

Dreadsands

By: Troy M. Costisick

Powered by the G.A.M.E System

Circa: 700 years after the Great Burn

Location: The city of Haarduune, planet Hearthe

Protagonists: Citizens on the edge of destruction

OVERVIEW

What this Game is About:

This game is about changing the world. It's about fighting for something you believe in and care about and either saving it or seeing it destroyed. In this game, the characters are not dropped into a gigantic setting full of places and enemies the players will never face. Every facet of this game is there to be challenged or supported by the players during play. You want to overthrow the Queen? Go for it. You want to stabilize the social situation of the city? You can. Want to discover the secrets of the ancient places of the world? That's totally within your grasp. The setting of this game is there to get torn apart and rebuilt by the players according to their vision for it. The GM (Game Master) is liberated to use anything mentioned in the setting section or serve up any NPC to the players as a challenge. Regard nothing as sacrosanct in this game. Playing Dreadsands means challenging yourself to find something you like or don't like and making it better. Canon is a dead word here.

What the Characters Do:

Characters in Dreadsands are immediately put into a dangerous situation. The world is dying. Every year the desert planet gets hotter and hotter. Resources are scarce and society is cracked. The ruler of what some think is the last city on the planet is an absolute tyrant. She controls every aspect of life in sprawling metropolis of Haarduune. But perhaps if she wasn't, society could fall into utter chaos. The planet of Hearthe is a brutal place to live. The people of the city are pulled in two directions: support the established powers and live a grueling life, or fight to change the stringent societal codes no one likes and risk losing everything.

In this swirling mass of conflict and contention, the player-characters will try to stay alive while being suspected by both sides as being a member of the other. Life is not precious in Haarduune. Every soul is seen as another hungry mouth to feed or parched throat to quench. A life of violence is the only choice a citizen of the great desert city has. There is no room for a peacemaker.

Each character has a special destiny. It is a goal of some kind that will forever change the face of Hearthe, for better or worse. Characters charge towards their destinies chosen by their players as they try to make their way through the merciless lands of Hearthe.

What the Players Do:

Players in Dreadsands will select a Faction for their character as the very last step of the Character Generation process. This Faction will put them in league with the usurpers in the city, pit them against the forces that would disrupt the normal social order, or place them in a position to play both sides against each other. Unfortunately, players cannot sit the fence in this game. There is no seeking one's own fortune in Haarduune. There is only treachery, loyalty, or deceit. Regardless, there is always violence.

As you guide your character through the world of Hearthe, you will drive toward your character's Destiny. Each night you will put his or her future on the line and advance the story you want to tell, and you'll help your friends while they do the same. Sometimes it will mean taking control of the game and adding people, places, and things to the fiction in ways normally reserved for the GM. Destiny Moments are the key aspects of this game where you are empowered to finally be able to achieve the things you always wanted to in a RPG. Your brutality, your compassion, your greatness and your weakness will be on full display.

The Situation

Hearthe is a planet covered in red sand. Fresh water is extremely scarce and the wells that serve the city are guarded heavily. The city is ruled by a merciless Lich-Queen whose magical powers are unrivaled save by her master. Her agents are everywhere and ruthless when they catch a

traitor. Yet there are many willing to give their lives to overthrow her and to bring justice to their people. The situation inside the city is barbaric. No one is trusted, and freedom is just a dream.

Outside the city, the desert is roamed by ravenous creatures of unimaginable cunning and cruelty. The once busy trade routes have fallen silent as the other cities either vanished or were abandoned. Haarduune is cut off and stands alone against the encroaching sands. Every day could be her last. Hope is something only whispered about and never given more than a fleeting thought for fear what little of it is left will shatter into a thousand pieces and be scattered by the scorching desert winds.

What You Need in Order to Play

You will need several supplies before you start playing Dreadsands. First, you will need copies of the character record sheets located at the end of this book. I recommend making more copies than you think you might need. I have found that it's always handy to have a few extra lying around. Likewise, copies of the NPC Record Sheets will probably be convenient to have. Second, you and your friends will need a fairly large quantity of polyhedral dice. These can be picked up in hobby and game stores. I've also found them at teacher stores. I recommend having at least five four-sided, six-sided, eight-sided, ten-sided, and twelve-sided dice (d4, d6, d8, d10, and d12). Thanks to modern technology, there are many electronic dice rollers that you could use in lieu of the real thing. Using a dice roller on your smart phone, tablet computer, or laptop could save you some handling time as you play. This game does not require the use of maps or miniatures, but if you and your group find props like these or others useful for inspiration during play, by all means bring them too! Finally, I recommend making a copy of the advancement tables for each Trade and Species that are at the end of this book. Your fellow players may find it easier to reference them as loose sheets rather than flip through the pages of this book during play.

Gratitudes

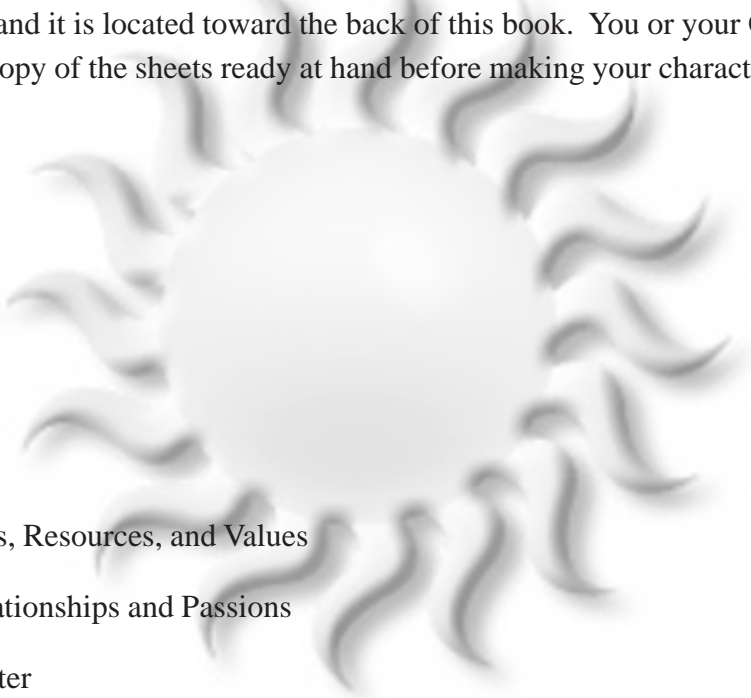
Before going any further, I want to thank several people who directly and indirectly contributed to this project. First, I want to thank the following: Andy Kitkowski, David Wendt, James Nostack, Michael O'Sullivan, Judd Karlman, Daniel Solis, Colin Federicks, Aaron Brown, and all the others at Story Games (www.story-games.com) who participated in the brainstorming project that led to this game. I'd like to thank Ron Edwards for running his Ronnies contest in 2005 and 2011. Through these contests I broke many of the design chains that held me back. Jonathan

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YOUR CHARACTER

Chargen (Character Generation):

Creating characters in Dreadsands is simple. There are 10 easy steps. As you progress through these steps you will need to record the information on a Character Record Sheet. The sheet is actually two pages and it is located toward the back of this book. You or your GM will probably want to have a photocopy of the sheets ready at hand before making your character. This will save you time later.

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- 1) Choose a Heritage
 - 2) Choose a Trade
 - 3) Choose a Species
 - 4) Choose 10 Skills
 - 5) Generate Your Stats, Resources, and Values
 - 6) Generate Your Relationships and Passions
 - 7) Outfit Your Character
 - 8) Create Your Destiny
 - 9) Join a Faction
 - 10) Start off with a Bang!

1) Choosing a Heritage:

A character's Heritage is his or her background. It can be anything about the character that comes from his or her life be it a Family Name, a Church or Denomination, a Tribe, a Diet, a Culture, Schooling, a Clan, Upbringing, Sexuality, a Species, a Race, or a Philosophy. Players should consider their characters very carefully. What aspect of your character's ancestry is most important to his or her identity and future? Does the father's last name matter most? Is he or she descended from a powerful overlord, wizard, or master? Is it culture or genetics that is the key to understanding who he or she truly is and will someday become? Whatever matters most to you, as the player, whatever you want to come up most in play, should be what you write in for your character's Heritage on the Character Record Sheet.

2) Choosing a Trade

Your character has learned a skill or profession of some kind during his or her life. In Haarduune, there are five trades: Settite Hunter, Wizard, Druid, Thief, and Gladiator. Much like a character's Heritage, a character's Trade will affect his or her past and future. Choosing a Trade signals to the GM and to the other players what types of stories, adventures, and challenges you want to have with your character. A Trade isn't necessarily what your character is "good at," but instead reflects the career path he or she might have chosen and the types of goals you will likely pursue in the future as you play. **All characters start out at Level 1 in their respective Trades.** Any bonuses you get for Level 1 should be added to the character at this time. After choosing, write your character's Trade in the appropriate space on the Character Record Sheet and put a 1 next to Trade Level.

The Settite Hunter

The city of Haarduune relies on culling resources from every part of Hearthe. The largest part of the city is devoted to agriculture. Each household is required to raise a garden in addition to the work they do in the Queen's Fields. And the desert is combed for any living thing the populace might use as a source of food, clothing, or weaponry. The citizens who leave the city in search of these things are generically called "Settite Hunters."

The Settites are a serpentine race who lives in various parts of the desert. The hunters track them down and kill them for their meat and hides. Their meat is delectable to the Haardunian palate, and without the supplemental food supply, the Green Quarter of the city would be exhausted in just a few years. While hunting, the Settite Hunters also explore the ruins of Hearthe and scout for roaming bands of Pariahs, Undead, or Elves. Settite Hunters are expert trackers and outdoorsmen. Even in the harshest sandstorm, they can find their way.

Merchants will sometimes hire Settite Hunters or Gladiators to help guard an expedition to far off lands on Hearthe looking for treasures. These expeditions can sometimes take weeks, and the Hunters are relied upon to help find food and water. In the city, the hunters are well respected. The citizens know that they serve a vital purpose: bringing in extra food and protecting the city from outside threats. Of all the trades you can choose from, the Settite Hunter offers the most versatility

The Wizard

Magic is rare and powerful on Hearthe. Few take the time to learn to weild it, for magic can have a corrosive affect on its user. Magic requires water to work; the spell caster must have an ample supply in order to use his power. The Druids of Hearthe try to carry water with them in concealed animal skins. The Wizards, however, learn to siphon the water straight from their enemies.

The Wizards in Hararduune are scholarly and wise. They are constantly looking to improve their craft and learn more about the ancient art of magic. The Lick-Queen keeps a close eye on anyone using magic in or near Haarduune. Water is precious and so it can't be wasted on frivolous spell casting. It is illegal in Haarduune to cast any spell without a permit (a cost of 50 Bone Chits) within the city walls unless it is in self-defense. First-time offenders have to work an extra shift in the Green Quarter without compensation for a week. The second offense brings execution, sacrifice, or a trip to the arena as sport for professional killers.

The Druid

There is a cult of spell casters centered in Haarduune that seeks not to use water, but to create more of it. They are known as Druids. Druids are a secretive cadre of magic users who believe the world was once full of fresh water. They pine for an age where a benevolent goddess ruled all and blessed the peoples of Hearthe with wisdom and long life.

The Druids are hunted by the Ward and Soulslayers as heretics. Their cult has been decreed illegal by the Lich-Queen under orders from the Great Sphynx. The Druids are not allowed to practice their religion, own property, or work in the Green Quarter under any circumstances. However, since they are so secretive it is nearly impossible to tell who is a Druid and who is not. Most Druids pose as Wizards, hiding their true intentions and power. The Lich-Queen fears any group she cannot monitor and control. The Druids chafe under her rule, but also hold a great allegiance to Haarduune- it is their home after all. The tension between being loyal to the city but hating the Queen is always forefront in a Druid's mind.

All Druids begin with a secret garden stashed away in some shady spot in the desert. They tend this small oasis and use it as a source of power. They carry the water produced by the plants in hidden pouches under their clothes. This is how they keep water on hand for spell casting. Part of belonging to their order is the belief in the sacredness of life. They refuse to steal water from another in order to cast spells unless it is under the direst of circumstances.

The Gladiator

Physical prowess has always been an admired trait on Hearthe. The land is harsh and unforgiving. It takes toughness to eek out a living, and there are those whose toughness goes beyond just what's necessary. The men and women of Haarduune who show true physical grit and strength often become Gladiators.

The term "Gladiator" is a broad term. It means any professional strongman. Most fight in the Arena for sport or because they are slaves; however, not all of them are consigned to that life. Some hire themselves out to Settite Hunters, merchants, or explorers who need some extra muscle on a dangerous mission. Some Gladiators serve as bodyguards, bouncers, or enforcers for local businesses. Haarduune supports a large market for anyone with fighting skills.

The Thief

Thieves are an ever-present facet of life regardless of the culture. Haarduune is no exception. Despite the fact that the population has been dwindling for years, despite the fact that finding enough

food to survive is a monumental challenge, despite the fact that Haarduunian currency has no intrinsic value, the city is crawling with thieves, cutthroats, and burglars.

Thieves prowl the warm, desert nights leaping from rooftop to rooftop in search of goods they might pilfer and pawn. No treasure is too safe, not Chit Hoard too well hidden to keep away the interest of the Thieves of Haarduune. That doesn't mean their life is easy, though. The Ward is hyper-sensitive to thievery and punishes repeat offenders very harshly. Anyone caught stealing can face immediate execution or sacrifice to the Sphynx. If a thief is lucky, he or she might survive a few extra hours before being tossed into the arena as lunch for a hungry Settite or Pariah.

Outside of the city, a Thief's skills can be put to good use. The Great Ruins has many hidden treasures that can be ferreted out by a competent burglar. Avoiding the notice of the Undead and Pariahs is simple for a well-trained Thief. Looting the old places of the world can be quite lucrative for an enterprising deviant with quick wits and nerves of steel. The downsides outside the city aren't all that much different from inside the city, though: frequent death and digestion by something really nasty.

3) Choosing a Species

There are many different peoples who inhabit the arid plains of Hearthe; though, only three have settled in the cities. Each one has a specific role to play in city life and culture. Whether they want to admit it or not, they are inter-dependant in a lot of respects even though they are not equal in the eyes of the law or the Queen. **All characters start out at Level 1 in their respective Species.** Any bonuses you get for Level 1 should be added to the character at this time. Write down the Species you choose and Level 1 on your Character Record Sheet.

Safeer

The Safeer are a very cerebral race of people. Meditation and physical fitness are the cornerstones of their societal values. Years of segregation and an apparent dark yet unspoken history with the Settites have taught them to be self-reliant. Though they are second class citizens in Haarduune, they are key to the city's survival. Their trade agreements with the Elves keep a steady flow of food and luxuries into the hands of the people. They are rich, but do not display it in lavish lifestyles. They prefer a more stark and utilitarian way of life.

Safeer are lizard-like in appearance. Their heads are adorned with any number of horns and crowns of spikes. They have a regal stature about them that belies their second class status. They stand at least seven feet all and some grow well past that. Their teeth and claws are razor sharp and are deadly in hand-to-hand combat. Like the Settites, they have thick scales that help them retain water. Were it not for the city's laws, they would surely supplant the Humans as the dominant species in Haarduune.

Humans

Humans are the most dominant and numerous species living inside the walls of Haarduune. They guard the city, own most of the property, and serve in the priesthood. They are the only true citizens of the city.

Outside the city, however, Humans are scarce if not extinct. Humans have struggled to adapt to the ever increasing temperatures of Hearthe. A natural aversion to change has lead to their decline. Tradition and the blessings of the Lich-Queen have been the only things keeping them in power. The future of humankind is uncertain at best, and they know it.

They are called "soft-skins" by the Safeer who do take some satisfaction in humanity's lack of hardiness. The stature of the humans on Hearthe cannot compare to the towering Safeer nor to the stocky Dwarves. In the desert, they are the most vulnerable. They are, however, quite ambitious. Humanity will not leave this world without a fight. They have kept the city safe for centuries and grown quite adept at defeating their enemies. They are constantly underestimated by all those around them and are not short on plans to expand their power base. The Human race is not finished yet, though the road they must travel is fraught with many hardships.

Dwarves

Life is hard for everyone in Haarduunbe, but it is especially difficult for the Dwarves of the city. 98% of all Dwarves are slaves. For as long as anyone can remember, that's the way it's been. There have been a few abolitionist movements through the years, there's even an active one right

now, however none have accomplished much. Few Dwarves dare to talk of freedom, and fewer even hope for it. Unless their master dies without any heirs, a Dwarf cannot escape bondage.

Perhaps unfortunately, the Dwarves are well suited for their role in the city. They're paradoxical in some ways. They are squat yet very strong. They don't need to eat much, but have an incredible endurance. Their skin is fair and still very tough, protecting them from the sun's burning rays. They can walk in the mid-day light and remain unaffected by the stifling heat and scorching beams. Humans must seek shelter or cover themselves completely during the noon hour.

Dwarves are very individualistic. They live, generally, by themselves in small dormitories. Even married couples choose to live apart. Solitude seems to soothe their anger and quiet their cries for freedom. Only the rare, free Dwarves choose to organize in families.

Dwarven characters generally start as slaves. This can be avoided, but the player has to make a conscious choice (when selecting a faction for your first Species Level) about it. A Dwarf may be a slave to another player-character or to an NPC. If you choose to have your character start as a slave, you may gain the Master-Slave relationship for free. If you want to be a slave to another player's character, that character gains the relationship as well for no additional cost so long as you both agree to it.

4) Choosing 10 Skills

When your character begins the path towards Destiny, he or she will have been mentored by someone else in the same Trade. During this mentoring process, your character would have picked up some very useful techniques and methods of survival. In this stage of character generation, choose any 10 skills to write on your character's Record Sheet. These skills represent both something your character can do proficiently and something about which your character has expert knowledge. So each skill is both an action and a lore. Note some skills might be more useful for your character than others. Players are free to create skills their characters might use while adventuring, but they are cautioned not to make any skill too broad or narrow in scope. A skill too broad creates a dependency that stymies creativity. A skill too narrowly defined will seldom see use. Consult your GM when creating your skills for your character, and remember challenging yourself to use these skills in important and creative ways is a huge part of the fun of playing Dreadsands. Once you have chosen your character's skills, move on to the next step.

5) Generating your Stats, Resources, and Values

Each character has several stats and values. These are numerical representations of a character's prowess, capabilities, and resources. They will come into use frequently during a campaign as your character attempts to overcome hardships and conflicts. As you read over this section, record the appropriate numbers on your Character Record Sheet.

Stats

Each character begins with 3 stats. Stats are your character's inborn capabilities. They help determine how well he or she will perform in a crisis situation. When rolling during a contest, players will choose which stat best fits the situation and take dice from that stat to create a dice pool. The creation and use of dice pools are covered in greater detail in the Resolution chapter of this book. Players must assign one stat a value of 3d4, another stat a value of 2d4, and the remaining stat a value of 1d4. On your record sheet, write the number of dice you assign to each stat under Die Number. Then shade in the triangle for a d4. As a character advances, the Number and Size of the dice will increase (this is covered later in the Advancement chapter). Below is a description of each of the Stats.

Body

Body is a character's ability to use his or her body in a brute-force way, with finesse, or withstand physical abuse. It can cover everything from lifting heavy objects running to swinging to fine motor control to stamina to resilience to endurance. This Stat is useful in combat, in physically forcing one's way through or out of an obstacle of some kind, controlled movements, fine motor control, or enduring pain and physical discomfort.

Mind

Mind is a character's ability to use his or her mind to think unemotionally and scientifically about a situation. It can cover anything from mathematics to memorization to reading comprehension

to reasoning. Logic can be used when dealing with magic, problem solving, debating, or concentration. It is most associated with science, magic, rational thought, and clear thinking.

Heart

Heart is a character's ability to read the emotions and moods of the people and places around him or her. It can cover everything from intuition to compassion to guessing to manipulation. Heart can be used when dealing with romance, emotions, influence, fortune telling, appearance, confidence, or inspiration.

Resources

Every character begins with a number resources from which he or she can draw dice during a contest. They are Heritage, Trade, Main Weapon, Mystical Item, and Artifact. Heritage and Trade start out at 1d4. Main Weapon starts out at 1d6. Mystical and Artifact Items are covered later. It is unlikely your character will start with any dice in those. When you are in a contest, you will be able to add dice from these resources if they apply to the situation at hand. If you can justify to the GM why your Heritage is important or why your weapon will come in handy, then you will get to roll these dice for the contest. Much like you did with Stats, put a 1 under Die Number for Heritage, Trade, and Main Weapon. Then fill in the triangle for Heritage and Trade, then fill in both the triangle AND the square for your Main Weapon. This shows that your weapon is worth 1d6 in a contest.

Special Note: Your Trade dice are a separate thing from your Trade Level. Just because you advance one, doesn't mean you get a bonus to the other. Advancing your dice and levels is discussed in greater detail in the Advancement chapter of this game.

Values

Each character also has several other significant values. They are divided into three categories: Barriers, Miscellaneous, and Progression. First are the 4 Barriers: Mystical, Natural, Influence, and Damage. Under the "Miscellaneous" category are one's Rate of Healing, Initiative, and Hits. And finally, the Progression category keeps track of the character's Destiny Score and

Advancement Points. All scores begin at ZERO with the exception of Rate of Healing and Hits. Each is explained in greater detail below.

Barriers

Barriers are a character's natural ability to resist harmful, outside forces. For each point in an applicable Barrier, the Default Difficulty for actions or effects against that character is raised by 1. (This will be explained in greater detail later in the Resolution chapter)

The Magic Barrier protects against supernatural abilities or effects. These would include Spells, Mystical Abilities, and Spiritual Abilities. The Natural Barrier protects against poisons, toxins, and diseases. The Influence Barrier protects against skills, spells, and abilities that try to alter a character's intent or emotions. Skills like Charm, Intimidate, Interrogate, Fear, and so on fall under this category along with situations that might cause the character to flee in terror or fall in love with someone. The Hit Barrier protects a character from being physically harmed by an opponent. It increases the Default Difficulty your opponent must roll against during combat (see the Resolution chapter). The values of your various Barriers may not exceed 10 for any reason nor drop below 0 (zero) for any reason.

Run Speed

Run Speed is how much ground the character can cover in one turn. This begins at 25 feet per turn, but can increase through advancement. Gamemasters should treat this value as somewhat elastic instead of a hard and fast measurement. 25 feet per turn is just a guide. It is meant not as a limitation on actions but as an enabler for action. Don't get bogged down in measuring it exactly.

Rate of Healing

A character's rate of healing governs how many "hits" they recover per hour of rest. Hour of Rest can be defined as 60 minutes of undisturbed inactivity. A character can read, talk, sleep, eat, drink, and muse during the hour and still be "at rest". However, walking, fighting, working, etc. are all considered nonrestful activities and cannot be performed while a character is trying to heal. Your

Rate of Healing may not exceed 10 for any reason nor drop below 0 for any reason. All characters begin with a Rate of Healing (RoH) of 1.

Initiative

Initiative is used when deciding what order characters will act when more than one character wants to act at the same time. Your Initiative value cannot exceed 10 for any reason, nor can it be lowered past 0 for any reason. Applying your initiative during a contest will be further explained in the Resolution portion of this game.

Hits

The “Hits” value is a measure of how much physical damage a character can take. Each time he is struck by a weapon or suffers physical trauma of some kind, he will lose Hits. The real nature and use of Hits is explained in greater detail in the Resolution chapter of this game. All characters begin with 5 Hits.

Destiny Score

A character’s Destiny Score tracks how close he is to attaining his goal. The higher the value, the closer you are. When a character reaches 15 Destiny Points, he has a “Moment of Truth” (explained in the Endgame section). You will choose a Destiny for your character later in the character generation process. Destiny Points are recorded on the second page of the Character Record Sheet.

Advancement Points

During the campaign, a character will face many challenges. These challenges will make him stronger and bring him closer to fulfilling his Destiny. Advancement Points is a game currency used to represent a character’s learning and progression. These points are spent to increase his power in his various aspects such as Heritage and Trade as well as improve his other Values. Spending Advancement Points is covered later in the Advancement chapter. This line on the character sheet is

there for you to keep track of the number of unspent AP's you have accumulated. Each character begins with 0. There is no maximum; however, once an AP is spent, it is gone forever.

6) Generate Your Relationships and Passions

A person's actions are driven by the things they care about and the people they know. What we love and who we love bring us the greatest joy and at the same time the greatest pain. They raise our expectations and dash our hopes. Passions and Relationships give us reasons to live. Characters on Hearthe are no different. The planet is a bleak place, but that doesn't mean there isn't love or charity or heroism. This is the section where you get to define those things for your character.

Relationships

Your character has gotten to know many other people in the city of Haarduune in some form or fashion. Over time, he has built up relationships with some of them. In this phase of character generation, you will choose what type of relationship you have with 1 other character portrayed either by the other players or by the GM. Each relationship has certain features that will enhance your character's prowess in contests when the other person is present or at stake. Relationships are one-way. Both characters do not need to have the same relationship with each other or even with the same characters. Each character is free to have his or her own unique relationship to each other character. Below is a description of each kind of relationship. There is a space for you to write down your character's relationships on the second page of the Character Record Sheet. Each character begins with 1 relationship.

Antipathy

You hate this other person. He or she is your mortal enemy. You would almost never pass up an opportunity to strike at him or her. This is a person you would never trust or love.

Bonus: +2d8 when in conflict with this person.

Blood

You and another character share the same Heritage. You may or may not have known each other from birth, but you do share at some commonality as far as your ancestry is concerned.

Bonus: +1 Heritage Die when you are within eyesight of the other character.

Romantic

You are romantically involved with another character. Your love may be reciprocated or unrequited; regardless, you feel a deep attraction to the other person.

Bonus: +1 to all Barriers while you are within eyesight of the other character.

Friendship

You and the other character have been chums for some time now. You've gotten to know each other's strengths and weakness. You regard the other person as a close ally.

Bonus: +1 Stat Die when engaging the same foe.

Professional

You and one of the other characters share the same or similar Trade. You share your knowledge and are good at working together to solve problems.

Bonus: +1 Trade Die when you within eyesight of the other character.

Indebted

You owe a personal debt to another character. Perhaps he saved your life. Perhaps he saved your family's farm. Either way, you owe him something and are insecure when he is not around.

Bonus: +1 to your Rate of Healing while the other character is within eyesight of you.

Survival

Without the other character, you would not be walking around alive now...an neither would he. Both of you rely upon each other for protection and support.

Bonus: You earn one Advancement Point when you help the other character succeed during a Destiny Moment.

Casual

Your relationship with the other character is informal at best. Both of you are heading in the same direction and mutual trust is not an issue.

Bonus: +1d4 to all actions while you are within eyesight of the other character.

Spiritual

There is a religious connection between yourself and another character. You share the same or very similar faith values. One of you may even be a spiritual mentor to the other.

Bonus: Each of you begin with 1 extra Spiritual Ability, but you can only use that ability if you are making physical contact each other.

Master-Slave

One of the characters in the group owns another. Unlike the others in this list, this relationship must be taken by both characters.

Bonus: For the Master in the relationship, he gains one Advancement Point every time he saves the slave from death, injury, or incarceration. For the slave in the relationship, he gains two bonus d4's to all his rolls involving manual labor, combat, or entertainment while he is in visual range of his Master.

Special Note: You may only have one Relationship for each other character. For instance, you cannot have both a Survival and Romantic relationship with the same person.

Passions

Near the Relationships section on the Character Record Sheet you will find a place for Passions. Passions represent something your character values. A Passion could be a person, a place, a thing, or an emotion. Passions are there to help you know how to guide your character when dealing with the ever-present pain and oppression of Haarduune. How will you react? What do you care about and why do you care about it? Answer these questions in your mind. Then write down one thing your character cares deeply about on the record sheet. There's room for two more, but you'll develop those as you play. For now, imagine just one thing that will matter most to you in play. There's no list I can give you. It would be infinite. You have to decide this part for yourself.

7) Outfitting Your Character

In Dreadsands, a character relies on his gear as much as he relies on people. Each character was given the following by his mentor before he left the master's presence: **One New Stone Weapon** (player's Choice includes 25 pieces of ammunition and an appropriate container for that ammunition), **One Traveling Outfit, One Formal Outfit, One Haversack, One Bone Utility Knife, One Suit of Light Armor** (player's choice), **One 1 week's ration liquid storage device** (full), **One 1 week's ration Large Food Pouch**, and **One Utility Kit** (that he can use to fulfill basic survival chores). Characters also begin with 10 Bone Chits (the Haarduunian currency) they may keep or spend on equipment during this phase. As far as dice values go, all equipment starts out at 1d6 unless it is damaged (in which case it starts as a 1d4). All equipment a character begins with is presumed to be new and in good condition. There is room on the second page of your Character Record Sheet to write down extra gear beyond your main weapon.

