

Ironsilk Kingdom

a 24-hour Savage Setting
by Aaron Stone



This setting is intended for use with the Savage Worlds Explorer's Edition roleplaying game by Pinnacle Entertainment Group. Check out their website at www.penguin.com

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Ironsilk Kingdom

Ironsilk Kingdom is a medieval martial arts setting full of mystery, drama, adventure, and mystical secrets. Here you can play an honorable samurai warrior, a stealthy ninja saboteur, or a philosopher who has discovered hidden powers through the martial arts. You can channel the powers of a ghost, tap into the hidden energies of universal harmony, or command an army of plantwalkers. As you travel the land, you can be involved in political struggle, covert rebellion, duels of honor, or open warfare.

The Kingdom

Ironsilk Kingdom is a large and long-lived country. As its name suggests, it is a place of strength, beauty, and deep-seated tensions. Ruled by the mighty Iron King and the wise Silk Queen, the kingdom unifies five races against all outsiders. It is an orderly society with a strict class system and a devotion to honor. Yet often people with good hearts find themselves in conflict.

A Rule of Iron

The Iron King and the Silk Queen rule with a heavy hand. The citizens of the kingdom may not leave and must abide by strict rules. No one outside the warrior and noble classes is allowed to learn any form of martial arts, as these can lead to more potent powers that may be used against the crown. While learning and philosophy are respected, those who teach and study must be careful what they say publicly.

Hidden Unrest

While the kingdom has been unified for generations, not everyone is content. With the widespread use of plantwalkers to provide food, the peasant class is without its traditional work. Most are being pressed into work as servants for nobles. Others have no work at all. The Maying accepted the authority of the Iron King only after losing a war, and they still chafe at the dishonor of their defeat and treatment as second-class citizens. Those who practice forbidden martial or mystical arts are persecuted and must keep their talents secret. The kingdom threatens to erupt.

External Pressure

Few within the bounds of the kingdom know what lies beyond the Wall of Majesty or the Eternal Mountains, but recent news suggests that all is not peaceful. The guards of the Jade Gate, that leads through the wall to the Unknown Lands, have faced attacks by unknown enemies.

Characters

Making a character for an *Ironsilk Kingdom* campaign follows the standard Savage Worlds rules. The notes below will provide some specific information for the setting.

Concepts

Freed Plantwalker – You are a walking plant, set free by a plantcrafter to live your own life. The nobles will likely try to return you to mindless service.

Ghostspeaker – You have become attuned to the Ghost Plains, which provides you with amazing powers.

Ghost Hunter – You have dedicated yourself to banishing dangerous ghosts, either through combat or mystic means. Some people will pay for this service, though many who are threatened by evil ghosts have little to offer.

Martial Artist – You practice the forbidden arts, either as a way to oppose the unjust rule of the Iron King and Silk Queen or as your way of discovering truth. Whatever your motivation, you must keep your abilities secret.

Noble – Although many aristocrats are content to enjoy their position of power or engage in political struggles with each other, some choose to seek where they can join in doing good for common folk.

Philosopher – You seek to understand the mysteries of life, which may lead you to explore powers that are forbidden by the Iron King. Your search for what is best often leads you to help those in need.

Plantcrafter – You know the ways of growing plants into useful technology like plantwalkers. Some crafters use this knowledge to set plantwalkers free.

Renegade Peasant – Unsatisfied with having lost your traditional role as a farmer or fisherman, you have thrown off the restrictions of your class to live in rebellion. You may openly work as an outlaw or revolutionary, or simply seek to make a life without being constrained by the rules of the society.

Saboteur – Using disguise, stealth, and misdirection, you undertake secret missions to thwart powerful nobles and wealthy merchants. You may offer your services for hire or work for a cause such as bringing justice to the oppressed.

Unbound Warrior – While a member of the warrior class and a keeper of its Code, you have no Lord or Lady to serve. You are thus free to wander, seeking what good you can do and possibly serving as a mercenary when needed.

Races

Drunn

The Drunn are a somewhat rare sight in the kingdom. These large humanoids have dark, leathery skin and a playful attitude. Because they reproduce in low numbers and seldom seem to take matters seriously, they are not seen as a threat by the kingdom. While most are considered peasants, the aristocrats, recognizing their potential power in combat, have elevated some Drunn to warrior status.

Big: Drunn average nearly 8 feet in height. They have Size +1 (and Toughness +1).

Jokers: Drunn have a fascination with humor. They might prefer puns, jokes, or practical jokes, but they indulge this all the time. Eventually they do it too much or at the wrong time, so they experience a -1 Charisma.

