You Can:

- Gain another skill point
- Gain additional goods and gear equal in value to your starting equipment budget (if you started with 400 beads (bd) worth of gear, you gain an additional 400 bd worth of gear and trade goods. If choosing equipment packages, you can take additional packages equal to the number with which you started.)

When selecting Edges for your hero, consider any Background Edges or Professional Edges that might reflect your character's origins and past experiences or professions.

VIOLENCE BEYOND RANK

From marauding monsters and evil spirits to wars and blood feuds, the Untamed Lands can be a dangerous place, and its heroes need to be well prepared if they are to prevail. During character creation, heroes may ignore the normal Rank requirements for a single Combat Edge. All other requirements apply normally.

4) STARTING RANK

A character's "Rank" is a rough measure of how powerful they are. As a character adventures and gains experience points, his rank increases, thereby allowing him to access more powerful Edges. A character generally advances to a new Rank for every 20 experience points he has earned, up to the highest rank, "Legendary," at 80 or more experience points. For every 5 experience points earned, you can give your character one advancement.

Each advancement allows you to do one of the following:

- Gain a new Edge
- Increase a skill that is equal to or greater than its linked attribute by one die type
- Increase two skills that are lower than their linked attributes by one die type apiece
- Buy a new skill at a d4
- Increase one attribute by a die type (You may only do this once per Rank, and no attribute can be increased beyond a d12 [see the Professional and Expert Legendary Edges as an exception]. Characters of Legendary rank may raise an attribute every other advance.)

Ask your GM at what Rank your character should begin the game and with how many advancements, if any, he will start the characters with.

STARTING AT NOVICE RANK

Novice characters have very little experience and may lack the overall prowess to survive in the Untamed Lands, let alone thrive in any kind of heroic fashion. Some GMs may wish to begin characters at Novice rank to tell zero-to-hero style stories or to reflect heroes whose journeys begin when they are extremely young and inexperienced. Just don't get too attached to a Novice hero, because their life may turn out brutal and short.

Novice characters often begin with no experience or advancements, in which case you can skip down to the next section, which covers your hero's Gear. The GM may decide that complete Novices just won't cut it for their game and may begin Novice characters with up to three advancements. These characters begin with five experience points per advancement.

STARTING AT SEASONED RANK

The default assumption of this book is that your GM will start players out at Seasoned Rank with 20 experience points and four advancements. This reflects heroes that begin the game with an impressive array of abilities and a fair amount of experience under their belts.

GMs who wish to start their heroes out at greater advantage may even choose to start Veteran heroes with up to 6 advancements and 30 experience points.

5) GEAR

Gear for starting characters may be acquired one of three ways: The Fast and Loose method, the Equipment Packages method or the Budget method. Ask your GM which method he or she wants you to use.

METHOD 1: FAST AND LOOSE

The fastest and easiest method is to simply write down whatever basic weapons, armor and equipment your character would be likely to have and ask for the GM's approval. Generally this method means that characters will not be starting out with gear that is specifically listed under a culture they do not belong to. Individually owned mounts and small vehicles might only be available to characters with the Rich Edge. Larger vehicles might be available to those with the Filthy Rich Edge. The GM might also choose to provide every member of the party with some means of transportation such as horses, canoes or a boat small enough for the heroes to crew.

METHOD 2: EQUIPMENT PACKAGES

A second method is for each character to choose from pre-made equipment packages. Normally each character chooses one weapon and armor package and one general equipment package. Characters with the Rich or Filthy Rich Edge may choose up to an additional 4 or 8 packages respectively, chosen from either category so long as they have at least one of each.

METHOD 3: BUDGET

The third method for choosing equipment is the most time consuming, allowing each character to choose his equipment based on a pre-set budget of bd. Each character starts with up to 400 bd worth of equipment. This is a budget rather than starting funds, so any “unspent beads” disappear. Characters with the Rich Edge have a budget of 1200 bd. Filthy Rich characters have a 2000 bd budget. This method allows characters to begin with special cultural equipment from cultures other than their own, but at a 50% cost increase from the listed value.

CURRENCY ON HAND

In addition to their starting gear, the GM may allow each character a certain amount of starting currency. This currency may be in any form, from beads to coins, jewelry or trade goods. However, for expediency's sake, it is recommended to simply record the total value of these goods in beads without worrying too much about the exact currency carried. Each character has d12x10 bd worth of the local currency or trade goods on hand. Characters with the Rich Edge have d12x30 bd of on-hand currency. Filthy Rich characters have d12x50 bd worth of on hand currency and trade goods.

6) BACKGROUND DETAILS

Now it is time to round out your character by coming up with a short history of who he is. This can

WHAT IS A 'BD'?

The abbreviation 'bd' is shorthand for bead, the basic monetary unit of value used in *Totems of the Dead*. This unit represents an abstract value roughly equivalent to the average value of a single bead made of a precious material such as jade, turquoise or shell. Beads made of clay, dried cedar berries or other mundane substances obviously do not carry the same value. Remember that this is an abstract measure of a character's wealth. A warrior with 500 bd does not literally carry around exactly 500 precious beads, rather that is a measure of the total tradable wealth he carries, including such things as jewelry, wampum belts, furs, shells, copper implements, trade goods, and other valuables.

be accomplished easily by asking yourself a few basic questions about your character's background. For example, who were your character's parents and how did they influence him as he grew? Where was he born, and where did he grow up? Does your character have any siblings? How did your character come to possess his unique set of skills, Hindrances and Edges? What are your character's major goals and motivations? What beliefs, choices, goals or circumstances drive him towards a life of adventure?

Players may also wish to flesh out some information about their character's home community, clan or tribe. The cultural information given in this chapter for each geographic region is very generic, and individual tribes may vary from the information presented there. While *Totems of the Dead* is inspired by history, it is ultimately a fantasy setting, so feel free to get creative and don't be afraid to make things up. Just be sure to run the details by your GM to make sure they mesh with his vision for the campaign.

TABLE 2:2 RANKS

EXPERIENCE POINTS	RANK	EXAMPLE
0-19	Novice	A capable youth with great potential
20-39	Seasoned	A veteran warrior or experienced rogue
40-59	Veteran	A notable war chief or pirate captain
60-79	Heroic	A powerful chief, mighty champion or renowned shaman whose identity is widely known
80+	Legendary	A high king, arch-shaman, or epic hero whose name and deeds are known far across the land

RACE

All player characters are human, at least to an extent. Two types, feral ones and skinwalkers, are at once something less and something more than human, with traits and abilities that set them apart from the rest of humanity. These two groups are treated as their own separate races, while humans are differentiated along broad cultural and geographic lines.

FERAL ONES

The feral ones are a somewhat hairy and bestial human-like race with human facial features vaguely reminiscent of a wolf or predatory cat. They tend to live alone, in mated pairs, or in small packs. They are thought to be distantly descended from humans who got separated from their tribe as children and somehow survived in the harsh wilderness long enough to change into a thing of the wild themselves. Others believe them to be a people who have fallen under a sorcerer's curse, forever to be part animal. If the feral know the truth their origins, they certainly do not speak a word of it to anyone.

Feral packs have a structure that mixes elements of pack hierarchy with the organization of a tribal society. Individual pack structure may vary slightly, but usually the pack is led by an alpha male chief and his alpha female mate. The pack leader may be challenged to ritualized (mostly) nonlethal combat, but in absence of a challenger, the leadership of the pack traditionally falls to his firstborn son. There is a pack-like hierarchy to feral society, but with more sophisticated job specialization. Good hunters are highly valued, but so are gatherers, tool makers, herbalists, trappers and other individuals important to the pack's survival.

A feral male can take on as many wives as he is able to attract, provide for, and keep the peace between. Alpha males usually have between three and five mates with other pack/tribe members having fewer. Most only have one lifelong mate. A female may occasionally try to take on more than one husband, but this often ends in fighting between the males. Mating is usually for life, though some mated individuals may mate for no more than a season before separating. The children are raised communally, though each parent typically takes a particular interest in their own children.

Clothing: Feral ones dress in simple, drab clothing fashioned of animal hides, sometimes adopting similar styles to the local human cultures, though typically favoring camouflage and earth tones over bright colors, sometimes adding bits of landscape to their clothing to help them blend in.

Languages: Feral ones have their own basic language called wildspeak, a guttural language with no written form that incorporates many tonal growls, clicks and hisses. Some learn the languages spoken by local tribes as well. In addition, feral ones have the unique ability to learn to communicate with certain intelligent communal mammals such as otters, prairie dogs, river dolphins or wolves just as they might learn a human language.

- **Berserk:** Feral ones are known for their animalistic ferocity. A feral one begins play with the Berserk Edge.
- **Illiterate:** Feral ones have no written language and begin play with the Illiterate Hindrance.
- **Keen Senses:** A feral one has a keen sense of hearing and smell, giving them a +2 bonus on Notice rolls.
- **Outsider:** More "civilized" races tend to distrust the animalistic and violent temperament of the feral ones just as herd animals become nervous around a mountain lion or wolf. Their Charisma is lowered by -2.
- **Spartan:** Money is a foreign concept to feral ones. They are not accustomed to the ideas of ownership or the concept of material wealth. Feral ones begin play with the Poverty Hindrance.
- **Survival Instinct:** All feral ones are naturally adept at surviving in the wilderness. They start with a free d6 in Tracking and Survival.

Feral Names: Ferals follow no particular conventions when choosing names. Some take local human names, some take descriptive names, and others take the name on an animal they feel a close kinship to.

Female Names: Catara, Cougara, Falcina, Felina, Fox, Kala, Kit, Kitara, Koda, Liona, Lupina, Lynxara, Mancora, Ospreyana, Panthra, Pumara, Purna, Shaynar, Shirka, Vora, Xara

Male Names: Badger, Bageer, Bear, Carnak, Claw, Garr, Guile, Hunter, Kerchek, Kha, Kodiak, Kore, Lynxor, Mane, Maul, Mogleak, Mongrel, Neolith, Rancor, Riptide, Sabertooth, Scar, Scrounge, Sept, Shadow, Snarl, Talon, Tantor, Tarzok, Terk, Tor, Thorn, Tug, Turrok, Wolfen, Worg, Wulf, Wulver

HUMANS

Humans are versatile and adaptable, capable of both great compassion and terrible violence- limited only by their own abilities, cultural environments and the whims of the gods.

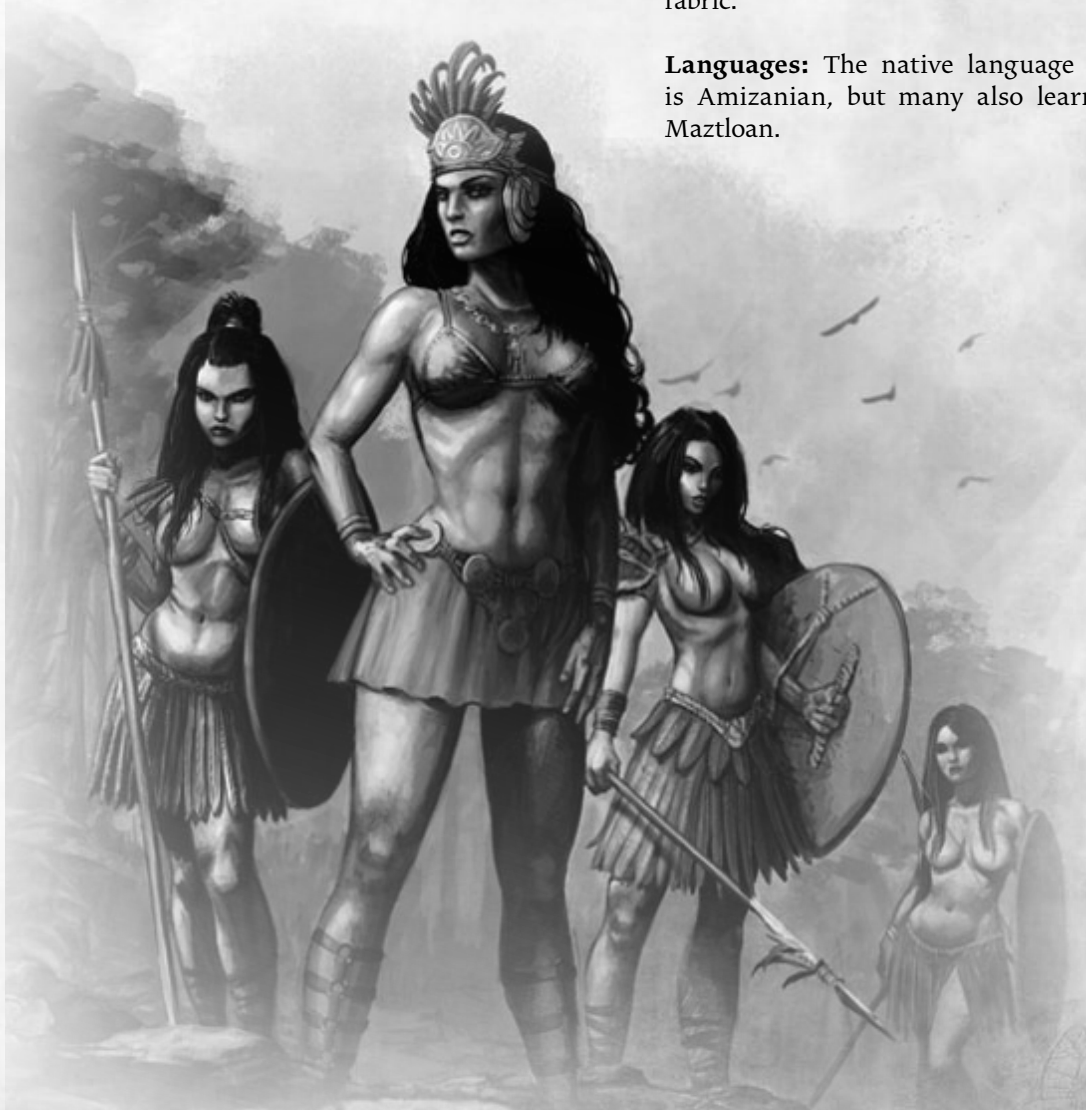
AMIZANI

The Amizani are a matriarchal warrior race from the great Amizani Serpent River that lies far to the south beyond the Maztlani Empire. The Amizani are known for their women warriors, whose skill with spear, bow and blow gun are widely renowned. Generally only female Amizani journey northward into the Untamed Lands from their river homes, mostly to do mercenary work. Males do not typically travel far from their homeland and rarely become wandering heroes.