8) Creating Your Destiny

The most important facet of creating your character is the last. Choosing your Destiny is a big step. To begin, imagine all the great heroes you have ever heard of, read about, or seen in movies.

What did they accomplish that made them so great in your eyes? Would you like to be like them or do you want to accomplish beyond what even they could imagine? Players, your characters are going to change the world. Hearthie will not be the same-at all-once they are done with it. Take some time to consider what Destiny you want for your character. Do not be confined by what you read within the pages of this book. The setting and character information are only surface deep and are not exhaustive. You are in command, so dream big. What is something your character to do, discover, or create that would materially change the nature of Hearthie and Haarduune?

Here are a few sample Destinies that might get your imagination working, but do not be limited to just these:

- 
- Overthrow Someone in City Leadership
 - Uncover a Secret Society
 - Discover a New and Important Location on Hearthie
 - Avenge the Death of Someone you Love
 - Destroy a New City
 - Become the Head of A Secret Faction
 - Become a General in City Ward
 - Discover an Ancient Artifact
 - Slay an Ancient Creature
 - Become a Wealthy Aristocrat
 - Discover a New Kind of Magic or Technology
 - Make Love to the Lich-Queen

After giving this a lot of thought, briefly describe your character's Destiny on the back of your Character Record Sheet.

9) Joining a Starting Faction

There are many factions and secret societies in Haarduune. The larger ones will be detailed in the Advancement chapter of this game. However, from the beginning, your character will belong to one of the three dynamic forces at work in Haarduune: the insurrectionists, the loyalists, and those who laughably call themselves “non-aligned.” There are three aspects to every Faction. First, is a brief description telling you the purpose and tactics of the group. Second is the Faction Point Requirement. In this case it is “automatic” which means there is no point requirement to join; you just pick which one you like. Finally, there is the Benefit- a small bonus you get for being a part of the group. Factions, Faction Points, and their role in Haarduune society will be explained in greater detail in a later section of this game. For now, pick whichever group tends to line up with your vision for your character the best. Just because you start in one camp, Insurrectionist say, doesn’t mean you’re locked into that movement for the rest of play. Your initial faction is just a springboard into turbulent situation in the last desert city.

The Rabble-Rousers (Insurrectionist)

Troublemakers are ever present in any society. Anti-establishment, some label them. Hoodlums, say others. In Haarduune, they are labeled as traitors and patriots. The Rabble-Rousers are not much more than a gang, though they call themselves a brotherhood. The Rabble-Rousers create trouble for the city Ward- the official law enforcement agency in Haarduune. They keep the Wards busy so the other, more sophisticated revolutionary groups can plan and act without constantly being harassed. Membership in the Rabble-Rousers is, of course, illegal. Anyone caught engaging in their illicit activities are frequently imprisoned, enslaved, fined, or sacrificed to the Great Sphynx.

Faction Point Requirement: Automatic (zero)

Benefit: Any time a character successfully engages in some form of minor theft or vandalism without getting caught, he or she gains one Advancement Point.

The Citizen Spies (Loyalist)

For every action, there is an equal and opposite reaction. As rebellion against the Lich-Queen and the accompanying violence began to stir, concerned citizens formed neighborhood watches.

These watches turned into councils. These councils turned into networks. These networks turned into a tool used by the Wards to gather information about the citizens of Haarduune and their activities. The Citizen Spies, also sometimes called the Commonfolk Spies or Pedestrian Spies, are a loose coalition of concerned citizens that report on the activities and conversations of their neighbors. Citizen Spies report to their local Ward Captain anything that may seem suspicious or disloyal. As a result of the Citizen Spies' concerted efforts, numerous traitors, miscreants, and agitators have been brought to justice and recycled into nourishment that keeps the city thriving. Spies are given a writ by the Ward identifying them as loyal to the Queen and excusing them from minor offenses while in the service of collecting intelligence about the insurrectionist movements. The Citizen Spies are held in high regard by the Wards and honored each year at the festival of the Sphynx. However, there has been some growing resentment among the people who think the Citizen Spies have over stepped their bounds. The Spies, though, merely suggest that this tension is caused by devious revolutionaries who are just trying to undermine the powers that have preserved the city and its people for so many centuries.

Faction Point Requirement: Automatic (zero)

Benefit: Each member receives an official writ with the Wards' seal. This writ will excuse the holder minor illegal behaviors including but not limited to theft of a non-food item, slander against the Ward, violation of city curfew, associating with a known rebel, and gathering an assembly without Ward Permission.

The Packrats

There are those who like to portray themselves as indifferent or neutral in the struggle between established power and anti-establishment force. Pretending to rise above the fray, they claim to be out only for themselves. The true purpose of these so called "non-aligned" groups, though, is to make the final push when one movement or the other finally gains the upper hand. Non-aligned groups don't really care who wins; they just want to be there when one does. The Packrats is a prime example of this mentality. They stockpile tools, weapons, supplies, and anything else they think might be useful some day in case open, civil conflict should break out in the city. The Packrats are intent on providing for and protecting their members should normal city operations be disrupted. They have amassed a huge store of items in tunnels below the Safeer and Residential Quarters of Haarduune. Entrances to these tunnels are kept secret by a group of elders who stand ready to move their members underground in case of emergency.

Faction Point Requirement: Automatic (zero)

Benefit: Any time a character brings a bone or stone tool, weapon, or valuable to one of the Packrat elders, he or she will receive five Bone Chits (Haarduunian Currency). In case of a civil war in the city, the elders will provide members with a safe place to hide during the night.

Each character gains 2 Faction Points when they gain a level in Trade or Species. These points are recorded on the second page of your Character Record Sheet. Gaining Faction Points and leveling up are covered in the Advancement section of this game.

10) Starting off with a Bang!

Characters in Dreadsands begin play just after making some important, life-changing decision. I mean- RIGHT AFTER! As you look over the character you've created so far, consider what might be important to him or her. What is something your character would value? That person or thing has just been taken away by some person or some thing. Describe what was taken and what your character has decided to do about it.

Once you have written your character's Bang on the back of your Character Record Sheet, you are ready to begin adventuring. However, if you have not read all the way through this book yet, it may be wise to do so. There are many secrets still contained within its pages.

REWARDS

Character Advancement

Characters change. This is an inalienable truth. In Dreadsands, your characters will also change. One thing that you will have to unlearn if you have played other role-playing games is that as a character advances in Dreadsands, the options that are open to him do not scale up in power. The options he has from the first day he begins will be the same ones he has the day he puts down his weapon and retires. The power of available options at the first session of the Campaign are the same as those available on the 19th session. The point of this game is not to marginalize the players' strategies and tactics by creating ever more powerful skills, spells, and feats. It instead is designed to

open up more depth of play and further characters' progress towards their destiny by providing more and more options as you go.

Characters change in Dreadsands in several different ways. There's "leveling up" which is something you probably associate with adventure-oriented RPGs of the past, but there's also more subtle methods of advancement as well. A character is more than just the numbers he or she has accumulated. Characters are people with dreams, aspirations, and relationships just like all of us. The people of Haarduune have been pressured on every side, but have developed ways of dealing it. This section details some of those methods.

Advancement Points

Advancement points are a resource that characters accumulate and players spend. They are a very rough measure of a character's experience and learning. The accumulation of Advancement Points is the most common reward system used in Dreadsands. Players should expect their characters accrue many of them during each session of play. Advancement Points (APs) are earned by the players in several ways; each being quite different from the rest.

Method #1: At the beginning of each session, every player-character receives 5 APs. This includes the session where the players create their characters even if you don't actually get to play. However, if a player does not show up to play one night, his character does not receive any APs in this manner- even if someone else plays it. APs doled out in the manner reward attendance.

Method #2: Players can opt to have their character earn 1 AP for each group of **3 or more dice** available to the player that he or she chooses NOT to use on a roll that when resolving a contest. Resolving contests is explained in the Resolution section of this game. A player can earn no more than 1 AP in this way for each roll. APs earned by not using dice reward risk taking.

Method #3: Characters also receive 1 AP each time they help another character during a *Moment of Destiny*. Moments of Destiny are times when a character moves closer to achieving his or her ultimate goal. This will be explained more in just a bit, but so long as your character actively does something to aid another person who is trying to earn a Destiny Point, your character gains an Advancement Point. APs earned in this manner reward cooperation among the players.

Method #4: Characters can also receive 1 AP each time they perform an action that involves one of their Passions. Passions are explained below, and all participants should remember that a situation involving a Passion can be subjective. GMs, it is best be as generous to your fellow players as possible when it comes to invoking a Passion. The object of Passions is to increase motivation and attention to scenes during a campaign. They are not to be used as points of contention between participants. APs a character gets from invoking a passion reward exploration of the character.

Spending Advancement Points

APs can be spent at any time a character has an hour or so of peace and quiet to meditate and rest. The middle of combat or during a public debate are inappropriate times to spend APs. However, when your character has a moment to contemplate life and how he or she is living it, there are several things you-as the player-can spend APs on. Below is a comprehensive list of ways you can advance your character using APs. See Appendix C for sample lists of Abilities, Allies, Contacts, Advantages, Items, etc.

- Gain a New Skill- Cost: 1
- Gain a Faction Point- Cost: 1
- Increase Run Speed by 5ft. per turn- Cost: 2
- Gain a New Relationship to another Character- Cost: 2
- Raise your Initiative by +1- Cost: 3
- Gain a Passion- Cost: 3
- Gain a Level in either your Species or Trade- Cost: 3
- Gain a New Spell- Cost: 3
- Gain +1 to your Hits- Cost: 4
- Gain a New Advantage- Cost 4
- Gain a Special Ally or Contact in the City- Cost: 4
- Gain a Mystical, Social, Spiritual, or Combat Ability- Cost: 5
- Gain an Advantage- Cost: 5

- Increase any die Size by 1- Cost: 5
- Find a Secret Oasis in the Desert- Cost: 6
- Increase a Barrier by +1- Cost: 6
- Increase any Die Number by 1- Cost: 7
- Gain a Mystical Item- Cost: minimum of 8
- Gain an Ancient Power- Cost: 9
- Become Freed from Slavery- Cost: 10
- Gain an Artifact- Cost: minimum of 13

Gaining a New Skill

Each character begins with 10 skills, but that may not be enough for your purposes. Buying a new skill is simple. Pay 1 AP and either choose one from the list in the back of this book or create your own according the guidelines mentioned in the Character Generation chapter. Write the new Skill under the Skill Section of your character's Record Sheet and you are now free to use it whenever the occasion arises.

Gaining a New Relationship

Characters begin with one relationship to another character in the setting, but may accumulate up to seven (7) total during play. These relationships may change from time to time and new ones will be formed. If you wish to end a current relationship, erase it from your Record Sheet and add 1 AP to your Advancement Point total. To gain a new Relationship, spend 2 APs, pick another character and write down one of the Relationships mentioned in the Character Generation chapter. Characters may not have more one relationship with the same character. Players may "buy out" a relationship. To do this, erase it from your character record sheet and add 1 AP to your AP total. The relationship is then ended.

Gaining Passions

Passions are things your character cares deeply about. They can be anything from a **person** to a **place** to an **object** to an **emotion** to an **activity**. Almost anything can be a passion. Whenever your character is in a situation where his Passion could come into play, you must declare it to the GM. Once you do, your Passion grants you a bonus 1d6 to use for the rest of the scene for any roll you make. At the end of the scene, you gain 1 AP if you made at least one roll. Each character begins with one Passion. You may purchase others for 3 APs, but you may only have a maximum of three (3) Passions at one time. You may choose to “buy out” a Passion. If you do, erase it from your character sheet and add 2 APs to your Advancement Point total.

Gaining A Level

Increasing a character’s level in either Species or Trade signals to the other players that you are interested in exploring that aspect of your character. Players are not required to advance their characters’ levels. This is not the main advancement option, only one among many. Buying a level for your character should be done when it makes good tactical sense or when it fits into the vision you have for your character, i.e. it fits with his Destiny.

Levels have two functions. First, they are a loose representation of a character’s familiarity with his or her profession and culture. Levels do not rate competence, experience, or prowess. Instead they rate the importance of the character’s Trade and Species to the character and to you, the player. A low level character is not a weak character, just a character who is not all that particularly interested in the fact that he is a Thief or a Safeer for instance. That aspect is just not important to the character’s life. It is possible to play Dreadsands never surpassing Level 1 but still able to take down the most fearsome creatures the planet of Hearthe has to offer.

Second, Levels represent a character’s reputation in the fictional world. Look at the advancement tables in the back of this book. Each time a you buy a level for your character, you have three choices: Insurrectionist, Loyalist, and Non-Aligned. For each level you buy, you gain 2 Faction Points in one of those three factions. Later in this game you are going to read about secret societies and cults. In order to join some of these covert organizations, you must have accumulated a certain number of Faction Points. These organizations offer bonuses and resources that may be important to your character. Joining them could bring a character closer to his or her Destiny.

All characters start out at level 1 in their Trade and Species. Whatever bonuses are associated with that level are immediately granted to that character during the character creation process. There is no such thing as level zero or an apprentice level in Dreadsands. Also, just because you increase in a level for Trade or Species does not mean your Trade or Heritage dice increase as well. These are separate modes of advancement. Purchasing one does NOT grant a bonus to the other.

Increasing the Number and Size of Dice

Each character begins with 1d4 in his Stats, Trade, and Heritage and a 1d6 in Main Weapon. The number of dice for each and the size of dice for each can be increased by spending APs. For instance, Rastiss could spend 7 APs to raise the Number of dice in his Body Stat. Now he would have 2d4. Next, he could pay 5 AP to raise the Size of the dice he uses for his Body Stat by one Size. So now he would have 2d6. There are five Sizes for dice (d4, d6, d8, d10, and d12). Once a stat or value hits the d12, the Die Size cannot be advanced further. The Die Number has no limit.

Gaining Mystical Items and Artifacts

Mystical Items and Artifacts are powerful creations, but might not be included in every type of campaign. They're optional. They can be anything from a weapon, to a ring, to a piece of clothing. Mystical items tend to be simpler creations. Typically, they are weapons and armor and sometimes jewelry. When a player spends at least 8 APs to get one, he or she chooses what kind of object it is and how it is used. It automatically has a die Number and Size of 1d8. For every 2 APs he spends beyond the initial 8, he may increase its Number or Size by 1. Each Mystical Item has two aspects, that is, two abilities, spells, bonuses, or features associated with it beyond the dice value. The player gets to choose these two aspects upon paying the APs to buy the item. Any of these aspects the player chooses that are activated (such as spells or abilities) may only be used once per session just like all other spells and abilities. Once the player has bought the item, the GM must somehow introduce the item by the end of the same session in which the player purchased it. If that is not possible, the character begins with the item at the beginning of the next session. The character may be given the item, or he may have to take the item from someone else by force. The method of delivery is up to the GM.

Artifacts are ancient items created for the heroes of old. They can add mystery, intrigue, a sense of history, and a sense of importance to any campaign. They are extremely rare and powerful. Having one is an honor, having two is almost unheard of. If a player spends the minimum 13 APs

required to receive one, he may also choose to spend additional APs increase the Number of dice associated with it. All Artifacts begin with a die Number and Size of 1d12. Players may buy up the die Number and Size from there at a cost of 2 APs per Number. He may also add additional features to the Artifact such as spells, powers, and abilities by spending an amount of APs equal to half their normal cost on the character Advancement Table (rounded up). Just like Mystical Items, the character must end up with the artifact somehow, somehow by the end of the next scene in the Campaign no matter how trivial that scene might be. Each artifact **automatically** has three aspects or bonuses (ex: Cast a Spell 1x per day, Use an Ability 1x per day, increase the number or size of one chosen resource by 1 at all times, has a curse that lowers the character's RoH by 1, etc.) **in addition to extra powers and bonuses** the player might purchase. The player buying the Artifact gets to choose two of those aspects, and the GM chooses the third. Any extra ones the player buys, he or she gets to choose.

Destiny Points

A character's Destiny is the most defining feature for that character and the largest reward session in Dreadsands. It's what the character is about. All of the other parts of this game (advancement, rewards, resolution, etc.) serve the Destiny. Dreadsands gives you a chance to finally do the things you wanted to do in a fantasy-style RPG. Therefore collecting Destiny Points is something that should be considered seriously and cautiously.

Consider for a bit anything you've ever dreamt about having a character do. Forget about the setting for this game for a minute and let your mind go. Have you ever wanted to rescue a princess? Have you ever wanted to lead your people to a promised land? Have you ever wanted to slay a deity? All these things are possible in Dreadsands. Everything described in the setting of this game is just the surface layer of Hearthe. It is told from the Haarduunian point of view and is; therefore, limited. The people of the city know very little about what is beyond their immediate borders, so there is a great amount of room for players and the GM to add whatever elements to the game are necessary to facilitate a character's Destiny.

Destiny Points are accumulated through contests during play called "Moments of Destiny." A character must accumulate 15 Destiny Points before having an opportunity to achieve his or her goal. This opportunity is called a "Moment of Truth" and is explained further below.

Moment of Destiny

A Moment of Destiny is a time when your character is getting very close to a clue or big step forward in achieving his or her ultimate goal in life. Any scene can be declared a “Destiny Moment” by any player for his or her character, though only one player at any time may make such a declaration. Be kind to your other players and do not monopolize the spotlight during every scene. Destiny Moments are serious times. The stakes are higher and the player takes on much greater control of the setting and NPCs.

Each player should try to declare one to three Destiny Moments each session. When declaring a Destiny Moment, there must be some conflict already in play. For instance, the PCs walk into the tavern in the Foreign Quarter looking for information. The barkeep probably has some dirt on everyone and Frank who is playing Rastiss-a wizard-wants to declare this a Destiny Moment. He must then engage the barkeep in some kind of conflict. It could be as simple as bribing him with a few dollars to spill the beans, to using his Charm skills to force him to tell what he knows, all the way to a fist fight between the two characters.

If the character is successful in resolving the conflict in his favor, then he or she receives one Destiny Point and all those who helped him earn one Advancement Point. The player of Rastiss must then describe what he learns or finds and how it relates to his Destiny. This is not something the GM does. This is a player’s big moment to show off and develop the character’s story. What clue did you discover? Where does it lead next? What might your next Destiny Moment involve? Of course, Fate is a fickle thing. Just because you answer those questions now doesn’t mean they will come true. However, it will give you and the GM an idea of what’s coming next.

Moment of Truth

Once your character has accumulated 15 Destiny Points, he or she may embark on a Moment of Truth at a time of your choosing. A moment of truth is your one shot to reach your Destiny or fail trying. When a player declares a Moment of Truth, the game is reaching one of its apexes. Your goals and your character’s goals are on the line. At this point, anything else going on in the Campaign comes to a halt. It is your time to shine.

The GM now will consult with you concerning what you have in mind for your character to do. You must communicate your intentions clearly and in as much detail as you can. Negotiation, kibitzing, brainstorming, and debate are all useful tools when constructing this final scene. The player and GM should set a series of related tasks that the character must finally accomplish to get what he or she wants. I recommend three to five. No more than that. Everyone is free to toss in ideas, but the player and GM will ultimately decide the path the character must take. It will then be up to the GM to give the player the opportunity to act. There is no guarantee of success. That is up to the wits and prowess of you and your fellow players.

The Moment of Truth is the climax for a character. It is not necessarily one contest but a series of contests leading up to a goal. During the entire Moment of Truth, the character gains a bonus 3d8 to all of his or her rolls.

If the character succeeds at completing all the tasks set for the Moment of Truth, he or she gets what is written on the character record sheet and the player gets to narrate how it happens. This is the resolution or dénouement for the character, and once it is completed the player has a choice: choose a new Destiny or Retire the character. This decision is discussed in further detail in the Endgame section of this book.

Faction Points

Faction Points is almost an incidental reward mechanic in Dreadsands. It's there if you need it. The GM should look at factions as an opportunity to introduce opposition and complication for the player-characters. Players should look at factions as potential resources and opportunities to advance their characters' Destinies.

Every time a player spends APs to purchase a level of his or her character, that character gains 2 Faction Points for the appropriate faction category. In Haarduune, there are three categories: Insurrectionist, Loyalist, and Non-Aligned. Under each category are a number of factions detailed below. Players do not have to have their character join one of them, but doing so opens up many doors for adventures and Moments of Destiny.

Factions of Haarduune: Insurrectionist Factions

Citizens for Solidarity

There are many “secret” societies in Haarduune. Some are just family clans, some are organized by trade, and others by cause. Most of them are small and rarely have any kind of impact on Haarduunian society. Citizens for Solidarity, though, is an exception. They have made contacts all over the city and are used by more elite Factions to vet prospects for high level access in the insurrection. Citizens for Solidarity mainly concerns itself with feeding and taking care of its members- especially those who get too old or injured to work in the Queen’s fields. They offer emergency food and water provisions and will house any member who falls ill. They do not like the Queen and her policies; however they do not actively oppose her. The Citizens for Solidarity leave such actions up to the other unsanctioned organizations.

Faction Point Requirement: 5 Insurrectionist Points

Benefit: Once per session, a member can get 2 days of emergency food or water rations from the Desert Glass Tavern by talking to the barkeep named Zegeth. Members will not be charged any Chits for the provisions.

The Abolitionists

Slavery is viewed by some citizens in Haarduune as a disgusting practice that keeps the traditional elite in power who passed their prime long ago. Abolitionist movements in the city have been numerous but unsuccessful. There have been no less than ten attempts to free the Dwarves (and the few Safeer who have fallen into deep debt) from slavery. None of them have succeeded, and in fact, most were put down fairly quickly. However, the current movement has managed to stay around longer than any of the others. For the last three years it has been gaining members, planting spies, and buying the freedom of several slaves from money-starved masters. This movement has a real chance of affecting change, but they must be careful. If the leaders are discovered, the entire organization will immediately unravel.

Faction Point Requirement: 10 Insurrectionist Points

Benefit: Once per session, the organization will sneak a member and any number of his friends into or out of the Safeer or Human Quarters. The Wards and Soulslayers will be totally unable to detect such intrusions.

The Returners

The majority of Druids in Haarduune also belong to an order called the Returners. This group is obsessed with finding out the true origin of the world. Despite the overwhelming evidence that the great Sphynx created all, they comb the ruins in the desert and the ancient texts they steal from the Queen's Priests looking for clues into an ancient past. They want to "resurrect" their goddess in the hopes she can change Hearthe from a blasted, dry planet to a lush garden full of fruit and honey. They are very secretive and violent when provoked. One must earn a great deal of trust before being allowed into their sanctums.

Faction Point Requirement: 20 Insurrectionist Points

Benefit: Upon initiation, the Returners provide each new member with a metal item of that member's choice. It could be a weapon, a shield, a piece of jewelry, or a tool of some kind. Members are also magically taught how to read, write, and speak the ancient language written on the walls of the Great Ruins.

Blood Now

There are many who live in the City of Haarduune that fear and resent the Undead. To them, these creatures are an abomination. They live their lives hating what they consider to be a mockery of life- the most precious resource on Hearthe. The fact that the Lich-Queen has created her own brand of Undead, the Soulslayers, is an act of betrayal in these citizens' eyes. The existence of Soulslayers has irritated them to such a degree that they have organized themselves into an elite fighting force focused on the destruction of all Undead. The Blood Now society has been training its members for fifty years in techniques to fight Undead- both the kind that spawns in the desert and the kind controlled by the Queen. Their efforts have been rewarded. Blood Now has come to possess tactical knowledge about how to attack, kill, and decimate the bodies of the unliving monsters of Hearthe. They share it only begrudgingly and only with those who have proven themselves enemies to the Queen.

Faction Point Requirement: 20 Insurrectionist Points

Benefit: Upon initiation, the Blood Now teaches new members how to fight Undead. Members gain a special 2d8 bonus when in a contest against Undead, Soulslayers, The Lich-Queen and Stone Giants.

Scaor's Rebellion

Of all the secret societies among the insurrectionists, there is only one that truly seeks to dethrone the Lich-Queen. That is the Scaor's Rebellion. They hide out in various places all over the city gathering intelligence on the Wards, Priests, and Soulslayers. They actively search out ways to undermine the social institutions of the city and then act on those plans. They have their own secret gardens where great amounts of edible fungus are grown- just so they can bypass working in the Queen's fields. They know every entrance and exit to every quarter in town. They are shadowy and quite dangerous. Only those who have truly proven themselves committed to regime change are allowed to join their ranks.

Faction Point Requirement: 30 Insurrectionist Points

Benefit: They can sneak any member plus his friends into or out of any quarter of the city and even outside the city walls at any time unseen, regardless of the alert level of the Wards.

Factions of Haarduune: Loyalist Factions

Citizens for Assurance

There are many people in Haarduune, in fact it is the majority of the residents, that feel a deep sense of loyalty and gratitude to the Lich-Queen for keeping them safe and fed throughout the centuries. Many other cities fell by the wayside while Haarduune flourished. This grateful majority want the current status quo to be maintained and preserved for centuries to come. These concerned citizens form loose bands that act as counter-insurgents. One such band is called the Citizens for Assurance. They help their fellow members make ends meet each month and keep a close eye on those suspected of undermining the Lich-Queen's authority. There are many who identify with this

group who secretly hold allegiances to other organizations; therefore, everyone is watched with a careful eye.

Faction Point Requirement: 5 Loyalist Points

Benefit: Once per session, a character may visit the Sand Tower Inn and receive three Chits from the innkeeper named Tavriss (a Human) in the Foreign Quarter.

The Desert Legion

Not all threats to city security are found within its high walls. The Settites, Pariahs, Undead, and Elves all pose major threats to the survival of Haarduune. The Desert Legion is a group of volunteer soldiers who actively hunt, terrorize, and thwart outside threats to the city. They are patriots who protect their home at the cost of their own lives. Their only reward is what they take from the bodies of their enemies, which is, actually, quite lucrative. The skins from Settites and the gear taken from Elves sells for quite a high price back in the markets. The Desert Legion is by no means suffering from lack of provisions. They are well armed, well fed, and well liked by the people.

Faction Point Requirement: 10 Loyalist Points

Benefit: Upon joining the Desert Legion, new members are given a bone weapon and a bone shield. Also, once per session a member character may request a mission from Gaerik who runs the Legion Tanning Shop in the Foreign Quarter for a mission. This mission will consist of a task to bring something back from the desert (Settite skins, raw stone, bones, et.c). If successful, the character will receive five Bone Chits as a reward.

The Ward Auxiliary

Just as the Desert Legion protects the city from outside threats, the Ward Auxiliary protects it from inside threats. Volunteers who have proven their loyalty can go to the Ward's headquarters in the Foreign Quarter and apply for membership in the Ward Auxiliary. There is no additional pay for being in the auxiliary, however members are given the power to incarcerate suspected insurrectionists. Auxiliaries patrol the streets at night, keep tabs on the Desert Legion, and actively ferret out anyone involved with an organization disloyal to the Queen. They are a vicious brand of

loyalists who do not tolerate thoughts of rebellion. They do not have the power to execute criminals nor can they recommend someone they apprehend for sacrifice. Anyone arrested by the Ward Auxiliary is turned over to the Wards and given a hearing (or opportunity to bribe their new captors). It is the Wards who will decide his or her fate.

Faction Point Requirement: 20 Loyalist Points

Benefit: Regardless of their species, members of the Ward Auxiliary have legal and unlimited access to all parts of the city except the Temple Quarter and the Queen's Quarter.

The Queen's Chosen

Those who prove themselves to be exceptional members of organizations like the Desert Legion and the Ward Auxiliary are sometimes selected for more prestigious positions within the city hierarchy. The Lich-Queen herself selects those who show the greatest amount of loyalty and the greatest amount of potential to become members of her personal guard. Those whom she selects become known as "The Queen's Chosen." These blessed few are drafted into a very select group are treated extremely well and are allowed to enter the most sacred places of the city, a prestigious right only a handful ever achieve. Even the Wards show them respect. They know what it takes to become a chosen one. Chosen ones are allowed to go to the most sensitive places of the city like the Temple Quarter or Reclamation Center. They are given a Bone Chit each week to buy food, so they do not have to work except at the Queen's behest. To strike at or even insult a member of the Queen's Chosen is an offense punishable by sacrifice. Those who have aggrieved someone who is selected to this group must be wary. Revenge can be swift and excruciating in Haarduune.

Faction Point Requirement: 30 Loyalist Points

Benefit: The members of the Queen's Chosen are allowed to enter the Temple Quarter, Reclamation Center, and the Queen's Quarter without being stopped by Ward, Priest, or Soulslayer. Also, upon induction to this elite group, members are gifted a rare Mystical item from the Queen.

Factions of Haarduune: Non-Aligned Factions

The Occulous

Hidden in the Forbidden Quarter underneath the ruin and rubble is a domed room with a great eye suspended from the ceiling. The original purpose for this room is unknown. There are no carvings or records in the public quarters that reference it. None-the-less it has been taken over by a bizarre group that calls itself “The Occulous.”

