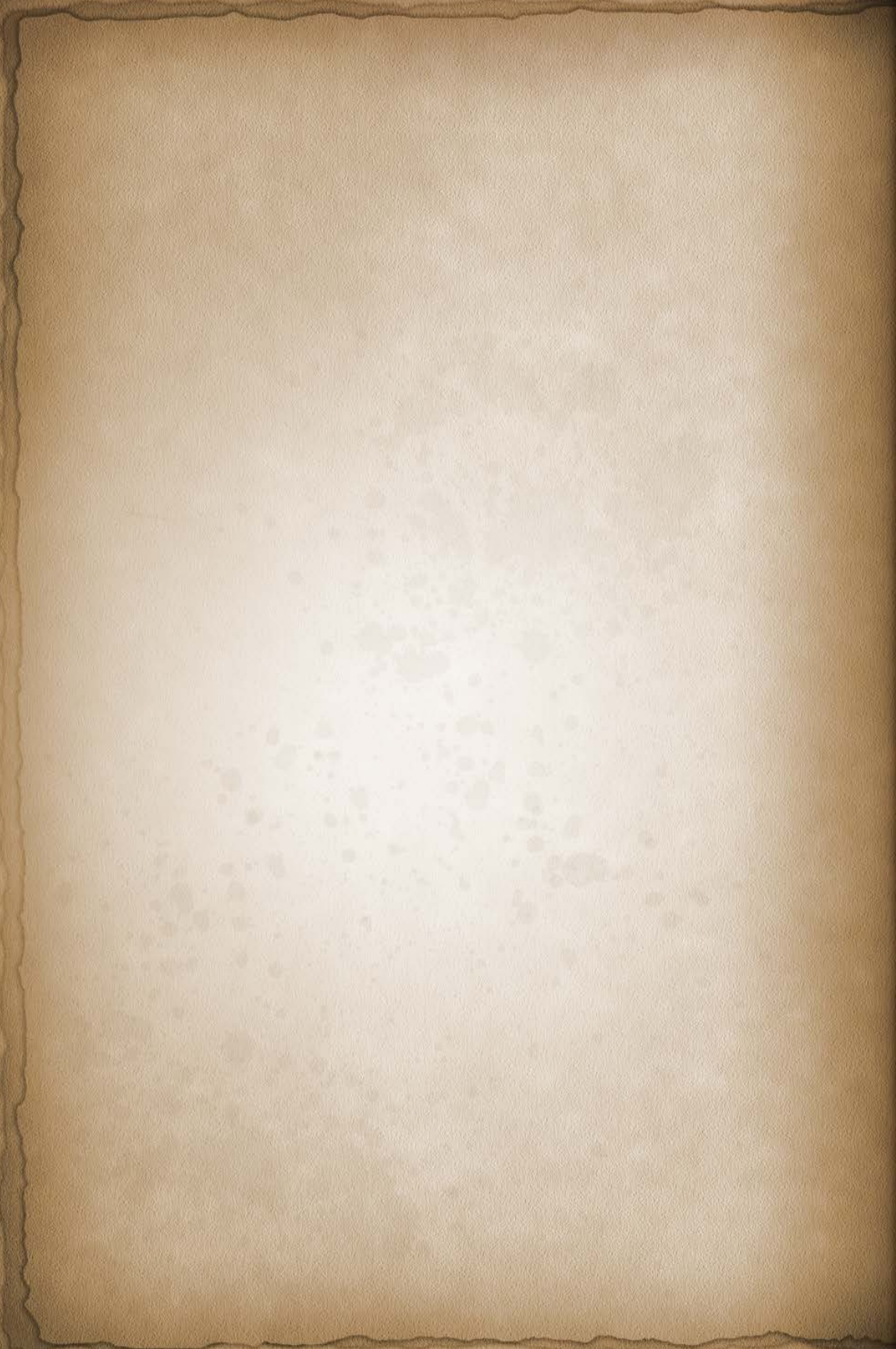




MARCHILAND







MARCHLAND

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Extra Special thanks to tolerant wife for letting me cross this off my bucket list.