Amizani women are known for their fierce beauty. These well-muscled women have dark hair and skin ranging from a deep brown to darkly tanned bronze. Their hair is grown long, though often braided or bound under a helmet or bandana when preparing for battle. Their eyes are typically a deep brown, though blue and green are seen rarely. As more Amizani women wander further from their home, they mix with other races, so the recent generations may have a wide mix of features commonly found in other ethnicities from which they draw heritage.

Clothing: Amizani typically dress in grass or bark-cloth skirts. They typically wear leather halter tops or go topless, relying primarily on their shield for protection in battle, sometimes accompanied by a helmet or armored plates of wood or bronze on the arms and shoulders. Most Amizani adopt bits of armor from defeated foes. Typically only high ranking Amizani matrons bear gold and other jewelry, trading in their grass skirt for a short gossamer skirt of the finest fabric.

Languages: The native language of the Amizani is Amizanian, but many also learn Yaurcoan and Maztloan.



- **Bonus Edge:** Amizani gain a bonus Edge similar to other human races.
- **Illiterate:** Amizani have no system of writing and begin play with the Illiterate Hindrance.
- **People of the River:** Amizani begin with a free d4 in Boating and Swimming. They can stay underwater for long periods of time on a single breath of air. Amizani gains a Fatigue level after every 15 minutes of holding her breath. On reaching Incapacitation, the Amizani must make a Vigor roll every minute thereafter to avoid drowning. Once above water, the Fatigue recovers at a rate of one level every fifteen minutes.

Sample Female Names: Aedona, Aete, Agave, Aina, Akantha, Alkithoe, Anaea, Anaxilea, Aromache, Anippe, Archippe, Atanea, Athara, Boro, Bremusa, Derimacha, Evadne, Glaukia, Harmathoe, Kaba, Kachiri, Kirana, Klione, Kokkymo, Ktesippe, Lameida, Maia, Mandu, Matcha, Nakwacha, Oigme, Parthenia, Polemusa, Potichauna, Pucu, Samampo, Stonychia, Synope, Tatuie, Thermoda, Tuia, Zerynthia

Sample Male Names: Ake, Pacon, Qircamo, Lawi, Moie, Trumak, Awe, Maoira, Rapau, Tari, Achuchi, Jabuti, Mapi, Quando, Uluiru, Wanadi

ARCTIC TRIBESMAN

The cold, hard climates of the arctic north breed a hard and resourceful people. The tribes of the arctic north, dwelling in cities of bone and ice, have the fortitude and ingenuity required to thrive in their unforgiving environ. Sunlight is scarce, making agriculture virtually impossible, so they have learned to subsist on a diet primarily made of meat. They survive as nomads by hunting moose, caribou, seals and wooly mammoths, and fishing the arctic waterways. These game and fish provide not only their staple foods, but also raw materials such as skins for clothing and bones for crafting tools and weapons. Many of these people who remain in the arctic have a close relationship with their dog sled teams that borders on the familial, for the survival of each depends substantially on the other.

Arctic tribesmen have brown skin and black hair, with some men able to grow facial hair while others cannot. Their eyes are usually brown or hazel in color, but sometimes a child is born with electric blue eyes, a trait associated with the potential for great wisdom and magical power. Their body types vary from lean to thick, but all have an underlying frame of tough musculature and a great capacity for endurance necessitated by their arctic environ.



Clothing: The tribes of the arctic north wear heavy fur clothing, boots and mittens to keep warm in the frigid climate. Women often wear facial tattoos meant to accentuate their beauty. Specialized footwear such as snowshoes, skis and ice skates are employed to aid movement across the arctic terrain. A practical people, traveling arctic tribesmen will readily acquire any tools, weapons or armor from other cultures that they deem useful to their purposes.

Arctic Equipment: Arctic tribesmen may begin play with tools and weapons made of meteoric iron without paying more than the listed price. These items are crafted by a religious order of shaman-smiths called the Angakkuit Iron Shapers, using a variant of the Elemental Manipulation power. Items such as daggers, axes and long blades (equivalent to a short-sword) along with tools can be shaped from iron, fire and faith.

Languages: Northspeak is the native language of the Arctic Tribesmen. Though functionally treated as a single language, it is actually a family of related languages which includes many different dialects that are similar enough for a speaker of one to understand the others.

- **Bonus Edge:** The tribesmen of the arctic north gain a bonus Edge similar to other human races.
- **Illiterate:** The tribes of the arctic reaches have no written form of their languages and begin play with the Illiterate Hindrance.
- **People of the Arctic:** Tribesmen of the arctic north begin with a free d6 in Survival and gain a +4 bonus to Vigor rolls to resist the effects of extreme cold.

Female Names: Anauta, Atuat, Avdla, Eevic, Katsoo, Koodloo, Liak, Millaaraq, Niriuniq, Noayak, Panikpak, Pitseolak, Pitsualak, Puja, Slwooko, Tanana, Ticasuk, Uluriaq

Male Names: Aisivak, Akalayok, Amaqjuaq, Atanarjuat, Baral, Denahi, Eruk, Hanseeraq, Itukchuk, Kenai, Kumaglaq, Loseeosee, Nanook, Norsaq, Oki, Pakak, Pittiulak, Qayak, Qulitalik, Sauri, Sitka, Tanuchuk, Tulimaq, Tungajuaq, Tusilartoq

ATLANTEAN OUTCAST

Atlantis is a mighty island nation located in the eastern ocean. Ruled by a tyrannical God-king and his appointed coven of sorcerer-nobles. The subjects of Atlantis are treated without mercy or compassion, and their leaders are ever grasping for more power. They invade the Untamed Lands to capture slaves who are often worked to death or sacrificed in elaborate

rituals to feed the unnatural appetites of their dark god Dagun.

Nearly a century ago, there was an uprising of the less favored sorcerer-nobles on Atlantis. The rebels managed to put the vile god-king Kharmal-Dagun to death before the rebellion was crushed by the combined might of the remaining sorcerer-nobles loyal to the dead God-King when they returned home from a mass invasion of the Untamed Lands. Of thousands of rebels, only a few hundred are thought to have escaped Atlantis with their lives along with several hundred Atlantean slaves who fled during the short-lived coup. These surviving Atlantean refugees have since sought homes elsewhere. Some survivors are thought to have journeyed further east to the distant lands of Borea and Hyperborea while others, most notably the feared Black Atlanteans, journeyed west into the Untamed Lands.

Now the descendants of the surviving Atlantean rebels and escaped slaves are a displaced race. Some say they are a race cursed by the gods to wander forever and bring trouble and death wherever they go. Some Atlantean refugees are loosely organized into a few scattered barbarian tribes while others wander the land aimlessly in search of a new home and a new purpose. Others cling to desperate dreams of vengeance. Though some remember all too painfully where they came from, most Atlantean refugees have been wandering barbarians for so long that much of their own culture has been lost to them.

Atlanteans are dark-haired and bronze-skinned, with mighty frames taut with corded muscle. Their features are hardened and chiseled by the elements. Their eyes range from a muted green to steely blue or a ferrous grey. Giants among men, they stand a full head over most other races, though some have become stooped by hardship. The Atlantean race appears as one that has endured much, yet stands unbowed, and their unruly spirits remain unbreakable.

Clothing: Atlantean men favor simple drab clothing, usually a jerkin and breeches, though some wear little more than a loincloth. The women are only slightly showier, sporting short skirts and corsets which are sometimes dyed in muted colors. As a wandering people, most Atlanteans have adopted bits of armament and dress from whatever regions they travel.

Atlantean Equipment: Atlanteans can buy equipment from the Atlantean Equipment list at no additional cost during character creation.

Languages: The native language is Atlantean, but many also speak Skadian.

- **Atlantean Heritage:** In their veins runs the blood of proud race. Atlanteans can be

either Athletic (free d6 Agility), Resilient (free d6 Vigor) or Mighty Thewed (free d6 Strength) - player's choice.

- **Bonus Edge:** Atlanteans gain a bonus Edge similar to other human races.
- **Outsider:** Atlantean rebels are a people without a home, who find themselves unwelcome wherever they go. They begin play with the Outsider Hindrance.

Female Names: Ailbe, Arlaith, Caitilin, Caitriona, Credhe, Deirdre, Dersagrena, Elinora, Fiona, Gormlaith, Grainne, Isabel, Maev, Maire, Mairghread, Medb, Megrim, Melilcoma, Mora, Niamh, Nuala, Onora, Orla, Rayne, Ros-Cana, Sibana, Sile, Sorcha, Una

Male Names: Agh, Amergin, Aodh, Brian, Cael, Cailt, Carnun, Cathal, Conchobhar, Conor, Cormac, Cruaidh, Cuchullin, Cul, Comal, Daoal, Domhnall, Doon, Dundan, Eithriall, Eoghan, Fingal, Finn, Fionn, Giallachadh, Hydallan, Madad, Moghcorb, Mongan, Morne, Oscur, Ossian, Seamus, Slaine, Tadhgh, Usnach



BANTANU

The Bantanu have come over the great waters of the Eastern Ocean from the largest kingdom in the distant continent of Borea far to the southeast. To hear the Bantanu tell it, they are descended from the oldest of human civilizations, and the caretakers of the birthplace of all humanity. The Bantanu are a statuesque people, whose skin tone ranges from a light coffee color, to the darkest ebony of the night sky. They have come to the Untamed Lands to explore, to learn, to seek fortune, to establish trade colonies, and for some, to plunder. The Bantanu kingdom's people actually belong to several distinct tribes who all claim to have come from the original founders of the Bantanu kingdom. The three largest and most powerful of the tribes are the groups most often found wandering the untamed lands.

The Zandi are known for their fierce warrior traditions. They are revered among the Bantanu for their matchless skill in warfare and battle prowess, as well as their jovial and exuberant personalities. The Zandi are also known to be master weapon smiths and tend to create the weapons the rest of the Bantanu use.

The Khokai are recognized as the oldest of the tribes and are the keepers of knowledge among the Bantanu. The Khokai cultivate a persona of mystery about themselves, and are known for their wise council. Each Khokai becomes an authoritative master on at least one subject, often acting as advisors to the royalty.

The Ngonai are the ambassadors, and tradesman of the Bantanu, always willing to traverse into the unknown, and greet it with a smile or sword. Their skill in knowing the natures of men have kept the Bantanu prosperous and safe.

Culturally, the Bantanu do not have a rigid caste system, despite the predispositions of the various tribes. Being deeply spiritual, the leaders of the Bantanu are not born into the position, rather the royalty is chosen among the populace by the Sangoma, the priests of the Bantanu. The Sangoma choose those in the kingdom who possess oracular abilities, and train them to be leaders of the Bantanu people as a whole. Among the various tribes themselves, leaders tend to fall along family lines, though this is not always the case. Their kingdom is old by the standards of human reckoning, and has made several advances in terms of metallurgy, high art, ship building, and alchemical formula. The Bantanu maintain a great trade culture with other peoples, though limit the extent outsiders may traverse into the main Bantanu kingdom. Their trade colonies in the untamed lands, however, are always open to visitors.

Clothing: The Bantanu are fond of colorful and vibrant clothing, often dying their clothes deep shades of red, violet, greens and yellows. Exotic animal hides are often tanned and worn as a mark of a hunter or warriors prowess, though the Bantanu have mastered the art of making clothing out of cotton as well. The Bantanu often have different sets and styles of clothing depending on the situation at hand. Often they wear rugged and tough clothing while exploring, and colorful and comfortable clothing while relaxing and celebrating. Ceremonial clothing distinctive to one's tribe and occupation is typically worn while engaging in religious practices or rituals of the state.

Languages: The Bantanu kingdom takes its name from the common language which unites the tribes. All Bantanu characters begin play with the language of the same name. The Bantanu often pick up additional languages based on the cultures they interact with such as, Atlantean, Amizanian, and the south-eastern tongue.

- **Bonus Edge:** The Bantanu gain a bonus Edge similar to other human races.
- **Tribal Traits:** The Bantanu receive a different additional bonus based off the tribe they claim heritage from.

The Zande tribe prepare themselves to always be ready for battle. They receive the Quick Draw Edge for free and a d6 in Knowledge (Weapon Making). The best of their culture adhere to a strict warrior code and have the Code of Honor Hindrance, while the worst are simply Bloodthirsty (as the Hindrance of the same name).

The Khokai as the keepers of lore and wisdom of the Bantanu and begin play with a d6 in a Knowledge skill of their choice and the Scholar Edge. The Khokai are insatiably inquisitive and possess the Curious Hindrance.

The Ngonai are well aware of the strength of diplomacy, be it friendly or not so friendly. They begin play with an additional language and a d6 in Persuasion and Intimidation. A proud and adventurous people, the Ngonai begin with either the Overconfident or the Greedy Hindrance.

Female Names: Bongiwe, Busisiw, Delisile, Gugu, Khethiwe, Linidwe, Mbali, Msizi, Nolwazi, Nomcebo, Nomsa, Samukelisiwe, Sibongile, Simangele, Siphaphelo, Sizani, Sizho, Thandiwe, Thembi, Zama

Male Names: Amahele, Andile, Ayize, Bongani, Digane, Jabulani, Kwanele, Mandla, Mthobisi, Nathi, Philani, Sandile, S'bonelo, Sifiso, Sipho, Sizwe, Thabo, Wandile, Xolo, Zethembe.

BUFFALO PLAINS TRIBESMAN

The people of the Buffalo Plains are an enduring people chiseled and shaped by the sun, wind and rain. Over 30 different tribes roam the windswept expanses of the Buffalo Plains. Generally these tribes can be divided into two cultural groups.

The Rovers lead a fully nomadic lifestyle, living in teepees and following the herds of bison across the plains. Their culture is built around the need for mobility, continually following the bison and other seasonal food sources. They may return to the same winter villages year after year, but otherwise they migrate following ancient paths handed down by their ancestors.

The Prairie Tribes are semi-sedentary. These tribes hunt bison, but they also build villages and raise a number of agricultural crops.