The Occulous believes that there is a violent change coming to Hearthe. It will be something that not even the Great Sphynx can prevent- a doom’s day of sorts. In preparation for this end-of-an-era, The Occulous rigorously catalogs the everyday happenings, legends, and customs of Haarduune. They crave information from the Safeer that trade with the elves. They stalk the taverns and shops of the Foreign Quarter hoping to garner some new tidbit of information. Anything they learn, they carve into sandstone tablets and stash in a gigantic vault deep, deep below the city.

Faction Point Requirement: 10 Non-Aligned Points

Benefit: Characters are magically taught reading and writing upon joining the Occulous. Characters have access to the archives which contain all sorts of mundane information about the daily life of the people of Haarduune for decades. Finally, characters may ask for missions to collect data. Completing a mission is rewarded with 1 AP and 2 Bone Chits.

The Wanderers

Taking to the sands in search of truth, The Wanderers offer an alternative way of life for citizens fed up with the intrigue and oppression of Haarduune. The Wanderers roam the desert, armed to the teeth, in search of ancient relics and a new home for their people. They investigate the ruins of the cities, towers, and outposts looking for a place to make their own. So far, none have sufficed. The Wanderers remained undeterred, however. Their mission remains as clear as it was the first day and their numbers grown with each passing year. The Wanderers attack the Settites and Pariahs with passion. They use the homes of their enemies as stopping points to rest and plan a new course.

The leader of The Wanderers is a female Safeer named Sabena. She is wise and fierce in battle. She is generally accepting of new members. Sabena knows they are key to creating a functioning community if a suitable place can ever be found. Prospective member should know, however, that she is intolerant of weakness. Sabena has left many Wanderers lying in the sands of Hearthe because they could not keep up.

The Wanders have charted all the secret oases of Hearthe. They know where to find enough food and water to make sure everyone has what they need, but they guard the locations very jealously. Sometimes they will travel in circles for days to disorient new members. This way, only those who have proven themselves loyal to Sabena's cause know the way. Once a year, the Wanderers return to Haarduune to trade, restock, visit family, and rest. Someday, though, the people of Haarduune know The Wanderers will not come back.

Faction Point Requirement: 20 Non-Aligned Points

Benefits: Each new member is provided with a set of bone tools, a bone weapon, and a set of bone armor.

Harven's Revenge

After years and years of protecting the city an elderly member of the city Ward can look forward to a retirement filled with long hours of hard labor in the Queen's fields just to earn enough food to survive. This is an affront to many of the current Wards who had fathers, grandfathers, and even great grandfather serve the Queen only to be discarded as refuse when they passed their prime. As a result, a brave Ward named Harven started a secret group to provide for needy retired Wards.

Harven's Revenge, as the group came to be called, is made up of retired Wards, concerned citizens, family members of fallen Wards, or x-Ward Axillary members who want to see those who protected and provided for the city repaid in their twilight years. Originally, the group would sneak into the city treasury and steals Bone Chits to buy food and water ration for Ward and Ward Axillary members who could no longer work in the fields. The mission has expanded over the decades and now provides Bone Chits for former gladiators, settite hunters, and priests who cannot work in the fields any longer.

Members of Harven's Revenge bear no love for the Lich Queen or the Ward Leadership, but neither do they support any movement to undermine their authority. Harven's Revenge realizes that it can only exist as long as the status quo is maintained. They don't inform on any of the other factions in Haarduune, but they do not help them either-despite the best efforts of some groups like The Occulous and Scaor's Rebellion to convince them to do otherwise.

Faction Point Requirement: 30 Non-Aligned Points

Benefit: The veterans of Harven's Revenge can sneak members into any Quarter of the City. Also, members who are elderly can receive all the food and water they need for free from the group.

GM Awards

For most of the rewards just outlined in this chapter, the player is in control. Players declare Destiny Moments, they invoke their passions and relationships, they decide which levels to select for which faction, etc. However, the GM is not left out of this process either. GameMasters can offer any type of reward to a player at any time without any cost to the player (i.e. for "free"). The player retains the right to decline a reward, but that should not deter the GM from offering them. Below are some guidelines GMs might want to follow as they consider doling out rewards to players outside the mechanics discussed elsewhere in this chapter.

Passions

Sometimes players will do something over and over again with their character that they enjoy but not really realize it. For instance, a player might go out of his way to kill Pariahs or eavesdrop in the bazaar or sneak past the Wards or help a slave. To the players, they're just playing their character, but to a keen GM, the players have found something they really like about the game. In these instances, a GM should offer a "free" Passion to the player(s). You can point out to the players how they have participated in a certain activity over and over and offer them an incentive to continue doing what they enjoy. Offering them a passion will accentuate that activity and bring it more to the forefront of what the character is all about.

Relationships

As a GM, you will often introduce memorable characters to the setting. Some of these characters will befriend the PCs; some will be enemies. Regardless, players often take an interest in the creativity the GM has to offer and develop a bond with these characters. If you see a bond forming but the player does not seem inclined to buy a Relationship with that character with his or her APs, then you can offer a Relationship to the player for No cost. You, as the GM, get to choose what type of Relationship and how it is cemented during play. It's been my experience that giving out Relationships is the most common form of GM Awards in Dreadsands.

Advancement Point

Players who take risks, do something awesome, and generally make the game better for everyone else should be rewarded. The GM is free to hand out APs for any reason at any time. Usually it's best to associate that AP with some act the character performed during a contest or during dialogue. They could be given for solving puzzles, finding clues, or helping to establish other setting elements. Take care not to nullify a character's Passions or Relationships by handing out APs for every little thing. Players should not come to rely on the GM for Advancement Points. It's their job to earn the bulk of them.

Mystical Items/Artifacts/Metal Objects

It has been a long tradition in fantasy roleplaying games for characters to find magic items in treasure hoards or to be gifted an item by some mentor or sage. Dreadsands does not depart from this. Just because players have the ability to buy mystical items or artifacts does not mean that is the *only* way such things can be introduced to play. As a GM, you have discretion over the setting. If you want to add in special rewards like a metal weapon, magic ring, or sacred cloth, then you have every right to do that. I found that introducing low power items that fit in with a character's Passions or Destiny is a good idea. Doing so helps the player to stay focused on their goals and rewards them for engaging the game's mechanics. It also brings the character and setting to life by making the Destiny something that has connections to the setting beyond that character.

Destiny Points

GMs should be very careful about handing out Destiny Points. In fact, it should be avoided for the most part. A character's Destiny is a highly personal thing for the player. It is up to him or her to take control of the story and make the Destiny happen. However, we're all human. Sometimes we miss an opportunity that arose during play just because it didn't occur to us. If that happens, as a GM, you can offer the player a Destiny Point or offer to re-play the scene as a Destiny Moment. This may happen somewhat more frequently when people in your group are learning the game for the first time. That's fine. As the players become more comfortable with the system, though, their reliance upon you for Destiny Moments should decrease considerably.

Faction Points

The second most common GM Award that I have found in Dreadsands is Faction Points. Certain actions in or around the city of Haarduune will attract the attention of the various underground societies. GMs should be aware of this and offer Faction Points accordingly. Players are discouraged from turning down Faction Point awards from the GM. These awards should be seen as an opportunity to overcome a challenge or take the character in a new direction- not as a punishment for poor roleplay. In fact, no GM Award should be used as a punishment or as force to coerce players into take certain actions. The players control the direction of the action in Dreadsands. The GM is there to facilitate, suggest ideas, provide opposition, and enjoy the ride.

Currency

Currency can be earned in several ways. The player-characters can work in the Green Quarter to earn 1 Bone Chit per day. They can sell items they find on their adventures (see Equipment Table in the back of this game). They can rob other people or loot corpses- not the best way, but effective. The Ward might also pay characters who inform on Insurrectionists or help in the apprehension of a criminal. Finally, they might be able to do an odd job here and there to earn some spending money from the wealthier residents of Haarduune.

As a GM, you control the cash flow. You will have to decide if the desperation for food and provisions should be part of your game or if the player-characters should always be well stocked. Do you want to make acquiring Chits a major facet of play, or is that sort of conflict not important to you and your players? You'll learn pretty fast how much need the players can tolerate. Hearthe is an

uncaring place. A little bit of desperation is not a bad thing, I don't think. Money, or the lack thereof, can drive the action in the game if you let it. You just have to settle on whether or not you want it to be.

RESOLUTION

The Player's Role: Getting Things Done

The resolution system in the Dreadsands is a bit unique. When in a contest, whether it is against another person, an inanimate object, supernatural powers, or force of nature, the player must draw upon the resources their characters have at hand and make a "roll" to achieve success. These resources can include each of the following: one Stat, the character's Trade, the character's Heritage, one weapon or piece of equipment, one Mystical Item and one Artifact. Each of these aspects of a character has dice associated with it. These dice form the pool that the character uses to accomplish his feats of heroism. Using this pool along with Skills, Spells, Powers, and Abilities is covered in the following sections.

Generating Your Pool

To generate your Pool, you will draw on all your character's appropriate resources. The list of possible resources includes Stats, Heritage, Trade, Equipment, Mystical Items, and Artifacts. Sometimes you will use all of these and sometimes you will not. Each contest will be different and therefore will call upon different aspects of the character.

For instance, let's say you were playing a Dwarven Thief trying to free another Dwarf from slavery. To create your pool, you would draw dice from your character's Heritage and Trade to begin with since the contest involves an issue very important to Dwarves and you are trying to be sneaky which is an issue very important to thieves. Next you would choose a Stat the best relates to the action you are about to take. Add those dice from your character's Stat to your Trade and Heritage dice. Then finally you would add any dice you have from one and only one piece of equipment you are using (lock pick, weapon, chain cutters, etc.), one Mystical item (if you have one) and one Artifact that (again, if your character has such an item).

Some contests may only include a character's Stats. As an example, let's say you were playing a Human Wizard trying to lift a cover that has sealed a tunnel below the streets. Obviously, the character's Body stat comes into play, but what else? Trade and Heritage do not seem to apply. Wizards are not known for feats of strength and tunnels would likely hold no special value to the character's Heritage. Unless the character has a piece of equipment like a crowbar (high unlikely on Hearthe), equipment would not apply either. Mystical Item/Artifacts would only help if the character had them, and for most starting characters that is quite rare.

In order for dice from a particular resource to be added to the player's Pool, the character must be actively using that specific aspect. Players may have to justify to the GM why you drawing dice from each resource if there is a dispute. The GM does have veto power here, but should use it sparingly. Once a Pool is created, you are ready to roll with it.

Using Your Pool

Collect all the dice you have chosen to use and then roll them. In any given contest, the Default Difficulty (the target number you will need to beat with your rolls) is 8. You must add the result of all your rolls together to either meet or exceed the number 8. If you can make that total on one die great! If not, you may group any number of dice together to get there. Now it's possible that you can create several groups of dice that to meet or exceed the Default Difficulty (DD). If so, that means your character may perform a number actions equal to the number of groups of dice that meet or exceed the DD during his or her turn to act. So for example, if you can make five groups of dice that each equal 8 or more, your character can take up to five actions! Running your character's full movement, drinking a potion, and readying your character's weapons do not count as actions.

For each grouping of dice meets or exceeds the Default Difficulty you must choose a skill that your character has if at all possible. He or she is considered to have succeeded in using this skill. You do not announce what skills you are using or what actions your character is taking until AFTER the dice have been rolled. So for instance, if the character Rastiss wanted to pick a lock he would first have to have a grouping of dice whose sum met or exceeded a total value of 8 the skill and then have the Pick Lock skill. If he wanted to pick the lock and do it quietly, he would have to have two groupings of dice whose total each met or exceeded 8 and have both the skills of Pick Lock and Move Silent. However, if a character wants to attempt an action **without the appropriate skill**, the Default Difficulty becomes **16 instead**. So, for instance, if he wanted to find evidence that a local bully was extorting the shop owners but didn't have the "find evidence," "investigation," or "find dirt on someone" skill, he would have to have a dice group that totals 16 or better to find what he was looking for. Players may always adjust their next action in light of the result of their previous action.

So if a dagger does not penetrate the armor of a foe on the first group of dice that beat the Default Difficulty, the player may choose to perform other actions with the rest of his successful rolls if he or she so desires. Players are not locked into attacking every time with a dagger for no damage.

For example, let's say Jenn is playing a Human Thief and is fighting a Ward in the Forbidden Quarter. The Forbidden Quarter has a -1 DD Mod, so the target for her rolls is 7. She rolls her dice and comes up with this: 1, 3, 4, 4, 6, 7. She arranges her dice in the following groups: (1, 6); (3, 4), (7). Then she begins by announcing that her character is attacking with her short sword.

Jenn: "For my first success, I swing with my sword for two Hits."

GM: "As you do, you notice he is wearing bone armor. Your attack bounces off."

Jenn: "Hm. Okay, I use my Trip skill to knock him off his feet with my second success then climb up the nearby rubble to get to the top of the city wall with my second success."

GM: "You have the Climb or Scramble skill?"

Jenn: "Yep, sure do!"

GM: "Alright, you succeed. He's off his feet for the next turn and you're well on your way over the wall."

Modifiers to the Default Difficulty

There are several things that can raise the Default Difficulty. Barriers are a good example. If a Barrier can apply in a contest, then the Default Difficulty is raised by the target's Barrier Value. For instance, the Intimidate Ability tries to weaken a character's Stats. Rastiss, a character with the Intimidate Ability, wishes to use this Ability against another character named Phaedren. Phaedren has a Value of 2 in his Influence Barrier. The Default Difficulty for Rastiss is now 10 instead of 8.

GMs may also create Hardships. Hardships are modifiers that can hinder a character's attempts. Each scene, the GM can create 1 Hardships per player-character per session. So if there are three player-characters, the GM has three Hardships to use that night during play. They cannot be held over from session to session. The GM spends them or loses them. The Hardships add +1 modifier to the Default Difficulty for all characters in the scene until that scene is over. All dice groupings for that scene would now need to meet or beat the value of 9. The GM must describe the Hardships to the other players and how it would affect their characters' actions. Hardships could be things like loose sand, loud noises, slippery floors, extreme heat, darkness, thin air, tight quarters, guards on watch, etc. They are limited to the immediate area around the characters, but do carry over from session to session if the player-characters revisit that same site.

Finally, the very terrain of Hearthe has an effect. Later, in the Setting section of this game, the various locations in and around Haarduune will be described. Each location will have a Default Difficulty Modifier (DD Mod). All actions taken in a particular location have their DD increased by that modifier. So for instance, Blasthelm has a DD Mod. of +1. Therefore all rolls in that location have a target Default Difficulty of 9 instead of 8. The Forbidden Quarter of Haarduune has a DD Mod. of -1, so all rolls in that locale only have to beat a DD of 7. The DD Mod. is added before any other modifiers to the Default Difficulty are calculated.

Initiative

If a contest occurs where more than one character wants to act at the same time (in combat for example), then a specific order of actions is needed. This order is called Initiative. It will have a value between zero and ten. Whenever characters are attempting to act simultaneously, the GM will begin counting down starting at ten. When your character's number comes up, it will be your turn to act. That will be the order you follow until the contest is resolved. If characters have the same Initiative, then they are considered to have acted at the exact same time. In this case, you will have to decide amongst yourselves who will actually narrate their character's actions first, or you can choose collaborate to intertwine their characters' actions.

Modifying Your Initiative

There are several ways to modify a character's Initiative. First, is to spend Advancement Points (see table in the Rewards section of this game). The second way is with the use of arms and armor. Weapons and Armor have Initiative Modifiers (IM) attached to them. The bigger and bulkier the item, the more it slows your character down. Light arms and armor have an IM of -1. Medium items have an IM of -2, and Heavy weapons and armor have an IM of -3. Mystical Items and Artifacts cannot have a negative impact on your Initiative. Remember that a character's Initiative cannot drop below zero for any reason.

Narrating Your Character's Actions

Rolling the dice to see if you succeed is one thing, but explaining that success is another. When your character's turn comes up and you've rolled all your dice, only you will know how your character succeeded or failed in his or her actions. It's up to you, the player, to explain what he or she did and how it turned out. Use this as an opportunity to explore your own creativity. The game will benefit from your narration and color. The more exciting you tell the story, the more interested your fellow participants will be in what your character does.

For each success—a grouping of dice totaling 8 or more—you may narrate one action. Let's say Frank rolls a 1, 1, 1, 2, 2, 5, 6, 7, 10, and 12 while trying to escape from the Ward in the High Quarter of Haarduune. He can group his dice like so: (6, 1, 1); (7, 1); (5, 2, 2); (10); and (12). That gives him five potential actions he can take. Frank can then narrate his actions like this,

Frank: "I turn around and toss sand in the eyes of the closest Ward. I then leap over a wall, move carefully enough that I don't leave tracks, and then hide in the shadows of the night."

The GM would then reply: "Okay, cool. What skills are you using to do that?"

Frank: "Hm. I don't have anything for tossing sand at the Guard. I'll need a 16 for that. Let me rearrange my dice. [at this point, Frank rearranges his dice like so: (12, 5); (6, 2); (7, 1); (10)]. Okay, so that's a 16 for the sand. I use my Leap Skill and Traceless Passage skill for my next two success

which get 8 each. Then I use my Hide skill which gets a 10. I have three dice leftover now, so I'll hold them back and get an Advancement Point."

GM: "Great. The Wards run by; one you can see rubbing his eyes as he goes. You're safe!"

One question that can pop up during play is, "What is the scope of a particular action? I.E. how much can I do?" Players and the GM are given great leeway here. The important thing is not measuring out how many feet a character can move in a given turn or just how blinded the Ward really is. The important thing is the characters achieving their objectives. So, everyone should be willing to give and take as they play. The GM never told Frank there was a handful of sand on the ground, but that doesn't matter. Players can add elements like that to their narration at will in order to achieve their objective. The GM might not have told Frank there was a good place to hide on the other side of the wall. Again, that's irrelevant. Frank had the purpose of hiding from the guards. Whatever had been previously established in the game's fiction can be removed, altered, or highlighted to fit the immediate need at hand. Focus on successes and skills, not measurements, laws of physics, or adherence to some type of canon. All of that stuff takes a back seat to what the players and GM want to do.

Damage

In combat, your character may suffer or inflict damage. The damage system in Dreadsands system is very simple. The amount of damage a character can deal to another is not randomized. It's a set value. However, each success a character rolls can be used to inflict damage with his or her fists, weapons, or some other means.

Weapon Damage

Weapons are divided into three categories: Light, Medium, and Heavy. Light weapons tend to be smaller and include things like fists, daggers, and slings. Medium weapons are arms like broadswords, crossbows, clubs, maces, and the like. Heavy Weapons are those whose size makes them very formidable in battle. Weapons like battleaxes, lances, longbows, and explosives fall into this category. Light weapons deal 2 Hits. Medium weapons deal 3 Hits, and Heavy weapons deal 4 Hits.

Preventing Damage

Armor works in a similar way. It's divided into three categories: Light, Medium, and Heavy. Light armor like heavy cloth prevents 1 Hit. Medium armor like leather or chitin prevents 2 Hits. Finally, Heavy armor like bone armor prevents 3 hits.

Metal Weapons and Armor

Metal items are extremely rare and valuable on Hearthe. Metal weapons and armor are even more so. They are usually reserved for the most veteran Wards in Haarduune. Metal's effectiveness in battle is unsurpassed among materials on Hearthe. As a result, metal weapons deal 1 additional Hit (and an additional -1 IM) and metal armor prevents 4 Hits (and has a -4 IM). Any character wielding metal arms and armor instantly receive respect and curiosity from the citizens of Haarduune.

Poisonous

As if the razor sharp claws and cunning steel of your enemies weren't enough, some of the foes you face will be "Poisonous." This means if they successfully strike your character, you will suffer some penalty until the poison is cured. Usually this will mean losing the highest die or dice you've rolled. Poison can be cured using antidotes bought in the Foreign Quarter of Haarduune, Spells, or by a person with medical knowledge inside the city.

Negating Attacks

There are several ways to nullify the attacks on an opponent during play. Each method is unique to the type of attack it tries to stop or hinder. Using these skills to keep your character from harm is almost a necessity, especially as the campaign goes on and the more powerful forces of Hearthe come crashing down on you.

Dodge and Parry

The Dodge and Parry skills negate attacks. For each success you use on a Dodge or Parry skill, you will negate one attack. If you use three successes, the first three physical attacks you suffer will not hit your character.

Resistance

Resistance skills work a little differently. There are 3 Resistance Skills: Magic Resistance, Nature Resistance, and Influence Resistance. If you use one of your successes on Resistance, you gain a +4 to the appropriate Barrier until your next turn. So if you use a success on your Magic Resistance, you'll gain a +4 bonus to your Magic Barrier. Any Mystical Ability, Spiritual Ability, or Spell now has to beat at least a 12 to successfully affect your character. Remember, even with these Skills, your total Barrier value cannot exceed 10.

Using Your Abilities, Powers, and Spells

Using Abilities, Powers, and Spells in Dreadsands requires a skill check. The skill required is associated with the kind of ability you wish to use. For instance, to activate a Mystical Ability you must use the "Use Mystical Ability" skill. For Combat Abilities it is "Use Combat Ability" skill. Spells require the employment of the "Use Spell" or "Spellcasting" skill. Each Ability, Power, or Spell may only be used **once per session**. However, if the attempted use of an Ability, Spell, or Power is foiled, canceled, aborted, or countered in some way, that attempt does not count as a "use."

Some Abilities and Powers may have continuous effects or effects have a duration (usually until sunup or sundown). If so, these items need only be activated once in order to have their effect. Further uses of the Ability or Power will not require a roll.

Magic on Hearthe

While Abilities and Powers are things any character can just do, Spells require something a bit more. Magic is rare on Hearthe. Use of it is discouraged by the Lich-Queen and the Great Sphynx despite the fact that the two of them practice it heavily. Casting spells takes water. Each time Magic Spells are used, whether by an individual or by a Mystical Item, nearby water must be consumed. The reasons for this are unclear to the people of Hearthe. The Druids have their theories. The Wanderers have their own. Priests, Wizards, Scholars, and commonfolk all disagree. For instance, one would think the Brinewater Sea would be a hotbed of magic. However, the salt-water is a faux-amis. It actually makes casting spells there harder. Only fresh water is the true source of power on Hearthe.

Regardless, each time a character or item casts a spell one day's ration of water is consumed. The Druids make a practice of carrying large quantities of water in hidden pouches called "Druid Pouches" all over their bodies. A full set of Druid Pouches can power up to ten spells. Wizards (who also serve as the Lich-Queen's as priests) make a practice of siphoning water out of their enemies to cast spells. Siphoning water in this way is modified by the target's Mystical Barrier. A successful Spellcasting roll that siphons water inflicts 1 Hit on the victim in addition to any effect the spell has. The Mystical Barrier will not apply for a willing victim (say the Druid or Wizard himself if there is no other source of water available). However, the victim still takes 1 Hit of damage for each spell cast.

Unused Dice

As mentioned in the Rewards section of this game, you will quite often have a group of dice left over that you either didn't need or didn't total 8. If you have 3 or more dice left unused, you can exchange them for 1 AP. If you have a group with less than 3 dice in it, those dice are simply lost and their results ignored.

Taking a Your Time

There may be times while you are playing that you don't want to take the chance of rolling to see if you can overcome an obstacle. In these instances, you may "Take Your Time." This means that you forgo rolling dice and settle for a total value equal to double the Default Difficulty including

whatever modifiers may be in place. Obviously, “Taking Your Time” costs the character time. A number minutes must pass equal to the value you are trying to achieve while the character works on overcoming the obstacle. For instance, if a character has time and wants to disarm a spring trap with a Default Difficulty of 8, the player must declare that he or she is “Taking a 16.” If the character has 16 consecutive minutes to work on the trap, that player earns a 16 value for his roll. The character then automatically succeeds.

Surprised and Unsuspecting Targets

There will come times with your characters either take someone by surprise or are taken by surprise themselves. In these instances, the rules change slightly. First, whoever is doing the surprising is automatically considered to go first when it comes to Initiative regardless of what the Initiative scores actually are. Second, if the characters are working together, then the players will have to coordinate who actually goes first, second, etc. If they are not, compare Initiative scores and follow the regular order of highest to lowest. Third, once all the characters who are engaging in surprise actions against other characters have taken their turns, revert back to normal Initiative rules and proceed to resolve the contest from there.

Trivial Successes

As your character grows in strength, certain contests that were once difficult will become trivial. If the number of dice in your pool ever equals the Default Difficulty times the number of successes you need to resolve the contest, then you do not roll. For instance, if you would have 3d4, 3d6, 1d8, and 1d10 in your pool for negotiating with a bone merchant in the Foreign Quarter, then there is no need to roll. You have 8 dice and the Default Difficulty would be 8. However, if that same character wanted to distract the merchant while swiping something off his cart, then that would require two successes or 8x2. Since you do not have 16 dice in your pool, then you will roll to see if you win the contest. If you’re ever unsure whether you should roll or not, ask your GM. He or she will let you know.

Failure

If the roll of your dice pool does not produce enough dice to create a group that sums up to the Default Difficulty, the attempt is considered a failure and you have to narrate how your character

failed. There is no real penalty for a failed attempt other than your character simply loses the opportunity to act that turn. If you were in the process of trying to dupe, swindle, rob, or romance another character, he or she may have the opportunity to realize what you've tried to do. The GM will decide if your failure was obvious enough to be noticed.

No Retries, Unless...

Should your character fail to succeed or only partially succeed to accomplish a goal in a contest, you cannot try again. You failed and the opportunity is lost. However, if your character took some kind of precautions before engaging in the contest, then a retry is permitted. For instance, Jenn is having her character try to jump over a pit. She has the character tie a rope around her waist and attach it to a nearby outcropping. Jenn rolls her dice and gets a 1, 1, 1, 2, and 2: a total of 7. Her character fails. "She falls into the pit and gets snagged by her rope," Jenn says. The GM replies that since she tied herself to the rope, that counts as a precaution. If she can make a successful roll to climb out of the pit, she can have another opportunity to jump.

Retreat

Sometimes a character may get him or herself in trouble. Some opponents just can't be beaten. In these cases the characters can Retreat. Retreat means you forfeit everything that was at stake in the contest and any APs you may have earned for rolls during that contest are also lost. Any uses of Abilities, Spells, and Powers are not restored. You get one chance to use them, win or lose. On the bright side, though, it does mean that your character has gotten away cleanly and cannot be followed or harassed.

There are some instances where Retreat will not be possible. These are very narrow and specific. The first example of a scene where Retreat is not allowed is in the Arena. If a player finds his or her character in a contest in the Arena, the contest must be played out to the end. There is no Retreat possible. The walls are too high and the Wards will make sure the character stays in the bounds of play. The second scenario in which Retreat is not allowed is if the two most powerful entities on Hearthstone: The Lich-Queen and The Great Sphinx. A contest against one of them must be played out entirely. They are too powerful and too crafty to be foiled by someone running away. Aside from these specific times, however, there should be no instance where Retreat is not a viable option for the characters.

The GM's Role: Making Things Fun

As the GM, you have the responsibility for making the players earn their stripes. You provide the opposition and obstacles they must overcome in order to achieve their goals. This doesn't mean it's your job to prevent them from ever doing that, nor does it mean it's your job to just rollover and allow the characters to succeed at every turn. Opposition is no fun if it is easily beaten.

Playing Opposition In a Contest

Unlike a player, the GM does not need dice to participate in a contest. Instead, each non-player character (NPC) is assigned a certain number of automatic successes at a certain value. For each success, the NPC can execute one action, cast a spell, use an ability, activate a power, or do anything a player-character can do so long as the DD is less than or equal to the character's "@ value." For instance, a Novice Gladiator has one success @ 10. So, each turn a Novice Gladiator will succeed at one action that has a Default Difficulty of 10 or less. Some NPCs have a success value of "1/2 turns." This means, they get one success every two turns. GMs should play this as a success on every **odd numbered turn**. So that means they'd have a success on turns 1, 3, 5, 7, 9, and so on. On even numbered turns, those characters cannot take any actions. Dealing damage and preventing damage are dealt with in the same way they are for players. Having automatic successes may seem a bit unfair at first, but there is a limitation to what a GM can throw at the players. This limitation is called the Threat Level.

Threat Level

The number of successes a NPC gets is based on its Threat Level (TL). Player-characters have a Threat Level too. This is calculated by adding the number of sessions you've played plus all the player-characters' Trade and Species Levels combined. So, let's say you have one player-character and it's your first night of play. That player-character has a Threat Level of 3 (1 Session + 1 level in Trade + 1 level in Species). If there are two player characters on the first night, then the Threat Level would be 6. For the third session if both characters had hit level 2 in both Species and Trade, the total TL would be 14: (3 for the session + 2 for each level in Species + 2 for each level in Trade)x2.

The number of enemy NPCs a GM can introduce to a single scene is limited by the player-characters' combined Threat Level. So if the player-character Threat Level is 3, then a GM may introduce three TL-1 NPCs, or one TL-2 NPC and one TL-1 NPC, or one TL-3 NPC. There may be multiple opportunities for contests in a scene, so a GM should be mindful of conserving his resources when planning a scenario and providing opposition.