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Thanks to all of our play-testers:

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INTRODUCTION

On the surface, Marchland looks like the world we know - the same cities, borders, and natural features.

There is courage, hope, and opportunity. There is crime, despair and poverty. Like the geography, the people of Marchland are much like those you see every time you leave the house. They are teachers, doctors, and factory workers. They are cops, criminals, and transients.

This Marchland is normal, even mundane - but look closer.

There is another side to Marchland that most people never see - a darker, more dangerous, and more wondrous side. A side that the average citizen could never imagine much less experience. Most mortals remain cloaked in ignorance, separated by a Veil that protects their fragile world-view.

You are different. You have seen through the Veil, and it is in this shadow world that you dwell.

So who are you? You may be an extraordinary mortal who has seen what others choose not to. The blood of the Fae may run through your veins - a gift from some otherworldly ancestor. You may be an urban Witch, casting protective spells from your downtown loft.

Being extraordinary sets you apart. You don't stand in the same dim light as your un-awakened friends and coworkers. You've lost your innocence, and the true nature of the world is clear. By birth or by choice, you stand in the middle ground - between natural and supernatural.

YOU STAND IN THE MARCHLAND.





With Marchland, our goal was to maintain the fast, furious, and fun nature of *Savage Worlds*. Most of the rules are the same as those found in the *Savage Worlds* rules. In a few instances, we have made slight alterations to give Marchland a unique feel.

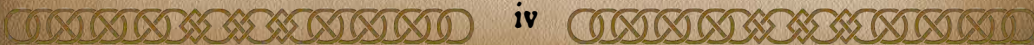
The most obvious example, is the inclusion of Fae Blooded and Revenant character races. Both races require a little more time to create, but the result is a wide variety of character themes that all work within the standard rules.

Refer to **Chapter 2: Characters** for complete details on these and other character archetypes.

Magick in Marchland is different from magic found in the *Savage Worlds* rules. Besides the alternate spelling, we have replaced the standard Arcane Backgrounds with our own. This change is intended to reflect the different feel magick has in this setting.

With magick, we have also done away with Power Points. In their place are Casting Modifiers that affect the die rolls when attempting to use magick.

Refer to **Chapter 3: The Book of Shadows** for complete rules for the Arcane Backgrounds.





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CHAPTER I

CHARACTERS

Lee stumbled to a halt and leaned against a building as he tried to catch his breath. The damp brick was cold against his forehead. It helped clear his head.

"Gotta move. Gotta move." He breathed.

The sound of running feet told him the chase wasn't over. The 33 Gang (that's three-three, not thirty-three), didn't take no for an answer when they tried to recruit you. Lee said no anyway. He planned to go to college. He wanted to do something with his life. No way he was going live the rest of his, probably short, life in a gang.

Lee pushed himself away from the wall and took a quick look around. The 33 were just around the corner. They would see him for sure...unless. He bolted down a dark alley and looked for a place to hide. He found one behind a dumpster just as the 33 reached the mouth of the alley.

He closed his eyes and willed them to move on.

"Don't come into the alley", he chanted to himself. "Don't come in the alley."

"Come out Lee." A familiar voiced drawled. It was Dao. "We know

you're down there. You couldn't have run anyplace else. We just wanna talk to you."

Lee heard footsteps and something else - the scrape of metal as a pipe dragged along a brick wall.

"Talk? Right", He thought to himself.

His heart pounded in his chest. Lee squeezed his eyes shut and clenched his fists. He knew this was it. There was no more running. He was about to stand up and face Dao when something strange happened.

Lee felt a sudden calm wash over him. His mind cleared as he focused on one thing - fight. He felt his muscles responding, tightening. He felt and heard his bones popping. Alarmed at the sound and sensation, Lee opened his eyes and stared at his hand. It was shifting, morphing into the clawed hand of an animal.