Both cultural groups hunt the buffalo, either by frightening them into stampeding over a cliff or by herding them into a narrow canyon or man-made corral where they can be killed more easily. Other hunting methods include hunting down individual buffalo with bow or spear.

Since the Skadians introduced the first domestic horses to the Untamed Lands, their use has spread quickly throughout the Buffalo Plains, forming a growing subgroup among the Roving Tribes. This rising "horse culture" makes heavy use of horses as mounts during bison hunts, even interbreeding them with rare breeds of nearly extinct wild horses native to the Untamed Lands. Some of the elders from these tribes frown on abandoning more traditional ways of hunting bison in favor of hunting from horseback, but many young people are embracing the use of horses, going to great lengths to acquire and train one.

Buffalo Plains tribesmen vary in appearance, but are typically tall, long legged and lean. These are a people carved by the unrelenting wind and rain, baked by the sun out on the open plain. Their stance seems unshakable; every movement of their bodies appears deliberate and full of purpose. Among most tribes, men and women grow their raven hair long, sometimes gathering it into braids. Their eyes are as brown as the earth they walk upon and hold a distant look as if forever scanning the horizon. The men of these tribes almost never have facial hair, considering those who can grow it strange in appearance. Buffalo Plains tribesmen are known for a habit of announcing their past deeds and accomplishments when introducing themselves.

Clothing: The people of the Buffalo Plains wear simple fringed clothing fashioned from tanned buffalo leather. Men wear buffalo skin shirts or jackets, while

women may dress similarly or favor simple skirts, dresses or blouses of buffalo hide. Decorative clothing may incorporate several kinds of feathers, including elaborate feathered headdresses, but these items are typically reserved for ceremonial use. A people built for speed, plains tribesmen who travel a lot may adopt items of clothing and armor from other cultures, but they tend to prefer light items that will not greatly reduce their mobility or agility.

Languages: Buffalo Plains Tribesmen use Plainsman's Cant as their native language. Though treated as a single language, Plainsman's Cant actually represents a family of many related languages.

- **Bonus Edge:** Buffalo Plains tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** The Buffalo Plains tribesmen have no written form of their language and begin play with the Illiterate Hindrance.
- **People of the Plains:** Buffalo Plains tribesmen begin with a free d6 in either Riding or Tracking - player's choice.
- **Swift Runner:** Buffalo Plains tribesmen add a d8 to their pace when running instead of a d6. If they take the Fleet Footed Edge, their running die becomes a d12 instead of a d10.

Female Names: Angpetu, Chapa, Chapawee, Chluman, Dowanhowee, Ehawee, Eyota, Gedanstem, Hantaywee, Isnala, Kimimela, Magaskawee, Makawee, Maoneka, Mapiya, Mina, Minnekadawn, Nakewa, Ptaysanwee, Sapewin, Tahcawin, Talutah, Tasina, Tateyohna, Wachiwi, Wachintonka, Wakane, Warcaziwin, Washta, Wastewina, Wasula, Weayaya, Wehinapay, Wichapi, Wih-munke, Wihakayda, Winona, Witashnah, Wiyaka, Zitkala, Zitkala-sa, Zonta, Zuzela

Male Names: Akechete, Angpetu, Canowicakte, Cetanwakuwe, Chaske, Enapay, Eyanose, Galeske, Huya-Ne, Ishne, Ssnale, Iyotanke, Kohane, Mahkah, Mahpee, Makhpia-sha, Mankato, Maspere, Mato, Matohinsde, Matoske, Maze, Mohe, Odakote, Ohanze, Ohiyese, Pteccile, Shappa, Sintay, Sinte, Sunke, Tahatan, Takoda, Tashunk, Tasunke, Tatank'amimi, Tatonga, Tokecha, Wahnahtah, Wakoyantake, Wambleeske, Wanete, Wapashe, Wasechun, Watakepe, Wicahpi, Witco

DESERT TRIBESMAN

The barren deserts of the southern lands are home to a people hardened by sun, heat, drought and desert storm. The desert tribes can be divided into two main groups: the adobe tribes of the Anazi Badlands and the nomadic tribes of the Great Ahabi Desert Basin.

The Anazi Badlands tribes belong to over 50 tribes, each with similar yet distinct cultures. These people have largely transitioned from hunting to relying on agriculture and trade to survive. They build large, terraced stone or adobe towns and cities around a central plaza. These "pueblos," usually located on key trade routes and at agricultural production centers, are made possible along the rivers through the use of sophisticated irrigation systems.

The Ahabi Desert Basin tribes are a cultural group made up of over 15 distinct tribes. The people of the Ahabi Desert Basin are hardy nomads who survive in the harsh desert climate by following seasonally available food supplies. They eschew the use of pottery in favor of lighter woven baskets for transporting water, winnowing grass seed, pine nuts and other foodstuffs. These tribes lack permanent settlements, traveling in small family units during the summer and gathering together in small villages in the winter. While there are no permanent settlements, the same winter villages are typically used by the same family groups one year after another.

The desert tribesmen vary greatly in appearance. Tribes from particularly harsh regions tend to be short due to limited nutrition, but others grow tall where food is more plentiful. All have borne the brunt of the sun's heat their entire life, and their skin runs from a dark brown to brownish red. Their hair and eye color tends towards the darker shades of brown. These are a people who not only thirst after life-giving water, but have an unquenchable thirst for life itself.

Clothing: The desert tribes wear a variety of clothing fashioned from animal hides, and often brightly decorated with intricate beadwork. Their clothing is light and loose-fitting to suit their hot, arid environment. The clothing of these people is not simply decorative, but also identifies an individual's tribe, status, clan and secret society or guild affiliations. Traveling desert tribesmen may adopt clothing and weapons from other cultures, tending to favor items that are light and easily carried.

Languages: Anazi is the language native to the people of this region. Though treated as a single language, Anazi represents a number of related languages and dialects.

- **Bonus Edge:** Desert tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** The people of the desert do not have their own system of writing (though they make extensive use of petroglyphs) and begin play with the Illiterate Hindrance. Some learn and use the Maztlani hieroglyphic alphabet (or other writing systems) by buying this Hindrance off,

either during character creation or later on.

- **People of the Desert:** Desert tribesmen begin with a d6 in Survival and gain a +4 bonus to Vigor rolls to resist the effects of extreme heat. They also require half as much water to survive as the average human.

Female Names: Adzaana, Alopay, Altsoba, Anaba, Bi-ya-neta, Chee-hash-kish, Cumpah, Dezba, Diltchley-ih, Doli, Dos-te-se, E-cla-heh, Guyane, Ha-o-zine, Icimanipi, Ih-teda, Ish-keh, Ishton, K'heehabah, Kai, Nah-de-yole, Nah-dos-te, Nah-thle-tla, Nalina, Nanabah, Nana-tha, Nascha, Nohchloa, Sha-she, She-gha, Sonsee, Sousche, Sy-e-konne, Tah-das-te, Tsinahine, Tzes-tonya, U-go-hun, Wihopawin, Yanaha, Zi-yeh

Male Names: Aditshah, Ashkii, Askado, Atsidi, Beshiltheni, Dah-keya, Daklugie, Dasodahe, Dighin, Dji-li-kine, Eskaminzim, Godi-tso, Gardilthe, Goyathlay, Hashkeh, Hunlona, Ikizhi, Itza-chu, Jlin, Katenay, Kanseah, Kawa, Kaywaykla, Keewatin, Kenoi, Kilchii, Klah, Kutli, Litzoque, Mahko, Moh-tsos, Naabah, Na-binleeth, Nah-bay, Naiche, Nakai, Napi, Nodiskey, Quanah, Sani, Skinya, Tahoma, Taklishim, Tcha-nol, Toclanny, Toh-yah, Tsela, Tsisnah, Ulzane, Yahnozhe

EAGLE COAST TRIBESMAN

Some of the Untamed Land's fiercest warriors come from the Eagle Coast. Here, rich sea harvests provide enough fish to sustain large communities along the coastline, where over 40 distinct tribes flourish. Extended families live in wooden dwellings and are known for their superb wood carvings and wood-working skills. Extended family households gather together with the rest of their communities in ritual dress for religious ceremonies. Neighboring settlements often gather together for special ceremonial feasts called potlaches.

The woodworking skill of the Eagle Coast tribesmen goes beyond the crafting of homes, tools and art. These tribes make ornately carved and painted wooden helmets and thick armors composed of wooden slats braided with sinew and covered in thick hides.

The Eagle Coast folk are a tough people, in their youth as beautiful as the sea despite hands calloused from woodworking, in their old age growing gnarled as a wind-warped tree on a coastal precipice. They are typically black-haired and brown-eyed, though the rare individual possesses a striking sea-green eye color.

Clothing: Young men wear breechcloths woven of cedar bark and wear tattoos and ornate shell jewelry

on their bodies. In battle, they don sophisticated red cedar armor and helmets. In winter, the men don woven mountain goat wool or cedar bark cloaks or cover themselves in animal fat. Women wear ornate skirts of softened woven cedar bark, adding a cedar or wool blanket over their shoulders in winter, also decorated with complex shell ornamentation. On special civic and ceremonial occasions, high-ranking tribal members wear specially woven chillkat blankets over their shoulders. These fringed blankets are woven of mountain goat wool, dog hair and yellow cedar bark, and they bear intricate patterned designs which display the wearer's tribe, clan, lineage and rank.

Languages: The language spoken in this region is commonly referred to as the Notrhwestern tongue.



The Northwestern tongue is treated as a single language though it actually consists of many related tribal languages similar enough that speakers of each can understand the others.

- **Bonus Edge:** The tribesmen of the Eagle Coast gain a bonus Edge similar to other human races.
- **Illiterate:** The tribes of the Eagle Coasts have no written form of their languages, and begin play with the Illiterate Hindrance.
- **People of the Coast:** Eagle Coast tribesmen begin with a free d4 in Swimming and Boating. They are excellent divers able to stay underwater for long periods of time on a single breath of air. An Eagle Coast tribesman gains a Fatigue level after every 15 minutes of holding her breath. On reaching Incapacitation, the Eagle Coast tribesman must make a Vigor roll every minute thereafter to avoid drowning. Once above water, the Fatigue recovers at a rate of one level every fifteen minutes.

Female Names: Adola, Aleshanee, Digita, Dildada, Dis, Gaxstalas, Gela, Gowukan, Gundasagee, Gwawina, Gwa'yi, Hemsalus, Hiligexste, Ish, K'esugwilakw, Klekle-tla, Kotseena, Lubilia, Mayaxa, Melidi, Nakoaktok, Pulas, Shawut, Tawuka, Tlatlagwol, Tlasala, Tlawigi, Tlaxtlemla, Tikilala, Wadzadiliga, Xa, Wi'oma, Yashee, Yeil, Yoome

Male Names: Anotklosh, Comcomly, Chak, Dentalayu, Edensaw, Gayuklas, Gigexley, Gitsu, Gooch, Gugan, Ha'se, Kah, Keitl, Kunulsak, Menga, Mumuta, Namukw, Nixilagax, Nogad, Noxsole, Nulcistela, Nunamgole, S'eeek, Six'walas, S'ugeidee, Takus, Tlakwa, Tlugway, Tsah, Tsimasaxyu, Tyee, Udzistales, U'manumtu, Wodzas, Yaye, Xaat, Xuluku, Xwalkw, Xwatis

EASTERN WOODLANDS TRIBESMAN

The Eastern Woodlands tribes are divided into two cultural subgroups: the Northeastern and Southeastern Woodlands tribes. Both tribal groups share some degree of ancestry and cultural heritage with their common predecessors, the ancient Mound Builders.

The Northeastern Woodland tribes consist of more than 40 different tribal cultures. These relatively peaceful people thrive through a mix of hunting, gathering, farming and trading amid a resource-rich landscape, where the forests have plenty of game, and the rivers and lakes teem with fish. Many of these tribes build large permanent or seasonal settlements composed of wooden lodges. The largest cities north of the Maztani Empire are composed in this fashion.

The Southeastern Woodland tribes are some 50 or so distinct tribal groups in the southeastern reaches of the Untamed Lands. These tribes mostly subscribe to a warrior culture and engage in regular warfare as a major activity and way of life. Wars are waged not only for power and resources but also for personal and tribal glorification. The warriors of these cultures commonly tattoo their bodies with symbols signifying their combat prowess and military achievements. Religious life focuses heavily on rituals, performed before and after a battle, in which all the warriors participate and invoke spirits of battle, consume medicinals and perform ceremonial dances. Along the coast, these tribes rely heavily on oceanic fisheries, but the majority are inland tribes who rely primarily on agricultural products such as corn and cotton, though they also fish the lakes and streams.

Physically, the Eastern Woodlands tribes are very diverse, though all have the black hair and tanned brown skin that characterizes most Natives of the Untamed Lands. Their builds are typically athletic, honed by climbing trees and swimming in the many rivers and lakes common to the region. These people possess no facial hair, a trait that they find very peculiar among the hairy Skadian people.

Clothing: Men typically dress in a leather loincloth, deerskin leggings and moose leather moccasins, along with a deerskin cape or jerkin, augmented with a fur cloak in colder weather. Wealthy sachems wear more ornate outfits decorated with wild turkey feathers. Most men also bear a tobacco pouch hung around the neck, a pouch on the belt for cornmeal and a knife. Women favor full-length deerskin robes. Finer clothing is frequently decorated with porcupine quill embroidery and beadwork set in geometric patterns.

To the south, the men often go bare-chested when weather allows, so the numerous tattoos on their arms and torso are visible. These tattoos record an individual's accomplishments, position and prowess.

The Woodlands tribal peoples readily adopt clothing, tools and weapons from other cultures when they travel, often picking up something new in every major region they visit, some even adopting the local style of dress wherever they travel.

Northeastern Languages: The Northeastern Woodlands tribes speak the Woodlands Tongue, which represents a variety of related tribal languages. Note that native speakers of the Woodlands Tongue in the Mishupishu Peninsula region have a written form of the language called Wigwasa, but the spoken and written form are different enough that they must be learned separately like two completely different languages.

Southeastern Languages: The Southeastern Woodlands tribes speak the Southeastern Tongue. Though treated as a single language, the Southeastern Tongue represents a wide ranging family of related languages that are similar enough that knowing one allows a character to understand the others.