Lookin' For Trouble

The GM is limited by the Threat Level when introducing enemies into play, but the players aren't. Sometimes players will go looking for a fight, and the GM is obliged to meet their expectations. For instance, a GM might introduce a veteran gladiator to the player-characters simply to give background on the Arena or other personalities in Haarduune. If one of the players has his or her character go up and slug the gladiator at that point, there is nothing for the GM to do except respond in kind. The veteran gladiator may surpass the normal Threat Level, but the player started the contest. If the players want to take on enemies that are beyond the Threat Level, that is perfectly fine. They should be prepared to deal with the consequences.

Tactical Decisions

As the Threat Level for NPCs increases, so do the number of successes they get each turn. GMs should be aware that all NPCs are considered to have access to all Skills at all times. So tactical choices are wide open. I recommend using one or two successes, especially at the higher Threat Levels, for Dodges or Parries. These will negate attacks made by the player-characters and make the fight more of a challenge. Use Resistances to make the use of Spells and Abilities more difficult. These are the fights the players will remember in the long run.

Playing Opposition Outside a Contest

Not all interaction between player-characters and NPCs will take place in a contest. The players only need to pick up the dice when something is really important. As a GM, you can oppose the players' agendas by having the NPCs be weak, belligerent, greedy, narcissistic, or needy based on the situation. A lot of the economy of Haarduune is based on barter. Haggling is something that can be carried out through dialogue between the players and GM. If the situation can be resolved that way, great! If an impasse arises, though, the players are free to pick up their dice and use their skills

to try to get what they want. This will take a little while to learn, but in time it will become obvious when conflicts can be negotiated person-to-person or when the dice are needed to resolve a problem.

Just Saying Yes

Sometimes a situation may arise that would normally require the player to make a roll; however, the GM views the situation as either trivial or critical to the story's advancement. In these cases, the GM has the power to just say, "You succeed" without any roll being necessary. Opposing everything the players try to do is no way to roleplay. GMs need to be able to pick out the moments when conflicts should escalate, when obstacles should be remembered. Routine activities, trivial feats of skill and knowledge, or "in-the-moment" reactions should not require rolls. Say yes and move on. Go to the dice only when something is important.

Player's Successes

During a scene, the player-characters and NPCs may have opposing agendas. Since the NPCs have automatic successes, it generally falls to the player to decide what actually happens during play. As a result, player successes always trump successes for characters controlled by the GM if they come **after** the player's roll. If a player-character succeeds in his Hide roll, then the character is hidden. No amount of successes from the NPC can find him. If the player-character succeeds in her Trip roll, no amount of successes can save the NPC from losing his or her balance. If the player makes his Dodge roll, the next attack his character suffers is negated- end of story. Once a player has a success, it cannot be undone by the actions of the GM or character he or she controls.

Retreat

Retreat for NPCs works basically the same way it does for the players' characters. At any time, during the NPC's turn, he or she can run away without being followed or harassed. There are a few more restrictions for the GM than there are for the players, though. Like the player-characters, Retreat is impossible in the Arena. Contests there are fought until they are over. The Lich-Queen and Great Sphynx also cannot Retreat. They will stay in a contest until it is over. The same is true for all Undead, Soulslayers, Stone Giants, Sand Beetles, and Pariahs. Also, NPCs may not retreat during a Moment of Destiny or Moment of Truth. These are critical moments of play and must be

seen through all the way to the end. Finally, a NPC cannot Retreat if the player-characters have him or her trapped, cornered, or subdued. At this point, they must fight it out until it's over.

THE PLANET HEARTHE

The Setting

The following is an account of the planet of Hearthe. It details the city of Haarduune, its surrounding areas, and the people who live near it. There is a great deal of mystery surrounding the creation of Hearthe. Not everyone agrees to the same story. Likewise, there is a lot unknown about the regions beyond what's catalogued in the following sections. As a result, GMs and players should feel free to add, change, and mold the following setting elements to best fit the characters' Destinies and agendas.

The Officially Sanctioned History

Year 1- The Year of the Sphynx

The world was once a great inferno. Fire covered the face of the world and consumed all within it. From the world's ashes was born the Sphynx. He blew his breath upon the scorched land and the flames subsided. From the smoldering ruins of the ground he formed the inhabitants of Hearthe and set things according to his order.

Year 100- Rise of the Lich-Queens

The benevolent Sphynx imbued seven women with some of his knowledge. This "Boon of the Sphynx" granted them great wisdom and martial talents. He taught them how to lead and how to use magic. These women, in turn, spread their knowledge to those who swore oaths of allegiance to their Queen. Finally, the Sphynx set them in charge of seven great cities. In these cities he gathered the great peoples of the world- the Humans, the Safeer, and the Dwarves.

Year 300- The War of the Queens

Around this time, undead began to appear in great numbers. The Vath-wurm (a gigantic beast that spews Undead from it's gaping maw) sacked many villages and the climate, already hot, grew even hotter. Food and water became scarce. With the situation becoming more and more desperate, the great Lich-Queens went to war with one another. They fought for resources, not glory. Two of the Queens were killed and their cities stripped and demolished. Their people were sold into slavery and their names were erased from memory.

Year 500- The Collapse

The climate grew ever warmer. Settite (snake-men) and Elvish raiders stole many of the provisions produced in the five remaining cities. Slowly, these great bastions of life withered and died. Three of the remaining Queens brought their people to Haarduune, the last great city of Hearthe. The people were accepted; their Queens were sacrificed to the Sphynx. Varrgahst, the only other independent city of Hearthe, simply vanished beneath the sand. As far as anyone knows, Haarduune was alone.

Year 700- Present

Haarduune is on a decline. Trade with the Elves has gotten more dangerous. The Settites are everywhere, and the Sphynx demands ever more blood to satiate his appetite. There have been few explorers try to reach out to the lost city that sunk beneath the sand. None have returned in over ten years. One foolhardy band of adventurers set out to find Shaylah (the Valley of Life) with much fanfare, but they were never seen again.

The Speculated History of Hearthe

Little is known about the world that can be trusted. The priests say this place is was created by the Sphynx and the Lich-Queens have always ruled. But there are things the Lich-Queens cannot explain. There are great ruins in the world built by people not recorded in the sacred texts. Clothing made from metal-the rarest of all substances on Hearthe-has been found in great stashes. Who could wear such a thing in the searing heat of our sun? What stories have been garnered from the Elves speak of a time when their kind and ours were allies. This is, of course, inconceivable given their species' love for the taste of our flesh. Yet, there must be some explanation for the quandaries of the world. The walls in a cave near the Brinewater Sea hint at a benevolent goddess who was slain by men to get her power. Her blood is what we call "water." It is interesting that water is what gives the

wizards and druids their power. Perhaps the legends are true, and this desert planet was once a place of green forests and flowing rivers.

The Peoples Outside the City

Settites

Of all the peoples that inhabit this forlorn planet, the Settites seem the best adapted for its brutal way of life. They have tough, scaly hides. Their eyes have clear eyelids that protect them in a sand storm. Their fangs and forked tongues help them find and secure food. They have arms like a Human, perfect for grasping and holding their prey, yet they have the body of a serpent- perfect for traversing the sandy planes of this desert planet. Their bodies do not require much water, so they can travel great distances. The Settites are, in a sense, the true embodiment of Hearthian. They are also ruthless, violent savages that roam the world over looking for whom or what they can devour.

Settites inhabit many regions throughout the world and near Haarduune. They seem to be very reverent toward the Great Ruins in the West and the Forgotten Temple in the North. Since no one has discovered a spoken Settite language, it is difficult to understand their behavior. In fact, much of their society and origin is a mystery. One thing is for certain, though. Their numbers are increasing while the Haarduunians are not. Some are fearful that some day, these snake-people will overtake the Humans and their allies that live in the last city of the desert.

Pariahs

When the Great Sphinx organized the tribes of Humans into cities, some did not obey his calling. They chose to remain in the desert. As a result, their growth was stunted, and their behavior became more feral. Today they are a barbaric race of cannibals that has lost any semblance of its human ancestry. They have rejected civility and in turn have been rejected by the cities.

Pariahs are a diminutive people. They stand three to four feet tall and almost appear to be young children. However, their disarming appearance is a trap. They are savage, mindless killers. They live in the ruins of the world near whatever source of water they can find. They dine mainly on Settites and desert beetles, but they have been known to eat traveling citizens from the city as well as

their own kind. They have no qualms about killing and digesting anyone who happens by. If a Pariah shows up near Haarduuune, the Wards have a standing order to kill them on sight. They are an abomination to the Lich-Queen and are banished forever from the city walls.

Elves

In the ancient caves carved out by fire and the gaping cracks of the dung colored Weathered Peaks lives a reclusive and mysterious race of people. Hidden in the shadowy places of the mountains are the Elves of Hearthe. They are a violent and barbaric people with a well documented history of killing Humans and Dwarves on sight. They have mastered the mystical powers of the world, making them formidable enemies. They tend what is left of the world's forest, which is nothing more than a dense patch of thorns and brambles. Their numbers are slowly dwindling, and a sense of desperation can be seen in their crystalline eyes.

Their appearance is nothing like their culture, however. Their fair skin, tall stature, and graceful movements are all a disguise for bestial savagery. There is an aura about them that inspires fear and awe at the same time. They know this, and use it to their advantage to overpower and destroy their enemies. So striking is the difference between their features and their manners that many wonder what ancient curse befell them that turned such a beautiful and wizened race of people into feral and ferocious killers. They are a doomed lot, with their hopes riding solely on growing their strange plants and unusual fungi deep in their hidden lairs. They trade with the Safeer whom they say saved them from an ancient terror many centuries ago. The Safeer claim to have no knowledge of this event but take advantage of the Elves' good will to engage in trade and better their lives.

Undead

There are many ruins on Hearthe. They were once used and inhabited but are now empty and desolate. Some were great cities, some were fortresses protecting merchant routes, and some were watchtowers, both honoring and scouting for the Sphynx. They have all been long abandoned by mortals, however, there are those who still infest such places. They are the walking dead: abominations of those whose souls have slipped beyond the veil.

Appearing as scorched skeletons that roam to and fro, the Undead haunt the ancient places of the world. Any living creature who enters their domain is instantly seized upon and killed. There is no logic to it, only instinct. The Undead cannot be reasoned with. They move and act according to the powers of Hearthe. They are like a nightmare come to life, manifested in the cities and buildings that have been torn asunder by time and neglect.

These dens of bones and death are littered with the remains of those who strayed too close to the ruins. Merchants, adventurers, hunters, and lonely wanderers have met their ill-timed fate time and again at the hands of animated skeletons and shambling corpses. The Undead pile their remains in great stores, as if to display their hunting trophies. None can decipher any meaning from their behavior.

Stone Giants

The Stone Giants, found in the cracks and crags of Hearthe, are hulking brutes literally made from an amalgam of rocky rubble. They stand 10 to 12 feet tall and are an imposing sight to any who encounter them. Stone Giants are among the most unique creatures of Hearthe. Scholars debate whether or not these monstrosities are sentient. They do not seem to have a language and do not form communities, and the way they reproduce is perhaps the most unusual feature about them.

Reproduction for a Stone Giant is very complex. First, they must gather enough loose rock to form a 10 to 12 foot humanoid shape. Then they require a large crystal or quartz about the size of a human fist. Finally, the catalyst for life in Stone Giant reproduction is a magic item or artifact, usually of Elven design. Put all this together in a cave, give it a few weeks, and out comes a new Stone Giant. Scholars still are unsure on how the process actually works and how it could have possibly been started.

Stone Giants don't appear to have any agenda or purpose other than to make more of themselves. They are a constant nuisance to the Elves. Pariahs will paint pictures of them on the walls of the caves and ruins they inhabit that tell stories of the giants ripping through stone and rock looking for crystals and magical items. The Pariahs even erect small idols in the shape of the Stone Giants, presumably to either worship them or ward them off. Caravans and hunting parties must be careful to avoid the Stone Giants. They are tough to kill and do not stop for any reason. They'll slaughter every person to a man looking for material to generate more of their kind.

The Peoples Inside the City

Safeer

The Safeer are a reclusive race of towering lizardfolk. They live mainly in their own section of the massive desert metropolis of Haarduune. They keep to themselves for the most part, with only a few of their kind stepping outside their quarter of the city to trade with the Elves or barter with the Humans and Dwarves in the city market. They are expert warriors and negotiators. Living as second-class citizens in the city has taught them to press their advantage when they have it and acquiesce when the stakes get too high. Their reserve and determined self-preservation has helped them to thrive in the desert while other species have fallen by the wayside.

Human

Humans are the dominant species in Haarduune though they are the fewest. The Lich- Queen trusts only the Humans to serve as Wards and Priests in her city. They control all the political power within its walls. However, they are not wealthy compared to the Safeer nor physically gifted like the Dwarves. Their ambition is great, but their attention span is limited. They also have a running blood feud with the feral Elves of Haarduune that limits their trade partners. The Humans have stumbled as Hearthe has grown hotter, yet a devotion by all to tradition and the wisdom of four centuries in control have placed the Humans in the prime spot to either perpetuate or end the current social order of their city.

Dwarf

Perhaps the most unfortunate species in Haarduune is the Dwarves. Almost all Dwarves that live in the city (as if it were possible to live outside of it) are slaves. They are owned mostly by Humans, but some serve in the households of the Safeer. Their Human owners frequently treat them in a degrading fashion. For instance, the hair on a Dwarf's head grows thick and quickly. Each year, many Humans will shear the heads of their slaves-man, woman, and child-and sell the hair for rope. Others will use Dwarves as furniture such as shelves or table stands. Despite this sort of treatment, the Dwarves are strong people with a great sense of honor. No matter how hot the sun gets or how long the hours they spend toiling in the fields or gardens, they do not tire. Dwarves possess a physical power that no other creature on Hearthe can match. They are the backbone that supports the

Human way of life. Without them, the Humans would surely succumb to the crucible of the Hearthian sands.

Authority

The world is ruled by the Sphynx. It is by his mercy that Haarduune has survived. He gives his orders to the Lich-Queen who benevolently watches over the city and her people. The Lich-Queen has absolute authority over all aspects of Haarduunian life. She decides who works in the fields, who ministers in the temples, who is gifted to the Sphynx as a sacrifice, and who guards the city. However, to manage her control, she has delegated some authority to three groups- the Soulslayers, the Wards, and the Priests.

The Priests' sole job is to tend the temples and record knowledge. They have created and maintained fantastic works of architecture and literature to venerate the mighty Sphinx and the benevolent Lich-Queen. Their libraries are vast, full of scrolls and stone tablets detailing the known history of all things, including magic and usurpers- especially those who have defied the Sphynx. The Lich-Queen has charged them with guarding these precious records, but they have rarely had to resort to force in order to do so. Few ever enter the temple district long enough to disturb these treasured tomes.

The Wards are the main city guard. They serve as both a police force and soldiers in defense of the city. All Wards are Human. Dwarves and Safeer are forbidden from service. The Wards are well trained and capable fighters. They have had to fend off Settite raids, beetle swarms, and undead infestations time and time again.

While a majority of the Wards take their job seriously, there are plenty who are not above taking a bribe to look the other way while some small crime or misdemeanor is committed. Bone Chits (the city currency) are highly prized in Haarduune, and with enough of them a Ward can buy an extra day off or two. There is a tacit level of criminal activity and corruption they are willing to tolerate, but pushing the limits of their forbearance can land one in deep sand with the Wards.

Punishment by the Wards is often swift and deadly. It is much easier to recycle a body into fertilizer than feed, clothe, and house criminals in a prison. If a lawbreaker is caught in the act, there are usually three outcomes. If it is a small crime, the perpetrator pays a small fee to the city and a

larger fee to the Wards. If the crime involves a great deal of Bone Chits, then the Wards will expect to be cut in on the deal and profit from whatever activity is going on. If the crime involves theft of food, water, Chits, or equipment from the City or any of its wealthy Humans, then the punishment is instant execution and recycling or perhaps, sacrifice to the Sphynx. These punishments are hardly consistent from Ward to Ward, and therefore a criminal never knows if he will get off with a slight fine or be ground into plant food.

The last component of the authority puzzle in Haarduune is the Soulslayers. They are the most ruthless of the Queen's enforcers. Long ago, the Lich-Queen learned the secret of creating undead. She was able to harness them and transform them into fearful wraiths. The Soulslayers patrol the most sensitive areas of the city (The Queen's Quarter, The Temple Quarter, and the Green Quarter for instance). They are the most trusted and powerful servants of the Queen, and their sentences from crimes is always death. Soulslayers do not eat. They do not sleep. They never take a break, so avoiding their ever-watchful eyes is nearly impossible.

Economy

The economics of Hearthe have suffered greatly over the last few decades. The destruction or disappearance of the ancient cities founded by the great Sphynx and his Lich-Queens has stopped almost all trade. So far as anyone knows, Haarduune is the only piece of civilization left in the ever-expanding desert. However, that does not mean there is no economic activity or trade at all.

The market in Haarduune still exists and traders of all sorts vend their wares at tents or in shops. Safeer traders return to the city bringing with them food, tools, and trinkets from the Elves. Settite Hunters and explorers bring back the bounty of the sands and occasionally a small treasure hoard they uncovered. All residents in the city are required to have a garden. Some citizens are expert gardeners and can therefore use their surplus to barter for items they need or luxury goods they want.

Exchange of goods and services in the city is informal. There is a type of currency: Bone Chits. These are tokens carved from bone. They bear the image of the great Sphynx on one side and the mark of the Lich-Queen on the other. Bone Chits can be exchanged in the market place at any government building for food and water. Each day a citizen works in the Queen's gardens (the Green Quarter), he earns one Chit. One Chit is enough to purchase a week's ration of water or a week's ration of food for one person. Outside of the government offices, however, trade is done mainly by

barter with Chits thrown in to even seal the deal. One needs to be an expert bargainer in the city. The merchants have had years of practice.

Religion

Most of the people of Hearthe have become agnostic over the centuries. At first, there was great devotion to the Sphynx, but his justice was not appreciated by the people of the cities. Over time, the cult of the Druids gained favor. Believers in this faith have waxed and waned depending on the social conditions. As of this time, the Orthodoxy still has more followers than the cult, but it has proven quite difficult to stamp out the believers of slain deity.

The Orthodox

The Sphynx is creator of all. He tamed the fires of the planet and awoke the peoples from the stone. All are to pay homage to him and to the Lich- Queen, his servant. Four times a year, the Lich- Queen performs the Ceremony of Blood. The Sphynx blesses the city with his presence at the top of the tallest temple. The Lich- Queen personally sacrifices ten individuals (Pariahs, Criminals, and Settites if possible, Safeer and Dwarves if not). The Sphynx then devours them and returns to his sacred mountain for another three months. Once, many years ago, the Lich-Queen refused to perform the ceremony. In his just retribution, the Sphynx took one tenth of the city and destroyed it with great magical power. None have openly defied the Sphynx since.

The Druids

The Druids believe that the world was created by someone or something else. The Sphynx, in their heretical eyes, is responsible for the heat and the sand. The blood of the first creator is what everyone else calls water. They use this water to grow plants and create magic. They have discovered that by growing more and more plants, they actually create more and more water and therefore more magic. It runs counter to everything the Lich-Queen teaches.

The druids are searching the world for evidence to support their beliefs. So far, it has been scant. The fact that they are branded as heretics in the city and often have to pose as wizards, does

not aid them in their quest. They worship their forgotten deity in the desert or in the mountains, away from prying eyes. Their rituals are kept secret. Only they know their true meanings.

Social Conditions

Conditions inside the city of Haarduune are difficult for everyone, but more so for certain portions of the society. Dwarves are regarded a property or objects and not as persons in any way, even if the Dwarf is a free Dwarf. Every now and then an abolitionist movement will pop up, but it is viciously put down by the Lich-Queen's agents. Any Dwarves caught in the conspiracy are immediately incarcerated and resold by the city into slavery. However, the abolitionist current movement seems to be lingering on longer than others. The Wards suspect there are some wealthy patrons aiding the abolitionists and have mounted a full scale investigation. However, their efforts have turned up nothing so far.

Safeer face discrimination wherever they go. Human merchants charge them twice as many Bone Chits to buy something than what they would charge another Human or even a Dwarf. Their lizard-like appearance associates them in the minds of the Hhumans and Dwarves with the Settites and therefore causes anxiety in the "soft-skin" races. The fact that the Safeer are wealthy makes the other races suspicious. Sageer require less food and water to survive than Humans yet receive the same number of Chits for their work in the city fields. The Humans envy this. Though strong and very capable, Safeer must be alert while traveling in Haarduune, especially at night. Wards often look the other way when it comes to smaller crimes like mugging and robbery Safeer and their households.

Druids are branded as heretics within the Haarduunian walls. Their religious beliefs diametrically oppose the order set down by the great Sphynx. They often have to pose as scholars or wizards to avoid interrogation by the city Ward. If a Druid is caught in the middle of a ritual, he or she can be executed on the spot. Many druids have a secluded space outside the city where they can grow small gardens and shrubberies. From these patches of life, they can draw their magical powers.

There is an active Thieves' Guild in Haarduune, but they are pursued more than the Druids. There is nothing a Ward likes more than to publicly execute a member of a rogue organization. Guilds are forbidden in the city, and a guild involved with illegal activities is seen as all the more heinous. The capture of a thief by the guard spells certain death for that unfortunate soul.

Aside from guilds and cults, there are several anti-establishment groups active within Haarduune. Gathering privately in large numbers is forbidden in Haardune without special permit from the Queen. The citizens are to live simple, upstanding lives. They are to work, share, and then spend time with their families at home, not cavort around the city as rabble rousers. However, the ban on private meetings and organizations has not prevented several citizen-founded factions from popping up. There are numerous secret societies in Haarduune. Most are for show, but a select few have made an impact on the operations of the city. Some of them are devious and subversive; others seek to maintain order in the last city of Hearthe. There's Scaor's Rebellion whose agenda is to topple the Lich-Queen. There's "Blood Now" that is seeking ways to destroy the Soulslayers. Harven's Revenge is a group of Ward veterans looking for ways to siphon the city's treasury so that Wards who were disabled in the line of duty can afford a decent life. In fact, in all there a dozen or so groups working to subvert the government in some way, shape, or form.

For the average citizen, the trick to surviving is to look like he or she doesn't belong to any of them while actually belonging to more than one. This is tricky, and if a neighbor sees a house, plot of land, or slave he wants that belongs an enemy, accusations are quick to fly and judgment soon follows. Citizens always live in fear of those who are around them. Perhaps only the communal Safeer are immune from this sort of treachery.

Dynamic Forces

Elves – Elves have metal and food that the Citizens of Haarduune might be interested in trading for or stealing outright. However, they are a powerful race of beings and the Citizens of Haarduune need to be prepared to take them on.

Pariahs – Pariahs are located mainly in the Great Ruins or at the small oases on Hearthe. They are ravenous cannibals and can make travel from one place to another filled with danger.

Sandstorms – Sandstorms are uncommon on Hearthe, but they do happen. Any citizen unfortunate enough to get caught in one will almost certainly be lost once it passes.

Monsoons – Every ten years, great rainstorms blanket most of Hearthe. While one would think this abundance of water would be a godsend, it is actually a horrible disaster. The rains flood everything, including Haarduune. People, belongings, even whole buildings are swept away and destroyed.

Anyone outside the city during a monsoon must find good shelter or face drowning in the tumult. The monsoons last three days and then are gone for another decade.

Settites – Settites are a ruthless people. They do not believe there should be anyone inhabiting the world except them. They are formidable opponents for the Citizens of Haarduune. Every now and then they will attack the gates of Haarduune in an attempt to wear down the Wards and gain entrance to its stores of food and treasure.

Settite Hunters – Food is so scarce on Hearthe that the Lich-Queen has commissioned several Humans and Safeers to actively hunt, skin, and prepare the meat of Settites for consumption. They take their job seriously as it is very dangerous. They certainly don't want a group of vigilante-citizens moving in on their business. They could come into conflict with the more adventurous souls if they kill any Settites in noticeable amounts.

Shaylah – Shaylah is a mythical valley full of lush plants and water. Stories are told of how one can simply pick fruit off the shrubs and trees. It is, of course, nonsense. However, explorers and regular citizens are sometimes hit with "Shaylah Fever" and flee the city convinced they can find it. They are never heard from again. If adventurous citizens of Haarduune hear of such a place, they may be struck by Shaylah Fever as well.

Slavers – While Dwarves are the most common slave in Haarduune, they are not the only ones. Sometimes a Safeer or Human who has committed a crime will be pressed into slavery as punishment. Elves and even Pariahs can sometimes be captured by the Slavers and turned into slaves or gladiators. Should the Citizens of Haarduune run afoul of the Lich-Queen's Law, they may have to deal with the slavers.

Taxes – Taxes in Haarduune are collected every two years. The Wards assist the city tax collectors in searching all the homes of the Humans that live in the city. There is growing resentment among the humans over the fact that the Safeer do not pay taxes. Tax Collector Svet simply replies that the Safeer traders are taxed heavily each time they return from trading with the Elves, and that particular tax serves as the Safeer's contribution to the city. The real reason, though, is that the Wards have no interest in forcing their way into the Safeer communal living quarters. They fear that the resentment and defiance of the lizardfolk could turn into an open rebellion if their privacy was violated in such a way.

The Heat – The high temperatures of Haarth are ever-present. The sun will definitely be a force the Citizens of Haarduune have to deal with. The only relief is in the shade of the city or the Great Ruins.

The Helpless – Seeing their fellow citizens suffer should be difficult for the Citizens of Haarduune. Watching their friends and family become enslaved or even killed and recycled into fertilizer for a minor offense could spur them into joining an unsanctioned faction. A free Dwarf often resents the fact that his brothers and sisters are almost entirely enslaved, and that may prompt him to join the Abolitionists. The Safeer status as second-class citizens status may chafe at them, driving them into the arms of the Usurpers. A human in poverty may join any number of factions.

The Lich-Queen and her Minions – While in the city, all subversives are in danger. The Wards guard the city well. Watchmen patrol the walls and stalk the streets especially in the Residential and Foreign Quarters of the city. The Soulslayers, usually dressed in thick grey cloaks, can appear almost anywhere. Resistance is futile. Each Ward and Soulslayer can act as judge, jury, and executioner while within the city walls. Few ever dare oppose them openly.

The Great Sphinx – Overriding all concerns is the Great Sphinx. His constant need for blood sacrifice has strained the city to its breaking point. Anyone who has challenged the great Sphinx has died a horrible and withering death. Wherever the Sphinx flies, death follows.

The City of Haarduune

The great city of Haarduune is divided into six districts: the Safeer Quarter, Residential Quarter, Foreign Quarter, Temple Quarter, Queen's Quarter, and the Green Quarter. Each district is governed by strict laws that set down who is allowed there and what activities may take place within its walls. Below follows a brief detailing of each. Included are the Default Difficulty Modifiers (DD Mod) and typical hazards one might encounter in these sections.

The Safeer Quarter

The Safeer section of the city was once the slums. Long ago it was a collection of crumbling buildings, exposed sewers, and broken roads. The Lich-Queen put the Safeer in this place for two

reasons. First, to appease the Humans who associate the Safeer with the Settites. Second, he recognized their great potential.

Within two decades the Safeer transformed their quarter of the city from a deteriorating ghetto to a pristine and ordered village. Now the Safeer have level roads, dojos, monuments, a single great apartment building called The Sprawl, and even a small shrine in honor of the Sphynx that was given to them by the Lich-Queen herself.

However, visitors to the Safeer Quarter will likely find it austere. The lizardfolk are a very disciplined people. The arid climate of Hearthe has taught them to be minimalists. Their dojos and public mediation chambers are starkly decorated. There are no doors in their public buildings, and the ceilings are made from mesh nets of Settite sinew and scales. Entrance is gained from large portals that ring the top of each structure. Safeer are expert climbers and use this feature to keep outsiders where they belong. There are no inns or taverns in the Safeer Quarter (they've been outlawed in this part of the city), but that suits them just fine. When not practicing or in meditation, they spend their time tending their hatchery and preparing to trade with the elves.

The Safeer Hatchery is located many dozen feet below the ground under their great apartment complex. Safeer can see a type of light that Humans and Dwarves cannot. Down in these depths, the lizardfolk can move as freely as they do topside. The light they see penetrates sand and rock and bone. The exact location of the Hatchery is not certain. No human has ever laid eyes on it. What is known is that the Safeer guard its secret carefully and do not speak about it in public places.

The Hatchery, though, is hardly the only secret stash these scaled people have hidden away in their network of tunnels. There is rumor of a create hoard of chits. Since they do not need as much water as Humans and Dwarves, the chits they earn in the Green Quarter are not all spent. Speculation among various groups puts the number of chits the Safeer must have tucked away in the many thousands. Not only that, there is suspicion among the Wards that the Safeer do not declare and turn over all of the treasure they get from the Elves in trade. Thus, they reason, there are many wondrous items intermixed with the piles of chits deep in the bowels of the Safeer apartment sprawl.