Might: Drunn begin with a d6 in Strength.

Oversized: The huge hands of Drunn are poorly suited to fine work. They have a -2 penalty to Repair rolls or anything else fine (such as calligraphy).

Humans

Humans are socially dominant in the kingdom (and numerically dominant in the central regions). Most humans in this area have skin that ranges from golden to light brown, though a few have a more ruddy complexion.

Versatile: Human characters begin the game with a free Edge.

Ixni

The brightly-colored Ixni are an intelligent insectisoid race. Despite their alien nature, the organized and honorable Ixni hold a position of power second only to Humans in the kingdom. Some scholars believe that the alliance with the Ixni is what first allowed the establishment of the kingdom.

Breathtaking: The brightly-colored and widely varying carapaces of Ixni are a delight to see, granting them +2 Charisma.

Bright: Unfortunately, their bright coloration makes it difficult for them to hide. Ixni suffer a -2 to Stealth attempts to remain unseen.

Carapace: The tough outer skin of an Ixni grants +1 Toughness.

Cold-sensitive: Ixni are used to warm environments. Their bodies tend to shut down in cold conditions. They suffer a -4 to resist cold environmental conditions.

Maying

The Maying are a diminutive and fierce race that had to be forced to acknowledge the rule of the kingdom. Today some accept their place in the kingdom, but many still resent it. Their hairy, agile bodies have led some humans to dub them “monkeys,” a nickname they despise.

Oppressed Race: Maying are still seen by most in the kingdom as the subdued enemy, either untrustworthy or undeserving of respect. They have the Outsider Hindrance.

Proud: Maying will tolerate no insult. They have the Vengeful (Minor) Hindrance. (Individuals may raise this to the Major level by taking it as an additional Minor Hindrance.)

Prehensile Feet: Their remarkable balance and ability to grasp with their toes allows Maying to take one extra non-movement action per round with no multi-action penalty.

Dextrous: Maying begin with a d6 in Agility.

Plantwalkers

Long ago, the Ixni discovered the secret (since shared with other races) of growing plants into specific forms and imbuing them with mobility and even independent action. Plantwalkers are humanoid plants given independence by this secret technique. The vast majority of Plantwalkers are programmed slaves with no free will, but a secret movement is dedicated to setting them free.

Weather Adapted: Plantwalkers are used to enduring all manner of climate and have a +4 to resist environmental conditions.

Escaped Servants: The kingdom will try to restore plantwalkers to their slave state, if possible. However, no one considers this an urgent matter. This is the Minor version of the Wanted Hindrance.

Sun-Dependent: For every five days without extended, direct sunlight, a Plantwalker suffers a Fatigue level. Three hours of direct sun will restore this.

Bark: The tough bark of a Plantwalker provides 2 points of natural armor.

Skills

Only a few modifications to the basic Skills are necessary:

Driving is used to guide willowagons. **Piloting** is not used.

Appropriate Knowledge specialties: Armorsmithing, Battle, Calligraphy, Etiquette, Ghosts, Philosophy, Plantcrafting, Politics, Weapons

Hindrances

Code of Honor is a particularly common Hindrance. Note that different groups may have different Codes, which certainly may come into conflict. Note also that villains and other adversaries may pretend to follow an appropriate Code when it suits them.

Sample Codes of Honor		
<i>Warrior's Code</i> Your weapon is your soul: never leave it behind or treat it with dishonor. Obey your Lady or Lord and always keep your word once given. Defend those who are forbidden to defend themselves. Never show fear.	<i>Philosopher's Code</i> Welcome all who seek to learn the truth. Share freely what you have learned. Do not allow falsehood to go unchallenged. Protect wisdom wherever it is found.	<i>Noble's Code</i> Protect those who serve you. Keep your vow if you make it. Serve the Iron King and the Silk Queen above all. Preserve the honor of your line.

New Hindrances

Chaff (Minor)

You are an outlaw, an exile, a foreigner, or someone else who has no social standing within the kingdom. As someone who is beneath even peasants, you suffer a -2 Charisma. However, unlike peasants, nothing particularly is expected of you. While you have no "rights," you also have no obligations. No one would ordinarily give you orders (since you couldn't be trusted to carry them out).

Peasant (Minor or Major)

You belong to the peasant class. You are generally beneath notice from everyone of any other class and have -2 Charisma as a result. People of higher social classes give you orders and expect them to be obeyed. (Warriors and Nobles have the right to punish you for disobedience.) For the Major version, you have internalized the restrictions of

your class. You have a -2 to use any warrior-class weapon, and to disobey an order from a social superior you must make a Spirit roll.