- **Bonus Edge:** All Eastern Woodlands tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** Some of the Eastern Woodlands tribes, most notably the people of the Mishupishu Peninsula, do possess a system of writing. Such learning is usually only available to scholars. Eastern Woodlands tribesmen begin play with the Illiterate Hindrance. They may choose to use points from another hindrance to buy their Illiterate Hindrance off during character creation.
- **People of the Woods:** Eastern Woodlands tribesmen begin play with the Woodsman Edge.

Northeastern Female Names: Alamata, Awpa-ta-he, Cara, Degonwadonti, Echikway, Ekalaka, Genesee, Genesee, Jigonhsasee, Ju-ah-kis-gaw, Mahwah, Matowaka, Menasha, Minnehaha, Mitena, Neche, Nakoma, Nahcomis, Nokomis, Odina, Oheo, Onaiwah, Oniatario, Orenda, Shaningo, Shawan, Sheauga, Tammany, Watch-e-kee, Waylumah, Winne-comac, Wyome

Northeastern Male Names: Akando, Akonni, Annawon, Bemidji, Chingach, Deganawida, Gahzaw-que, Ganeodiyo, Garakonthie, Gawasowaneh, Gelemend, Gict-eegaw, Gorm, Gyantwaka, Hadawa'ko, Hopocan, Idquahon, Ka-bes-kunk, Kahgegwa, Keeshoch, Kekata, Kocoum, Mahinge, Mameckus, Manabozho, Na-pow-sa, Nee-ko-man, Okemos, Opachisko, Oshe-mamon, Otetiani, Papunkank, Popotakan, Sachimak, Sagayetha, Samoset, Shingas, Tamaque, Tay-men-en, Tekonsha, Tepakoaset, Teyanoga, Thayendangea, Waukazoo, Waunake, Wusamequin, Yaquen, Zogar

Southeastern Female Names: Adsila, Ah-nee-yoh, Ahawi, Ahuwewega, Ahyokah, Aki, Ama, Aniwaki, Araminta, Aryahmula, Awinita, Byhalia, Catayah, Che-kah-nae, Checoowa, Cheyoka, Choweyuka, Chunyuku, Coahoma, Cootiya, Daka, Galilani, Gayacha, Ghigau, Hiawasee, Huetiyah, Immokalee, Inola, Isi, Kah-no-lie, Kahoka, Kayohe, Kinta, Lahtiye, Minta, Mohewee, Nakee, Nanye-hi, Oklewona, Ootahye, Ooyoste, Opa, Osyka, Owanah, Panola, Quah-le-yukah, Salali, Situna, Sthaga, Sulah, Talulah, Tayoneh, Taki, Tenese, Tookah, Tstunagiska, Tsula, Tula, Wah-ne-nah

Southeastern Male Names: Ah-le-chah, Ate-lohe, Atgulkalu, Cahinahe, Chate, Che-te-qui,

Chee-la-na-hee, Cholukee, Chukute, Chula, Chusalete, Chutogaste, Chuwanoske, Cla, Degataga, Diwali, Diyahlana, Echuchu, Galegine, Ganundaledi, Gugaytu, Hidihi, Holata, Ieyuste, Kanugee, Kenletah, Kettlechule, Kiliahote, Koi, Kullageenah, Kusune, Micco, Minco, Mohe, Nah-hool, Ne-coo-tie, Nertah-we-hah, Neshoba, Nokosi, Nunne, Oceolo, Okohimunt, Ooknale, Oonatage, Oukonunka, Pashme, Sawam, Sequa, Sequoyah, Sinagooyah, Tagotah, Tamela, Tekahutunas, To-she-wa, Tullock, Tsiye, Tsiyu-Gunsini, Umarteskee, Wa-la-na-tah, Waya, Yartunnah, Zonawene

GRANDFATHER MOUNTAINS TRIBESMAN

Nestled within the sheltered valleys of the Grandfather Mountains dwell tribes of hardy mountain folk. The tribes of the Grandfather Mountain region rely on the rich natural resources of their homeland for sustenance and trade. Along the coast they hunt sea mammals such as sea lions and dolphins. Inland, they hunt wildlife such as deer and gather wild nuts and grains. These tribes have established their own monetary system, which uses rare shells for currency. This currency facilitates trade and commerce within the region.

The tribesmen of the Grandfather Mountains are a stocky people, hardy brown-skinned folk with dark hair. Living in a region of mountains and valleys for uncounted generations has made these people highly adept at climbing and negotiating rough terrain.

Clothing: During the warm summers, men wear little more than loincloths, while women wear skirts woven of plant fibers or fashioned from deer skin. In winter, heavy capes and cloaks of fur are added over top of summer clothing, and warm hide moccasins are worn on the feet. Many tribes decorate themselves with tattoos. Even when adopting dress from another culture, these tribal folk avoid covering their tattoos as often as weather and climate allow.

Languages: Grandfather Mountain tribesmen speak the Yukian Mountain Tongue as their native language. Yukian mountain tongue has many different tribal dialects, but is treated as a single language.

- **Bonus Edge:** Grandfather Mountains tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** The Grandfather Mountains tribesmen have no written form of their language and begin play with the Illiterate Hindrance.
- **Excellent Climbers:** Grandfather Mountains tribesmen start with a free d6 in Climbing.

- **Sure Footed:** Grandfather Mountains tribesmen gain a +2 bonus to Agility rolls made to keep their footing, maintain their balance or otherwise avoid falling.

Female Names: Anacapa, Awanatu, Elki, Hateya, Helki, Hesutu, Honon, Howi, Huata, Huyana, Kaliska, Kamata, Kono, Kosumi, Kulya, Lanu, Leyati, Lise, Litonya, Liwanu, Lokni, Lusela, Luvu, Malila, Misu, Molimo, Momuso, Mona, Muata, Mulay, Oya, Pakuna, Papina, Pati, Posala, Sanuye, Sapata, Sewati, Sitala, Sonoma, Soso, Suki, Suletu, Taipa, Takenya, Telutci, Tiponya, Tuketu, Tupi, Uzumati, Winema, Wuyi, Yenene

Male Names: Amayete, Awanate, Dasan, Elsu, Helki, Honon, Howi, Huate, Huslu, Huyane, Istu, Kaliske, Kolenye, Kono, Lanu, Liluye, Lise, Litonye, Liwanu, Lokni, Luyu, Malile, Misu, Mitune, Omuse, Pakune, Papine, Pati, Posale, Sanuye, Sewati, Sipatu, Sisquoc, Sitale, Suletu, Taipe, Tolinke, Tukuli, Tunu, Tupi, Uzumati, Waune, Wilanu, Wilu, Wuyi, Yutu

HALF-BREED OUTCAST

Not every hero belongs to a single racial or cultural group. Some are born to parents of two very different cultures or find themselves cut off from the culture they were born into, only to be adopted into another culture or taken as a war captive. These cultural half-breeds often find that they do not entirely fit in with either of their parent cultures.

Note that it is entirely possible for a character to be a half-breed by blood but still be wholly accepted in one of their parent cultures. In these cases, use the cultural write-up for the culture they have grown up in as they grew up rather than treating them as a Half-Breed Outcast. This human cultural background represents characters who are alienated by their mixed heritage.

Clothing: Half-breeds tend to dress in the fashion of one or the other of their parent cultures. They may also mix styles depending on how they see themselves.

Languages: Half-breeds may start play knowing languages common to either of their parent cultures.

- **Bonus Edge:** Half-breeds gain a bonus Edge similar to other human races.
- **Illiterate:** Even half-breeds who grow up in a culture with a system of writing are rarely taught to read and write.
- **Outsider:** Half-breeds do not truly belong in any one culture, and thus are treated as outsiders wherever they go. Half-breeds begin play with the Outsider Hindrance.
- **People of the Fringe:** Half-breeds often find themselves growing up on the fringes of society. Those who survive to adulthood

have gained a wide base of survival skills. Half breeds begin with a free d6 in either Stealth or Survival - player's choice.

- **Strong Willed:** Half-breeds begin play with the Strong Willed Edge.

RUSKAR INDEPENDENT

The Ruskar are a hardy, stout, and pale-skinned people who tend to keep their long dark hair neatly kempt. Many men sport large and well groomed beards and moustaches matched only by those of the Skadians. Eye color ranges from brown to green.

The majority of the Ruskar in the Untamed Lands are part of a hostile invading force intent on establishing long term military bases, but not all Ruskar agree with or take part in this tactic. A few fearless souls choose to explore the Untamed Lands on their own terms, eschewing the imperial aspirations of their motherland for their own personal agendas. The Ruskar are fierce in battle and in friendship. They will cross axes with any who would challenge them, but are as likely to befriend a foe afterward over boisterous tales and a jug of vodka as retain any animosity toward them.

Clothing: The Ruskar tend to favor thick furs, heavy cloaks and billowing garments that only seem to make their large frames look bigger. Even in warmer climates they favor modest loose fitting clothing. In cooler climates they often sport black fur caps when not wearing a helmet.

Ruskar Equipment: The Ruskar have access to the same equipment as the Skadians (though they use different names and crafting techniques), and can buy equipment from the Skadian Equipment list at no additional cost during character creation.

Languages: Ruskar is their native tongue, but traveling Ruskar tend to pick up the local languages wherever they wander.

- **Bonus Edge:** The Ruskar gain a bonus Edge similar to other human races.
- **Utterly Fearless:** The Ruskar fear little under the sun. Some say it is because they are all at least a little bit mad to begin with. Ruskar begin play with an extra point of Bravery.
- **Hale and Hardy:** Ruskar are highly resistant to poisoning. They gain a +2 bonus to Vigor rolls to resist the effects of poison and extreme cold.
- **Outsider:** Due to the ongoing Ruskar invasion, most wandering Ruskar are treated with mistrust by the other peoples of the Untamed Lands. Their Charisma is lowered by -2.

Female Names: Alena, Altani, Anastasia, Anya, Borte, Domna, Dorota, Ekaterina, Fetinia, Galina, Irinia, Katarzina, Ksenia, Larisa, Lyudmila, Magda, Marfa, Mariia, Marina, Natalia, Nedelika, Olena, Raisa, Regina, Rozalja, Sofia, Sonya, Stefania, Svetlana, Tatinia, Tatyana, Vera, Zofja

Male Names: Aleksei, Altan, Andreas, Belarus, Bekter, Boris, Chort, Dimitri, Fedor, Foma, Fryderyk, Georgii, Grigorii, Henryk, Iakov, Iakun, Igor, Ivan, Kisel, Konrad, Lev, Lorenz, Maxim, Miloslav, Mixail, Oleg, Oleksander, Pavel, Radoslav, Sergei, Solovei, Stepan, Usun, Vasili, Vladislav, Wilhelm, Yakov, Yuri

SHENESE

The Shenese are a proud and innovative people who came from across the western sea and dwell primarily within the fortified city-state of Shen. Their skin tone ranges from a golden bronze to olive-colored, with intense hazel eyes and raven hair. Many males can grow facial hair, which many nobles and scholars groom into long and elaborate moustaches and beards. There is substantial physical and cultural diversity among these people, owing to their great homeland having once assimilating many neighboring people and cultures.

This mysterious race from across the western sea is known for their great scholars and skilled merchants. They are skilled in the arts of astronomy and alchemy and possess highly evolved forms of meditative shamanism and hand-to-hand combat. The Shenese prize education very highly, emphasizing the 'three perfections,' calligraphy, painting and poetry. Their schools produce some of the lands brightest artists, mathematicians and philosophers. Shenese class and gender roles are strictly defined, but women and peasants who break tradition to become warriors or adventurers are not unknown. Many of the Shenese's greatest folk heroes are in fact women who refused to be constrained by societal limitations. Though the City-State of Shen is ultimately loyal to the semi-divine Golden Emperor who rules their homeland, they have developed a democratic council of representatives elected from among the noble class to govern in matters the emperor cannot effectively deal with from across the sea.

Clothing: Shenese clothing has more variety than most other cultures found in the Untamed Lands. The clothing of the poorer classes tends towards a simple, loose-fitting shirt and pants, with nobles favoring long, ornate robes of the finest fabric. Though they may travel widely, most Shenese prefer to maintain their own cultural dress and armament as much as possible, only replacing damaged items and articles that are beyond repair.

Shenese Equipment: Shenese may buy equipment from the Shenese Equipment list at no additional cost during character creation.

Languages: The native language of the city-state of Shen is Shenese. Many Shenese also learn the languages of the surrounding tribes including the Yukian mountain tongue. Literacy is fairly widespread among these people due to an emphasis on education and widespread use of parchment, books and scrolls.

- **Bonus Edge:** The Shenese gain a bonus Edge similar to other human races.
- **Code of Honor:** Honor is extremely important in Shenese society. Each individual is expected to uphold the honor of their family. The Shenese code of honor requires that they honor their elders, obey their parents, keep their word, fight honorably and never surrender to a dishonorable foe. Shenese who adhere to this code and act honorably have the Honor Hindrance. Those who forsake honor are shunned even among their own people and gain the Outsider Hindrance instead.
- **Well Educated:** Shenese society places heavy emphasis on a broad education. Shenese begin with a free d6 in any two Knowledge skills, or alternatively, a free d6 in Healing and any one Knowledge skill - player's choice.

Female Names: Chan, Chang, Chin, Ching, Fang, Feng, Hwa, Hwan, Jia, Lei, Ling, Lyan, Mei, Shan, Shu, Sya, Syau, Ting, Wan, Yan, Yin, Ying, Ywe, Zhi, Zhywan

Male Names: Chyang, Dzung, Fu, Huan, Kee, Kun, Li, Lung, Ming, Po, Rong, Shan, Shang, Shau, Syung, Tai, Wei, Wen, Wu, Yao, Zhemin, Zhin, Zhou, Zyan, Zhuy

SKADIAN

These frostbitten explorers came from across the sea in dragon-prowed ships. The Skadians are a hardy and fair-skinned race of farmers, explorers, traders and warriors. The Skadians are broken up into three distinct ethnicities.

The Oesir were the first group of Skadians to come to the Untamed Lands to settle. The Oesir are the fairest of the Skadian race, often with blond hair, though red and light brown are not uncommon.