He heard Dao's footsteps. The gang-banger was only a few feet away now.

Lee's fear turned to rage as the metamorphosis competed. He felt the power of his new form. He couldn't see himself, but he knew. He'd listened to Grandmother tell the stories of his ancestors - the stories



his parents didn't want him to hear. She had told him how they could change themselves. They could transform into monkeys when they were threatened. Not the cute little organ-grinder monkeys most people think of. They became the massive, fanged beasts that guarded the ancient temples. Lee reveled in the new strength and confidence he felt.

Dao rounded the dumpster, ready to teach this punk a lesson. No one said no to the 33. With a smile, Dao raised the rusty pipe in his hand. He was going to crack Lee's skull.

The smile vanished from Dao's face as an enormous primate leapt from the darkness behind the dumpster. He barely had time to recognize the shape before it sank its two-inch long fangs into Dao's throat.

Lee tasted the warm blood. He was only dimly aware Dao's weak attempts to hit him with the pipe. He bit deeply and locked his jaws on the man's throat. Dao's struggles lasted only a few seconds before he bled out. Lee didn't even notice the other 33 running away. He released the lifeless body, and collapsed back against the wall. Again he felt his body shift. He stared at his hand again as it changed back to a normal, human hand.

The strength he felt drained away, replaced by fear and remorse. He leaned over and threw up. He tried in vain to spit out the mingled taste of blood and bile. Lee started to sob.

"Hell of thing to take a life, ain't it son." A voice called out from the darkness.

Lee jumped. He stared into the darkness, trying to see who had spoken. "Wh-who's there?" he croaked. Lee knew he was toast. Someone witnessed what he had done to Dao. He was going to jail. He was going lose everything.

Finally, a shadow separated from the wall and approached him. As the figure moved into the dim light, Lee could see that it was a homeless man.

"You got the blood of the Kin in you," the man said, smiling. "But, by the look on your face, you just now figurin` that out."

Lee stared at the man for a few seconds, then glanced at the lifeless body of Dao.

"Oh, don't worry about that son." The man said, as he calmly stepped over Dao's body to approach Lee. "I ain't gonna tell no one. Anyways, if I did they'd just lock me up again, and I don't want that. Too much to do. Too much to do." The man reached out to help Lee up.

"What do they call you?" he asked. When Lee didn't respond, he continued. "They call me Cheese."

"Lee." Lee finally replied. "You can call me Lee." He took the older man's hand and slowly stood up. Cheese had dirty, wrinkled clothes that smelled of urine and motor oil. His skin was as wrinkled and dirty as the





old raincoat he wore. He looked transient except for his eyes. They weren't the rheumy, vacant eyes of someone who had given up on life. Cheese's eyes were sharp and clear. He winked at Lee. Lee smiled back, grateful for the man's consideration.

"Lee." The man drawled, rolling his mouth around as if tasting Lee's name. "That's a good name. To some, it means calm."

"What am I going to do now," Lee asked. He hugged himself, trying to control his shaking.

"Now, we're gonna get you cleaned up." Cheese replied. "Then, I'm gonna take you to someone who'll explain some things to you." He steered Lee toward the mouth of the alley.

Lee glanced back at Dao's body.

"Oh, don't worry 'bout that, son." Cheese said, patting Lee on the shoulder. "You picked a good alley to hide in. That boy picked a bad alley to die in." He continued to guide Lee away from the scene. "There's things in that alley that'll take care of the mess. By mornin', there'll be nothin' left but a bad memory."





Setting Rules

RESTRICTED EDGES

The following Edges do not fit well in the Marchland setting. If the GM decides to allow them anyway, they may be modified to fully integrate them into the setting.