Edges

These Edges are not used in this setting: Ace, Beast Bond, Beast Master, Champion, Holy/Unholy Warrior, McGyver, Mentalist, Mr. Fix It, Rock and Roll!, Wizard.

The only Arcane Backgrounds available are Ghostspeaker and Harmony. Both are described in the Mystic Powers chapter.

Background Edges

Noble

As book, but note that this means you belong to the noble class, with its attendant benefits. See the Setting Notes chapter for more details.

Warrior

Requirements: Novice

You are a member of the warrior social class. You may own, carry, and use any weapons and armor without penalty. You may engage in duels and warfare, and may pursue martial studies of any type.

Combat Edges

Skyfighting

Requirements: Veteran, Agility d8+, Fighting d10+

You know the secret of making superhuman leaps in order to fight in the air. If two (or more) opponents who are Skyfighters enter a battle, non-Skyfighters can intervene only with mystical powers or ranged weapons; their leaps isolate them from ground-based melee fighters. When fighting those trapped on the ground, a Skyfighter may leap as movement for the round up to 10" away with an Agility roll. Failure means the Skyfighter falls prone and allows any adjacent enemies a free attack.

Professional Edges

Disguise

Requirements: Novice, Smarts d6+, Stealth d8+

You can disguise yourself with a Stealth roll to seem like someone else. Anyone scrutinizing you gets a Notice roll to detect the deception, at -2 if you got a Raise.

Gentle Path

Requirements: Novice, Pacifist, Persuasion d6+

Out of combat, you get a +2 to any Persuasion rolls to encourage peaceful solutions. In combat, you may as an action make a Persuasion roll against any combatant, opposed by Spirit. On a success, the target will not attack anyone again until attacked. (The target may still move, defend, and the like normally.) With a Raise, the target will no longer fight and may surrender or flee if appropriate.

Ghost Hunter

Requirements: Novice, Knowledge (Ghosts) d8+, Guts d8+

You have learned much about how to defeat Ghosts. You get a +2 on any Knowledge (Ghosts) test or any Investigation test involving Ghosts.

Master Ghost Hunter

Requirements: Seasoned, Ghost Hunter

You get +2 to damage rolls against any Ghost.

Philosopher

Requirements: Novice, Knowledge (Philosophy) d8+, Spirit d6+

You are recognized as a seeker of knowledge and a teacher. This puts you to some extent outside the normal social order. You get a +2 Charisma for interactions with people who respect your profession.

Weird Edges

Plantcrafter

Requirements: Novice, Knowledge (Plantcrafting) d8+

You know the secrets of plantcrafting. With a successful Knowledge (Plantcrafting) roll, you may give a servant plantwalker one command that it will carry out. The command must be unambiguous and no longer than ten words. "Kill all my enemies" will not work, as it requires discernment. "Kill every Drunn you see" will work. Note that the plantwalker carries out the command until completed, then forgets the command and resumes its standing orders. So in the case of "Kill every Drunn you see," the plantwalker will attempt to do so until it no longer sees any Drunn. Then it will resume its normal work and will not attack another Drunn it encounters.

Plantfreer

Requirements: Seasoned, Plantcrafter, Knowledge (Plantcrafting) d10+

You know how to free plantwalkers into full independence. To do so you must isolate the plantwalker so you can work on it privately. You may make a Knowledge (Plantcrafting) roll once per day. To complete the process you need a combination of five total successes and raises. A failure means only that the day's work is wasted, but a 1 on the Knowledge die means you must start over. A critical failure means this plantwalker can never achieve full independence.

Gear

Standard starting wealth is \$500.

The law of the land allows only those of warrior or noble status to own, use, or carry most weapons and armor. Degree of enforcement of this may vary widely depending on the exact circumstances, but a peasant or craftsman walking into a Lord's castle with chain mail and a katana is going to be in trouble.

Replace leather armor with bamboo armor (same stats) for better flavor. Otherwise, all the below items are as listed in the main rules:

Warrior Weapons and Armor

Bamboo, chain, plate armor

Small, medium, large shields

Katana, short sword, axe, battle axe, great axe, halberd, lance, pike, spear

Long bow, crossbow

Non-weapon weapons

These items work as weapons in combat but aren't considered "weapons" by the law:

Thresher (i.e. nunchaku) – use "flail" stats

Staff

Dagger

Throwing stars (treat as thrown knife)

Sling

Transportation

Walking and horseback are the most common modes of transport, though some people boat down rivers or on the sea. Plantcrafters have developed the willowagon, a conveyance that provides it's own power. Two branches grow up to the front seat and allow the drive to guide the vehicle. (Use horse & carriage stats.)