The Einheir are similar to the Oesir, but tend to have dark brown, black or even red hair and possess skin tones a shade or two less fair. The Einheir followed the Oesir to the Untamed Lands. Historically they integrated into the larger Oesir colonies, but in recent years some predominantly Einheir outposts have sprung up along the frontier. The Einheir generally

treat the Oesir as brothers, but conflicts within the Skadian populations occasionally divide them along ethnic lines.

The Sea Wolves are a more brutal faction of Skadians who have no permanent settlements in the untamed lands. They cross the sea in their dragon-prowed ships to burn, ravish and pillage the coastal communities, an act that has earned them the enmity of the Oesir and Einheir as well as the native tribes. The Sea Wolves are ethnically quite similar to the Einheir and are dark-haired and steely-eyed. In addition to the standard Skadian racial traits, Sea Wolves have the “Outsider” hindrance.

Regardless of ethnicity, all Skadians share a common culture. Skadian society tends to be split up into social classes, the Jarls, the Karls and the Thralls. The Jarls are the noble class, including kings, clan leaders, war chiefs and wealthy merchants. Karls are the free citizens, consisting mostly of land owning farmers (called Bodis) but also including most merchants, craftsmen, professional soldiers (called Huskalar) and mercenaries. All men are taught the use of sword, axe and shield. Thralls are the slave caste and can be easily identified by their short hair. These castes are hereditary, but are not fixed, and each person may gain a higher station or fall to a lower one based on their actions and achievements. Even a slave may buy their freedom or earn it in battle.

Clothing: Skadians wear simple clothing of spun and dyed sheep wool. Men wear simple tunics belted over a pair of breeches. Women wear dresses with full skirts and low-cut necklines. Cloaks and thick woolen undergarments are added for warmth during cold weather. Even when adopting arms and dress from another culture, Skadians seem to favor simplicity and utility over elaborate decoration.

Skadian Equipment: Skadians can buy equipment from the Skadian Equipment list at no additional cost during character creation.

Languages: Skadian is their native tongue, but many also learn local tribal languages.

- **Bonus Edge:** The Skadians gain a bonus Edge similar to other human races.
- **Born Warriors:** Skadians begin with a free d6 in Fighting.
- **Illiterate:** Skadians begin play with the Illiterate Hindrance. While the Skadians do have a runic alphabet, it is typically only used by the most educated individuals. Most Skadians grow up without exposure to written language.
- **People of the Frozen Sea:** Skadians begin with a free d4 in Boating and gain a +2 bonus to Vigor rolls to resist the effects of extreme cold.



Female Names: Anne, Astrid, Berit, Bjorg, Elisabeth, Eva, Gerd, Guthrun, Helga, Hilde, Ingrid, Jorunn, Kari, Liv, Marianne, Marit, Nina, Ragnhild, Randi, Solveig, Thora, Thordis, Thorgerthr, Valgerthr, Vigdis, Yngvildr

Male Names: Anders, Arne, Baelin, Bargi, Bjorn, Bork, Einarr, Erik, Geir, Gorm, Grimir, Hadric, Hagar, Haimdul, Hans, Heidrek, Helgi, Hengist, Herg, Hialmar, Hogni, Horsa, John, Ketill, Kjell, Lars, Morten, Niord, Ragnarr, Ririk, Sidgurd, Skuld, Svein, Thorbjorn, Thorgeirr, Thorir, Thorgrim, Thorkell, Thorsteinn, Thorthr, Thomas, Tor, Wulfhere

SOUTHERN EMPIRE CITIZEN

The southernmost reaches of the Untamed Lands are home to two massive empires, the Maztlani and the Yaurcoa. These two great empires brim with the best and worst that civilization has to offer.

The Maztlani Empire is a large collection of culturally similar city-states that are constantly vying among themselves for political power. Like its city-states, the Maztlani noble classes are ambitious, constantly maneuvering to better their station. The Maztlani are fierce in love, war and worship, conducting elaborate rituals where important mythological events are acted out by humans subsuming the role of divine entities, being treated as gods among men before becoming blood sacrifices to fortify the gods who sustain the sun's life-giving light. The Maztlani exaggerate tales of their human sacrifice practices as part of their strategy to intimidate the civilizations around them and keep them in a state of submission to Maztlani rule, lest the empire be rocked and toppled by rebellions. The Maztlani possess advanced astrology, engineering and stone masonry, and they incorporate razor-sharp obsidian in their weaponry.

The Maztlani are not a particularly tall people, but are squat and powerfully built. Their eyes, skin and thick hair are dark in color, with strong features and noble aquiline noses. Many sport tattoos and extensive body piercings.

The Yaurcoa inhabit the southernmost known bastion of civilization at the edge of the vast and uncharted southern jungles. They are a mountain people with a young empire, still building their strength and growing in number and territory. While they have yet to obtain the secret of steel, the Yaurcoa are skilled masons, and their metal workers craft battle-worthy weapons and armor from annealed copper and tempered bronze alloys.

Compared to the Maztlani, the Yaurcoa are darker skinned and somewhat lither in build, with high cheekbones and almond shaped eyes, but the two racial groups' physical similarities far outweigh their

differences. The men typically wear their black hair cropped at the shoulder, while women grow their hair longer, often wearing it up in a braid or bun.

Maztlani Clothing: The people of the Maztlani Empire favor loose, flowing clothing in their hot climate. Commoners wear clothing made of fibrous cloth, while nobles wear cotton garments and decorate themselves with fine jewelry of gold and jade. Men wear cloth skirts, adding a cloak draped over one shoulder when traveling or in cooler weather. Noble men wear elaborate clothes crafted of fine cloth, wear feathered headdresses and paint their faces with circles of green, red, or yellow. Women paint their faces and hands yellow and wear colorful wraparound skirts cut just below the knee with brightly embroidered and fringed overtunics. These blouses are often sleeveless with ornate necklines. Married women wear their hair in elaborate braids. Men and women both pierce their noses and ears, with the upper classes wearing additional piercings in their lower lip. Traveling Maztlani typically retain their native dress, but may adopt arms and armor from other cultures, showing strong favoritism for weapons that can disable a foe without necessarily killing them, since obtaining living war captives is seen as the ultimate sign of a warrior's prowess.

Yaurcoan Clothing: Yaurcoan men favor loose clothing such as robes, cloaks and ponchos, while women favor long dresses. Both genders sport sandals and woven caps and headbands. Peasants wear simple clothes spun of alpaca wool, while nobles dress more elaborately in fine garments of silky vicuna wool or cotton.

Maztlani & Yaurcoan Equipment: The Yaurcoa and Maztlani people may purchase equipment from their respective culture's equipment lists at no additional cost during character creation.

Languages: The native language of the Maztlani and Yaurcoa peoples are Maztloan and Yaurcoan, respectively. Many also learn Amizanian.

- **Bonus Edge:** Citizens of the southern empires gain a bonus Edge similar to other human races.
- **People of the Tropics:** The members of the southern empires gain a +4 bonus to Vigor rolls to resist the effects of extreme heat.
- **Literacy:** The Maztlani city-states and Yaurcoan Empire are among the few cultures with widespread literacy. Unless the character takes the Illiterate flaw of their own accord, they are assumed to be literate in any languages they know so long as those languages have a written form.

Female Maztland Names: Atotl, Centehua, Chel, Cihuaton, Cuicatl, Hupele, Izel, Malina, Malinche, Necahual, Neneti, Papan, Quetzal, Teicuih, Teotalco, Tepin, Teyacapan, Tlaco, Tlacoehua, Tlacotl, Tlalli, Xiomara, Xoco, Xocoyotle, Yacotzin, Yohaili, Zeltzin

Male Maztland Names: Acitli, Acopar, Amantalan, Axayaca, Calpiquei, Camatzin, Coatl, Coatlique, Cocozca, Copil, Cuapan, Cuauhcoatl, Cuixtli, Ecatzin, Eyahue, Huemac, Huetzin, Itzcoatl, Matlal, Matlahuicatl, Maxtla, Mazatl, Mixcoatl, Moctezuma, Nochehuatl, Oapaxl, Ollin, Pinotl, Pizotzin, Pochetca, Pochotl, Quauhtli, Tannabok, Tezkel, Tlacaalel, Tizoc, Tlotzin, Tochtli, Tochtli, Tohil, Tototl, Xochitl, Xolotl, Yaotlz, Zolin

Female Yaurcoan Names: Aca, Anarque, Anas, Anta, Cari, Cava, Chaka, Carua, Chacapoya, Chicha, Chic'ya, Choque, Cuca, Cuchi, Cura, Cusi, Huaco, Inguill, Machi, Micay, Ocllo, Ozcollo, Pillcu, Pinca, Pisco, Polan, Quilaco, Quenti, Quispe, Rava, Runtu, Sisa, Suyo, Tactollssica, Topa, Uarcay, Uritu, Urpi, Ussun, Yaci, Yutu, Yzma, Ziza

Male Yaurcoan Names: Apo, Amaru, Atahulpe, Atoc, Canchari, Capac, Cariapat, Cayo, Challico, Chiguan, Chilche, Chunchos, Curi, Curiateo, Cuyuchi, Guaman, Guarito, Guaritopa, Huachuri, Huaman, Huascar, Inguill, Ispaca, Manco, Nancoro, Ninan, Orco, Kuzco, Pacha, Pachacuti, Palcon, Parinango, Pascac, Pomacapi, Pucar, Pumi, Puyu, Quilaco, Quizo, Rimac, Roca, Ronpa, Ruminavi, Sayri, Sull, Taipi, Tanqui, Tarque, Tipo, Tiso, Titu, Topa, Umu, Uturuncu, Villac, Yuncailo, Yupanqui

SPIRIT PLATEAU TRIBESMAN

The people of the plateau region belong to over 30 primarily nomadic tribes of hunter-gatherers who hunt deer and small game as well as gather wild fruits and nuts in woven grass bags. They also supplement their diet with dried salmon fished from the region's rich salmon runs. The native communities of the Spirit Plateau live primarily in encampments of teepees and similar temporary, tent-like structures covered in woven tule reed mats.

Amidst the high plateaus, lofty mountains and breathtaking river-valleys of the region, the Spirit Plateau tribesmen grow up with a love of beauty. They decorate tools, clothing and weapons with intricate designs, often employing intricate beadwork and porcupine quills for decoration.

The people of the Spirit Plateau are physically indistinguishable from the tribes of the Buffalo Plains, bearing much the same tall stature, raven hair and sun-burnished skin tone. It is their culture and manner of dress that sets them apart.

Clothing: The tribes of the Spirit Plateau wear clothing and moccasins sewn from treated animal leather, often ornately decorated with porcupine quills and complex beadwork. Widely traveled plateau tribesmen often adopt the most beautifully decorated bits of clothing and other items they find among the other cultures they visit.

Languages: The people of the Spirit Plateau speak the Kutenai Spirit Tongue, sometimes simply called the spirit tongue. This language has many regional variations, but share enough linguistic basics that a speaker of one dialect can understand the others.

Note: Spirit Plateau tribesmen are statistically identical to Grandfather Mountain tribesmen.

- **Bonus Edge:** Spirit Plateau tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** Spirit Plateau tribesmen have no written form of their language and begin play with the Illiterate Hindrance.
- **Excellent Climbers:** Spirit Plateau tribesmen start with a free d6 in Climbing.
- **Sure Footed:** Spirit Plateau tribesmen gain a +2 bonus to Agility rolls made to keep their footing, maintain their balance or otherwise avoid falling.



Female Names: Ealaweemah, Elaskolat, Hatalekin, Hallahotsoot, Hessemooks, Hihie, Hoyouwerlikt, Husise, Inena, Kiskiok, Lepeete, Motsqueh, Mox-mox, Peopeo, Tholekte, Timenna, Toohulsote, Toxouke, Whachumyus, Zya

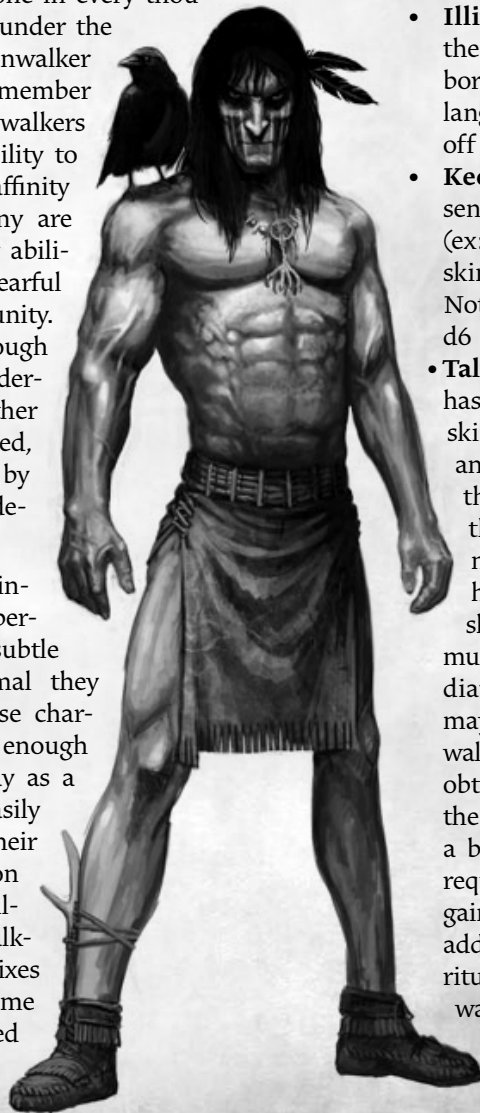
Male Names: Allahkoliken, Chuslum, Gosawyien, Hee-oks-te, Heinmot, Hemene, Hinmaton, Hohots, Ippilp, Kitstsui, Kiyiya, Koolkool, Kusinut, Lapatupt, Netotwe, Pahkatos, Sahkonteic, Shamkin, Snehee, Tosinlikt, Yalakit

SKINWALKER

Skinwalkers are not a separate race or culture unto themselves. Rather, they are humans born with an unusual ability that sets them apart from their native people. If you are playing a skinwalker you may choose the human culture you were born into, but you do not get any of the benefits normally associated with that cultural background.

Nobody knows why, but one in every thousand or so children born under the full moon is born a skinwalker rather than a normal member of their race. These skinwalkers have the extraordinary ability to assume the shape and affinity of a specific animal. Many are killed outright when their abilities first manifest by a fearful or superstitious community. Others may be lucky enough to be driven into the wilderness as outcast. Whether hunted or fearfully revered, skinwalkers are viewed by many as strange, even demonic, beings.