- ❖ Gadgeteer
- ❖ Holy/Unholy Warrior
- ❖ Mentalist
- ❖ Noble
- ❖ Power Points
- ❖ Power Surge
- ❖ Rapid Recharge
- ❖ Improved Rapid Recharge
- ❖ Soul Drain
- ❖ Wizard

NEW HINDRANCES

Gremlins (Minor/Major)

You have trouble with modern technology. Choose either Electrical or Mechanical devices. When handling a device of the chosen type, make a Spirit roll. On a failure, the device temporarily malfunctions (Minor), or is permanently broken (Major).

Spirit Magnet (Minor)

Spirits are drawn to you like moths to a flame. Some just want your help to complete their unfinished business. Others delight in tormenting you.

Powerful wards are required to keep the dead at bay. At best, they are a distraction - at worst, an enemy.

NEW EDGES

Innate Magic

Requirements: Mortal, Arcane Background

Channeling the forces of the universe is as natural as breathing. All Casting Modifiers are reduced by one (minimum of zero).

Medium

Requirements: Mortal, Novice

Mediums can communicate with the dead. They cannot see the dead (that requires True Sight), but they can hear them and sense their presence. When interacting with ghosts, the Medium's Charisma is increased by +2.

Spirit Companion

Requirements: Medium

Some Mediums may call a Revenant companion. This Revenant will be of the same rank as the Medium, with no advances. This Revenant has free will, and cannot be compelled by the Medium. If the Revenant is destroyed, another will answer the call within d6 days.

This Revenant can have all the Traits, Skills, Edges, and Hindrances of a player character, but is not a Wild Card.





True Sight

Requirements: Mortal, Novice

Some mortals can see things as they truly are. They can see through the Veil with a successful Notice roll. With True Sight, mortals can see spirits and the True Aspect of the Fae and Fae-Blooded.

Mortals usually gain this ability during puberty or after a traumatic event. Many consider this ability more of a curse, than blessing. Psychiatric institutions are filled with those who possess True Sight.

NEW SKILLS

Performance (Spirit)

The character is skilled in some performing art - music, dance, acting, etc. With a successful Performance roll, the performer gains +2 to Persuasion rolls that target a member of the audience.

Knowledge Skills

There are several areas of knowledge in which a character may specialize. Some examples are:

ARCADIA - Those who travel frequently to Arcadia understand the Fae realm better than most. This knowledge skill may be used instead of survival in Arcadia

ECHO - This character has traveled to Echo many times, and is familiar with the layout and its denizens. This knowledge skill may be used instead of streetwise when in Echo.

HERBALISM - This is a special knowledge about herbs, which extends beyond science, and includes the occult uses of plants.

OUBLIETTE - Those brave (or foolish) enough to regularly enter the Oubliette have learned how to survive this twisted realm. Knowledge: Oubliette may be used instead of Survival in the Oubliette.

TRIBAL CUSTOMS - Each Fae and Manitou tribe has its own unique ways, but there are common threads that run through all. This character understands tribal customs and protocols. Knowledge: Tribal Customs may be used instead of Streetwise when dealing with the denizens of the Otherworlds.

WILDWOOD - This character knows the basic geography of the Wildwood. Knowledge: Wildwood may be used instead of survival when in the Wildwood.





Character Creation Summary

Characters in Marchland are much like those in any other *Savage* setting. Refer to the *Savage Worlds* rules for the basics on character creation.

Once you are familiar with character creation in *Savage Worlds*, refer to the list below to guide you through creating your character for Marchland.

Step 1: Race

In Marchland, there are three racial types - Fae Blooded (also called Manitou), Human, and Revenant. For non-human characters, see the special rules in the **Supernatural Archetypes** section.

Step 2: Archetype

The Archetype a player chooses for their character may influence how character creation points are assigned. Archetypes are divided into three categories - Mortal, Gifted, and Supernatural.

Step 3: Attributes

Characters begin with a d4 in each of the five attributes - Agility, Smarts,

Spirit, Strength, and Vigor. You have 5 points to divide among these attributes. Raising an attribute one die type costs 1 point.

Step 4: Edges and Hindrances

Edges define a character's special advantages. As a player chooses Edges, note that some require a certain proficiency in one or more related skills.