Setting Notes

Social Class

Within the kingdom, everyone falls within a distinct social class, as summarized here:

Social Classes (in descending order)	Outside normal social classes
King/Queen Nobles Warriors Merchants & Crafters Peasants Chaff	Philosophers / Teachers

The Iron King and Silk Queen are in a class by themselves.

Nobility includes all aristocrats, generically referred to as Lords and Ladies. Within this class there is a great range of status, with landed and titled aristocrats at the top, and lesser sons and daughters who serve as courtiers, priests, lawyers, and hangers-on down below. Nobles have the right to own and control peasants, to rule on cases requiring high justice, to conduct warfare, and pretty much to do anything the King and Queen will allow.

Warriors are allowed to carry and use weapons and armor and to be involved in warfare. Most warriors are sworn to serve a noble, but a few act independently, either serving as mercenaries or working for a cause.

Merchants and crafters have some independence in how they conduct their business. They all owe allegiance to whatever noble owns the lands they live on and must pay taxes, but they are not themselves owned. A merchant can travel within the kingdom freely and may relocate if desired.

Peasants are technically the property of their noble and go along with the land. Traditionally they worked almost exclusively as fishers and farmers, but now plantwalker servants have largely taken over this role. More and more peasants are

being pushed into the role of servants for nobles. In some cases they are being assigned to merchants and crafters as free labor.

Chaff refers to anyone who has lost all status (or never had it): criminals, foreigners, rebels, and most freed plantwalkers would fit into this group.

Those who are recognized as philosophers or teachers exist to some extent outside the status ranks. Their position is roughly equivalent to that of merchants and crafters in terms of how much deference they receive (and from whom), but they are considered to be outside the normal chain of influence. While a noble can still judge them, they are not normally taxed or subject to orders from warriors or nobles. Who exactly qualifies for this special position is a judgment call, however, so plenty of warriors and nobles still push philosophers around at will.

Religion

The kingdom only officially acknowledges one religion, which all citizens are nominally expected to follow. The religion is generally known as “the God Way.” It acknowledges a creator-God who is the source of all that is good. Small shrines to honor God are often found along waysides and in homes.

The religion is actually terribly fragmented into different sects and ways of thinking. Some groups hold that the creator is also the source of everything evil and that balance is necessary. Others emphasize how good transforms evil. A few have strange practices or teachings.

While some people take religion very seriously, for most people it is simply a background element of the culture. They may ask God for blessings or other aid, but they do not expect to receive obvious supernatural powers.

In many places other religions are still practiced. The Maying in particular have at least three other religions that still have a wide following among their people.

Some philosophers and teachers endorse the God Way while others choose some other religion or ignore it altogether. In cities and noble houses there are generally priests (who come from the ranks of lesser nobility). Among common people, religious leadership is usually either provided by a philosopher or simply a peasant or merchant class citizen who feels a calling to do such work.

Gender and Sexuality

The kingdom officially has strong views on gender roles and expects traditional gender roles to be embraced. Following after the Iron King, men are to be strong of body and mind, brave in the face of danger, willing to begin and finish any worthy task that lies in their path, and committed to honorable action to protect the weak. In the way of the Silk Queen, women are to be soft but strong, able to comfort and refresh, pure, willing to find the best way and follow it tirelessly.

This division does not explicitly place men higher than women (in the way that, say, nobles are above warriors), but it does tend to produce that outcome in practice. Particularly problematic is the standing of women in the warrior class. While their class permits them to use weapons, gender role expectations suggest that they should not do so. Some women have followed the path of the warrior and been honored for it, but any woman who tries to do the same may face negative reactions at times.

This insistence on traditional gender roles makes the kingdom extremely hostile to any form of homosexuality (including bisexuality, which is seen as no different than homosexuality) or transgender behavior.

All of the above reflects the official positions in the court and throughout most of the human-dominated parts of the kingdom. Elsewhere, other practices may prevail:

Plantwalkers are asexual and as such may frustrate those who wish to assign them a sex and a resulting gender role.

Maying are much more flexible about gender roles, having a long-standing tradition of both males and females in all roles. Individuals are expected to find what they are suited for and earn honor by doing it well. Homosexuality is less sanctioned than among the humans, although many Maying find it embarrassing and prefer that it be kept out of sight. Generally their view is that romance and sex should be kept private, though, so this creates a certain degree of tacit acceptance.