In human form, a skinwalker's appearance and personality often bears a subtle resemblance to the animal they can change into, but these characteristics are not usually enough to give an individual away as a skinwalker. Most can easily blend into the rest of their native human population undetected. Different cultures respond to skinwalkers with a different mixes of fear and reverence. Some skinwalkers may be forced to hide their true nature from their communities lest they become a



feared outcast or even become hunted like a monster.

Some skinwalkers form loose alliances with others of their kind, called "moon pacts." These groups often consist of a loose alliance of skinwalkers in a common area who work together to ensure their mutual survival despite varying degrees of fear, persecution and hatred among their human kin.

Clothing: Skinwalkers typically wear the same style of dress as the human culture into which they were born, or that of the culture in which they currently living. Many skinwalkers seem quite comfortable changing their style of dress on a regular basis, perhaps because such cosmetic changes seem more trivial to one who can change their very shape. A skinwalker is almost never seen without her talisman on her person, whether it is an animal skin or a cloak of feathers.

Languages: As per native human culture. skinwalkers come from a variety of human cultures and are not known to have a language of their own.

- **Illiterate:** Skinwalkers begin play with the Illiterate Hindrance, even if they were born among a people who have a written language. This Hindrance may be bought off like any other.
- **Keen Senses:** A skinwalker has keen senses associated with her animal form (ex: sight for an eagle or scent for a bear skinwalker), giving her a +2 bonus on all Notice rolls and starting them with a free d6 in Tracking.
- **Talisman:** Like a shaman, each skinwalker has a talisman that gives her power. In the skinwalker's case, this talisman is always an animal skin or a cloak of feathers from the animal they can transform into. If the talisman is lost, the skinwalker cannot use her Shapechanger ability until her talisman is recovered. Should a skinwalker's talisman be destroyed, she must succeed on a Vigor roll or immediately suffer a level of fatigue, which may be recovered after 24 hours. A skinwalker may replace a destroyed talisman by obtaining a new skin or feathered cloak of the specified animal type and conducting a bonding ritual that lasts 24 hours and requires a Spirit roll at -2. The skinwalker gains a +1 bonus to the Spirit roll for every additional day she spends performing the ritual. If the Spirit roll is failed, the skinwalker may make another attempt on the following day.
- **Shapechanger:** So long as they possess their Talisman, skinwalkers can use the Shape Change power to take

TABLE 2:3 SKINWALKER BEAST FORMS

ANIMAL	AGILITY	STRENGTH	VIGOR	PACE	SIZE	SPECIAL ABILITIES
Badger	d8	d6	d10	6	-2	Claws (Str+d4), Berserk Edge, Burrow @ Pace 2, Hardy, Small
Bear (any)	d6	d12+1	d10	8	+1	Claws (Str+d6), +2 Notice & Tracking vs. the living
Bird (any)	d10	d4	d6	—	-2	Claws (Str+d6), Flying Pace 12, Small
Coyote/Fox	d8	d6	d6	7	-1	Bite (Str+d4), Fleet Footed Edge, Quick Edge, +2 to Stealth
Deer	d10	d10	d8	8	+1	Antlers (males only, Str +d6), Fleet Footed Edge
Giant Otter	d10	d6	d8	5	+0	Bite (Str+d6), Low-Light Vision, Semi-Aquatic (Pace 8)
Great Cat	d10	d10	d8	8	+0	Bite/Claws (Str+d6), Low Light Vision
Lynx	d10	d8	d8	8	-1	Bite/Claws (Str+d4), Low Light Vision, Ignore Difficult Ground due to deep snow.
Raccoon	d10	d4	d6	6	-2	Bite (Str+d4), Low Light Vision, Small, Thief Edge, +2 to Stealth
Snake	d6	d8	d8	4	+0	Bite (Str+d4), Constrict
Wolf, Large	d8	d8	d8	8	+0	Bite (Str+d6, hit least armored spot on a raise), Fleet Footed Edge
Wolverine	d8	d8	d12	6	-1	Claws/Bite (Str+d4), Berserk Edge, Hardy

on a specific animal form chosen during character creation. The animal form must be chosen from the forms listed on table 2:3: Skinwalker Beast Forms.

Native skinwalkers can choose any animal form, with bears, birds, coyotes, foxes and wolves being the most common. Skadian and Ruskar skinwalkers must choose either bird, bear or wolf as their alternate form and often take the Berserk Edge. Shenese skinwalkers must choose either a badger or a fox. Bantanu skinwalkers typically turn into a variety of bird or great cat.

Weapons, armor and personal effects (including the talisman) are absorbed into the animal form, but other objects are dropped.

While in animal form, the skinwalker retains the Smarts, Spirit and skills and Edges of their human form. They gain the physical attributes of their animal form, including the animal's Agility, Strength, Vigor, size and Pace (see table). In animal form, skinwalkers have no capacity for speech and cannot use any powers

they may have. Some items that require fine manipulation may become unusable to the skinwalker in its animal form.

A skinwalker may increase the physical attributes of its animal form in the same way it does its human form. Each such physical attribute increase must be assigned to either the skinwalker's human form or their animal form. Mental attribute increases apply to both forms and thus need only be purchased once.

Skinwalkers & Hindrances: If a skinwalker has taken any physical Hindrances (such as *Lame* or *Elderly*), these apply to their animal form as well as their human form.

Skinwalkers & Edges: A skinwalker may lose the use of certain skills and Edges in animal form due to loss of speech or replacing their fingers with paws. Other Edges may be taken to apply specifically to their animal form, such as Edges they only fulfill the prerequisites for in animal form. Other Edges may apply specifically to the animal form's attacks such as *Trademark Weapon* (Claws).

SKILL NOTES

Driving: This skill is used to drive teams of animals drawing a vehicle of some sort, be it a wheeled cart or a dog sled.

Gambling: Gambling games of various kinds are common in the Untamed Lands. The most popular tend to be a variety of dice games and shell games.

Guts: Totems of the Dead does not use the Guts skill. This skill and everything it is used for has been folded into the Spirit attribute. If you are using Totems of the Dead with other *Savage Worlds* materials that refer to a Guts roll, just use a Spirit roll instead.

Piloting: In the Untamed Lands, there are no aerial vehicles to pilot. Riding an aerial mount uses the Riding skill.

KNOWLEDGE SKILLS

The following are the most common Knowledge skill focuses available in this setting:

Alchemy: This focus covers recipes and formulae for creating alchemical items.

Area Knowledge: General knowledge of the surrounding regions beyond what is normally covered by Common Knowledge.

Armor Making: Allows the character to craft his own armor.

Battle & Tactics: This Knowledge focus is used for mass combat and covers knowledge of military tactics as well as tactical sports and games.

Herbalism: This Knowledge focus is used with the Herbalism rules (see the Setting Rules chapter).

History: Provides important knowledge of the past beyond what Common Knowledge would cover.

Law: This Knowledge focus provides more detailed knowledge of the laws in your character's native culture than Common Knowledge, as well as information on the legal systems of other cultures.

Medicine: This Knowledge focus imparts knowledge of diagnostics, forensics and the theory of medicine. The actual treatment of injuries and ailments is covered by the Healing skill.

Occult: This Knowledge focus covers the theory and practice of magic, arcane rituals and other supernatural phenomena.

Oral Tradition: This knowledge focus covers all manner of legends, lore and traditional stories.

Petroglyphs: Generally, an individual can decipher contemporary petroglyphs and other pictographs from their own tribe using Common Knowledge. Deciphering the petroglyphs from an ancient time or a foreign culture requires a Knowledge (Petroglyphs) roll, as does creating petroglyphs that others will be able to decipher complex meaning from.

Religion: This Knowledge focus covers the religious and spiritual beliefs of other cultures. Common Knowledge generally covers such beliefs in your character's own culture.

Tool Making: This Knowledge focus allows your character to build her own tools.

Trading: This knowledge skill covers business, trading, bartering and the relative values of various goods.

Weapon Making: This focus covers the knowledge required to craft weapons.

TRACKING MODIFIERS

In the Untamed Lands, the size of a creature affects the difficulty of the Target Number required to track it as shown on the accompanying table. All the normal modifiers from the *Savage Worlds* core rules still apply.

TABLE 2:4 TRACKING MODIFIERS

CREATURE SIZE	TRACKING MODIFIER
Small	-2
Medium	+0
Large	+2
Huge	+4

DISALLOWED EDGES

The following Edges in the core rules have no real place in the *Totems of the Dead* setting:

Ace, Champion, Gadgeteer, Holy/Unholy Warrior, McGuyver, Mentalist, Mr. Fix It, Power Points, Power Surge, Rapid Recharge, Improved Rapid Recharge, Rock and Roll!, Soul Drain, Wizard

NEW AND ALTERED EDGES

The following new and altered Edges are available to characters in the *Totems of the Dead* setting.

BACKGROUND EDGES

IMPROVED ALERTNESS

Requirements: Novice, Alertness

Your character gains a +1 bonus to Tracking rolls and is always considered “Active” with respect to the Stealth rules.

The character can also detect the presence of poison in or on objects they can closely examine by smell or taste. This effect is automatic if the character is deliberately checking for poison, but requires a successful Notice roll if they are not actively checking.

BLOOD BROTHERS

Requirements: Novice, Both blood brothers must take this Edge to gain the benefits.

Your character has sworn brotherhood with a close ally, who must also take this Edge. So long as the two characters are within sight of each other, they each bolster the other’s bravery, providing both with a +2 bonus to Spirit rolls against fear effects. The character also gains a +1 damage bonus against any foe who has successfully wounded his blood brother in the same combat. In addition, each character may spend a Bennie on behalf of his blood brother, giving the his blood brother the benefits of the Bennie instead of himself. Characters may only have one blood brother at a time.

BLOOD MEMORY

Requirements: Novice, Spirit d6+

Blood Memory is a strong tie that binds an individual to her tribe or ancestral people. It helps one understand and absorb her people’s cultural values, religious beliefs, and traditional songs and stories.

Blood Memory provides a +4 bonus to Common Knowledge rolls that involve a character’s ancestors, forgotten tribal languages or tribal traditions rather than the normal +2 bonus. The GM may also award a +2 bonus for various Knowledge skill rolls related more indirectly to one’s ancestry and thus not normally covered by Common Knowledge.

GHOST STEP

Requirements: Seasoned, Stealth d8+, Survival d6+

Your character has the ability to move ghost-like through natural surroundings without leaving any tracks. So long as the character is not running, he

can choose to leave no physical trail behind, preventing anyone from tracking him.

RICH

Mechanically, this Edge is mostly the same as its description in the core book, but the concept of wealth works a little differently among the tribal societies of the Untamed Lands. In tribal culture, “wealth” is not so much a measure of how any physical possessions a person has so much as how much stuff they are willing and able to give away to others who need it more. While the Skadians and Shenese, as well as the Maztlani and Yaurcoan Empires, may prescribe to a more modern concept of wealth and its accumulation by an individual, among tribal societies those who have a lot of material wealth are not treated any better unless they give generously to others. In fact, the hoarding of material goods while others go without is strongly looked down upon in many of these cultures.

At the GM’s option, someone with the Rich Edge who gives away all the material goods gained from it could gain a +2 bonus to Charisma with regards to the people they distributed their wealth among. (Filthy Rich allows the distribution of wealth among the surrounding populations as well, extending the range of the bonus.)

SECRET OF STEEL

Requirements: Novice, Smarts d6+

Your character has spent time apprenticed to a blacksmith and has learned the closely guarded process of tempering iron into steel and crafting steel into incredibly durable tools. To craft steel weapons he will also need the Knowledge (Weapon Making) skill, and to craft steel armor he will need Knowledge (Armor Making). This Edge allows the character to create heavy armor (anything with a +3 or higher armor rating) and large bladed weapons (like greatswords) which require steel components.

Steel tools and items are incredibly durable and do not break, dull or tarnish under any but the most extreme circumstances. For this reason, they are highly valued, fetching twice the normal price for such items.

TOTEM ANIMAL

Requirements: Novice, Spirit d6+, Must have completed a Vision Quest

Your character is particularly attuned to one of their totem animals, gaining a rapport with that animal as well as taking on some of its characteristics.

Choose a type of animal from the ones presented in Table 2:5: Totem Animal Benefits. The character

TABLE 2;5 TOTEM ANIMAL BENEFITS

TOTEM	EFFECT:
Armadillo	-2 Pace, +1 Toughness
Badger/Wolverine	+2 to Intimidate
Bat	Dark Vision
Bear	+1 to opposed Strength and Grapple rolls
Bobcat	Ignore Pace penalties for Difficult Ground due to snow and ice
Cougar	+2 Persuasion for leadership purposes
Coyote	+2 to Trick rolls
Crow/Raven	+2 to Taunt and Knowledge (Law) rolls
Deer	+2 to Persuasion rolls made for diplomatic negotiations
Eagle	+2 to Spirit rolls
Elk	+2 to Vigor rolls against Fatigue
Fish/Dolphin	+2 to Swimming rolls
Fox	+2 Stealth
Frog/Toad	+2 to Soak rolls
Hare	Increase running die by 1 die type
Hawk	+2 to Knowledge (Religion) rolls
Horse	+2 to Riding
Lizard/Hummingbird	+2 to opposed Agility rolls
Mole	+2 to Notice while underground
Moose	+2 to resist Tests of Will
Mouse	+2 to Notice rolls to find hidden objects
Otter	+2 to Investigation
Owl	+2 to Notice rolls to find hidden creatures
Porcupine	-2 to rolls on the Fright table
Raccoon	+2 to Agility and Stealth rolls involving fine manipulation
Ram	+2 to rolls against Fear and Intimidation
Skunk	+2 to rolls initiating Tests of Will
Snake	+2 to Climb rolls
Spider/Beaver	+2 to Knowledge (Tool Making)
Squirrel/Monkey	+2 to Climb rolls
Turkey/Parrot	+2 to rolls on the Powwow table
Turtle	+2 to Survival
Wolf/Dog	+2 to assist others in Cooperative Rolls

gains a +2 bonus to Persuasion rolls made to interact with that animal. They also gain an additional bonus based on the animal totem chosen.