The Safeer Quarter is about 98% Safeer and 2% free Dwarves. Only Humans can own slaves, so there are none in this part of the city. Dwarves that somehow earn their freedom are welcomed here if they can stomach the spartan conditions of Safeer life. Most can. The Dwarves in this quarter still maintain their solitude and the Safeer are happy to give it to them.

It is rare for a human to come to this part of the city unless he is in the company of a Safeer. That is, of course, except the City Ward who patrols the streets and keeps the peace.

DD Mod: +0

Hazards: Novice, Journeyman, Apprentice, and Experienced Safeer Gladiators, Thieves, and Wizards.

The Residential Quarter

The Residential Quarter is the largest section of Haarduune with the exception of the Green Quarter. Here live the Humans and most of the Dwarves. The vast majority of Dwarves are slaves and live in the houses of their masters. What homes that are owned by Dwarves are on the outskirts of the quarter near the walls. Safeer are rarely seen in this section of the city. They must be accompanied by a human or free-Dwarf and will still likely be stopped by one of the Wards for questioning.

Unlike the Safeer who tend to live in one gigantic communal apartment complex, Humans prefer medium sized homes with large grounds. Human homes are made of three parts. The exterior is surrounded by a large wall and stone gate. Humans value their privacy and the exterior wall hides their property from passersby. The wall also provides some shade for their gardens. In those gardens they raise roots, legumes, and some flowering vegetables to supplement the food rations they receive from the Green Quarter. Past these gardens is another, shorter wall with another gate. This wall also provides some shade and protection. Finally, inside the short wall is the dwelling itself. Typically these are two storey homes with ornate carvings and pictographs decorating the exterior. The ground level is mainly an entertaining area for guests. Most of the sleeping quarters are on the roof or in the basement level (use mostly during the sandstorm or monsoon seasons).

Aside from a myriad of houses, there are several taverns in the Residential Quarter. The art of fermentation has been taken to a new level by the Haarduunians. The alcohol content in their mixes is kept low, just enough to act as a preservative for the water. Taste is augmented by a number of desert spices that are easy to grow in the city. Their spiced rum and ale are particularly tasty. Many Haardunians spend their evenings at these taverns. It is the only source of entertainment in the

city. Dwarven musicians play and swing and tell jokes at their masters' taverns to keep the patrons happy.

The Residential district isn't the safest place in Haarduune. Though the Wards patrol it, the crime rate in this part of the city is the second highest. The Wards are convinced there must be a thieves' guild operating out of the Residential and Foreign Quarters. They do conduct searches of homes from time to time, looking for evidence. Also, several of the taverns- namely the Gilded Sun and the Dune of the East- are suspected of aiding subversives. Murder is uncommon, but assault and theft aren't. The Residential Quarter may be one of the nicer areas of the city, architecturally speaking, but it is not the most friendly.

DD Mod: +1

Hazards: Novice, Apprentice, Journeyman, Experienced, Distinguished, and Master Humans of all types; Novice, Journeyman, Apprentice, and Experienced Wards; Lesser and Greater Dwarf Slaves.

The Green Quarter

It takes a lot of food and water to keep the population of Haarduune going. About two thirds of all food grown and water reclaimed from the ground is done in this part of the city. Every resident of Haarduune is required to spend a certain number of days each year working in the fields. Safeer, Humans, and Dwarves all work side-by-side in the fields, wells, and processing plants harvesting the municipal crops.

The Green Quarter is vital to the city's survival. It's so important that the Queen doesn't trust the Wards to protect it. This district is exclusively guarded by the Soulslayers. They patrol each field, storage silo, and pathway. Anyone caught stealing food or refusing to complete their work is executed immediately. Their body is then taken to the composting machine and recycled into fertilizer. Theft and sloth are not tolerated here.

At the end of each day, workers earn 1 Chit. This currency can be turned in at the Exchange Office in the Green Quarter for either one week's ration of food or one week's ration of water. The payment is meager, but it keeps the populace dependent upon the Queen.

DD Mod: +3

Hazards: Novice, Journeyman, Apprentice, Experienced, Distinguished, and Master Wards; Lesser and Greater Soulslayers; Townsfolk Spies; Lesser and Greater Dwarf Slaves; Lesser and Experienced Sand Serpents.

The Reclamation Center

Abutting the Green Quarter is a large domed building with a giant hole cut into the apex of its ceiling. This is the Reclamation Center. A giant, round glass made from the purest sand is held in position by two stone pillars. The glass focuses sunlight on an enormous brass boiler. Liquid waste from the city flows into the boiler and is evaporated into steam. The steam is condensed into water, filtered, and reused.

Solid waste, including dead bodies, are compacted in a great compost heap in a separate part of the center. Dead plants, excrement, and corpses are crushed, churned, and dried into fertilizer that is taken back to the Green Quarter. From there the muck is used to enrich the soil for the plants. Workers truck the putrid concoction from the Center gates to every corner of the Green section, working feverously to keep the plants healthy and producing.

There is a secret section against the north side of the center. It is known among the priests and harvestmasters that the plants produce more water than they consume. Some of the extra water is siphoned off and sent directly to the Queen's Quarter where she uses it to practice her magic. The rest is used to sustain the Wards and Priests. Few citizens know of this area. Only members of the Queen's Chosen are allowed to work in this area of the Reclamation Center, and even they are under close watch by the Soulslayers.

DD Mod: +3

Hazards: Novice, Journeyman, Apprentice, Experienced, Distinguished, and Master Wards; Lesser and Greater Soulslayers; Townsfolk Spies.

The Foreign Quarter (The Marketplace)

The Foreign Quarter was so named because for centuries it was the only place people from outside Haarduune were allowed to visit and stay. Though trade with the other city-states has ceased, this section of the city has retained its name, despite the fact that it is no longer the cosmopolitan place it used to be.

In its heyday, the Foreign Quarter had numerous inns, taverns performance halls, theaters, and attractions that catered to guests from the five great cities. Travelers and merchants from all around visited these establishments and brought great wealth to Haarduune. However, this was not the most attractive feature of the Foreign Quarter. That distinction went to the Satherri Market Place.

Food and resources are rare on Hearthe, but the Satherri Market was the one spot on the burning planet where all of it could be found in bountiful amounts. The bazaar was huge. The allies and corridors were crammed full of shops and carts selling wares from all over the world. Food traders, weapons dealers, slavers, and merchants of all sorts congregated within the walls of the Foreign Quarter to share information, gossip, and renew old acquaintances. The Satherri Marketplace was the heart of Haarduune.

Now, however, the great zocalo that once held this epicenter of commerce is just a shell of its former self. What shops remain are clustered together at the center and heavily patrolled by the Wards. When contact with the other cities was cut off, most of the trade ceased. What little is left is mostly what individual citizens grow in their gardens and what the Safeer traders get from the elves. Occasionally a slaver, Settite hunter, or explorer comes to the Foreign Quarter with something they recovered from the desert. For the most part, though, there is little new activity among the abandoned inns, taverns, and stores that were once so vibrant and full of life.

The outer buildings were to ruin and have since been infested with thieves, castoffs, subversive organizations, and other unsavory individuals. Almost certainly the Thieves' Guild has its headquarters here. The location is unknown to any but its most trusted members. The Wards have posted a 100 chit reward for information leading to the whereabouts of the Thieves' Guild. As yet, none have come forward to claim it.

Hazards: Novice, Journeyman, Apprentice, Experienced, Distinguished, and Master Wards; Novice, Journeyman, Apprentice, Experienced, Distinguished, and Master Thieves; Novice, Journeyman, Apprentice, and Experienced Gladiators, Novice, Journeyman, Apprentice, Experienced, Distinguished, and Master Settite Hunters; Novice, Journeyman, Apprentice, Experienced, Distinguished, and Master Druids; Townsfolk Spies; Lesser and Greater Dwarf Slaves; Lesser and Experienced Sand Serpents.

The Military District

Near the center of the city is a circular wall. Inside that wall is the Military District. Here there are barracks, training grounds, dungeons, and watchtowers that the Wards use to carry out their duties.

The barracks here are extensive but seldom used. The Wards are paid a fair salary for their services. Many choose to buy or build homes in the Residential Quarter. Most of the Wards living in the Military district are new, human recruits or the grizzled veterans who train them. Each Ward is given a stone trunk with a locking mechanism. Here they kept their valuables, extra uniforms, and food rations. A few Dwarven slaves that keep the grounds are housed in shacks near the barracks.

There is a small garden here that is kept by the recruits. It is used as an object lesson by the trainers. The difficulty in growing plants so far from the Green Quarter teaches the trainees discipline and stewardship of resources. The hours they spend tending the vegetation teaches them patience. Finally, the harvest teaches them the benefits of loyalty, hard work, and perseverance. All who join the Wards are required to spend two years in training, much of which is spent in the gardens.

In the middle of the Military District is the Queen's Armory. Behind the vault doors are a cache of metal weapons and armor. These tools of war are used strictly to defend the city when it is assaulted by the Settles or Pariahs. The rest of the time they are stowed away for safekeeping. The vault doors are guarded by two Soulslayers who are ordered to strike dead anyone who attempts to open the vault when the city is not under duress. No Ward guards the building. There is no need.

The dungeons that do exist in the Military District are most often empty. Justice in Haarduune rarely, if ever, involves incarceration. It is usually just meted out in the forms of fines or execution. Once a year the dungeons will hold Settites, Pariahs, or Elves who have been captured. These victims are stored to be sacrifices to the Great Sphynx during the annual holiday that celebrates his benevolence. On occasion, a Ward who has displeased his trainers will be confined in the dungeons for a time. It is considered a great disgrace to spend time in cells intended mainly for inferior beings like the Settites and Pariahs.

DD Mod: +0

Hazards: Novice, Apprentice, Experienced, Distinguished, and Master Wards.

The Arena

Just off the Foreign Quarter is an enormous coliseum. Great stone walls reach up into the sky capped by impressive towers and domes. There are 47 entrances to the Arena and the seating can hold fully one fifth of the city's populace. The grounds of the Arena are capable of being altered to accommodate chariot racing, athletic competitions, gladiatorial combat, dramatic performances, public executions, obstacle courses, carnivals, and the yearly ritual sacrifices presented to the Great Sphynx.

Below the grounds are a myriad of rooms and chambers. Some hold weapons and equipment used for performances above ground. Some hold prisoners to be executed or sacrifice. Other rooms are the homes for the gladiators who have chosen that life as a profession or who have been pressed into it through slavery. This is the one area of Haarduune where Humans, Safeer, and Dwarves can be seen living in the same place.

The seating area is mainly made up of grandstands. Humans are given the preferred seating areas near the top of the coliseum where awnings hang and block the sun. Safeer are given the lower grandstands with the dwarves having to stand at the lowest level. The Queen enters through a secret tunnel to a covered box at the north end of the stadium. There she presides over the games or sacrifices. On occasion she has used her powers to get involved and affect the outcome of a gladiator fight or chariot race. On the south end, another covered box is erected where the priests may sit and watch the games. Like the Queen, they have a separate tunnel that connects the Arena to the Temple Quarter.

Spectators at the Arena will sometimes toss down Chits or other trinkets to the performers in admiration and gratitude for the entertainment they provide. Many actors, gladiators, and charioteers are not paid a salary for their work. On rare occasions, some who are enslaved in these positions make enough Chits to buy their freedom from their masters. It is a great honor to have performed at the Arena well enough to become “self-owned” as the Haarduunians put it.

DD Mod: +0

Hazards: Novice, Apprentice, Journeyman, Experienced, and Master Wards; Lesser Soulslayers; Novice, Apprentice, Experienced, Distinguished, and Master Thieves; Novice, Apprentice, Journeyman, and Master Gladiators, Novice, Apprentice, Journeyman, and Master Settite Hunters; Novice, Apprentice, Journeyman, Distinguished, and Master Druids; Lesser and Greater Settites; Lesser and Greater Pariahs, Lesser Stone Giants; Dwarf Slaves.

The Forbidden Quarter

Once the Lich-Queen defied the Great Sphynx and refused to sacrifice some of her subjects to his bloodlust. As a just reward, he used his powerful magics to decimate a portion of the city. Every Human, Safeer, and Dwarf in that section of the city was killed. Every building was torn asunder. The ground was polluted to the point where plants cannot grow there any longer. It was utterly decimated in the Sphynx’s wrath.

After the destruction ended, the Queen had the Ward hastily erect a wall around the devastated portion of the city. No gate was made, so it was her hope that it would be sealed off from view forever and therefore forgotten. It wasn’t. The Thieves’ Guild was the first to find a way in. When persecuted in the Foreign Quarter, they make for their backup hideouts in the Forbidden Zone. The Occulous set up shop in one of the damaged buildings, though which one is still somewhat of a mystery. It requires taking a very circuitous route to finally enter the great dome and an even longer, narrower tunnel to find their archives.

After several decades passed, the number of cultists and thieves making the Forbidden Quarter their haven got to be so great that the Lich-Queen ordered the Ward to create a gate in the eastern wall. She ordered them to gain entrance into the Forbidden Quarter and clean it out. The Ward made short work of the thieves hiding out there, but were utterly befuddled by the cultists and

madmen who lived among the rubble. Eventually, it became too much effort to weed them out one-by-one. There were just too many places to hide and the ground too uneven to pursue runaways. The Ward decided to set up guard stations along the walls and at the gate. They do not actively try to ferret out residents in this part of the city anymore, but if they catch someone in the Foreign Quarter they are immediately subject to arrest.

DD Mod: -1

Hazards: Novice, Apprentice, Journeyman and Master Wards; Novice, Apprentice, Journeyman, and Master Thieves; Novice and Apprentice Wizards; Novice and Apprentice Druids; Lesser Undead; Lesser and Experienced Sand Serpents; Unstable Floors; Falling Debris.

High Quarter

High Quarter is where all the governmental and administrative businesses are located. Tax revenue, food stores, stockpiles of raw materials, and the courthouses are kept here. For the most part, this section of the city is fairly quiet. Civil servants keep the records and judges pronounce doom on what few criminals the Ward decides to bring to trial. Every now and then someone from the Thieves' Guild or The Occulous will break to steal something. Terrorists from Scaor's Rebellion have been known to destroy records and equipment used by the judges in High Quarter from time to time.

DD Mod: +0

Hazards: Novice, Apprentice, and Journeyman Wards; Townsfolk Spies.

Temple Quarter

While there is only one religion in Haarduune, that of the all-powerful Sphinx, there are many buildings dedicated to its various rituals and observances. There is a temple where the Lich-Queen performs her ritual bathing. There is another for cataloging the history of the Sphinx and all those who opposed it. Yet another temple houses the treasures bestowed upon the city by the Sphinx and the taxes collected by the city Ward. The largest temple is dedicated to the Blasted sacrifices demanded by the great Sphinx. Other, smaller temples are used for purification and meditation by the priests. One small temple in the corner of the district is dedicated to the remains of all those who

foolishly opposed the Sphinx and the Lich-Queen. Their mummified corpses serve as reminders for those who oppose the order as it has been set.

There are many priests that work and live in the temple Quarter. All of them are human. Neither the Lich-Queen nor the Sphinx seem inclined to trust any other species. However, that trust does not go far. The Wards patrol the gates and the walls of the Temple Quarter, but the streets are watched by the Soulslayers. Only priests and Soulslayers are allowed to wander the streets. Even a Ward will be killed on sight for profaning the sacred roads. Only once per year is his ban lifted. During the Red Day holiday, the Human and Dwarven population is allowed in to watch the ritual sacrifices high atop the stepped pyramid temple and take part in the jubilation.

The priests in the Temple District are help captive. They are not allowed to leave for any reason. Special priests meet the Wards at the gate who bring them provisions. Once a human is selected by the Lich-Queen for the honor of the priesthood, there is no getting out.

DD Mod: +2

Hazards: Novice, Apprentice, Experienced, Journeyman, and Master Priests; Lesser, Experienced, Advanced, and Greater Soul Slayers, The Lich-Queen, The Great Sphinx.

The Queen's Quarter

The Queen's Quarter is one of the smallest yet best fortified areas of the city. The bulk of it is made up of five tall towers. The main tower houses the Queen herself. It is the largest tower in all of Haarduune and has many rooms and lookouts. At the top of the tower is a parapet and a dais where the Lich-Queen can look upon his city and survey his domain. She has many basins of water around her that are kept constantly filled. Water is the symbol of life and wealth in Haarduune.

The two front towers are home to the Soulslayers. This is where they are created, rejuvenated, and quartered until called upon by the Queen. Little is known about these towers other than the Queen performs many magical experiments in them and screams are often heard echoing from the highest floors.

The two rearward towers house the most precious artifacts taken from the elves and ruins of Hearthe. They are filled with all sorts of metal weapons, implements, magical items, and precious stones. It is a mystery why the Queen has piled up such things in his tower, but none are ever allowed to enter. What is known about all the towers, however, is that they are heavily guarded and none who have ever gone there returned to speak of it.

DD Mod: +4

Hazards: Novice, Apprentice, Journeyman, and Master Priests; Novice, Apprentice, Journeyman, and Master Wards, Lesser and Greater Soul Slayers, The Lich-Queen, The Great Sphinx.

Outside the City

Outside the city of Haarduune is a merciless wasteland. The hostile environment makes travel tricky at best, lethal at worst. At any moment the sand could collapse beneath your feet, Settites or Pariahs could ambush your caravan, or a sandstorm could obscure your passage for hours or even days. The following section of this book is divided according to rough geographical areas. Included are the Default Difficulty Modifiers (DD Mod) and typical enemies one might encounter in these sections.

The Great Ruins

What was once presumably a magnificent metropolis is now a dust laden, multi-storey ruins. The original inhabitants are long gone, and the dingy hulk is now a tacit battleground between Pariahs and Settities.

The two sides constantly hunt on another and feast on each other's flush. Amidst the hunting parties roam the undead. Animated skeletons and zombies can be found all over Hearthe- wherever there are ruins. But the great Ruins has a densest concentration of them of nay place yet discovered. One cannot spend long there without running into two or three of these abominations.

The structures of the Great Ruins are still mostly in tact. Many of the buildings are made from stone and have survived the desert's blasting wind and steady encroachment. It is impossible to

tell what these buildings could have been used for. Several of them are five or more stories tall, and the entrances are larger than the doors and entry ways used in Haarduune. One can only wonder if the ruined city was once inhabited by giants.

The city is full of wonders. Great walls are marked with runic carvings. Tall spires and minarets reach into the heavens. And all over the city are names, phrases, and messages etched into the walls of its buildings. However, none a but a few priests and scholars can read them. Their meanings have been kept secret for many years.

The Settites who have staked a claim here, have many nests in the ruins. They have collected treasure from all over the rubble to adorn their breeding grounds. Settite Hunters that go to the city will return to Haardduune bearing metal tolls and weapons they collected from the nests they raided. The treasure they find bring a great price in the Market.

DD Mod: +0

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Pariahs; Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced and Advanced Sand Serpents.

The Lake of Dust

A great expanse separates Haarduune and one of the former trade routes to another city. The expanse is filled with a fine brown powder. Most of the sand on Hearthe is red, but this motley beige dust is of a much finer texture. It was given the name “Lake of Dust” because it runs deep and can swallow camel and rider whole. Travelers must be very careful and know the signs of solid rock pathways that traverse crossways throughout the Sea. Explorers and merchants used to pay well for guides who knew the safe routes through this treacherous tract of land.

DD Mod: +1

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Sand Beetles; Lesser, Experienced and Advanced Sand Serpents; The Vath Wurm; Sinkholes; Quicksand; Sandstorms.

The Weathered Peaks

There are many mountain ranges on Hearthe, but only one is inhabited. The Weathered Peaks are the home of the savage Elves. They make their home in these rocky crags and have managed eek out a living from the rock and stone. In their hidden homes they raise fungus and small rodents for food. The Elves are a violent and reclusive people that tolerate no intruders. The only place outsiders are safe is at the small outpost of Pelfare.

At the western base of these mountainous peaks is a small trading post. Here the Elves meet the Safeer and trade food and jewels for precious water. The Safeer named it Pelfare after the first elf in charge of the place. No one knows what the Elves call it, if they have given it a name at all.

Once or twice a month, the Safeer merchants make the three day's journey with great jugs of water to exchange for the nutrient rich fungus or for dried rodent meat. The accommodations are sparse and neither side spends much time there.

DD Mod: +2

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Elves; Lesser, Experienced, Advanced, Greater, and Elite Stone Giants; Lesser, Experienced and Advanced Sand Serpents; Rockslides.

The Last Forest

Along the northern edge of the Weathered Peaks is the last forest on Hearthe. While some contend that a forest used to be a place filled with huge plants with thick bark and many leaves, the Last Forest is nothing like that. Instead, it is a wrecked land full of brambles, thorny bushes, tanglevines, and cacti. It is not a hospitable place in the least. The Elves tend the forest and treat it as their own personal garden. None are allowed in except their own kind.

DD Mod: +4

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Elves.

Whitesands

Beyond the Last Forest lies the Whitesands. In stark contrast to the deep, crimson grains of Hearthe's deserts, the starkly colored Whistsand area used to be thought a magical place where fairies lived. However, the only thing ever found there was heat and empty sand, making it just as lifeless as the rest of the planet. The only thing of interest in this forsaken landscape is the former trade route to a fallen city state. The ruins are still mostly in tact, but it is a grueling two-week journey to get there. Undead roam the edges of Whitesands and increase in number as one approaches the ruins. The danger of this place keeps most curious explorers at bay.

DD Mod: +0

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Pariahs; Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced, Advanced, Greater, and Elite Sand Beetles; Lesser, Experienced, Advanced, and Greater Sand Serpents; Sandstorms.

The Graveyard

Two hundred miles to the northeast of Haarduune lies a strange patch of land. The ground here has a grayish tint and a fine black dust lingers in the air. While both these anomalies are unusual on Hearthe, that's not the most sensational aspect of this region. The ground here is littered with thousands of skeletons of every shape and size. Huge beasts that suddenly died at the same time and at the same place rest in scattered heaps here. No one knows how the great field of bleached bones came to be, but in the Sphynx's benevolence, he showed the people of Haarduune this place and now explorers travel to this spot to harvest bones for tools and weapons.

DD Mod: +0

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Pariahs; Lesser, Experienced, Advanced, Greater, and Elite Undead.

The Wastelands

Beyond the Graveyard is a vast expanse known only as The Wasteland. Legends carried back by loose-tongued members of the Wanderers speak of oases in this part of Hearthe. Beyond that, though, there has been little said of this desolate place. The Wanderers seek a new home in The Wasteland, but so far have found nothing. Roaming Settites go about their strange business here, but are rare seen in groups of more than two. There is so little water available that nothing can survive for long. No one really knows what lies past The Wastelands. It has proven to be a formidable barrier whose greatest obstacle is merely its size.

DD Mod: +0

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Sand Beetles; Lesser, Experienced, Advanced, and Greater Sand Serpents; Sandstorms.

Blasthelm

On the opposite side of the mountain range that conceals the Graveyard, stands the once proud fortress of Blasthelm. The fortress served two purposes. First, it served as a waypoint along a now dead trade route. Merchants could stable there camels and spend the night there for a small fee. Second, it guarded the mines of Lordoss which were a great source of riches long ago.

Now the fortress is a ruin. Undead haunt its grounds and Pariahs try to carve out a living in its hidden places. What was once a might bastion full of men and weapons of war is now a dilapidated hulk full of mindless creatures.

DD Mod: +1

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Pariahs; Lesser, Experienced, Advanced, Greater, and Elite Undead.

The Mines of Lordoss

There are not many places on Hearthe where stone tools can dig into rock, but the mines of Lordoss were an exception. The stone here is soft and full of minerals and gemstones. These mines were once guarded by soldiers day and night. They produced a great amount of wealth for the Lich-Queen in Haarduune. The fortress of Blasthelm was specifically built to guard against invasion from Settites or a rival city-state. Now, however, the mines are infested with the snake-people and the walking dead. The only other visitor is the occasional stone giant looking for rubble and gems to reproduce itself.

DD Mod: +1

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead.

The Salt Flats

On the north-western slope of the Everpeak Mountains the land is coated in rock salt. For over twenty miles, the Salt Flats stretch north and cover over the ground below. Merchants from Haarduune travel here once a year in great caravans with city Wards guarding them to carve out and carry the precious substance back to the city. It's a dangerous trek. Pariah and Settite raiders are known to roam in this land, but the city needs salt to survive. The brave merchants and Wards risk their lives to bring it back.

DD Mod: +0

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced, Advanced, Greater, and Elite Sand Beetles; Lesser, Experienced, Advanced, and Greater Sand Serpents.

The Brinewater Sea

Hearthe is not completely devoid of water. In fact, there are several bodies of water that exist on this parched planet. Unfortunately, none of them are drinkable. Some are spoiled with sulfuric

acid. Others are so muddy that only a few drops of precious liquid can be squeezed out at a time. And some, like the Brinewater Sea, are far too salty to be potable.

The Brinewater Sea is a giant lake of water turned almost pure white by the salt. It is so briny that it will bleach one's skin in moments. Yet, despite its saltiness, there is some life in this sea. Large salt-water serpents capable of swallowing a man whole live here. Along with other creatures like eels, shrimp, and giant crabs, the sea can sustain a small habitat. Travelers should be wary as they pass the Brinewater Sea. One never knows when something might leap out of the murky water looking for its next meal.

DD Mod: +2 to all actions except those involving spells. Actions involving spells have a +4 DD Mod here.

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Salt-Water Serpents; The Vath Wurm.

Dunelands

Bordering the southern shore of the Brinewater Sea and stretching across a huge swath of land north of Haarduune, is a massive area covered in rolling sand dunes. These crimson mounds stretch in succession for miles and miles. They inch, slowly, ever so slowly towards the Great Ruins and the city of Haarduun itself. Someday, no doubt, these relentless and roving hills will overtake the city of men.

Sand storms are common here, and if a particularly strong one gets whipped up, it can make its way to the city gates and flood the streets with reddish granules. Brave merchants used to go through Dunelands to take a shortcut to Blasthelm and beyond. Many were lost to the sudden sand storm and sinkholes. Today, only sand beetles inhabit this part of the world.

DD Mod: +1

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced, Advanced, Greater, and Elite Sand Beetles; The Vath Wurm; Quicksand; Lesser, Experienced, Advanced, and Greater Sand Serpents; Sandstorms.

The Sand Pits

Between Dunelands and Crag Caverns is a mass of shifting quicksand and gaping sinkholes. The dust from many sandstorms has built up in this area over the years and created many deadly formations. Sinkholes will open up in less than a moment's notice. What appears to be solid desert is instead a pit filled with loose, red dust that can swallow camel and rider whole. These hazards blend in with the topography perfectly; only an expert guide or tracker can find their way through without risking certain doom.

DD Mod: +2

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced, Advanced, Greater, and Elite Sand Beetles; Lesser, Experienced, Advanced, and Greater Sand Serpents; The Vath Wurm; Quicksand; Sandstorms.

Crag Caverns

To the north-west of Haarduune is a great cavern. It runs several miles north and south all the way to the coast of the Brinewater Sea. It ranges in depth from over 1,000 feet deep to only a few inches near the shore. During the monsoons that come every 18 to 24 months, it becomes a raging torrent, but most of the time it is a dry and barren gulch. However, that doesn't mean it's lifeless. Crag Caverns is the home of the Stone Giants- great beasts made from rock that wander to and fro, searching for material to create more of their kind.

Crag Caverns is filled with many cave clusters that the Stone Giants make their homes. In these caves, the giants stash the rubble and items they collect, hoping that another of their kind will spontaneously germinate from the debris. The remains of many merchants, Elves, and Settites can be found in these caves. Some Giant hoards have yielded mystical items from a more ancient time. Some brave souls ever try their hands at snatching these treasure without the Giants noticing. They are rarely heard from again.

DD Mod: +1

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Pariah; Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced, Advanced, Greater, and Elite Stone Giants; Lesser, Experienced, Advanced, and Greater Sand Serpents; The Great Sphynx.

Blackstone

Just past Crag Caverns is a steep decline of black basalt and obsidian. Once, a great volcano stood here spewing lava into the waters of the Brinewater Sea. It was mysteriously extinguished years ago. There are three tiers of layered volcanic rock. The first is jagged and sharp. Great protrusions spring up from the ground in sharp blades and spikes. The second tier is bulbous. Great mounds of fragile basalt dot the landscape with irregular spheres. The final is the lowest tier and is slick as glass. Anyone finding himself in this part of Blackstone will soon plunge in the wretched abyss of the Brinewater Sea.

During the day, Blackstone absorbs vast amounts of heat from the sun. It gets incredibly hot, hot enough to scald skin on contact. Not even the Settites tread here while light still shines in the sky. Only at night, is this land passable, and even then the uneven surfaces and fragile layers pose a more deadly threat than the heat.