Drunn tend to accept the defined gender roles but are by far the most accepting of transgender behavior. They see the value of the strong “male” protector role and the compassionate “female” wisdom role, but are accepting of either sex choosing either role. Some of them periodically engage in cross-gender behavior out of playfulness or in an attempt at humor.

The Ixni have always been matriarchal, and as such have difficulty with the Human emphasis on the strong male in a position of power. While the Ixni Queen has acknowledged that the Iron King and Silk Queen have authority, no Ixni is fully comfortable with the idea of the Iron King as the true head of the kingdom. Additionally, the Ixni Queen is expected to behave bisexually, giving romantic and sexual favors to those nobles and warriors who serve her best. As a result, the Ixni have more fluid gender roles than Humans and are much more accepting of bisexuality. Homosexuality is seen as more unusual but is not particularly sanctioned.

Mystic Powers

Arcane Background (Ghostspeaker)

Arcane Skill: Ghostspeaking (Smarts)

Starting Power Points: 10

Starting Powers: 3

You have become attuned to the power of the Ghost Plains. Many people misunderstand this as somehow being possessed by a ghost or commanding ghosts to do your bidding. In actuality, you are focusing the same power that binds the ghosts and gives them power.

Ghostspeaking is never subtle. It's trappings can vary widely, but should always be visible, colorful, and memorable.

Available powers: Armor, Barrier, Beast Friend, Blast, Bolt, Burst, Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation, Entangle, Fear, Fly, Light, Puppet, Quickness, Smite, Speed, Stun, Telekinesis, Teleport, Zombie

Ghostcall: on any roll of 1 on the Ghostspeaking die, you have a chance of attracting a hostile ghost. Immediately make a Spirit roll as a free action. On a success, you have avoided notice. On a failure, a hostile ghost immediately appears and attacks. On a critical failure, you attract 1d4+1 hostile ghosts.

Arcane Background (Harmony)

Arcane Skill: Balance (Spirit)

Starting Power Points: 10

Starting Powers: 2

You have learned the secret of working with the natural energies of yourself and the universe. By guiding these energies you can ease the universe into a better form.

The power of Harmony is always subtle, and its trappings should be the same. A simple word, a gentle touch, perhaps a slight breeze is all that people observing should notice.

Available powers: Armor, Beast Friend, Boost/Lower Trait, Deflection, Detect/Conceal Arcana, Dispel, Entangle, Environmental Protection, Greater Healing, Healing, Invisibility, Light, Quickness, Shapechange, Smite, Speak Language, Speed, Stun

Disconnection: On any roll of 1 on the Balance die (regardless of the Wild Die), the character has become disconnected from the energies she usually manipulates. Her current power points drop to zero. After meditate for an hour to regain the connection, she regains the power points she had and can begin to regain spent points as usual.

If the GM rules that the character has done something disruptive to internal harmony, disconnection occurs in that case as well.

Mystic Powers in the Kingdom

Remember that mystic powers are interdicted by royal decree. Some nobles ignore this rule, counting on their status to protect them. Others simply try to keep their powers secret, or hope that using them for the cause of good will be counted in their favor.

Gazetteer

Banner Gate

In the west side of the Wall of Majesty lies Banner Gate, through which occasional trading caravans go to travel the Western Road toward other kingdoms.

Dragon Gate

This easternmost gate in the Wall of Majesty opens to the Sea Road. As its name suggests, this leads to the Great Sea. Fire Lord Tong advocates expanding the kingdom in that direction and ultimately building a fleet.

Eternal Mountains

These peaks bound the kingdom to the south. Few visit them, since the Ghost Plains must be crossed to reach them, but their beauty is inspirational. The difficulty of traversing them helps assure the kingdom that the untamed Drunn tribes who live beyond the mountains are unlikely to invade.

Fire Lord Tong

One of the closest advisors to the Iron King and Silk Queen, Tong is recognized as one of the greatest military minds in the kingdom.

Ghost Plains

In the south central part of the kingdom lie the famous Ghost Plains, a mysterious land said to be home of countless ghosts. A few brave adventurers come here on doomed quests for honor or fame.

Iron King Mizume

The current Iron King has held the throne for nearly twenty years. He is committed to keeping the kingdom secure and toward that end announced decrees prohibiting the study of martial or mystical arts.