A character may take this Edge multiple times, choosing a new totem animal each time, but any overlapping bonuses are not cumulative.

COMBAT EDGES

ARMIGER

Requirements: Novice, Agility d6+, Strength d6+
The character is well trained at fighting in armor.
Reduce your armor's penalty to your Parry by 1.

BLIND FIGHTING

Requirements: Seasoned, Notice d6+

The character is trained to fight with little or no visibility. Halve all penalties (rounding down) to your character's Fighting rolls due to darkness, blindness or other forms of impaired visibility. For example, the -1 penalty for dim illumination is negated, and the -2 penalty for Darkness is reduced to -1.

CATLIKE REFLEXES

Requirements: Seasoned, Agility d8+, Fighting d8+, Notice d8+

The character is skilled enough to counter multiple attackers at once. When fighting multiple opponents, your enemies never gain any "gang up" bonuses against you.

HARRYING ATTACK

Requirements: Veteran, Agility d8+, Fighting d8+

This Edge is a running attack that allows your character to attack a foe as she moves past. If the character moves at least 2" before making an attack against an adjacent foe, she may then move away from the foe without incurring a free attack for leaving melee.

MARK OF THE WARRIOR

Requirements: Novice, Intimidate d4+, Knowledge (Religion) d4+

Your character has permanently marked themselves with the fearsome brand of the warrior, through permanent tattooing or ritual scarring. These marks cover the majority of the character's body, including their hands and face. These permanent marks act like war paint (see the Setting Rules chapter) by increasing the character's presence and ferocity in battle. The character gains a +2 bonus to Intimidation and Taunt rolls so long as these marks are visible. These bonuses do not stack with bonuses from songs, dances, war paint, or totem animals.

Being permanently branded as a warrior, the character will be treated as an Outsider (-2 Charisma) by those with the Pacifist Hindrance.

OKICHITAW

Requirements: Novice, Fighting d6+

Your hero is a master of unarmed combat who is never considered 'unarmed.' In addition, your unarmed attacks do Str+d4 damage.

IMPROVED OKICHITAW

Requirements: Seasoned, Fighting d8+, Strength d6+, Okichitaw

As Okichitaw, plus your character's unarmed attacks do Str+d6 damage.

PANTHERISH TWIST

Requirements: Seasoned, Agility d10+, Fighting d10+, Catlike Reflexes, Wildcard

The character is so hard to pin down that enemies trying to gang up on him may end up striking one-another in their attempts to land a blow on the elusive hero.

When your character's foes gang up on him, you may immediately spend a Bennie to make an opposed Agility roll with each of them that attacks you directly in the same round. Each foe beaten in the agility test misses your character completely and must roll their attack against another one of the ganged up assailants as the character twists their body out of the way at the last second before the blow falls.

POUNCE OF THE JAGUAR

Requirements: Seasoned, Agility d6+, Strength d8+

Your character can leap up to half their Pace (rounded down) to make a Fighting roll at +2 and gain a +4 bonus to damage. This leaves them vulnerable, giving them a -2 penalty to Parry until their next action. A pounce attack counts as a Wild Attack that does additional damage.

RAPID FIRE

Requirements: Seasoned, Shooting d10+ or Throwing d10+

Particularly skilled archers and knife throwers can loose a rapid barrage of projectiles, sacrificing finesse for raw speed. When a character takes this Edge, they must choose to apply it to Shooting or Throwing. A character with both Shooting and Throwing ranked at a d10 or better can take this Edge twice to apply its benefits to both Shooting and Throwing.

The character can make an extra Throwing or Shooting attack per round at a -2 penalty to all attack rolls. This attack must be taken at the same time as another Throwing or Shooting attack, though it may target any two foes within a 90 degree arc from the hero who are within range (Wild Cards roll two Skill dice and one Wild Die). The -2 penalty is subtracted from all attacks made that round.

WAR CRY

Requirements: Novice, Spirit d6+, Intimidation d4+

Anyone can give a good battle cry, but your character's can curdle the blood of his enemies and freeze them dead in their tracks.

Your character can make a free Intimidation roll once per battle while they are charging towards one or more foes. Instead of affecting a single opponent, a war cry can intimidate a number of opponents equal to half your Spirit die type. The opponents who are closest to the character emitting the war cry are affected first. In the event of a tie in distance, the player may choose which of the tied foes are affected.

WOLF PACK TACTICS

Requirements: Novice, Agility d8+, Smarts d6+

When ganging up on a foe, your character increases the gang-up bonus by an additional +1 (but still subject to the normal +4 maximum). She also automatically strike the foe's least-armored location when your character scores a raise on a Fighting roll while ganging up.

LEADERSHIP EDGES

BEAST WHISPERER

Requirements: Novice, Spirit d6+, Beast Master

The character is a master at communicating with animals. He may apply the benefits of their Leadership Edges to any animal allies he has.

POWER EDGES

ARCANE BACKGROUND

Requirements: Varies

The Arcane Background Edge is unchanged from the core rule book, only the specific Arcane Backgrounds are different. The following Arcane Backgrounds are available in *Totems of the Dead*: Alchemy, Blood Magic, Rune Casting, Sangoma, Seidr and Shamanism. These Arcane Backgrounds and their associated powers are described in Chapter Four: Magic and Sorcery.

NEW POWER

Requirements: Novice, Arcane Background

A character with the Arcane Background Edge may learn a new power by choosing this Edge. The character must fulfill the spell's rank requirements. Refer to the character's Arcane Background for other restrictions on what spells she may learn. This Edge

may be taken more than once, selecting a different spell each time.

PACT

Requirements: Novice, Arcane Background, Animism or Spellcasting d6+

The character has entered into a long-term pact with a supernatural entity, whether it is a dead sorcerer's ghost, a god, a demon, a Manitou spirit or some other magic wielding entity (chosen by the GM). This entity becomes your Master (as the Blood Magic trait), and can aid you when it wishes. Your character may spend an action to invoke their pact and establish telepathic communication with this entity. The telepathic link lasts until canceled, whether by the character or the pact entity, or until the character becomes shaken, wounded or unconscious. This Edge does not compel the entity to give your character information or other aid unwillingly, though it does allow the caster and the entity to cast powers on one-another as though through a sorcerous link (See the Sorcerous Link Edge later in this section for details).

RAPID RECOVERY

Requirements: Seasoned, Vigor d6+, Arcane Background

Some spell casters are better able to recover from the toll of wielding magic than others. This Edge reduces the time required to regain one Fatigue level lost to backlash to 15 minutes.

IMPROVED RAPID RECOVERY

Requirements: Veteran, Rapid Recovery

The character regains one Fatigue level lost to backlash every 5 minutes.

RITUAL SACRIFICE

Requirements: Novice, Arcane Background

The character can perform the ritual sacrifice of a single living thing to gain a bonus equal to half the victim's Spirit die to the arcane skill roll of a subsequently cast power. Performing a Ritual Sacrifice requires the character to spend a full round without moving or taking other actions to perform a Finishing Move. The casting of the power meant to receive this bonus must begin the round after the sacrifice has been completed. This bonus only applies to a single sacrifice made immediately before casting the power.

If the victim was unwilling and did not have a Smarts die type followed by an '(A)' (animal level intelligence), then the caster must make a Corruption Test. This test is in addition to any Corruption Tests the spell might normally require.

IMPROVED RITUAL SACRIFICE

Requirements: Seasoned, Ritual Sacrifice

Like Ritual Sacrifice, only the character may sacrifice multiple victims. The bonus gained is equal to half the highest victim's Spirit die, with an additional +1 bonus per victim with a Spirit die that is either equal or 1 die lower. These sacrifices can be made consecutively, or all at once by assistants aiding the casting of the power in a cooperative roll. The casting of the power meant to receive this bonus must begin the round after the last sacrifice has been completed.

The caster must make a separate Corruption Test for every unwilling victim that did not have a Smarts die type followed by an '(A)' (animal level intelligence).

SORCEROUS LINK

Requirements: Veteran, Arcane Background (any except Alchemy or Rune Casting)

The character can use a treasured personal item or body part (such as hair or nail clippings) of his victims to cast powers on them even when they are out of the spell's range. So long as the item or body part lies within the spell's range, the caster may target the owner with the spell as if the owner were present in the item's or body part's location.

STRONG CASTER

Requirements: Seasoned, Arcane Background, Smarts d8+, Arcane Skill d6+, Knowledge (Occult) d8+

The character reduces the initial Casting Modifier of all spells by 1, to a minimum of zero.

IMPROVED STRONG CASTER

Requirements: Heroic, Strong Caster

As above, but the Casting Modifier is reduced by 2, to a minimum of zero.

PROFESSIONAL EDGES

GUARDIAN

Requirements: Novice, Agility d8+, Fighting d6+, Notice d6+

Guardians typically include bodyguards and retainers, but may also be anyone devoted to protecting a specific individual. Guardians specialize in shielding their charge with their own bodies, throwing themselves in front of attacks meant for another.

As long as the character remains within 1" of the person under her protection, any attack aimed at her

ward is automatically rolled against the guardian instead. The character receives a Bennie each time she suffers a wound from such an attack during an encounter. If the guardian soaks the wound, she does not gain the Bennie. A guardian may spend an action to switch which person she is protecting or may stop protecting a target as a free action.

HERBALIST

Requirements: Novice, Smarts d8+, Healing d6+, Knowledge (Herbalism) d8+

Herbalists are wizened apothecaries who know the secret properties inherent in every berry, root and herb.

The character gains a +2 bonus on Knowledge (Herbalism) rolls as well as Survival and Notice rolls made specifically to forage for herbs.

MARINER

Requirements: Novice, Agility d6+, Fighting d6+, Spirit d6+, Boating d8+

Mariners include professional pirates, sailors and navy personnel.

The character gains a +2 bonus to Boating rolls as well as Climbing rolls made onboard a ship and Survival rolls made at sea, on an island or in a coastal area.

MERCENARY

Requirements: Novice, Spirit d6+, Strength d6+, Vigor d6+, Fighting d8+

Mercenaries are skilled sell-swords who make their battle prowess available to anyone with enough coin.

The character gains a +2 bonus to Spirit rolls against fear effects as well as Persuasion and Streetwise rolls made to find and negotiate mercenary work.

MERCHANT

Requirements: Novice, Smarts d8+, Knowledge (Trading) d8+, Persuasion d8+,

The cities of the Untamed Lands are home to bustling marketplaces where merchants peddle their wares. Everything from jewelry, silk and jade to quetzal feathers is bought and sold wherever there is a profit to be had. The character gains a +2 bonus to Persuasion and Knowledge (Trading) rolls, as well as a +2 bonus to Notice rolls made to assess the quality of goods. Characters with this Edge may use Knowledge (Trading) in place of Persuasion when bartering.

PERFORMER

Requirements: Novice, Charisma 0+, Persuasion d8+

The words of a talented storyteller, singer, or skald can placate, inspire or rouse the common folk to rebellion and lay low the greatest of chieftains and kings.

Performers can use their music to inspire, allowing them to use Persuasion to aid others as per a cooperative action for any skill roll that does not require silence or subtlety (such as Stealth).

A traveling performer can earn room and board for his performances. A successful skill roll and a few hours spent to perform a "set" earns food, drink and shelter for one night. On a raise the performer may be presented with a gift or provided room and board for up to a week (though more performances may be expected if they stay).

SKINWALKER MASTERY EDGES

Skinwalker mastery refers to a series of Edges which increase the power and versatility of a skinwalker's beast form. For every rank a character has achieved they receive one "beast point" and will receive one additional "beast point" for every new rank they achieve. Beast points may be spent on the items found under the different Mastery Edges. A skinwalker character may only ever have one Mastery Edge.

CUNNING BEAST (MASTERY EDGE)

Requirements: Novice, Smarts d8+, Skinwalker

The skinwalker's beast form is enhanced in terms of its cunning, and intelligence. The skinwalker is particularly more crafty than others of their kind. A beast point may be spent on the following.

- Increase Agility a step while in beast form.
- Add +2 to all Smarts tricks and +2 resistance to Smarts tricks while in beast form. (may only be taken once)
- Increase Pace by +2 while in beast form.
- Increase Tracking die type a step while in beast form.
- Increase the difficulty to hit the beast form with ranged attacks by 1. (may only be taken twice)
- Increase Parry by +1 while in beast form (may only be taken twice)
- Gain +2 to Notice rolls with a particular sense while in beast form. (may only be taken once per sense)
- Increase Stealth a step while in beast form.
- Gain the Edge "Level Headed" while in beast form. If you already possess Level

Headed, gain "Improved Level Headed" while in beast form.

- Gain the "Catlike Reflexes" Edge while in beast form.

HARDY BEAST (MASTERY EDGE)

Requirements: Novice, Vigor d8+ in beast form, Skinwalker

The skinwalker's beast form is incredibly tough, able to shrug off and recover from hardships which would fell lesser creatures. A beast point may be spent on the following.

- Increase Vigor a step while in beast form.
- Gain +2 Armor while in beast form. (may only be taken once)
- Gain the Edge "Combat Reflexes" while in beast form.
- Gain the Edge "Hard to Kill" (or Improved Hard to Kill if Hard to Kill is already possessed) while in beast form.
- Gain the "Hardy" special ability while in beast form. (may only be taken at Veteran or above rank)
- Become Immune to Poison while in beast form.
- Become Immune to Disease while in beast form.
- Gain the Quick Healer Edge while in beast form.
- Gain +2 to resistance rolls against all weather conditions (heat, extreme cold) while in beast form.
- Increase Survival by a step while in beast form.

MYSTIC BEAST (MASTERY EDGE)

Requirements: Novice, Spirit d8+, Skinwalker

Those skinwalkers who possess the mystic beast mastery Edge show a greater acumen for the hidden world and may use their powers while in beast form. Many of skinwalkers with Arcane Backgrounds tend to possess this beast mastery Edge, though it is not required.

- Gain the use of the power "Detect Arcana" while in beast form, using your spirit die for casting roll.
- Gain the "Arcane Resistance" Edge while in beast form, if you already possess Arcane Resistance, gain improved Arcane Resistance while in beast form.
- Gain the "Elan" Edge while in beast form.
- Gain the "Beast Master" Edge, this applies in both human and beast form.