DD Mod: +2

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced, Advanced, Greater, and Elite Stone Giants; The Great Sphynx.

The Forgotten Temple

In the middle of the red sands beyond the Blackstone is a strange monument. A great ziggurat made from massive red stones stands all alone in the searing heat. It has taken the name, “The Forgotten Temple” only because no hint or clue to its origins can be found. Merchants used to camp there long ago, but now it has been overtaken by the Settite Horde. No one is sure what purpose the temple could serve nor why the Settites seem to take such interest in it. Some scholars believe there are great murals inside that speak of ancient things and the origins of the world. Yet, no one has ever

returned with any artifact or proof to suggest the temple is anything more than an interesting collection of stones.

DD Mod: +3

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead; The Great Sphinx.

Stonecirk

The Forgotten Temple is not the only bazaar monument in the desert. North of it stands a gigantic megalithic circle. Giant stones that must have been quarried miles and miles away are stacked on one another in five concentric rings. The purpose of this formation and the builders are unknown. No clue about them has ever been uncovered. Stranger still, is that the Settites avoid this place. Caravans once used it as a refuge from Settite ambushes. No snake-man ever followed a human here. The Pariah, however, make pilgrimages to this site at certain times during the year. They are small and shifty enough to avoid the roaming Settite bands that patrol this area of the desert. Their rituals here are strange and seemingly without meaning. Since the collapse of the trade routes, no explorer expedition has returned to this site to try to uncover its secrets. It has stood alone for over a decade.

DD Mod: +0

Hazards: Lesser, Experienced, Advanced, Greater, and Elite Settites; Lesser, Experienced, Advanced, Greater, and Elite Undead; Lesser, Experienced, Advanced, Greater, and Elite Sand Beetles; Lesser, Experienced, Advanced, Greater, and Elite Sand Serpents; The Great Sphinx;

The Sacred Mountain

North beyond the Stonecirk is the most sacred place on Hearthe. It is a lonely mountain, rising up out of the desert like a giant red fist daring any to surmount its peak. This is the home of the Great Sphinx, creator of this world. He made his place in the sky and rules the world from the pinnacle of Sacred Mountain. Those who make it to the top are never seen again. They are presumably found worthy and sainted on the spot by the gracious Sphinx.

DD Mod: +5

Hazards: The Great Sphynx

Important Figures Inside the City

There are many personalities who hold positions of esteem, power, and infamy in Haarduune. Below is a brief list of the most notable along with descriptions of each. GMs should use this to help create a living, breathing setting in Haarduune. Players should use this information to plan their Moments of Destiny and strategies for advancement.

Bryson Derontay: Bryson is the leader of the Citizens for Solidarity faction. He has a modest home in the Residential Quarter and spends a lot of time in the Ivory Sand tavern recruiting members and donations for his movement.

Elianna: Each month a caravan from Haarduune treks out into the desert toward the Weratehred Peaks. Its mission is to trade with the Elves, and it is led by Elianna. Elianna is a Safeer Settite Hunter who has spent many years tracing the path back and forth between the cities and Pelfare (the Elvish trading post). Age is starting to creep up on her, but what she has lost in physical prowess she more than makes up for in wisdom and experience.

Gregor Blike: Gregor is the current champion gladiator in the Arena. He has defeated 37 consecutive foes. He is an imposing human, muscular and tall. He wears a full suit of heavy metal armor that would smother a normal man. His giant sword is caked with the blood of his victims. He doesn't clean it for fear it will disenchant his record-breaking streak of kills.

Harvestmaster Vind: There is a great tower in the center of the Green Quarter. Atop the tower is a lookout where two men keep watch each day. First is The Drummer who plays a steady, monotonous beat to keep the workers in the fields on pace. The second is Harvestmaster Vind. He is in charge of deciding what gets planted, where, and when. He tracks all movement of produce to and from the processing center. Nothing escapes his watchful eye. Vind has the authority to command the Ward in the Green Quarter, but not the Souslayers. The Lich-Queen reserves that right for herself.

Jandor Arenson: Jandor is the leader of the Desert Legion- the volunteer force that hunts and spies on the Settites and Pariahs outside of Haarduune. Jandor spends most of his time, while he is in the city, in the Foreign Quarter recruiting new members and haggling with merchants. Occasionally he will visit his brother in the Military District or attend a performance at the Arena. He is well known and well liked in Haarduune, commanding the respect of citizens everywhere.

Justinian Bregor: No one really knows if Justinian is a real person or not. The name is a rumor, whispered and hated. He is the purported leader of Scaor's Rebellion- the nephew of Kederek Scaor who started the movement fifty years ago. The rumors in the taverns and guildhouses say he has not seen the light of the sun in over twenty years. Rumors also say he has found a new home outside the city and has discovered how to control Undead like the Queen. Most suspect that the rebels feed all sorts of lies and half-truths to the citizenry. Few, if any, know who Justinian Bregor really is, let alone where he is located.

Sallowbraids: Another leader who rarely shows his face is public is the man known as Sallowbraids. So named because his hair is a sickly yellow color kept in long dreadlock, Sallowbraids leads the insurrectionist group known as Blood Now. The legends about him say he is an incredibly violent man with a very short temper. He has been fighting the Soulslayers for years now, and the continuous contact with them has made him into a hyper-sensitive, panicked individual. Most think he hides either in The Forbidden Quarter or perhaps somewhere in the Temple Quarter under the noses of the priests. Blood Now has training facilities hidden all over the city, so at any time he could be at one of them, training new recruits in techniques to fight Undead.

Seerax: Seerax is the leader of the Thieves' Guild in Haarduune. It is rare for a Dwarf to rise to such a position of power in Haarduune. The Thieves are no respecter of person, though. They democratically elected Seerax leader eight years ago. Seerax is brilliant, cunning, and strong. He has proven a very capable leader of the Thieves' Guild and a tremendous nuisance to the city Ward.

Selvak Arenson: Selvak is the twin brother of Jandor and Head Wardsman for Haarduune. Selvak spent three years in the Arena as a voluntary gladiator to hone his fighting skills. He toured two years with the Desert Legion where he and his brother quickly rose through the ranks. His talent was instantly noted by Darianna Warchilde, the previous Head Wardsman. She heard reports of Selvak's bravery and cunning in battle against the Settites and knew that he would be the perfect person to succeed her. Selvak's training was hard, and he faced several challenges from veteran Wards. He ended up killing two of them duels, but after seven long years in training, Darianna stepped down

and Selvak took over. He has increased the prestige and effectiveness of the Ward in his time. Haarduune is now more well defended than ever.

Tax Collector Svet: Once every three years the Wards scour every Human home in Haarduune to collect taxes. They examine furniture, slaves, tools, luxuries, and clothing. They select one item from each home and take it to the city Treasury. This Treasury is located in High Quarter and is overseen by Tax Collector Svet. Svet is a ruthless and greedy man. His offices abound with luxury goods, metal items, sculptures, and slaves. He has earned the hatred of most of the people in Haarduune, even the Ward. His glee during tax time is obscene. He flaunts his personal wealth in front of the hard working Haarduunians and expounds on how patriotic it is to pay taxes to the Queen to ensure the survival of the city. The Thieves' Guild and Scaor's Rebellion have made three attempts on his life, but Svet is a crafty man. He has escaped every attempt without a scratch and has had those who made the attempt sacrificed to the Sphynx on all three occasions. So far, none have been able to lay a hand on him.

The Lich-Queen: Much has been said about the Queen already. She is the totalitarian rule of Haarduune- the last of the Lich-Queens. She is a powerful wizard, knowing every spell ever invented or cast. She holds up in the Queen's Quarter and is rarely seen by commoners anymore. On occasions she descends to the Temple Quarter to pour over ancient texts and records. The rumors about her tower are great in number and contradictions. The most accurate account speaks of a single room at the top with great glass windows that look in every direction. In the room are six brass cauldrons full of water. Slaves keep these cauldrons full at all times. "There's enough there to cast a thousand spells!" the rumor goes. Her phylactery is hidden somewhere in the tallest tower. No one has ever seen it, but the Sphynx has spoken of it on several of his visits to the city, almost always in a threatening way. It is against the law of Haarduune for anyone but the Sphynx to speak of it. The Queen is desperately protective of it.

Tracker Jones: Criminals, slaves, and valuable objects all have one thing in common: they need to be returned if they flee the city. There are many bounty hunters in Haarduune, but one stands out among them all- Tracker Jones. Jones is the most proficient bounty hunter Haarduune has ever known. He has a 90% success rate when it comes to catching someone who has illegally fled the city, and most of those he does not catch are killed during the pursuit. Jones doesn't seem to take much satisfaction in his job. He regards those he chases as simply misguided and mistreated by those who post a reward for them. Yet, his talents have led him to this profession and he has to earn a living somehow. "Beats working in the fields, I guess," he often says. Jones has a small office in the Foreign Quarter but spends most of his time at home when he's not out on the hunt. He's never cared much for the

bustle of the market nor the extravagance of the Arena. He's the type that does his job proficiently but quietly, hoping to someday earn just a little peace.

Xarb: Of all the figures in the city of Haarduune, none are hated more than Xarb. Xarb is the master slaver of the city. He is in charge of cataloguing all those who are bourn, sold, or sentenced into slavery. He submits a slave census to Svet and the Queen each year that is exhaustive and precise. All this is necessary for the proper and smooth running of the city. That's not why the people hate him. Nor do they hate him because he is ruthless, calculating, exact, and undeterrable. They hate him because he is seen as a traitor. You see, Xarb is a Dwarf. A free Dwarf to be exact. He made a deal with Svet many years ago to take over the vacant head slaver position in return for freedom. Many suspected that Xarb would be more compassionate and understanding of the slaves of Haarduune, but it has been just the opposite. Xarb is cruel, indignant, and malicious to his fellow Dwarves. He has them beaten, imprisoned, and interrogated at the slightest infraction. Slave owners have complained to Svet on a number of occasions concerning Xarb's behavior, but the Tax Collector has sided with Xarb every time. Some suspect Svet supports Xarb because the Dwarf is the only person more hated than he. It's impossible to say why the two have such a close, working relationship, but that relationship has brought great woe upon the slaves of Haarduune and stoked the fires of abolition even more.

Important Figures Outside the City

The wastes of Hearthe are inhospitable to all but the most savage lifeforms. Still, there are some few brave souls who call the red sands their home. Many of them live in solitude or as leaders of some band of survivors. None of them are weak. All of them are desperate. Adventurers who leave the city would do well to approach with caution.

Anguish: Elves don't give their true names to outsiders. Instead, they call themselves the foreign tongues something that resonates with their personality. Often those names are violent or despondent. Some are both. Anguish is one those. He can find no living soul to admire or love. He hates everything. He roams across the desert attacking any creature that moves. Like all elves, he is a proficient fighter and knows the magical arts very well. Caravans and Settite Hunters are ever on the watch for this deadly force. He wears a distinctive set of leather armor. Straps of blackened Settite skin drape from every inch of his outfit. He carries a heavy twin bladed sword and an iron staff he uses for a walking stick. Anguish moves from place to place on Hearthe, kills everything in sight, then moves on. None can discern whether he has a purpose to his actions or has been driven mad with grief and bitterness.

Lament: Lament is the elvish ambassador at Pelfair. She meets, trades, and discusses commerce with the Safeer who make the trek to the Weathered Peaks. The elves need food, water, and tools made of bone. In return, they give the Safeer metal, Mystical Items, and medicines. The trade has benefitted Haarduune greatly for 500 years. In this time, Lament is the only elf to have held the position of ambassador. The Safeer say that there are only a handful of elves left alive, but they are so secretive and so powerful that it would be impossible to tell if one is standing near you or not.

Parren- In the Great Ruins there is one Pariah whom all the others seem to follow and esteem. His name is Perren. The caravans took to calling him, “King of the Pariahs,” but the Pariahs lack a social cohesiveness necessary for a monarch. Instead, Parren is probably the strongest and most vicious of his kind that live in the fallen city. He rules with cruelty and rage. His face is covered over with a crusted foam that oozes from his mouth continuously. Parren’s thirst for Human flesh is insatiable making him among the most feared dangers in the Great Ruins.

Sabeena: Sabeena is the leader of the Wanderers, a group she founded 39 years ago. Tall and regal, dressed in traditional Safeeri clothes, she leads her followers from secret water trove to secret water trove in search of a new place to live. She keeps mainly to herself. She claims to have a vision of a new city with high walls, fountains of water, and homes for everyone. The vision is so powerful that many have come to believe it. Sabeena has traveled longer and farther in the desert than anyone else from Haarduune. There are few, if any, who know Hearthe’s red sands better than her.

The Great Sphinx: The ruler of all the world glides across the sands of Hearthe surveying his realm and keeping watch over his subjects. His knowledge is ancient and his power is immense. None, not the Lich-Queen nor the great Vath-Wurm can stand against him. The Great Sphinx has mastered every aspect of magic and spiritualism. In the blink of an eye he can smite a man and turn him into a Soulslayer. Every person who has challenged the ruler of the world has failed. Every person who has tried to summit the Sacred Mountain has vanished. None can compare to his awesome power.

The Hermit: The desert does strange things to people. The heat, the loneliness, the silence all play tricks on the mind. The red sandy wastes have driven men crazy for centuries. The howl like lunatics about the end of the world, about Shaylah, or about the Great Sphinx. One of these poor souls who rages in the Great Ruins is known as The Hermit. No one can remember him living in Haarduune. He claims to have descended from greater men from another time. He says he can read the ancient runes on the walls of the desolate city and knows the time and place the doom of the world will come. The Settite Hunters and Desert Legion tried to capture him at first and bring him

into the city, but he crafty old man eluded them time and time again. Eventually, they gave up. Now the Hermit preaches from the broken towers of the Great Ruins, fending off Pariah and Undead alike. He will protect anyone from Haarduune he finds, but only if they listen to his fanciful stories and hysterical howlings.

The Vath-Wurm: Carving his way in the rusty sands of the deserts is a gigantic worm. Its skin is a mottled grey, its mouth a vast chasm full of razor sharp teeth. The Vath-Wurm is longer than a caravan and as tall as Haarduune's parapet. It is a fearsome creature roving the desert in search of a meal. As if its imposing form were enough to protect itself from the Settite Hunters, the Vath-Wurm can spew out a legion of Undead to attack its assailants. How this creature learned the secret of creating and control undead (hitherto, only the Lich-Queen and the Great Sphynx have unraveled that riddle) is unknown. Yet this monster commands them with its thoughts. Any who happen upon this monstrous beast would do well to run in the opposite direction as quickly as possible. In the desert, there is no more formidable enemy save the Great Sphynx himself.

Wanderlust: Much of what is known about the elvish culture-including the rudiments of their language-has been learned from one individual. On several occasions she has helped stranded or lost travelers in the deserts near Haarduune. She calls herself Wanderlust. She is an elvish druid, young for one of her kind, well versed in the ways of the hot Hearthian sands. She knows where to find water, food, and where to hide from the multitude of dangers in the wastes. Unlike many of her brothers and sisters, she does not seem to harbor a hatred for humankind, just an ever-present sense of sadness. She guards her thoughts and feelings well, but those who have met her speak of the songs she sings of beautiful gardens and crystal waters. Wanderlust claims to be searching for any remnant of Hearthe when it may have been a cooler, wetter place. So far, she has found nothing. It is rare to find kindness on this scorched world, and that fact, perhaps, make Wanderlust the most unique of all the creatures that creep among the dunes and drifts near the last city.

PLAYING THE GAME

The GM's Role

To begin, the GM will need to examine the Relationships between the player-characters and generate an opposing forces for them. Look at their starting Factions. Naturally, the other two movements would oppose them, so consider players in those organizations who would actively be hunting and hating the players. Consider too the outside forces. Settites, Pariahs, Elves, and Undead

frequently assault the city of Haarduune, hoping to whittle down its defenses. If the characters leave the city, who might pursue them? What tools does the setting provide that you can use to make the trip more dangerous, violent, and memorable?

Your job as the GM is to push the players to further the story. You should be asking them leading questions that prompt them to act and explain. Questions like, “What do you do next?”, “What do you find?”, and “What does that mean?” are good starters. The GM is certainly part of the story, but not the narrator. The players are the movers and shakers in this game. You will play the antagonists and obstacles the player-characters face. You will definitely throw in monsters, traps, and Hardships that need negotiating. However, the story is not about villains, traps, or hazards of Hearthe. It’s not about the Lich-Queen or The Great Sphynx. It’s about the players, their decisions, and their characters.

The point of play is for the players to follow their characters’ Destinies by overcoming difficult challenges. They don’t get to win every contest just because they want to. As a GM, you have to instill doubt in their minds. You have to make those Destiny Moments matter. You have to make the conflicts dicey. If the contests are easy, the Moment of Truth will be a disappointment. Challenge the players. Put the things they care about in danger, then reward them when they show good play. In the end, that will produce the most satisfying result for everybody.

In closing, your job as the Game Master is to relax. GMing Dreadsands is a cinch. The pressure is totally taken off you and placed on the players. You only have to react to what they do. No coming up with plots, clues, and cheats to get them back on track when they don’t do exactly what you planned. They’re making their own tracks in this desert world. You just need to hold the players accountable for accumulating Advancement Points, declaring Destiny Moments, and addressing their Passions and Relationships each and every session. Keep focused on that, and you’ll have a great time playing the part of the GM in Dreadsands.

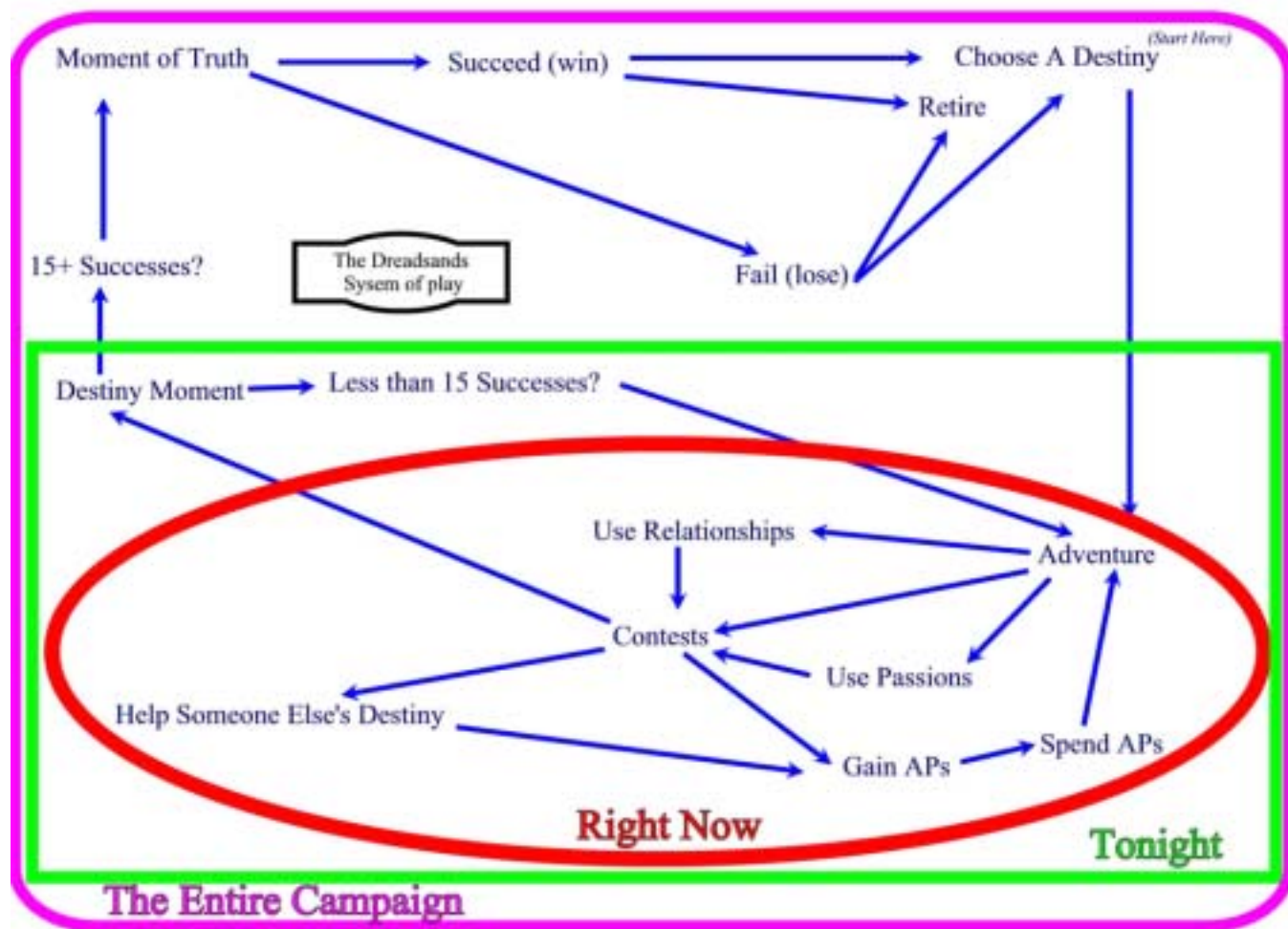
The Players’ Role

Players need to remember, that they need to guide the action towards their characters’ Passions, Relationships, and Destinies. Those are the three main drivers of action in this game. Whatever it takes to satisfy those aspects of your character, that is where you must guide the story. Also, do not forget the Factions. They are more than window dressing. Use them to generate ideas for the story and to leave your impact on Hearthe. There are people out to get you and the ones you

care about. What are you going to do about it? The characters are truly capable of changing the world. Don't let their potential go to waste.

The Diagram

I've included a diagram of how play should proceed in Dreadsands from the players' perspective. The smallest ring is what you will be doing at any given moment during play. The next ring is what you will be doing during any given session. Finally, the largest ring is what you will do for the entire campaign. These rings repeat themselves over and over until you've decided that the game is done.



Notice that everything begins with creating your character's Destiny. From there, play precedes to contests. Sometimes you can engage in contests directly (i.e. find ways to get yourself

into trouble) or use your Relationships and Passions to explore your character. When in a contest, you have to decide, “Does this relate to my Destiny?” If not, use it as an opportunity to gain Advancement Points, Bone Chits, equipment, or in-game information that will enable you to address your Destiny later on. If a contest does relation to your Destiny, or someone else’s for that matter, then the stakes are raised and the burden falls on you to take control of the setting and the situation and narrate why this is important to you and to your character. Finally, upon achieving enough Destiny Points, you’ll move into your Moment of Truth. This may take a few minutes to play out; it may take several sessions. However it goes, remember you should be relentlessly driving toward your final goal. In the end, you will either succeed or fail. At that point you must decide: retire, retry, or reload. If you retire, your character’s days are over as far as you’re concerned. He belongs to the GM now for safe keeping. If you fail, you might want to keep the character but retry with a new Destiny. Last, you may succeed in achieving one Destiny, but feel there’s something you left at the table. In that case, choose a new Destiny and start the cycle over.

The Endgame

All stories come to an end. That is the way of things. Characters too will have their end, one way or another. Sometimes the events of the game will bring your character to his or her death. Sometimes the characters will achieve their Destinies. And sometimes your characters will want more than that. This section covers all three possibilities.

Death and Dying

It is possible that through combat or other unfortunate events your character will perish. Hearthe is brutal. There is no mercy or compassion in its dry sands. If any character gets to zero hits, he or she falls unconscious. If any character goes below zero hits or is caught up in some catastrophic event such as a massive explosion or avalanche, the character dies. If it’s a player-character, you will need a new one. Look back over the Relationships mentioned in the Character Generation chapter. Create a new character that has one of those Relationships to your old character (this may be “bought off” immediately if he player so desires). This new Character will follow all the same rules as creating a new character with several additions.

- First, your new character may inherit all the equipment of your old character
- Second your new character gains a number of APs equal to 10 plus the combined Trade and Species Levels of your old character.

- The new character gains the Passion: Honoring (Your Old Character's) Memory for free.
- Your new character may, at your choosing, inherit all or some of the old Relationships your old character established at no AP cost.
- Your new character may, at your choosing, gain all the skills you had purchased for your old character. If not, the new character begins with 15 skills of your choice.

Reaching Your Destiny

Once your character has accumulated 15 Destiny Points, he or she may embark on a Moment of Truth at a time of your choosing. A moment of truth is your one shot to reach your Destiny or fail trying. When a player declares a Moment of Truth, the game is reaching one of its apexes. Your goals and your character's goals are on the line. At this point, anything else going on in the Campaign comes to a halt. It is your time to shine.

The GM now will consult with you concerning what you have in mind for your character to do. You must communicate your intentions clearly and in as much detail as you can. It will then be up to the GM to help you get the opportunity. There is no guarantee of success. That is up to you and your fellow players.

At this point several ideas may be thrown out. Your Destiny might have been to gain control of Haaarduune. Everything from usurping the powers that be in combat to the GM having the current Lich-Queen die and you taking her place is possible. Perhaps you wanted to become the greatest Gladiator in Haarduune. The GM should then embark on creating a tournament to see who is most worthy. All these scenarios and more are fair game. You may already be thinking of others, and it may take several sessions to complete a Moment of Truth. The GM is given great liberty to change the Setting to help fit the Moment of Truth. Players are encouraged to ask for whatever they need to give themselves the *chance* of meeting their character's Destiny. It is their job to decide what the Moment of Truth will be, not the GMs. However, this is a collaborative effort, and everyone at the table should be interested in every player's success.

If the player fails, he must choose a new Destiny. If he succeeds, then his character is retired. The story is over. Unless...

Something More

Should completing your Destiny not be enough for you, you always have the option of choosing a second one and continuing with the same character. Simply strike out the completed Destiny and write in a new one. Sometimes it can be hard to let a beloved character go before you are ready. So, starting him or her on a second adventure is the perfect way to keep enjoying everything you've come to care about in the game.

Starting Play

After everyone has made characters and the GM has had some time to create the Situation and integrate the characters' Destinies, everyone should take some time to discuss their goals and hopes for the Campaign. Let everyone in on your character's Destiny. GMs, tell the players what you want to get out of the Campaign and what parts you consider to be fun. Players, do the same for the GM. The more open everyone is with their communication, the more likely everyone is to get what they want.

Good luck!



RESOURCES

Abilities, Powers, Spells, and Advantages

What follows are brief descriptions of the abilities, powers, spells, and advantages players may choose from when advancing their characters. As a rule, each ability, power, and spell can only be used once per session. A GM may allow a second usage if the session goes particularly long, but that is fully at his or her discretion. Additionally, unless the entry says otherwise, effects last the entire session. Some Abilities, Powers, Spells, etc. may require interpretation or modification to fit your individual situation, THAT IS OKAY! These powers and abilities are designed to be flexible and inspirational. The important thing to do is to move the action forward, not be a slave to a certain set of numbers or a certain gaming aesthetic. Use your judgment, don't undermine your fellow participants, and remember- your character's Destiny, Passions, and Relationships are the key driving

forces of play. It's not the kewl powerz or flashy spells. It's you and the goals you've set for your character.

Combat Abilities

- Shield- All hits taken by target character for this scene go to you instead. Use only once per session.
- Yaulp- For rest of scene gain a 1d12 bonus die to all rolls. Use only once per session.
- Sunder- You may attack your opponent's weapons. Non-magic weapons have 2 hits, magic weapons have 4, and artifact weapons have 8.
- Finishing- If your opponent is down to one hit point or less, you kill him w/ this ability if your Use Combat Ability roll beats a Default Difficulty of 8.
- Charge- You may run your full amount and make all rolls as normal next turn. Lasts one turn only.
- Parry- Prevent all hits from target opponent on his next turn. Lasts one turn only.
- Stalk- Your character moves totally unnoticed to within 1 foot of a target person or area. Use only once per session.
- Courage- +2 to your Fear Barrier, +1 Die # for your Weapon Balance- Can perform any acrobatic or risky maneuver and never fall down.
- Alert- Gain +1 to your Initiative, cannot ever be surprised in combat.
- Misdirect- Target foe attacks another person. Lasts one turn only.
- Sucker Punch- Deals 1 Hit to opponent and foe loses his next turn.
- Escape- Character can free himself from any bonds. Use only once per session.
- Take Risk- Your Hit Barrier drops to zero, and your Weapon gains +1 Die Number and deals 1 Extra Dmg (Hits) for the rest of this scene. Use only once per session.
- Fight With Honor- Each time you beat an opponent solo using no Abilities and Spells you gain 1 bonus AP.
- Backattack- Your weapon deals double damage from behind until the end of this scene.
- Sideattack- Your weapon deals double damage from the flanks until the end of this scene.