Jade Gate

Located in the north of the Wall of Majesty, the Jade Gate leads only to the Unknown Lands, leaving many to wonder why it was ever constructed. Of late, the guards at this gate have faced mysterious attacks by unidentified enemies.

Queen Zezni

Zezni is absolute ruler of the Ixni. She has pledged her allegiance to the kingdom and serves the Iron King and Silk Queen, but some say she longs to once again be absolute monarch of her own people.

Silk Queen Isidiro

The Iron King's bride is fully his equal in intellect and devotion to the kingdom. The Silk Queen is dedicated to strengthening the culture of the kingdom, encouraging the arts, philosophy, and dutiful pursuit of honor.

Wall of Majesty

Surrounding nearly two-thirds of the kingdom (running from the west, across the northern border, and then to the east), the Wall of Majesty is an amazing feat of engineering and peasant labor. It stands to keep the kingdom safe from whatever threats might emerge from the Unknown Lands.

Gamemaster's Section

You know the drill: don't proceed unless you're running the game or really want the surprises spoiled for you.

Running Ironsilk

Tone

Ironsilk Kingdoms is designed to provide mystical martial arts adventure with fairly heavy drama, but it can easily be modified toward melodrama or just straight adventure.

Drama in this case comes from conflict and ambiguity. The more the characters have to choose between equally “good” choices, the more drama potential you have. The Plot Point campaign included tries to allow for many such dramatic choices. To build even more drama in, try to hook your characters in more than one way.

For example, if you have a warrior character who tries to follow the warrior’s Code of Honor, have that character’s Lord (to whom the character has sworn allegiance) be actively hurting someone powerless (whom the character is sworn to defend).

If you’re willing to go to this level of drama, you’ll have to give up on having absolute bad guys in every situation and be willing instead to follow where the characters lead. If you’re giving them ambiguous choices, then you have to let whatever they choose be the “right” choice until they choose otherwise. Your job is to provide them with obstacles whichever way they try to go, and to let them know how it turns out.

One of the advantages of this dramatic tone is that player failure becomes less of a disastrous outcome. If the players are fighting for the side they reluctantly picked over the other and lose, it’s not as bad as when the Forces of Vile Darkness win the day over the Champions of Good and Right.

To adjust the tone to something more melodramatic, simply take away ambiguity. Make one side clearly preferable to the other, even if the other side isn’t pure evil. To eliminate drama entirely, make the bad guys all bad and the good guys all good.

Fire Lord Tong is a key character for you to use in all of this. In a straight adventure or melodrama approach, he’s simply the villain. And even in the most ambiguous dramatic campaign, he’s the most villainous you’ll get. He’s motivated by personal ambition and is willing to give bad advice, mislead, and even betray to triumph.

The Campaign

Trying to maintain dramatic ambiguity makes it harder to lay out a linear campaign, but here is an overview of some key events the players will likely become involved in.

The Jade Gate

The most natural place to start the campaign (even if you want to run some isolated adventures first) is with the trouble at the Jade Gate. The PCs might be ordered to investigate by some authority, paid to do so by a wealthy merchant, or drawn by their various personal loyalties. At this point the crown is not yet ready to take major action over rumors of trouble.

Questioning the witnesses will make it clear that the attacks have been intended to harass rather than to kill or get through the gate. Appropriate skill rolls or clever lines of questioning will lead to the conclusion that these are saboteurs launching these attacks. The PCs can try to track the culprits down (which shouldn't be easy: these are ninja, remember) or wait for another attack and try to capture someone.

The attackers will not readily reveal information under pressure, but if the PCs have started to recognize that the goal is not to inflict harm, they may be able to get somewhere with a more gentle, "good cop" approach.

The attackers have simply been a diversion. The Wall has been breached with a tunnel about two miles to the west. An "underground railroad" of sorts is running people out of the kingdom while the attackers keep the guards focused on the gate.

For greater ambiguity, emphasize how the tunnel and the attacks undermine national security and how the fleeing citizens sap the kingdom's resources.

Maying saboteurs: 2 per hero

Drunn Harmonist: 1

Fire and Ice

The heroes should eventually backtrack the fleeing folks. They'll find that while a variety of people wish to flee the kingdom, most of them are coming from the province ruled by Fire Lord Tong, principal advisor to the Iron King and Silk Queen. While Peasants and Maying and those with forbidden practices are facing oppression everywhere, they have it especially hard in the Province of Fire. Tong is a ruthless enforcer, not tolerating any dissent. He readily locks up and kills philosophers who challenge his views of what is right.