Step 5: Skills

You have 15 points to distribute among your character's skills. Raising a skill one die type costs 1 point if the die type is no higher than the linked Attribute. Raising a skill above the linked Attribute costs 2 points.

Step 6: Secondary Traits

Record your character's secondary traits (Pace, Parry, Toughness, and Charisma).

Step 7: Finishing Touches.

Choose starting gear. Create a backstory. Every character in Marchland should be more than a collection of stats. For Fae Blooded characters, describe your Fae Aspect.

The 3x3 - To further flesh out your character, you may want to create a 3x3 grid of friends, enemies, and contacts. Include a very brief (one or two sentence) description of each NPC. Once complete, give these nine NPCs to the GM, who can use them as foils, enemies, or allies.

This is a variation of Dave Chalker's 5x5 method for creating adventures.





Racial Types

HUMANS

This racial type is exactly as described in the *Savage Worlds* rules.

FAE BLOODED

Endowed with blood of the Good Neighbors, the Fae Blooded have abilities not available to pure mortals. With these gifts, called Boons, come some disadvantages called Scourges. Scourges make the Fae Blooded susceptible to many Fae weaknesses.

- ❖ **Fae Heritage:** The Fae are as varied as those who tell their tales. Use the Fae Composer to choose Boons and Scourges that characterize your Fae.
- ❖ **Curious:** The Fae are notoriously curious about the mortal world. All Fae Blooded characters have the Curious Hindrance.
- ❖ Start with a d6 in any one Attribute.

REVENANTS

No one, not even the dead, really understand why some souls don't move on after death.

Revenants are the spirits of the recently (and not so recently) departed.

- ❖ **Revenant:** As with the Fae, there are many types of restless dead. When creating a Revenant, use the Spirit Forge to choose Favors and Burdens that define your particular spirit.
- ❖ **Incorporeal:** normal weapons do not affect Revenants. Magical weapons will do normal damage to them, and some are specially made to harm spirits.
- ❖ Revenants have a difficult time interacting with the Physical Plane. You must make a Spirit roll to touch anything. This does not apply to normal movement. Revenants aren't technically walking on the ground, but they do not fall through the ground or building floors.

So why play a human with all those cool Fae and Revenants running about? Humans have many advantages of their own. They have access to all the mortal and gifted archetypes. Humans do not have the weaknesses inherent in Fae Blooded and Revenant characters, and they still get the free Edge.



Mortal and Gifted Archetypes

Of the nearly two hundred thousand residents of Brighton Bay, only a few are unusual. Most of the residents will be much like the residents of your hometown. However, it wouldn't be much of a fantasy setting if we stopped there, so besides mortals, we've added a few archetypes that you won't see in your local coffee shop.

In this section, we present several archetypes grouped into three categories - Mortal, Gifted, and Supernatural. These examples represent a fraction of what is possible. Each entry has a brief description of the archetype, and a selection of sample professions.

MORTAL ARCHETYPES

Antiquarian

The past has a special attraction to Antiquarians. They surround themselves with historical artifacts, and even take on anachronistic behaviors. Occasionally, one of these knickknacks is more than it appears.

Occupations: antiques dealer, bookstore owner, collector, educator.

Artist

Some see the world literally: car, house, tree or person. The Artist sees color, line and shape. This abstract way of viewing surroundings may allow the Artist to see things as they

truly are. Artists are often forced to support themselves with a secondary occupation.

Occupations: graphic artist, barista, retail clerk.

Criminal

The Criminal can't imagine living the average nine-to-five life, and looks to take advantage of others' gullibility. Some call the Criminal an outlaw. However the Criminal prefers the term "opportunist".

Shady characters, dark nights and underhanded deals, the Criminal frequently works when honest folk sleep. These working hours have the Criminal out when stranger things prowl the dark streets of Brighton Bay.

Occupations: hacker, thief, mob enforcer.

Folklorist

Myth and legend are not just fodder for writers and filmmakers. There is truth buried in all that lore, and the Folklorist is determined to find it.