- Gain the use of the power “Environmental Protection” while in beast form, using your spirit die for casting rolls.
- Reduce the difficulty of all arcane skill rolls by 1 while in beast form. (may only be taken once)
- Gain +1 to corruption tests while in beast form. (may only be taken once)
- Force enemies to make a Fear check when first seeing you in beast form. This may be taken an additional time to inflict -2 on your enemies’ Fear check.
- Gain use of the Light/Obscure power while in beast form, using Spirit as your casting die.

POWERFUL BEAST (MASTERY EDGE)

Requirements: Novice, Strength d8+ in beast form, Skinwalker (Predators only)

The skinwalker’s beast form is particularly powerful and strong, almost unstoppable in terms of raw fury. A beast point may be spent on the following.

- Increase Strength a step while in beast form.
- Increase the damage dice of any natural weapon a step while in beast form. (may only be done twice)
- Gain a combat Edge the character does not normally possess, while in beast form. (should the character purchase the same combat Edge for their human form later, they may choose a new Edge for their beast form.)
- Gain the “Brawny” Edge while in beast form.
- Add +2 AP to the natural weapons of the beast form (may only be taken once)
- Increase Intimidation a step while in beast form.

SOCIAL EDGES

POLYGLOT

Requirements: Novice, Smarts d6+

Your character has a strong knack for languages. When he encounters a new language, he may make a Smarts roll to pick up the language after a few hours of exposure to the language in conversation. On a success, he learns enough of the language to get by. On a raise he becomes fluent.

PROTECTED

Requirements: Novice, Charisma 0+ and either Young, Elderly or Attractive.

Whether due to extreme young or old age—or perhaps great beauty—others feel a compulsive need to protect your character from harm.

When the character is attacked, he may spend a Bennie to cause a willing adjacent ally to switch places with him and suffer the attack in his place. Should that ally suffer a wound, the ally gains a Bennie. No Bennies are awarded if the ally soaks the wound.

WEIRD EDGES

ANIMAL LORD

Requirements: Veteran, Spirit d8+, Beast Master

On a successful Persuasion roll, your character can communicate with any given animal she has encountered sufficiently to ask it to do a single task before going on its way. Examples include fetching an item, delivering a message or bucking a rider. Animals will refuse commands that are suicidal or will cause them certain harm. Commands that require the animal to take a smaller risk or require it to betray a mate or good human caretaker may require a raise on the Persuasion roll to work. Animals who share a special bond with another character, such as a beast master’s companion or a wizard’s familiar, are immune to this ability.

RAPID SHAPE CHANGE

Requirements: Veteran, Spirit d6+, Ability to Shape Change

The character can change between her human and animal forms once per round as a free action.

SEER

Requirements: Novice, Spirit d8+

Seers are those gifted with the ability to see into the future through various forms of meditation or ritual. The character can cast the divination and greater divination powers using Spirit as his arcane skill.

LEGENDARY EDGES

LEGENDARY CHAMPION

Requirements: Legendary, Strength d8+, Fighting d12+1 or more

When all seems lost, you are the best last hope.

Increase your character’s damage against other Wild Cards by +2. Once per encounter, when your character and her allies are all out of Bennies, the champion may gain a Bennie. At the beginning of her turn, a character with the Legendary Champion Edge may spend a Bennie to negate all Fear, Fatigue and Shaken effects he or she is currently suffering.

LEGENDARY DEFENDER

Requirements: Legendary, Vigor d10+, Parry 9+, Guardian

Your character is the ultimate vanguard and protector of his allies, able to withstand almost any punishment and fated to endure many hardships.

The character gains a +2 bonus to soak rolls. He may make a free Fighting attack against any foe within his weapon's reach that makes an attack, including the casting of offensive spells or powers, that does not include the legendary defender as a target. This preemptive attack is resolved before the foe's attack that triggered it.

LEGENDARY MENTOR

Requirements: Legendary, Smarts d10+, Knowledge (Any) d10+

Rather than seeking greatness herself, the character's destiny is to bring out greatness in others.

The character must select at least one allied character of lower rank as a student. The mentor may select a total number of students of up to half her Smarts. When the mentor assists a student through a cooperative action using a skill they possess at d8 or higher, the mentor gains a +4 bonus to the cooperative roll. Should the cooperative roll bonus provided by the mentor allow the student to succeed where the student would otherwise have failed, the mentor gains a Bennie.

LEGENDARY ORACLE

Requirements: Legendary, Spirit d10+, Ability to cast Divination and Greater Divination

The character has gained great insight into the possible future.

Each time a significant event that your character predicted comes to pass in their presence, the oracle gains a Bennie.

The oracle may spend a Bennie on behalf of another character to help that character bring about or avert a fate that the oracle has foreseen for that character. In order to do this, the oracle must be able to perceive the character at the time of the event.

LEGENDARY SHADOW

Requirements: Legendary, Intimidate d8+, At least one of the following flaws: Arrogant, Bloodthirsty, Greedy, Mean, Vengeful or Wanted.

Your hero has become the quintessential antihero. She is both respected and feared, but few are sure if she can truly be trusted.

The character can use the Fear creature trait once per encounter as an action. She can designate any number of allies automatically immune to this effect.

Once per encounter, the character may gain a Bennie when an enemy Wild Card or an Ally with the Legendary Champion Edge spends one.

LEGENDARY SHAPESHIFTER

Requirements: Legendary, Agility d8+, Spirit d8+, Ability to Shape Change

As an action, your hero can use their Shape Change ability at will. He can take any animal form the Shape Change power would normally allow without requiring any rolls to be made or points to be spent. If he uses this ability to mimic an individual person or animal, he gains a +4 bonus to Persuasion rolls to perform a convincing impersonation.

A Legendary Shapeshifter with the Rapid Shape Change Edge can use both Edges at the same time, instantly taking any form allowed by the Shape Change power without the need for any rolls.

LEGENDARY TRICKSTER

Requirements: Legendary, Agility d8+, Smarts d10+, Charisma 2+, Persuasion d10+, Stealth d10+, Dirty Fighting

Your character is an agent of chaos who embodies the mischievous trickster archetype.

Your character may spend an action and a Bennie to apply his Charisma modifier as either a bonus or a penalty to another character's skill or ability roll. A successful Stealth roll (opposed by Notice rolls from onlookers) ensures that nobody suspects the trickster's involvement. Once per encounter, the character may steal a Bennie from another Wild Card whose skill or ability roll he has influenced in this way.

TABLE 2:6 PLAYER RACE AND CULTURE SUMMARY

RACE/CULTURE	TRAITS
Amizani	Bonus Edge, Illiterate, Boating d4, Swimming d4, Semiaquatic
Arctic Tribesman	Bonus Edge, Illiterate, d6 Survival, +4 Vigor vs. cold effects
Atlantean Outcast	Bonus Edge, Outsider, d6 in either A, St or V
Bantanu (Zandi)	Bonus Edge, Quick Draw, Weapon Making d6, either Code of Honor or Bloodthirsty
Bantanu (Khokai)	Bonus Edge, Scholar, Knowledge (any) d6, Curious
Bantanu (Ngonai)	Bonus Edge, Extra Language, Persuasion d6, Intimidation d6, either Overconfident or Greedy
Buffalo Plains Tribesman	Bonus Edge, Illiterate, d8 running die, d6 in Riding or Tracking
Desert Tribesman	Bonus Edge, Illiterate, Survival d6, +4 Vigor vs. heat effects
Eagle Coast Tribesman	Bonus Edge, Illiterate, Boating d4, Swimming d4, Semiaquatic
Eastern Woodlands Tribesman	Bonus Edge, Illiterate, Woodsman Edge
Feral Ones	Berserk, Illiterate, Keen Senses, Outsider, d6 Tracking, d6 Survival
Grandfather Mts. Tribesman	Bonus Edge, Illiterate, Climbing d6, +2 to balance related Agility rolls.
Half-Breed Outcast	Bonus Edge, Illiterate, Outsider, Strong Willed, d6 in Stealth or Survival.
Ruskar Independent	Bonus Edge, Outsider, +1 Bravery, +2 Vigor vs. cold effects and poison
Shenese	Bonus Edge, Honor or Outsider, d6 in any two Knowledge skills or Healing
Skadian	Bonus Edge, Illiterate, Boating d6, +4 Vigor vs. cold effects
Southern Empire Citizen	Bonus Edge, +4 Vigor vs. heat effects
Spirit Plateau Tribesman	Bonus Edge, Illiterate, Climbing d6, +2 to balance related Agility rolls.
Skinwalker	Illiterate, Keen Senses, Talisman, Shapechanger (pick one animal form)

TABLE 2:7 NEW EDGES SUMMARY

EDGE	REQUIREMENTS	EFFECTS
Improved Alertness	N, Alertness	+1 Tracking, & poison detection
Animal Lord	V, Sp d8, Beast Master	Use Persuasion to get animals to perform specific tasks for you.
Armiger	N, A d6, St d6	Reduce the Parry penalty for armor by 1.
Beast Whisperer	N, Sp d6, Beast Master	Your Leadership Edges affect your animal companions.
Blind Fighting	S, Notice d6	Halve penalties due to poor visibility.
Blood Brothers	N, both must have Edge	+2 vs. Fear Effects, Can spend Bennies for Blood Brother
Blood Memory	N, S d6	+4 to Common Knowledge rolls
Catlike Reflexes	S, A d8, Fighting d8, Notice d8	Negates foes gang up bonuses.
Cunning Beast	N, Sm d8, Skinwalker	Choose a new benefit each rank.
Ghost Step	S, Stealth d8, Survival d6	Cannot be tracked.
Guardian	N, A d8, Fighting d6, Notice d6	Intercept attacks meant for your ward.

TABLE 2:7 CONT.

Hardy Beast	N, V d8, Skinwalker	Choose a new benefit each rank.
Harrying Attack	V, A d8, Fighting d8	Make attacks while moving.
Herbalist	N, Sm d8, Healing d6, Knowledge (Herbalism) d8	+2 to Knowledge (Herbalism) and Survival/Notice rolls to find herbs.
Mark of the Warrior	N, Intimidate d4, Knowledge (religion) d4	+2 Intimidation and Taunt
Mystic Beast	N, Sp d8, Skinwalker	Choose a new benefit each rank.
Okichitaw	N, Fighting d6	Fists considered armed and do d4+Str damage.
Improved Okichitaw	S, St d6, Fighting d8, Okichitaw	Increase unarmed damage to d6+Str
Pact	N, Arcane Background, Knowledge (Occult) d4	Gain a supernatural entity as master
Pantherish Twist	S, A d10, Fight d10, Catlike Reflexes	Foes ganging up risk striking their allies.
Powerful Beast	N, St d8, Skinwalker (any Predator)	Choose a new benefit each rank.
Pounce of the Jaguar	S, A d6, St d8	Increase Wild Attack damage to +4 when leaping.
Rapid Fire	S, Shooting or Throwing d10	Make an extra Throwing or Shooting attack per round at a -2 penalty to all attack rolls.
Rapid Recovery	S, V d6, Arcane Background	Recover Fatigue from Backlash in 15 min.
Improved Rapid Recovery	V, Rapid Recovery	Recover Fatigue from Backlash in 5 min.
Ritual Sacrifice	N, Arcane Background	Make a sacrifice to gain a bonus on a subsequently cast power.
Improved Ritual Sacrifice	S, Ritual Sacrifice	Gain bonuses from multiple sacrifices.
Mariner	N, A d6, Sp d6, Boating d8, Fighting d6	+2 to Boating and Climbing/Survival while at sea.
Mercenary	N, Sp d6, St d6, V d6, Fighting d8	+2 to Spirit vs. fear & Persuasion/Streetwise
Merchant	N, Sm d8, Knowledge (Trading) d8, Persuasion d8	+2 Persuasion & Knowledge (Trading), +2 Notice to assess quality of goods.
Performer	N, Charisma 0+, Persuasion d8	Use Persuasion to assist in cooperative rolls.
Polyglot	N, Sm d6	Pick up new languages faster.
Protected	N, Charisma 0 and Young, Elderly or Attractive	Spend a Bennie for a willing ally to take an attack for you.
Rapid Shape Change	V, Sp d6, Shape Change ability	Change shape as a free action.
Secret of Steel	N, Sm d6	Craft steel armor, tools and weapons.
Seer	N, Sp d8	Gain divination and greater divination using Spirit as an Arcane Skill.
Sorcerous Link	V, Arcane Background	Use target's personal effects to cast powers on them at any range.
Strong Caster	S, Arcane Background, Sm d8, Arcane Skill d6, Knowledge (Occult) d8	Reduce casting modifier of spells by 1.

TABLE 2:7 CONT.

Improved Strong Caster	H, Strong Caster	Reduce casting modifier of spells by 2.
Totem Animal	N, Sp d6, Vision Quest	Varies by totem
War Cry	N, Sp d6, Intimidation d4	Intimidate foes with a battle cry.
Wolf Pack Tactics	N, A d8, Sm d6	+1 Gang-up bonus & hit least armored location on a Raise.
Legendary Champion	L, St d8, Fighting d12+1	+2 damage vs. wildcards, +1 Bennie when allies' Bennies are spent, Spend a Bennie to negate all Fear, Fatigue and Shaken effects.
Legendary Defender	L, V d10, Parry 9, Guardian	+2 soak, Free Fighting attack against adjacent enemy who attacks someone else.
Legendary Mentor	L, Sm d10, Knowledge (any) d10	+4 to rolls for cooperative actions w a student. Gain a Bennie if you cause the student to succeed.
Legendary Oracle	L, Spirit d10, Divination, Greater Divination	Gain a Bennie when you witness one of your predictions come to pass. Spend a Bennie to help another character bring about or aver their predicted fate.
Legendary Shadow	L, Intimidate d8 and either Arrogant, Bloodthirsty, Greedy, Mean, Vengeful, or Wanted	Fear trait, Once per Encounter gain a Bennie when someone with the Legendary Champion Edge spends one.
Legendary Shapeshifter	L, A d8, Sp d8, Shape Change ability	Shape Change at will.
Legendary Trickster	L, A d8, Sm d10, Charisma +2, Persuasion d10, Stealth d10, Dirty Fighting	Spend an action & a Bennie to apply Charisma as a bonus or penalty to another character's skill roll. Once per encounter, steal a Bennie from a Wildcard affected this way.