The PCs are in no position this early to take on Tong directly, but they can (if they wish) help those fleeing and even undertake to rescue some political prisoners. Or they can begin gathering information to use in the future.

If they seek to talk to Tong to try to change his position, they won't succeed. Let a success on such a Persuasion attempt (assuming they can even get access to him) indicate that Tong thinks of them as sincere but harmless, so he pretends to go along without becoming suspicious. A failure means that he will mark the heroes as a potential problem.

Ambiguity here is limited, but Tong is correct in some of his security concerns: people are sneaking out of the country, there is a rebellious conspiracy among the Maying, and a covert group is trying to free the Plantwalkers.

The Monkey King

During their time in the Province of Fire, the heroes should learn that the Maying are indeed organizing a rebellion in the west. The PCs may head that way to learn more or to try to help or hinder the rebellion effort. If they prove themselves to be too dangerous to openly resist or seem trustworthy, they can get access to the current leader of the Maying (and the incipient rebellion), Chal. If they offer a threat, Chal will be dismissive. If they attempt to persuade Chal or offer to help him, he will want to test their commitment and abilities first. He has heard of a powerful artifact in the Ghost Plains that could help the cause, so he asks the PCs to retrieve it.

Before they can depart, though, a group of warriors who have learned of the rebellion attack. With the PCs help, the rebels should be able to win or at least assure that Chal can escape. (Or they can help the warriors capture him.)

Rebels: 5

Warriors: 1 per PC, plus 1

Ghost Riders

The quest for the artifact can and should be a challenge as the PCs face multiple ghosts and other strange denizens of the Ghost Plains. Eventually they should find their way to a lonely spire of rock with the artifact, a silver necklace, atop it. Climbing the spire would be difficult enough without the Ravenous Ghost defending it.

The necklace, when worn, makes one a great leader. (+2 Charisma, Leadership Edge of GM's choice.) It can be given to Chal to gain his trust or used elsewhere. But before the PCs can return it or do something else with it, they see a large cloud of dust.

Investigation reveals that a massive Ixni military force is on the move toward the Maying villages. The need must be urgent for them to traverse the Plains. They bear the standard of Queen Zezni, so their task must be official.

Getting information directly from the Ixni would be difficult, though maybe somebody with an appropriate Connection could pull it off. But it's obvious they have some kind of military design on Maying territory.

Battle for the West

The Ixni army has been raised to put down the Maying uprising. Tong is behind the whole thing, having manipulated Zezni into having to prove her loyalty with a show of force, and having suggested this as an ideal test. From Tong's point of view, this is a no-lose situation: whichever army wins will be weakened, and the other will lose.

The PCs could ignore the whole thing, fight on one side or the other, or try to put a stop to it. It is possible that using the necklace they could get to the Silk Queen and convince her that this is foolish. If they try this right away, they can reach the capital by the time the two armies engage. It will a total of three success and raises on Persuasion or Knowledge (Etiquette) or Knowledge (Politics) rolls to get to see the Silk Queen, and then a Persuasion roll to win the Queen over. For each roll the players spend, one round of battle takes place.

Seeds of Destruction

Tong's plan is to weaken the largest armies he has no control over while he builds an even better one. He has been working for years on a Plantwalker army, which he believes will have total loyalty. There are some problems with reliable order-giving, but

he remains hopeful that with them at his side and the forces he personally commands, he will soon be able to position himself to become Iron King.

After the battle between the Ixni and the Maying, the PCs should be in a position to figure out that Tong is behind it and discover his Plantwalker army. Stopping the army could be the work of stealthy sabotage (“Sir! The army is burning!”), open warfare, or politics.

For greater ambiguity, introduce a threat from the Unknown Lands at some point. The players will have to decide whether they wish to risk allying with Tong to hold off foreign invaders or risk crippling their own military forces to purge his influence.

Other Story Seeds

I don’t have time to build a whole set of Savage Tales, but here are some quick seeds that might lead to something.

Drunning Up Trouble – a warrior or noble has found a Drunn guilty of some crime on flimsy evidence. The law favors the verdict given, but justice clearly demands otherwise.

Star-Crossed – an Ixni warrior and a Human merchant have somehow contrived to fall in love. They appeal to the PCs to help them find someplace they can be together.

School’s Out – the PCs learn that a philosopher is a martial artist, and is teaching this forbidden lore to peasants! The philosopher says it is just for self-defense, which allows the weak to defend themselves. How can that be wrong?