Occupations: teacher, writer, consultant.

Law Enforcement

Most people avoid the places that make them uncomfortable. Cops don't have that luxury. Day and night, Law Enforcement patrols the city, looking for things that are out of the ordinary. From time to time things become very out of the ordinary.

Occupations: beat cop, detective, federal agent.





Medical Professional

Treating the sick and injured, a medical professional often comes across strange wounds and ailments. Researching these mysterious cases may lead the Medical Professional down a dangerous and bizarre path.

Occupations: doctor, nurse, medic, social worker.

Musician

Musicians understand the power of music. Occasionally, their music attracts a very unusual audience.

Occupations: cab driver, postal worker, professional musician.

Private Investigator

When someone feels they can't go to the police for help, they often turn to a private investigator. Some P.I.s get all the really weird cases.

Occupations: private security consultant, freelance investigator.

GIFTED ARCHETYPES

Gifted characters are mortal, but are blessed (or cursed) with extraordinary powers. These powers often set them apart from their peers.

Alchemist

Modern chemists have forgotten that many substances are more than the sum of their parts. Alchemists routinely achieve what most scientists would describe as impossible.

Occupations: chemist, pharmacist, apothecary.

Grave Touched

Those who dwell with the dead sometimes absorb bits of their otherworldly nature. Grave Touched are rare mortals who were raised by ghosts, and have access to powers unique to the dead.

Occupations: Fortuneteller, nightshift retail clerk, dispatcher.

Magi

Magickal energy permeates the world. A Magi has learned how to manipulate this energy through rituals, words, and gestures. This is a dangerous path to follow, and one that is best kept secret. Many mortals fear the Magi and are jealous of their ability, which can easily lead to misunderstanding or the destruction of the Magi.

Occupations: teacher, occult bookstore owner, dilettante.

CREATING MORTAL CHARACTERS

If you are generating a Mortal archetype, start with the standard character creation rules found in the *Savage Worlds* rules. When choosing skills, Edges, and Hindrances, refer to the **Setting Rules** for new and altered versions.





Mystic

There are Primal Powers in the universe that many believe in, but few understand. Mystics have a special connection to these powers. Whether they are called Priest, Shaman, or Witch, the Mystic has the unique ability to contact and bargain with the powerful spirits that inhabit the Otherworld.

Occupations: clergy, midwife, shaman.

Creating Gifted Characters

Gifted characters come in four basic varieties - Alchemist, Grave Touched, Magi, and Mystic.

To create a Gifted archetype, the player must first choose the requisite Arcane Background - Alchemy, Divine Hand, Grave Touched, or Magick. These backgrounds are explained in detail in **Chapter 3: The Book of Shadows**.

Alchemists

Magi learned to hold the occult forces within their minds and bodies; Alchemists have chosen a safer path. Rather than risk the backlash that can occur when casting spells, Alchemists store the mystical energy in potions and powders. The disadvantage is the time required to create reagents and the inability to cast spells on the fly. Alchemists must

plan, and plan well. When an elixir is created, they infuse it with some of their own power. Until it is used and the power returned, it becomes increasingly harder to create new elixirs.

Alchemists require a laboratory, and the proper components for each spell. They jealously guard their own formulae, and often develop elaborate cyphers to record their work.

Grave Touched

Usually the dead leave the living alone. In rare cases, when the need is great, spirits will intervene in the world of the living. This is especially true when an innocent is in mortal danger. Sometimes the earthbound spirits will call out to the one in danger and draw them into their cemetery. Once inside the domain of the dead, the spirits will wrap the person in a Death Shroud. This conceals them from all threats. Most of these children are led to a place of safety; some are kept. This is an extreme measure, and one not taken lightly. Spirits understand that keeping the child and raising them is a great responsibility. Those souls who are brought up in this twilight world are called the Grave Touched. Grave Touched gain many advantages living with the un-living. They can see well in the dark, shroud themselves from the living, and are unnaturally stealthy. They have skills and knowledge that are centuries old,





and may even know the locations of valuable and powerful artifacts.