- Dual Wield- You gain Dice from two weapons so long as you are holding both.
- Aim For the Eyes!- Add +2 to your opponent's Hit Barrier. If your next strike is successful, he loses all actions his next turn.
- Marathon- Character can run any distance without getting tired.
- Motivate- All player-character weapons within line of sight of this character gain +1 to their Number for the rest of this scene. Use only once per session.
- Provoke- The target of this ability will stop doing whatever he is doing and attack you.
- Flanking- If the player-character is to the left or right of his target during combat, the player-character gains +4d4 to his pool for his next roll.
- Back Stabbing- If the player-character is directly behind his target during combat, the player-character gains +6d6 to his pool for his next roll.
- Subdue Foe- Upon as successful use of this ability, target enemy that is roughly equal to or smaller in size as the character using this ability is disarmed and incapacitated. He will remain so until the character chooses to release him from this ability's effects.
- Precision- Increase the damage value of a Small or Medium weapon you use by +1.
- Ambush- If you are behind the target or if you have made a successful Hiding skill check previously, you gain +2d6 to your next roll and +2 damage to the weapon you use on that roll.
- Death from Above- If you are standing on a plane higher than your target's head, you gain +2d6 to your next roll and +5 damage to the weapon you use on that roll.
- Death from Below- If you are standing on a plane higher than your target's feet, you gain +2d6 to your next roll and +5 damage to the weapon you use on that roll.

Mystical Abilities

- Shatter Shout- Removes any Spell enchantments on target person or item. Use only once per session.
- Direction Sense- Character knows all four major directions at all times (North, South, East, West).
- Zoom Sight- Character can see up to a mile away as if it were very near. Use only once per session.

- Pain Other- Deals 2 Hits to a target. This cannot be prevented by armor.
- Destroy Projectile- The next arrow, crossbow bolt, or stone that targets this character is destroyed. Use only once per session.
- Detect Item- Character knows the general location of any specific item he can describe. Use only once per session.
- Detect Person- Character knows the general location of any specific person he can describe. Use only once per session.
- Detect Location- Character knows the general location of any specific location he can describe. Use only once per session.
- Darkvision- Character can see perfectly in utter darkness.
- Inspire- All PCs within eyesight of this character gain +1d6 to all rolls.
- Aura of Pain- Each time a foe strikes this character with a Hit, he takes 1 Hit himself.
- Enchant Weapon- Weapon gains +1 Dice to its Number.
- Sustained Sleep- Target unconscious person is held in that state for 1 hour.
- Create Light Source- Target object projects a narrow (2' diameter) beam of light for 1 hour.
- Create Fire Source- Target object becomes flammable.
- Create Shadows- All shadows within line of site of this character when the ability is used are doubled in size and darkness. All those attempting to Hide or Move Silently gain a bonus 1d10 to their rolls.
- Blinding Ray- Target is blinded for his next two turns. Halve his dice pool (GM chooses which dice are lost).
- X-ray Vision- Character can see through 3' of material to the other side for the next five minutes. Use only once per session.
- Mez Chant- For as long this character sings, no other characters within earshot can take an action.
- Shout- The character makes a loud yell. Target foe loses one die from his pool next turn.
- Jump- Character can leap to target point as long as it is in the character's line of sight.
- Grip- This character cannot lose his grip on any object or handhold.
- Landing- Character suffers no pain or damage from a fall of any height.

Spiritual Abilities

- Animal Familiar- Character can magically summon a wolf or bear to fight for him. If the animal dies, it may not be resummoned until the next session.
- Pathfinding- Character is aware of all paths within eyesight at all times.
- Mesmerize Animal- Target Animal will take no action until this character releases it. Use only once per session.
- Spiritual Familiar- Character can magically summon a minor spirit to fight for him with a dice pool equal to the character's. Once combat is over, the spirit dissipates until summoned again. Use only once per session.
- Similicrum- All Hits taken by all other player-characters in this combat scene are instead dealt to this character until he or she cancels this affect.
- Communicate with Spirits- Character can talk to and understand all spirits within earshot, but he must close his eyes to do so.
- Interpret Dreams- Character (through the player's imagination) can interpret the dream of any NPC and have it come true (in some form decided by the GM). Use only once per session.
- Spirit's Blessing- Target Character gains +1 to his Weapon Die #, Hit Barrier, and Initiative for the rest of this session. Use only once per session.
- Moonvision- Character can see perfectly on a moonlit night.
- Out of Body- The character's invisible spirit leaves his body and may fly to and fro as the character desires. This ability lasts as long as the character chooses. The spirit may return to the body immediately from any distance.
- Plant Mastery- Character can force a target plant to fully heal, fully grow, or contort into any shape he wishes.
- Charm Animal- Target animal will treat the character as a trusted friend. Use only once per session.
- Non-threat Aura- Animals will not attack this character unless provoked.
- Sense Spirits- Character is aware of all spirits within earshot for the next 6 hours. Use only once per session.

- Sense Living- Character is aware of all living things within earshot for the next 6 hours. Use only once per session.
- Spirit Form- For the next 12 hours this character can walk through walls. Use only once per session.
- Waterbreathing- Target can breathe under water for the next two hours. Use only once per session.
- Noxious Breath- Character breathes a foul stench on target. The target can see nothing but what is five feet straight ahead of him for the rest of this session.
- Scare Animal- Target Animal will run away from this character in a panic. Use only once per session.

Social Abilities

- Command- Target person will obey any order you give so long as it does not cause him physical harm or violate any laws of his land.
- Tracking- Character can designate what kind of tracks he is looking for and then be able to see and follow even the slightest hint of such tracks until they end.
- Charm- Target person treats the character as a good friend or romantic interest.
- Reputation- Character will not be attacked by people unless he provokes them.
- Intimidate- Target person has all his dice reduced to d4s. Use only once per session.
- Celibate- Character is immune to all Skills and Abilities involving charm, romance, seduction, etc.
- Luck- You may reroll all the dice you rolled for your character this turn. Use only once per session.
- Far Ear- Character can hear conversations perfectly that are within his line of sight.
- Eye Charm- As long as this character keeps eye contact with target person, the target is totally under his control. Use only once per session.
- Brag- When in the company of strangers, this character tells a story about himself. Roll all dice from your Mind or Heart stat. If you beat a Default Difficulty of 12, your character earns 1 bonus AP. If you fail, he is attacked by one of the strangers. Use only once per session.

- Dupe- Target person will believe anything you say. Use only once per session.
- Romance- Target person falls in love with you for 24 hours. Use only once per session.
- De-escalate- All persons engaged in combat stop for one turn. They will only begin again if someone provokes a fight. Use only once per session.
- Talk to Sleep- Character tells a story that takes at least an hour. At the end of the story, one target person falls asleep (player's choice). Use only once per session.
- Seduction- After 3 hours of wooing, target person will obey any of the character's commands for the next 5 hours. Use only once per session.
- Sniff- Character can discern who or what has passed by a particular spot just by smelling it.
- Camel Ability- Character can eat a number of day's worth of food and water and store it in his body for later use.
- Prestige- Character will not be treated as a villain in for the rest of this session.
- Swindle- Target person will trade you any item he has for an item you have that is roughly the same size and shape. Use only once per session.
- Appraise/Assess Value- Character can tell the value of any item just by looking at it. Use only one per session.
- Crafter's Touch- The next item made by this character is considered an Exquisite item. Use only once per session.
- Entertain- For the next hour, the character is able to entertain and dazzle anyone who watches him. At the end, they will regard him as a casual friend. Use only once per session.

Ancient Powers

- Regeneration- Character's Rate of Healing is increased by 3 for the rest of this session. Use only once per session.
- Find Hidden- Character is aware of all hidden doors, compartments, and objects within line of sight. Use only once per session.
- Lightningbolt- A bolt of electricity hits target causing 7 hits.
- Command Monster- Target monster will obey any order you give so long as it does not cause it physical harm.

- Enchant Person- Target character gains +1 Number and Size to his Heritage and Trade dice for the rest of this session. Use only once per session.
- Speed of the Ancients- Target character's Initiative becomes 10 and automatically wins any ties. Use only once per session.
- Blessings of Old- Target gains 5 Hits permanently. Use this ability only once per character per Campaign.

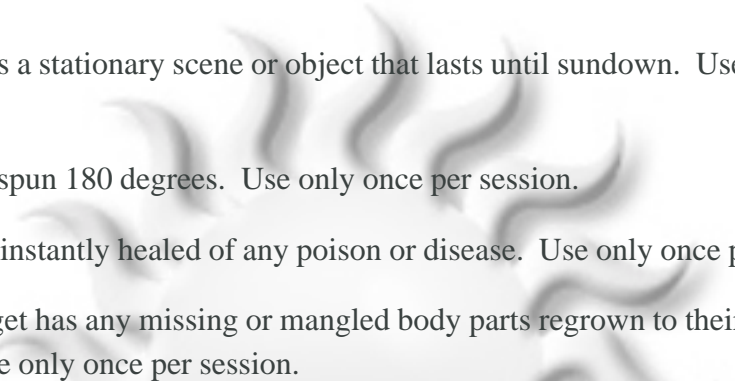
Advantages

- Safe Haven- The character has a secret hideout where he and up to five other guests will be hidden and safe. Only he knows of its existence.
- Ally- The character knows a person who can give him basic information or help him in a pinch once per session.
- Nemesis- There is an NPC out there who is actively hunting the character. Defeating him grants the character 10 APs.
- Special Enemy- There are a group of NPCs out there who hate the character. Each time he avoids being captured by them, he gains 3 APs.
- Love Interest- The character has someone who is in love with him. This person will help him and protect him if possible.
- Research Spot- The character gains a safe and well stocked local for research into a myriad of subjects.
- Tower- The character gains an empty three-story tower ready for a move-in.
- Contact- The character knows an NPC who has detailed information on any subject. The character may ask him one question and get a detailed and complete answer once per session.
- Friendly Noble- There is a nobleman in the area who has taken a liking to the character. So long as the character does not wear out his welcome, the nobleman may pay him to do odd jobs or give him a place to sleep in his slave quarters.
- Law Enforcement Credentials- The character is a recognized law enforcement officer in Haarduune.
- Warehouse- The character gains a warehouse full of basic but not very valuable raw materials perfect for trade skills.

- Herd of Camels- The character owns a herd of 10 camels. These animals are provided for by a wealthy patron who does not charge the character upkeep.

Spells

- Light- Target object glows with light. The caster can direct it to be as dim as a candle or bright as a bonfire. Use only once per session.
- Fireball- Deals 5 Hits to a target. Use only once per session.
- Stat Buff- +2 Die Number to any Stat of target character. Use only once per session.
- Stat Enhancement- +1 Die Size to any Stat of target character. Use only once per session.
- Read Languages- Can read any language on a single item or location. Use only once per session.
- Sense Heading- Caster knows direction to any place he wants to go. Use only once per session.
- Barrier Buff- +2 to any Barrier. Use only once per session.
- Hold Person- Target person is immobilized until caster's next turn. Use only once per session.
- Levitate- Target can move up or down at his will for the next hour. Use only once per session.
- Portal- Creates a magical opening in a wall that is 5' high and 5' wide. Use only once per session.
- Rope Trick- As long as one end of a rope is held by the caster, it will move and contort according to his wishes. Use only once per session.
- Flair- Target is distracted by the light and sound of this spell. He may only take one action on his next turn. Use only once per session.
- Camouflage- Target will be invisible as long as he doesn't move. Use only once per session.
- Holy Light- Target Undead or Pariah creature takes 2 Hits and loses 2 dice from his pool. Use only once per session.
- Draining Darkness- Target Human, Safeer, or Dwarf takes 2 Hits and loses 2 dice from his pool. Use only once per session.
- Unlock- Target non-magic lock comes undone. Use only once per session.

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- Soothe- Double target's Rate of Healing for the next 5 hours. Use only once per session.
 - Enhance Weapon- +1 Die Number to the weapon of target character. Use only once per session.
 - Strengthen Weapon- +1 Die Size to the weapon of target character. Use only once per session.
 - Teleport Other- Target person touched by the caster is teleported to a point in the line of sight of the caster. Use only once per session.
 - Increase Run- Double target's normal Run Speed. Use only once per session.
 - Ventriloquism- Caster's voice seems to come from any spot within earshot. Use only once per session.
 - Mirage- Creates a stationary scene or object that lasts until sundown. Use only once per session.
 - Spin- Target is spun 180 degrees. Use only once per session.
 - Cure- Target is instantly healed of any poison or disease. Use only once per session.
 - Regrowth- Target has any missing or mangled body parts regrown to their proper size and proportion. Use only once per session.

Lists

In this section are several lists and record sheets. The rest of this page briefly describes them. You may want to make photocopies of these pages for use while you play.

Skills, Equipment, and Weapons

Below is a list of skills commonly used by characters in Dreadsands. This is not an exhaustive list. More than likely you will create skills for your characters as you go. There is no accompanying description for these skills. Interpretation and improvisation are part of the game. As you play, you'll have to apply the skills in innovative and unique ways.

Gear is an important part of a character in Dreadsands. Without the right equipment, you won't last long on Hearthe. Your character starts out with a certain number of possessions (see the Character Generation section), but you're going to want more as you play. Each piece of equipment is followed by a number and an abbreviation: BC. This is the number of Bone Chits it takes to buy that piece of equipment.

Following the Equipment Table is a small Weapons Table. This table is meant to be a quick reference guide for weapons and armor. Weapons have two properties: damage (Hits) and imitative modifier (IM). Armor also has two properties: Damage Modifier and initiative modifier.

Progression Tables

When you purchase a level in Species or in Trade, consult the tables that follow in this section. You will have three choices at each level: Loyalist, Insurrectionist, or Non-Aligned. You may only choose one. Each level has some sort of bonus. It might be a new ability, a bonus die to one of your stats, or perhaps some Bone Chits. Whatever the bonus is, your character automatically receives it once you make your choice. Write it down on your character record sheet.

Record Sheets

There are two sets of record sheets in this game. The first set belongs to the GM. These are sample statistics for various NPCs. These should be used as a guidepost for what enemies to introduce to the player-characters during play. There's also a blank sheet for you to make up your own once you get the hang of the system. The second set is for the players to use to keep track of their characters during generation and advancement.

	<u>Skills</u>	
Acrobatics	Engineering	Riding
Acting	Etiquette	Resist Influence
Animal Handling	First aid	Resist Magic
Apply Poison	Fletching	Resist Nature
Appraisal	Foraging	Rope Working
Argue	Forgery	Set traps
Barter	Geology	Sewing
Bend bars/Force doors	Glass Blowing	Silent Kill
Blind fighting	Grappling hook	Singing
Bowmaking	Herbalism	Skinning
Brawling	Hunting	Spell Artistry
Brewing	Hypnotism	Story Telling
Bribery	Insult	Survival
Calligraphy	Interrogation	Sweet Talk
Carving	Juggle	Swipe
Cast Spell/Use Spell	Leather Working	Tackle/Grapple
Caving	Lie	Tell Jokes
Cheating	Listen	Throw Object
Compliment	Memorize	Torture
Compose Song	Military Strategy	Use Ancient Ability
Cooking	Minor Surgery	Use Combat Ability
Dance	Mounted Combat	Use Item
Detect Emotion	Move Silent	Use Lg Weapons (melee)
Detect Faction	Parry	Use Lg Weapons (range)
Detect Lie	Pathfinding	Use Med Weapons (melee)
Diagnose Disease	Perception	Use Med Weapons (range)
Diplomacy	Pick Lock	Use Mystical Ability
Disarm Trap	Pick Pocket	Use Sm Weapons (melee)
Distilling	Play Instrument	Use Sm Weapons (range)
Dodge	Poetic Improv	Use Social Ability
Drug Tolerance	Repair (anything)	Use Spiritual Ability
Duping	Research	Weaponsmithing

Item	Cost	Item	Coast		
Backpack	8 BC	Bone Saw	2 BC		
Bedmat	5 BC	Scabbard (belt)	1 BC		
Boots	5 BC	Scabbard (shoulder)	2 BC		
Bucket	5 BC	Shirt (short sleeve)	1 BC		
Candle (bundle of 5)	1 BC	Shirt (long sleeve)	1 BC		
Cloak (common)	2 BC	Shirt (heavy)	2 BC		
Cloak (fine)	5 BC	Shirt (fine)	3 BC		
Cloak (x-fine)	8 BC	Shirt (x-fine)	5 BC		
Bone Grapple Hook	15 BC	Bone Shovel	2 BC		
Hood	1 BC	Camel	15 BC		
Lock Pick Kit	4 BC	Leather Tarp	4 BC		
Oil Lamp	1 BC	Tent (small)	5 BC		
Oil flask	1 BC	Tent (Medium)	9 BC		
Pants (light)	1 BC	Tent (Large)	15 BC		
Pants (heavy)	3 BC	Tent (Huge)	25 BC		
Parchment (10)	2 BC	Torch	5 BC		
Bone Pot/Bowl	1 BC	Waterskin (sm)	1 BC		
Quill-pens (10)	1 BC	Waterskin (lg)	2 BC		
Quiver	1 BC	Wine (common)	3 BC/pt.		
Hair Rope (simple)	1 BC/50'	Wine (fine)	5 BC/pt.		
Hair Rope (fine)	2 BC/50'	Wine (x-fine)	10 BC/pt.		
Blanket (small)	1 BC	Wepn Repair Kit	2 BC		
Blanket (large)	2 BC	Armor Repair Kit	4 BC		
Sack (small)	1 BC	Weapon	Stone/Bone	Metal	
Sack (large)	2 BC	Sword	10 BC	32 BC	
Robe (plain)	1 BC	Dagger	2 BC	21 BC	
Robe (heavy)	2 BC	Handaxe	2 BC	25 BC	
Specticles	2 BC	Battle axe	5 BC	40 BC	
Trail Rations	1 BC/wk	Club	3 BC	20 BC	
Heavy Trail Ration	2 BC/wk	Short bow	4 BC	45 BC	
Poor Lodging	1 BC/night	Long bow	15 BC	50 BC	
Average Lodging	2 BC/night	Comp. Bow	7 BC	80 BC	
Good Lodging	3 BC/night	Javelin	2 BC	15 BC	
Beer/Ale	1 BC/pt.	2-handes Sword	20 BC	75 BC	
Whiskey	2 BC/pt.	Armor	Leather/Bone	Metal	
Cider	2 BC/pt.	Light Armor	10 BC	NA	
Mead	4 BC/pt.	Medium Armor	20 BC	NA	
Poison Cure	4 BC	Heavy Armor	50 BC	Barter Only	
Druid Pouch Set	7 BC				
Human Full Cover	3 BC				
Sun Dial	3 BC				

lvl Settite Hunter Trade Level Progression

<u>Insurrectionist</u>	<u>Loyalist</u>	<u>Non-Aligned</u>
1 Gain +2 Hits	+1 Die # to Body Stat	Gain the Passion "Plants"
2 +1 Die # to Body Stat	Increase Weap. Dmg by 1 vs. Settite	Double Normal Run Speed
3 Gain the Sense Heading Ability	Gain the Sense Heading Ability	Gain the Sense Heading Ability
4 Gain a Bonus Passion	Gain +2 to your Initiative	+1 Die # for Ranged Weap
5 Gain the Shield Ability	Gain +2 to your Damage Barrier	Gain Tanning, Sewing, & Repair Skills
6 +1 Die # to Body Stat	+1 Die # to any Weapon	+2 to your Damage Barrier
7 Increase Weap. Dmg by 2 vs. Settite	Increase Weap. Dmg by 2 vs. Settite	Gain the Moonvision Ability
8 Gain the Yaulp Ability	Gain the Command Ability	+1d12 When Outnumbered in Combat
9 Gain +1 AP/Settite kill you make solo	Gain +1 AP/Settite kill you make solo	Gain the Mesmerize Animal Ability
10 Increase Weapon Die Size by 1	Increase Weapon Die Size by 1	Heal a Target up to 5 Hits per Session
11 +2 to Magic Barrier	+2 to Damage Barrier	+2 to Natural Barrier
12 +2 to Fear Barrier	Gain the Charge Ability	+2 Die Size to Mind Stat
13 +1d12 When Outnumbered in Combat	Gain +2 to your Initiative	Gain any Ancient Power
14 Gain Two Combat Abilities	Increase Weap. Dmg by 3 vs. Settite	Gain +2 Hits
15 +1d10 when using Ranged Weap.	Increase Weapon Die # by 1	+2 to your Damage Barrier

lvl Wizard Trade Level Progression

<u>Insurrectionist</u>	<u>Loyalist</u>	<u>Non-Aligned</u>
1 Gain 2 Bonus Spells	Gain 2 Bonus Spells	Gain 2 Bonus Spells
2 Gain Pain Other Ability	Gain Destroy Projectile Ability	Gain a Mystical Ability
3 +1d10 When Fighting a City Official	+1d10 When Fighting a Druid	Gain the Zoom Sight Ability
4 Gain any Mystical Ability	Gain any Spiritual Ability	Gain 50 Bone Chits
5 +2 Die # and +1 Die Size w/ a Staff	+2 Die # and +1 Die Size w/ a Staff	Gain +2 die # to Mind Stat
6 Gain any Mystical Ability	Gain 2 Bonus Spells	Gain Spiritual Ability
7 Gain the Escape Ability	Gain the Balance Ability	Gain Mystical Ability
8 Gain the Luck Ability	Gain +2 to your Initiative	Gain a safe place to research
9 Gain any 3 Skills	Gain Combat or Social Ability	Gain the Informer Advantage
10 Gain +1 Die # to any Stat	Gain +2 Die # to Mind Stat	Gain a Combat Ability
11 Gain any Ability	Gain the Intimidate Ability	Gain a Spiritual Ability
12 Gain the "Special Enemy" Advantage	Gain the "Special Enemy" Advantage	Gain an Ancient Power
13 Gain Access to Temple District	Char is able to read all Langs.	Gain +1 die size to Mind Stat
14 Somehow inherits a watchtower	Somehow inherits a watchtower	Gains a Magic Item
15 Gain a Bonus Passion	Gain an Ancient Power	Gain Detect Location Ability

lvl Druid Trade Level Progression

<u>Insurrectionist</u>	<u>Loyalist</u>	<u>Non-Aligned</u>
1 Start with a Secret Garden & 3 APs	Start with a Secret Garden & 3 APs	Start with a Secret Garden & 3 APs
2 Gain Pain Other Ability	Gain Destroy Projectile Ability	Gain 2 Bonus Spells
3 +1d10 When Fighting a Wizard	+1d10 When Protecting the City	+1d10 When Fighting a Wizard
4 Gain any Mystical Ability	Gain any Spiritual Ability	Gain an Ancient Ability
5 +2 # and +1 Die Size w/ a Staff	+2 # and +1 Die Size w/ a Staff	+2 # and +1 Die Size w/ a Staff
6 Gain any Mystical Ability	Gain 2 Bonus Spells	Gain the Safe Haven Advantage
7 Gain the Escape Ability	Gain the Balance Ability	Gain the Charm Ability
8 Gain the Luck Ability	Gain +2 to your Initiative	Gain a Combat Ability
9 Gain any 3 Skills	Gain Combat or Social Ability	Gain Spiritual or Mystical Ability
10 Gain +1 Die # to any Stat	Gain +1 Die # to Mind Stat	Gain any 4 Skills
11 Gain any Ability	Gain the Intimidate Ability	Gain Interrogate and Provoke Skills
12 Gain the "Special Enemy" Adv	Gain the "Special Enemy" Adv	Gain the "Special Enemy" Adv
13 Gain access to ancient tomes	Char is able to read all Langs.	Gain a Magic Item
14 Somehow inherits a watchtower	Somehow inherits a watchtower	Somehow inherits a watchtower
15 Gain a Bonus Passion or Relationship	+1d10 When Protecting the City	Gain any 4 Skills

Iv/ Thief Trade Level Progression

Insurrectionist

- 1 Gain the Surprise Ability
- 2 Gain the Misdirect Ability
- 3 Gain Sucker Punch Ability
- 4 Gain Pick Lock & Pocket Skills
- 5 Gain the Romance Ability
- 6 Gain Dirtyblow and Lie Skills
- 7 Gain 5x AP for finding a Hoard
- 8 Normal Runspeed is Doubled
- 9 Gain +2 Hits and +1 Weap Die #
- 10 Gain the Ally Advantage
- 11 Gain +1 Die Size to any Phys Stat
- 12 Gain +1d8 when Chits are involved
- 13 Gain +1 Die # to any Stat
- 14 Gain +1d6 when in a group
- 15 Gain the Far Listen Ability

Loyalist

- Gain the Stalk Ability
- Gain the Disguise and Lie skills
- Gain Sucker Punch Ability
- Gain 4 Skills
- Gain the Charm Ability
- Gain Backattack Ability
- Gain the Passion "Metal"
- Normal Runspeed is Doubled
- Gain +.5 Weapon Dmg and +1 #
- Gain the Ally Advantage
- Gain +1 Die # to Body Stat
- Gain +1d8 when Chits are involved
- Gain Take Risk Ability
- Gain +1d6 when in a group
- Gain the Far Sight Ability

Non-Aligned

- Gain Hide and Move Silent Skills
- Gain Dupe Ability
- Gain Sucker Punch Ability
- Gain Pick Lock & Pocket Skills
- Gain the Maiden Advantage
- Gain Flankattack Ability
- Gain 1 bonus AP/time you steal
- Normal Runspeed is Doubled
- Gain the Finishing Ability
- Gain the Ally Advantage
- Gain +2 Size to Heart Stat
- Gain +1d8 when cChits are involved
- Gain +1 Weapon # and +1 Initiative
- Gain +1d6 when in a group
- Gain the Far Listen Ability

Iv/ Gladiator Trade Level Progression

Insurrectionist

- 1 Gain +3 Hits
- 2 +1 Die # to Body Stat
- 3 +1 Die # to any Weapon
- 4 Gain up to 2 Bonus Passions
- 5 Gain the Shield Ability
- 6 +1 Die # to Body Stat
- 7 Increase Weapon Dmg by .5
- 8 Gain the Yaulp Ability
- 9 Gain +1 AP/kill you make solo
- 10 +2 Damage with Weapon
- 11 Gain the Sunder Ability
- 12 +2 to character's Fear Barrier
- 13 +1d10 when outnumbered
- 14 Gain any Combat Ability
- 15 +1d10 vs. opponent in melee

Loyalist

- +1 Die # to Body Stat
- Increase Weapon Dmg by 1
- +1 Die # to any Weapon
- Gain +2 to your Initiative
- Gain +2 to your Damage Barrier
- +1 Die # to any Weapon
- Increase Weapon Dmg by 1
- Gain the Command Ability
- Gain +1 AP/kill you make solo
- +1 Die Size to any Weapon
- Gain the Sunder Ability
- Gain the Charge Ability
- Gain +2 to your Initiative
- Increase Weapon Dmg by 1
- +1 Die # to any Weapon

Non-Aligned

- +2 to characters Damage Barrier
- +1 Die # to Body Stat
- +1 Die # to any Weapon
- Gain up to 2 Bonus Passions
- Gain the Parry Ability
- Gain any Combat Ability
- Increase Weapon Dmg by 1
- Gain the Shattering Shout Ability
- Gain +1 AP/kill you make in a group
- +1 Die # to any Weapon
- Gain the Sunder Ability
- Gain +2 to your Initiative
- Gain 4 Skills
- Gain 50 Bone Chits
- Increase Weapon Dmg by 1

Iv/ Safeer Species Level Progression

Insurrectionist

- 1 Gain the Camel Ability and 1 Skill
- 2 +1 Die # to Heart Stat
- 3 Increase Weapon Dmg by 1
- 4 Gain the Shout Ability
- 5 +1 Die Size to any Stat
- 6 Gain the Jump Ability
- 7 +1 Die # When Using Lg Weapons
- 8 +2 Hits
- 9 Gain 1 Mystical Ability
- 10 Gain the Marathon Ability
- 11 +1d8 when fighting an animal
- 12 Gain the Provoke Ability
- 13 Gain Passion "Personal Honor"
- 14 Gain Combat Ability
- 15 Gain +1d8 when acting solo

Loyalist

- Gain the Camel Ability and 1 Skill
- +1 Die # to Body Stat
- Gain Interrogate & Torture Skills
- Gain the Command Ability
- Gain the Intimidate Ability
- Gain 1 Spiritual Ability
- +1 Die # When Using Lg Weapons
- +1 Die # to Body Stat
- Gain a Mystical Ability
- Gain the Sniff Ability
- +1d8 When Fighting Undead or Giant
- Gain the Provoke Ability
- Gain a Bonus Relationship
- Gain 1 Social Ability
- Gain +1d10 when outnumbered

Non-Aligned

- Gain 1 Combat and 1 Social Ablty
- Gain a bonus Passion
- Character is Immune to Heat
- Gain +1 Die # to Mind Stat
- Gain +1 Die # to Body Stat
- Gain +1 to Nature, Hit Barriers
- Char does not need to eat/drink
- +1 Die Size for Ranged Weapons
- +1 Die # for Sm Weapons
- Gain the Waterbreathing Ability
- Gain 4 Skills
- Gain the Passion "Revenge"
- Gain 2 AP when avoiding a fight
- Character can talk to beetles
- Gain the X-ray vision Ability