Quest for Madness – a noble has become convinced that her father’s ghost is trapped in the Ghost Plains. She wants help finding him and setting him free.

Ghost Sourcing – the PCs try to figure out where the ghosts all come from, and why the Ghost Plains are so cursed. If the Plains could be rendered safe, it would be great for the kingdom. But something in or under the Plains creates ghosts, or attracts them.

Bestiary

Ghosts

All Ghosts in *Ironsilk Kingdom* share key features.

First, they aren't really ghosts. They're psychic echoes that somehow get attracted to and trapped in the Ghost Plains.* So while they might seem like "Daddy" or whoever, they aren't. They're daddy reflected in a cruel funhouse mirror.

Second, they have the Ethereal monstrous ability modified by a Weakness (Living Matter). Ghosts can be harmed normally by any form of mystical power and by unarmed attacks by living beings. Nonmystical weapons that hit and damage with a raise produce a Shaken result but no wounds.

Otherwise, for a basic Ghost, use the stats in the rulebook.

Ravenous Ghost

This is a worse form of Ghost, either an echo of an especially disturbed person or a Ghost that has gone mad over the centuries.

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

Skills: Fighting d10, Intimidate d12+2, Notice d12, Taunt d10, Stealth d12+4

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

Bite: Str + d6

Ethereal, Weakness (living matter): as above

Fear: -4

Harmonist

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

Skills: Balance d8, Fighting d6, Notice d6, Persuasion d6

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

Harmony: 15 power points for *boost/lower trait, healing, stun, deflection*.

* If I had 24 more hours, I'd figure out why and how, but as it is, it's up to you.

Rebels

These stats assume the rebels in question are Maying.

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

Skills: Fighting d8, Guts d6, Notice d4, Shooting d6, Stealth d6, Throwing d4

Pace: 6; **Parry:** 6; **Toughness** 4

Prehensile Feet: extra non-movement action

Gear: Generally short swords (str+d6), crossbows (2d6)



Rebel Leader Chal

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

Skills: Fighting d10, Guts d8, Notice d6, Shooting d8, Stealth d8, Knowledge (Battle) d6

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

Prehensile Feet: extra non-movement action

Gear: Bamboo armor, short sword (str + d6)

Saboteurs

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

Skills: Fighting d6, Guts d6, Notice d8, Stealth d10, Throwing d8

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

Gear: Throwing stars (3/6/12, str + d4), dagger (str + d4)



Tong

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

Skills: Knowledge (Battle) d12, Knowledge (Plantcrafting) d12, Fighting d12, Guts d8, Notice d10, Shooting d10, Intimidate d8, Taunt d8

Pace: 6; **Parry:** 9; **Toughness** 10 (2)

Edges: Block; Combat Reflexes; Noble; Filthy Rich; Plantcrafter; Skyfighting; Strong Willed

Gear: Chain mail, katana (str + d6 +2), long bow (2d6)

Warrior

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

Skills: Knowledge (Battle) d4, Fighting d10, Guts d8, Notice d4, Shooting d8, Throwing d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Edges: Frenzy; Combat Reflexes

Gear: Chain mail, katana (str + d6 +2), long bow (2d6)

Race packages:

Human: add one additional combat edge, probably Nerves of Steel

Drunn: +1 Toughness, raise Strength to d12

Ixni: +1 Toughness

Maying: one additional non-movement action per round

Plantwalker: 2 points natural armor

Afterword

My life did not permit me to give this the full 24 hours. So I'm a little disappointed in the parts I had to cut short. If I had more time, I'd like especially to see a fuller bestiary, more Savage Tales and a more worked out Plot Point campaign, better fonts, and some good Creative Commons artwork to capture the feel.

Still, there are things I'm proud of. I'm glad I got every section I wanted in here, even if some of them are skimpy. I'm glad I tried to build a Savage Setting and particularly one that allows for a little more complexity than just the next fight.

Obviously I'm indebted to all the people who've made Savage Worlds all that it is, especially the people at Pinnacle but also all the people at other companies and the fans.

Without my FLGS, I never would have gotten Savage Worlds.

RPGnet deserves much thanks and support too. Without it, also, I never would have tried Savage Worlds, or managed to learn so much about it so quickly. And I wouldn't know a lot of other things too. Several people contributed to a thread suggesting seeds for this setting; I took some that struck me and twisted them around and used them. So thanks much to those folks.

If you have anything to say about this attempt, I'd love to hear it. You can reach me at azrianni@yahoo.com (if you're patient about slow replies) or send me a PM at RPGnet, where I'm known as Civil Savage.