Growing up outside mainstream society is not without its drawbacks. Grave Touched are often ignorant of modern technology and popular culture. They may speak in an anachronistic manner, and are often politically incorrect.

To play one of the Grave Touched, is to play an outsider. These special individuals are most comfortable on the fringes of society, where their strange mannerisms are tolerated or even encouraged.

Those Grave Touched who manage to enter mainstream society often choose occupations that allow them to take advantage of their unusual upbringing, such as history teacher, antiquarian, or anthropologist.

Magi

Threads of energy, invisible to modern instruments, permeate the universe. Only an extraordinary mind can detect and control them. There are many names given those with this gift, here they're called Magi.

Magi have learned the conscious manipulation of matter and forces through various methods such as runes, rituals, scrolls, and alchemical reagents. Their methods may differ, but their results are the same.

The existence of magick and its practitioners is well known to some organizations. Certain groups will aid and guide Magi. Others seek their destruction.

Magi have many ways to protect themselves against hostile groups. Some, like Rosicrucian wizards, hide away in lodges protected by magical wards and guards. Others hide in plain site, working in academia or other vocations that give them access to books of lore. Still others go underground, living among human and inhuman outcasts.

Mystics

Unlike Magi, whose power comes from within, Mystics are intimately connected to the Primal Powers. Some follow a single deity or spirit guide; others are open to many influences.

Regardless of which Primal Power grants the Mystic their powers, there is always a price to pay. Usually, it is strict adherence to a particular code of conduct, but some Primals demand tribute, favors, or even sacrifices in return for their aid. Players are encouraged to make their relationship with their patron spirit(s) personal and unique.

In modern times, Mystics have a much easier time than Magi. Most can operate in the open even when rival groups are nearby, as few are willing to risk the wrath of the Primal Powers.





Supernatural Archetypes

Supernatural characters are not mortal - at least not entirely. They have powers that others cannot understand, or employ. Supernaturals are set apart from mortal society and can't (or won't) fit in. Only mortals who live on the fringes of society can come close to understanding their otherworldly nature. Most people don't realize that these beings even exist, and most Supernaturals are happy to keep it that way.

Fae Blooded

The Good Neighbors have a fascination with humanity that borders on obsession. Occasionally, that fascination turns into infatuation, and the bloodlines mix. Once blended into the family tree, Fae traits bubble up to the surface every few generations.

Occupations: any, but tend toward creative endeavors.

Don't call them Faeries!

The Fae have many pseudonyms - The Host, Good Neighbors, The Other Crowd, and more. They do not however, like to be called Faeries. The Fae find this insulting.

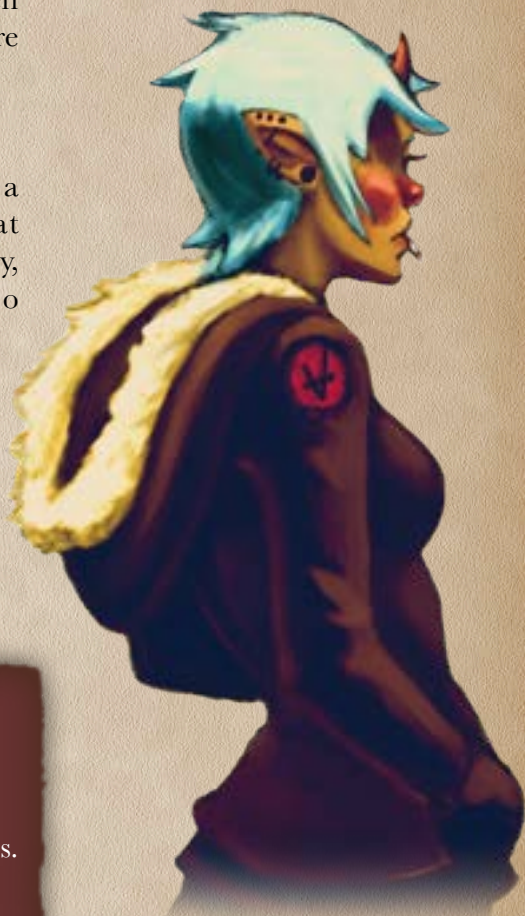
Do not insult the Fae.