Iv/ Human Species Level Progression

<u>Insurrectionist</u>	<u>Loyalist</u>	<u>Non-Aligned</u>
1 Gain 4 Skills	Gain 1 Social Ability	Gain Invoke Blindness Ability
2 Gain the Courage Ability	Gain the Motivate Ability	Gain a bonus Passion
3 +1 Die # to Body Stat	Gain the Seduction Ability	Character is Immune to Disease
4 Gain +2 to Damage Barrier	Gain +2 to Fear Barrier	Gain +1 Die # to Heart Stat
5 Gain the Brag Ability	Gain the Brag Ability	Gain +1 Die # to Body Stat
6 Gain the Love Interest Advantage	Gain a Bonus Passion	Gain +1 to Nature, Hit Barriers
7 Gain the Safe Haven Advantage	Gain the Safe Haven Advantage	Gain the Camel Ability
8 +1 Die # for Ranged Weapons	+1 Die # for Melee Weapons	+1 Die Size for Ranged Weapons
9 Gain 4 Skills	Gain 1 Combat Ability	+1 Dmg When using Sm Weapons
10 Gain +1 Die # to any 2 Stats	Gain +1 to any 2 Barriers	Gain 1 Social Ability
11 Gain a bonus Passion or Relationship	Gain 1 Combat Ability	Gain 4 Skills
12 Gain +1 Die Size to Heart Stat	Gain +1 Die Size to Any Phys Stat	Gain 50 Bone Chits
13 Gain +2 Hits	Gain +1 Die # to Heritage	Gain 2 APs when avoiding a fight
14 Gain the Ally Advantage	Gain the Ally Advantage	Gain 1 Social Ability
15 Gain +1 to any 2 Barriers	+1 Die # and Size to Weapon	Gain 1 Combat Ability

Iv/ Dwarf Species Advancement Chart

<u>Insurrectionist</u>	<u>Loyalist</u>	<u>Non-Aligned</u>
1 Gain 4 Skills	Gain +2 Hits	Start as Free (i.e. not a slave)
2 Gain +2d6 to all Combat Skills	Gain 4 Skills	Gain +2d8 to all non-combat Skills
3 Can eat rocks for food	Can eat rocks for food	Can eat rocks for food
4 Gain +1d8 while underground	Gain the Darkvision Ability	Gain 2 AP when avoiding a Fight
5 Gain the Darkvision Ability	Gain the Far Listen Ability	Gain the Zoom Sight Ability
6 Can eat rocks for food	Gain 50 Bone Chits	Gain 50 Bone Chits
7 Character is Immune to Poison	Character is Immune to Heat	Character is Immune to Heat
8 Character is Immune to Heat	Gain the Passion "Gems"	Gain the Passion "Gems"
9 Gain +2d8 when using Hammers	Gain +2d8 when using Axes	Gain +1d8 with Hammers or Axes
10 Gain +2 Hits	Gain +2 Hits	Gain +2 Hits
11 Gain an Ancient Power	Gain a Mystical Ability	Gain a Spiritual Ability
12 Character is Immune to Disease	Gain +2 Hits	Gain +2 Hits
13 Gain +1 Die # to any Phys Stat	Gain a Spiritual Ability	Gain a Social Ability
14 Gain the Pride Ability	Gain the Nemesis Advantage	Gain the Provoke Ability
15 Gain +2 to Hit Barrier	Gain +2 to Fear Barrier	Gain +2 to Influence Barrier

Name/Type:	Novice Gladiator	Special	Name/Type:	Novice Thief	Special
Initiative:	1		Initiative:	3	
Successes:	1/2 @ 10		Successes:	1 @ 10	
Barrier:	0		Barrier:	0	
Hits:	7		Hits:	5	
Damage:	2		Damage:	3	
Threat Level:	2		Threat Level:	2	
Name/Type:	Novice Settite Hunter	Special	Name/Type:	Novice Wizard	Special
Initiative:	1	Has access to 1 Spell.	Initiative:	1	Has access to 4 spells.
Successes:	1 @ 10		Successes:	1/2 @ 10	
Barrier:	0		Barrier:	0	
Hits:	5		Hits:	5	
Damage:	2		Damage:	1	
Threat Level:	2		Threat Level:	2	
Name/Type:	Novice Druid	Special	Name/Type:	Lesser Citizen	Special
Initiative:	2	Has access to 4 spells.	Initiative:	2	
Successes:	1 @ 10		Successes:	1 @ 8	
Barrier:	0		Barrier:	0	
Hits:	4		Hits:	4	
Damage:	2		Damage:	1	
Threat Level:	2		Threat Level:	1	
Name/Type:	Novice Ward	Special	Name/Type:	Lesser Soulslayer	Special
Initiative:	1		Initiative:	3	Has access to 1 Mystical and Spiritual ability.
Successes:	1 @ 12		Successes:	2 @ 12	
Barrier:	1		Barrier:	2	
Hits:	5		Hits:	9	
Damage:	2		Damage:	3	
Threat Level:	3		Threat Level:	7	
Name/Type:	Novice Priest	Special	Name/Type:		Special
Initiative:	1	Has access to 1 Spiritual Ability.	Initiative:		
Successes:	1 @ 10		Successes:		
Barrier:	0		Barrier:		
Hits:	2		Hits:		
Damage:	1		Damage:		
Threat Level:	1		Threat Level:		

Name/Type: Initiative: 3 Successes: 2 @ 11 Barrier: 0 Hits: 10 Damage: 2 Threat Level: 7	Apprentice Gladiator Has access to 1 Combat Ability.	Special Has access to 1 Social Ability.
Name/Type: Initiative: 4 Successes: 2 @ 12 Barrier: 1 Hits: 8 Damage: 2 Threat Level: 7	Apprentice Settle Hntr. Has access to 1 Spell.	Special Has access to 4 Spells and one Mystical Ability.
Name/Type: Initiative: 2 Successes: 2 @ 10 Barrier: 2 Hits: 6 Damage: 2 Threat Level: 7	Apprentice Druid Has access to 4 Spells and one Spiritual Ability.	Special Has access to 2 Mystical and Spiritual abilities.
Name/Type: Initiative: 2 Successes: 2 @ 12 Barrier: 2 Hits: 8 Damage: 2 Threat Level: 9	Apprentice Ward Has access to 1 Combat Ability.	Special Has access to 1 Social Ability.
Name/Type: Initiative: 2 Successes: 2 @ 10 Barrier: 2 Hits: 6 Damage: 2 Threat Level: 7	Apprentice Priest Has access to 1 Spiritual Ability.	Special Has access to 1 Social Ability.

Name/Type: Journeyman Gladiator
Initiative: 5
Successes: 4 @ 15
Barrier: 2
Hits: 11
Damage: 3
Threat Level: 13

Special

Has access to 1 Combat and Social ability.

Name/Type: Journeyman Settler Hntr.
Initiative: 6
Successes: 4 @ 17
Barrier: 1
Hits: 12
Damage: 2
Threat Level: 13

Special

Has access to 1 Spell, 1 Combat Ability, and 1 Spiritual Ability.

Name/Type: Journeyman Druid
Initiative: 5
Successes: 5 @ 13
Barrier: 3
Hits: 9
Damage: 2
Threat Level: 11

Special

Has access to 6 Spells and 2 Spiritual abilities.

Name/Type: Journeyman Ward
Initiative: 6
Successes: 3 @ 16
Barrier: 4
Hits: 11
Damage: 3
Threat Level: 21

Special

Has access to 2 Combat abilities.

Name/Type: Journeyman Thief
Initiative: 4
Successes: 5 @ 16
Barrier: 2
Hits: 9
Damage: 3
Threat Level: 13

Special

Has access to 2 Social abilities.

Name/Type: Journeyman Wizard
Initiative: 3
Successes: 5 @ 15
Barrier: 4
Hits: 7
Damage: 2
Threat Level: 11

Special

Has access to 6 Spells and 2 Mystical abilities.

Name/Type: Journeyman Citizen
Initiative: 3
Successes: 2 @ 12
Barrier: 0
Hits: 7
Damage: 1
Threat Level: 9

Special

Has access to 1 Social ability.

Name/Type: Advanced Soulslayer
Initiative: 7
Successes: 5 @ 17
Barrier: 5
Hits: 17
Damage: 5
Threat Level: 20

Special

Has access to 3 Mystical and 3 Spiritual abilities.

Name/Type: Journeyman Priest
Initiative: 3
Successes: 3 @ 12
Barrier: 3
Hits: 5
Damage: 2
Threat Level: 10

Special

Has access to 2 Spiritual Abilities.

Special

Name/Type:	Proficient Gladiator	Special	
Initiative:	5	Has access to 2 Combat abilities and 1 Social ability.	
Successes:	5 @ 17		
Barrier:	4		
Hits:	16		
Damage:	4		
Threat Level:	21		
Name/Type:	Proficient Settle Hntr.	Special	
Initiative:	8	Has access to 2 Spells, 1 Combat ability, 1 Spiritual ability, and 1 Social ability.	
Successes:	6 @ 17		
Barrier:	2		
Hits:	17		
Damage:	3		
Threat Level:	21		
Name/Type:	Proficient Druid	Special	
Initiative:	5	Has access to 8 Spells and 2 Spiritual abilities.	
Successes:	6 @ 14		
Barrier:	3		
Hits:	16		
Damage:	2		
Threat Level:	18		
Name/Type:	Proficient Ward	Special	
Initiative:	6	Has access to 3 Combat abilities.	
Successes:	5 @ 16		
Barrier:	5		
Hits:	18		
Damage:	4		
Threat Level:	28		
Name/Type:	Journeyman Priest	Special	
Initiative:	4	Has access to 3 Spiritual abilities.	
Successes:	4 @ 12		
Barrier:	4		
Hits:	8		
Damage:	2		
Threat Level:	10		

Name/Type:	Proficient Thief	Special	
Initiative:	4	Has access to 3 Social abilities and 1 Combat ability.	
Successes:	6 @ 16		
Barrier:	5		
Hits:	12		
Damage:	4		
Threat Level:	21		
Name/Type:	Proficient Wizard	Special	
Initiative:	4	Has access to 8 Spells and 2 Mystical abilities.	
Successes:	5 @ 15		
Barrier:	4		
Hits:	14		
Damage:	2		
Threat Level:	18		
Name/Type:	Greater Citizen	Special	
Initiative:	4	Has access to 2 Social abilities.	
Successes:	3 @ 13		
Barrier:	1		
Hits:	11		
Damage:	2		
Threat Level:	15		
Name/Type:	Greater Soulslayer	Special	
Initiative:	7	Has access to 4 Mystical and 4 Spiritual abilities.	
Successes:	6 @ 18		
Barrier:	6		
Hits:	24		
Damage:	6		
Threat Level:	38		
Name/Type:		Special	
Initiative:			
Successes:			
Barrier:			
Hits:			
Damage:			
Threat Level:			

Name/Type:	Master Gladiator	Special	
Initiative:	8	Has access to 4 Combat and 2 Social abilities.	
Successes:	7 @ 17		
Barrier:	6		
Hits:	22		
Damage:	6		
Threat Level:	38		
Name/Type:	Master Settite Hunter	Special	
Initiative:	9	Has access to 3 Spells, 2 Combat, 2 Spiritual, 1 Mystical, and 1 Social ability.	
Successes:	8 @ 17		
Barrier:	4		
Hits:	19		
Damage:	5		
Threat Level:	38		
Name/Type:	Master Druid	Special	
Initiative:	6	Has access to 10 Spells, 5 Spiritual abilities.	
Successes:	8 @ 15		
Barrier:	3		
Hits:	16		
Damage:	3		
Threat Level:	38		
Name/Type:	Master Ward	Special	
Initiative:	9	Has access to 5 Combat abilities.	
Successes:	8 @ 16		
Barrier:	6		
Hits:	24		
Damage:	6		
Threat Level:	42		
Name/Type:	Master Priest	Special	
Initiative:	5	Has access to 4 Spiritual abilities.	
Successes:	5 @ 13		
Barrier:	5		
Hits:	9		
Damage:	3		
Threat Level:	27		

Name/Type:	Master Thief	Special	
Initiative:	10	Has access to 4 Social, 2 Combat, and 1 Mystical ability.	
Successes:	8 @ 16		
Barrier:	6		
Hits:	14		
Damage:	6		
Threat Level:	38		
Name/Type:	Master Wizard	Special	
Initiative:	5	Has access to 10 Spells, 4 Mystical, and 1 Spiritual ability.	
Successes:	6 @ 19		
Barrier:	5		
Hits:	14		
Damage:	4		
Threat Level:	38		
Name/Type:	Elite Citizen	Special	
Initiative:	5	Has access to 3 Social abilities.	
Successes:	5 @ 14		
Barrier:	2		
Hits:	11		
Damage:	2		
Threat Level:	27		
Name/Type:	Elite Soulslayer	Special	
Initiative:	10	Has access to 5 Mystical and 5 Spiritual abilities.	
Successes:	9 @ 21		
Barrier:	8		
Hits:	29		
Damage:	8		
Threat Level:	50		
Name/Type:		Special	
Initiative:			
Successes:			
Barrier:			
Hits:			
Damage:			
Threat Level:			

<u>Name/Type:</u>	Lesser Pariah	<u>Special</u>	<u>Name/Type:</u>	Lesser Settite	<u>Special</u>
<u>Initiative:</u>	1		<u>Initiative:</u>	3	
<u>Successes:</u>	1/2 @ 10		<u>Successes:</u>	1 @ 10	
<u>Barrier:</u>	1		<u>Barrier:</u>	1	
<u>Hits:</u>	9		<u>Hits:</u>	7	
<u>Damage:</u>	2		<u>Damage:</u>	3	
<u>Threat Level:</u>	2		<u>Threat Level:</u>	2	
<u>Name/Type:</u>	Lesser Undead	<u>Special</u>	<u>Name/Type:</u>	Lesser Sand Serpent	<u>Special</u>
<u>Initiative:</u>	1		<u>Initiative:</u>	1	
<u>Successes:</u>	1 @ 10		<u>Successes:</u>	1/2 @ 10	
<u>Barrier:</u>	0		<u>Barrier:</u>	3	
<u>Hits:</u>	7		<u>Hits:</u>	7	
<u>Damage:</u>	2		<u>Damage:</u>	1	
<u>Threat Level:</u>	2		<u>Threat Level:</u>	2	
<u>Name/Type:</u>	Lesser Sand Beetle	<u>Special</u>	<u>Name/Type:</u>	Lesser Madman	<u>Special</u>
<u>Initiative:</u>	2		<u>Initiative:</u>	2	
<u>Successes:</u>	1 @ 10		<u>Successes:</u>	1 @ 8	
<u>Barrier:</u>	1		<u>Barrier:</u>	0	
<u>Hits:</u>	6		<u>Hits:</u>	6	
<u>Damage:</u>	2		<u>Damage:</u>	1	
<u>Threat Level:</u>	1		<u>Threat Level:</u>	1	
<u>Name/Type:</u>	Lesser Elf	<u>Special</u>	<u>Name/Type:</u>	Lesser Stone Giant	<u>Special</u>
<u>Initiative:</u>	1		<u>Initiative:</u>	0	
<u>Successes:</u>	1 @ 12	Has access to 1 Mystical ability.	<u>Successes:</u>	1 @ 13	
<u>Barrier:</u>	2		<u>Barrier:</u>	3	
<u>Hits:</u>	6		<u>Hits:</u>	9	
<u>Damage:</u>	2		<u>Damage:</u>	3	
<u>Threat Level:</u>	3		<u>Threat Level:</u>	8	
<u>Name/Type:</u>	Lssr Slt. Wtr. Serpent	<u>Special</u>	<u>Name/Type:</u>		<u>Special</u>
<u>Initiative:</u>	1		<u>Initiative:</u>		
<u>Successes:</u>	1 @ 10		<u>Successes:</u>		
<u>Barrier:</u>	2		<u>Barrier:</u>		
<u>Hits:</u>	7		<u>Hits:</u>		
<u>Damage:</u>	1		<u>Damage:</u>		
<u>Threat Level:</u>	2		<u>Threat Level:</u>		

Name/Type:	Experienced Pariah	Special	Name/Type:	Experienced Setite	Special
Initiative:	3		Initiative:	4	Has access to 1 Mystical ability.
Successes:	2 @ 11		Successes:	3 @ 12	
Barrier:	2		Barrier:	1	
Hits:	12		Hits:	9	
Damage:	2		Damage:	3	
Threat Level:	6		Threat Level:	6	
Name/Type:	Experienced Undead	Special	Name/Type:	Exp. Sand Serpent	Special
Initiative:	4		Initiative:	1	
Successes:	2 @ 12		Successes:	1 @ 11	
Barrier:	1		Barrier:	4	
Hits:	10		Hits:	7	
Damage:	2		Damage:	1	
Threat Level:	6		Threat Level:	5	
Name/Type:	Exp. Sand Beetle	Special	Name/Type:	Experienced Madman	Special
Initiative:	2		Initiative:	2	
Successes:	2 @ 10		Successes:	1 @ 12	
Barrier:	2		Barrier:	0	
Hits:	8		Hits:	7	
Damage:	2		Damage:	1	
Threat Level:	5		Threat Level:	4	
Name/Type:	Experienced Elf	Special	Name/Type:	Exp. Stone Giant	Special
Initiative:	4	Has access to 1 Mystical and 1 Spiritual ability.	Initiative:	1	
Successes:	2 @ 12		Successes:	2 @ 14	
Barrier:	3		Barrier:	4	
Hits:	10		Hits:	12	
Damage:	2		Damage:	4	
Threat Level:	11		Threat Level:	14	
Name/Type:	Exp. Slr. Wtr. Serpent	Special	Name/Type:		Special
Initiative:	3	Poisonous: lose highest die on all rolls until cured. (not cumulative)	Initiative:		
Successes:	1 @ 13		Successes:		
Barrier:	4		Barrier:		
Hits:	9		Hits:		
Damage:	2		Damage:		
Threat Level:	6		Threat Level:		

Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Advanced Pariah 5 4 @ 15 3 13 3 12	Special Has access to 1 Combat ability.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Advanced Setite 4 5 @ 16 3 11 3 12	Special Has access to 2 Mystical abilities. Poisonous: lose 2 highest die on all rolls until cured. (not cumulative)
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Advanced Undead 6 4 @ 17 1 14 2 12	Special Has access to 1 Mystical ability.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Adv. Sand Serpent 3 5 @ 15 4 8 2 10	Special Poisonous: lose highest die on all rolls until cured. (not cumulative)
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Adv. Sand Beetle 5 5 @ 13 3 10 2 10	Special	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Advanced Madman 3 2 @ 12 0 9 1 8	Special Has access to 1 Spiritual ability.
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Advanced Elf 6 3 @ 16 4 13 3 20	Special Has access to 2 Mystical, 2 Spiritual, and 1 Combat ability. Has access to 1 Spell.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Adv. Stone Giant 2 4 @ 15 5 16 5 23	Special
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Adv. Slt. Wtr. Serpent 4 4 @ 15 5 10 3 12	Special Poisonous: lose 2 highest die on all rolls until cured. (not cumulative)	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:		Special

Name/Type: Greater Pariah
Initiative: 5
Successes: 5 @ 17
Barrier: 4
Hits: 16
Damage: 4
Threat Level: 20

Special

Has access to 1 Combat and 1 Spiritual ability.

Name/Type: Greater Settite
Initiative: 4
Successes: 6 @ 16
Barrier: 5
Hits: 12
Damage: 4
Threat Level: 20

Special

Has access to 3 Mystical and 2 Spiritual abilities.
 Poisonous: lose 3 highest die on all rolls until cured. (not cumulative)

Name/Type: Greater Undead
Initiative: 8
Successes: 6 @ 17
Barrier: 2
Hits: 17
Damage: 3
Threat Level: 20

Special

Has access to 1 Mystical ability.

Name/Type: Grtr. Sand Serpent
Initiative: 4
Successes: 5 @ 15
Barrier: 4
Hits: 10
Damage: 2
Threat Level: 17

Special

Poisonous: lose 2 highest die on all rolls until cured. (not cumulative)

Name/Type: Gearter Sand Beetle
Initiative: 5
Successes: 6 @ 14
Barrier: 3
Hits: 12
Damage: 2
Threat Level: 17

Special

Poisonous: lose highest die on all rolls until cured. (not cumulative)

Name/Type: Greater Madman
Initiative: 4
Successes: 3 @ 13
Barrier: 1
Hits: 11
Damage: 2
Threat Level: 14

Special

Has access to 2 Spiritual abilities.

Name/Type: Greater Elf
Initiative: 7
Successes: 5 @ 16
Barrier: 6
Hits: 19
Damage: 4
Threat Level: 27

Special

Has access to 4 Mystical, 3 Spiritual, and 2 Combat abilities.
 Has access to 1 Ancient Power.
 Has access to 2 Spells.

Special

Name/Type: Greater Stone Giant
Initiative: 3
Successes: 5 @ 17
Barrier: 7
Hits: 22
Damage: 6
Threat Level: 33

Name/Type: Grtr. Slit. Wtr. Serpent

Special

Poisonous: lose 3 highest die on all rolls until cured. (not cumulative)

Name/Type:
Initiative: 5
Successes: 5 @ 16
Barrier: 6
Hits: 11
Damage: 3
Threat Level: 20

Special

Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Pariah 8 7 @ 17 6 24 6 37	Special Has access to 5 Combat abilities.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Settite 10 8 @ 16 6 18 6 37	Special Has access to 4 Mystical, 3 Spiritual, and 1 Combat ability. Poisonous: lose 4 highest die on all rolls until cured. (not cumulative)
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Undead 9 8 @ 17 4 21 5 37	Special Has access to 4 Mystical abilities. Poisonous: lose highest die on all rolls until cured. (not cumulative)	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Sand Serpent 5 6 @ 19 5 14 4 32	Special Poisonous: lose 3 highest die on all rolls until cured. (not cumulative)
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Sand Beetle 6 8 @ 15 3 16 3 32	Special Poisonous: lose 2 highest die on all rolls until cured. (not cumulative)	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Madman 5 5 @ 14 2 13 2 26	Special Has access to 4 Spiritual abilities.
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Elf 9 8 @ 18 7 30 7 42	Special Has access to 5 Mystical, 4 Spiritual, and 3 Combat abilities. Has access to 2 Ancient Powers. Has access to 3 Spells.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Stone Giant 4 9 @ 19 9 46 8 55	Special
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elite Slit. Wtr. Serpent 6 6 @ 19 6 16 5 36	Special Poisonous: lose 4 highest die on all rolls until cured. (not cumulative)	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:		Special

Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Bryson Derontay 5 5 @ 14 2 13 2 26	Special Has access to 5 Social Abilities.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Elianna 5 6 @ 19 5 14 4 32	Special Has access to 1 Spiritual and 5 Combat abilities.
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Gregor Blike 9 8 @ 19 6 29 6 44	Special Has access to 6 Combat abilities.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Harvestmaster Vind 5 5 @ 14 4 13 3 28	Special Has access to 3 Social Abilities.
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Jandor Arenson 7 7 @ 18 8 30 5 43	Special Has access to 5 Spells, 4 Combat, 3 Spiritual, and 2 Mystical abilities.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Seerax 10 8 @ 17 6 24 7 40	Special Has access to 4 Social, 3 Combat, and 2 Mystical abilities.
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Sallowbraids 9 8 @ 17 4 21 5 38	Special Has access to 3 Spells, 2 Combat, 2 Spiritual, 1 Mystical, and 1 Social ability. Gains +2 Successes and +3 Damage vs. Undead.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Selvak Arenson 9 8 @ 18 7 36 6 46	Special Has access to 6 Combat abilities.
Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Tax Collector Svet 5 5 @ 15 4 13 3 29	Special Has access to 5 Social Abilities.	Name/Type: Initiative: Successes: Barrier: Hits: Damage: Threat Level:	Tracker Jones 6 7 @ 17 7 28 5 39	Special Has access to 2 Combat, 2 Spiritual, and 2 Mystical Abilities.

Name/Type: Xarb
Initiative: 5
Successes: 6 @ 19
Barrier: 5
Hits: 26
Damage: 4
Threat Level: 40

Special

Has access to 2 Social and 1 Combat ability.

Name/Type: Anguish
Initiative: 9
Successes: 10 @ 19
Barrier: 9
Hits: 36
Damage: 8
Threat Level: 61

Special

Has access to 5 Mystical, 4 Spiritual, 4 Combat, and 2 Social abilities.

Name/Type: Lament
Initiative: 8
Successes: 6 @ 19
Barrier: 5
Hits: 28
Damage: 5
Threat Level: 44

Special

Has access to 12 Spells, 5 Mystical, and 2 Spiritual abilities.

Name/Type: Parren
Initiative: 8
Successes: 7 @ 19
Barrier: 6
Hits: 36
Damage: 6
Threat Level: 42

Special

Name/Type: Sabeena
Initiative: 9
Successes: 8 @ 17
Barrier: 5
Hits: 27
Damage: 5
Threat Level: 40

Special

Has access to 3 Spells, 2 Combat, 2 Spiritual, 1 Mystical, and 1 Social ability.

Name/Type: The Hermit
Initiative: 5
Successes: 5 @ 14
Barrier: 2
Hits: 21
Damage: 2
Threat Level: 28

Special

Has access to 5 Spiritual abilities and 5 Spells.

Name/Type: Wanderlust
Initiative: 9
Successes: 8 @ 17
Barrier: 5
Hits: 31
Damage: 5
Threat Level: 40

Special

Has access to 12 Spells, 5 Mystical, 2 Social, and 2 Spiritual ability.

Name/Type: The Lich-Queen
Initiative: 10
Successes: 11 @ 21
Barrier: 10
Hits: 75
Damage: 10
Threat Level: 150

Special

Has access to all Spells and Mystical abilities.
 Can only be hit by metal or mystical weapons.
 Wins all ties in Initiative.

Name/Type: The Vath-Wurm
Initiative: 10
Successes: 3 @ 25
Barrier: 10
Hits: 100
Damage: 20
Threat Level: 200

Special

Can spew out 5 Elite Undead per person attacking it. These do not count toward the Threat Level of this creature.

Name/Type: The Great Sphynx
Initiative: 10
Successes: 13 @ 25
Barrier: 10
Hits: 125
Damage: 25
Threat Level: 500

Special

Has access to all Spells, Abilities, and Powers.
 Can only be hit by magical metal weapons.
 Wins all ties in Initiative.

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Name/Type:
Initiative:
Successes:
Barrier:
Hits:
Damage:
Threat Level:

Special

Weapons and Armor Tables

Weapon Damage

Size:	L	M	H	Metal
	2Hits	3Hits	4Hits	+1 Additonal Hit

Weapon Initiative Modifier

Size:	L	M	H	Metal
	-1	-2	-3	-1 Additional Penalty

Armor Damage Modifier

Size:	L	M	H	Metal
	-1Hits	-2Hits	-3Hits	-4 Hits

Armor Initiative Modifier

Size:	L	M	H	Metal
	-1	-2	-3	-4

Character Record Sheet



Character Name: _____	Heritage: _____
Character Species: _____	Species Level: _____
Character Trade: _____	Trade Level: _____

Stats

Name:	Die Number:	Die Size:
Body: _____	_____	△ □ ◇ ◇ ◇
Mind: _____	_____	△ □ ◇ ◇ ◇
Heart: _____	_____	△ □ ◇ ◇ ◇

Resources

Name:	Die Number:	Die Size:
Heritage: _____	_____	△ □ ◇ ◇ ◇
Trade: _____	_____	△ □ ◇ ◇ ◇
Main Weap: _____	_____	△ □ ◇ ◇ ◇
Mystical Item: _____	_____	△ □ ◇ ◇ ◇
Artifact: _____	_____	△ □ ◇ ◇ ◇

Skills

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Values

Magic Barrier: _____
 Influence Barrier: _____
 Hit Barrier: _____
 Nature Barrier: _____
 Rate of Healing: _____
 Initiative: _____
 Hits: _____
 Run Speed: _____
 Earned AP's _____
 Spent AP's _____
 Available AP's _____

Abilities

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Character Record Sheet

Character Name:

Player's Name:

Relationships

Type: _____

With: _____

Type: _____

With: _____

Type: _____

With: _____

Type: _____

With: _____

Type: _____

With: _____

Type: _____

With: _____

Type: _____

With: _____

Destiny

Bang

Extra Skills

Passions

Faction Scores

Insurrectionist: _____

Loyalist: _____

Non-Aligned: _____

Destiny Points

Bone Chits:

Name:

Extra Gear

Die Number:

Die Size:

_____	△	□	◇	◇	◇
_____	△	□	◇	◇	◇
_____	△	□	◇	◇	◇
_____	△	□	◇	◇	◇
_____	△	□	◇	◇	◇
_____	△	□	◇	◇	◇
_____	△	□	◇	◇	◇
_____	△	□	◇	◇	◇