Revenant

When most mortals die, their spirits depart to whatever final reward awaits them. A few stay behind. Some stay to complete unfinished business, some fear 'what lies beyond,' and some just can't let go of their mortal life.

Occupations: none, but may work with the living in any profession.

The next section covers Supernatural archetypes in detail.





Creating Supernatural Characters

There are two Supernatural archetypes to choose from in Marchland - Fae Blooded and Revenant. Each is mutually exclusive, so players may not create a Fae Blooded, Revenant. For character creation, each is treated as a racial type, with specific requirements, disadvantages, and special abilities.

Supernatural character archetypes are more complicated than standard Savage Worlds characters. Extra steps were added to allow players to create a wide variety of Fae or Revenant characters.

FAE BLOODED

Some people are just born different. Their parents are completely normal yet they don't fit it. They are often flighty, arty, eccentric or weird.

Frequently they are Fae Blooded. Somewhere in their family tree, their bloodline mixed with Good Neighbors of the Otherworld. It doesn't matter how far back this occurred. Fae Blood never loses its potency and may manifest in one or more people from a particular generation. Twins are often affected, but not always.

Fae Blooded often have difficult home lives. Their family and friends can't understand why they don't like video games, cell phones, and Television. This often leads to fear

and persecution, especially if the Fae Blooded exhibit any signs of their magickal heritage.

The Fae Blooded are often drawn toward the fringes of society, where their traits don't draw as much attention.

Fae Blooded enjoy the arts tremendously, and often take up acting or music. Some attempt to keep a lower profile and may work where creative minds gather e.g. bookstores, or music shops.

In Marchland, all spirits share a common heritage, regardless of what mortal culture they are associated with. Fae Blooded characters all have similar abilities and weaknesses. Whether players create a Celtic Fae, native Manitou, or a Japanese Kami, use the Fae Composer to choose your special abilities and weaknesses.

The Fae Composer is a system of advantages and disadvantages that allow players to create a wide variety of mythic characters.

A Fae Blooded character must choose two (2) Boons, and two (2) Scourges, from the following lists. When players choose Boons and Scourges, it's helpful to consider the character's Fae Heritage. Make sure each Boon and Scourge represents the character's ancestry, culture and experience.



Fae Composer: Boons

Ageless: The Fae are incredibly long lived. After reaching adulthood, this character ages at one-tenth the normal rate for humans.

Aquatic: This character cannot drown in water. Additionally, they may swim at their basic Pace.

Armor: Natural armor covers this character and may be a thick hide, chitinous plates, or Magickal armor fused to their skin. Whatever the source, the character receives a +1 to Toughness.

Animal Affinity: This is identical to the Beast Master Edge.

Bard: Start with d6 in the Performance skill.

Claws†: The character has some form of natural weaponry, such as claws or boney spikes. When fighting barehanded, the character inflicts Strength + d6 damage.

Construct: This character is made of something other than flesh and blood. Some examples are wood, stone, or clay. A construct has the following abilities:

+2 when attempting to recover from Shaken

Does not suffer from Wound Modifiers.

Fae Beauty: +2 Charisma. This is not beauty as we normally think of it, but rather an unnatural attraction. For example, Satyrs have this Boon, despite being monstrous in appearance.

Fleet Footed: Pace of 8, d10 running die. For characters with Aquatic or Fly, this may be applied to those forms of locomotion instead. Each form of locomotion requires a separate buy of Fleet Footed.

Fly: May fly at basic Pace. Flying characters may use their running die in a dive.

Glamour††: Only available to characters with Fae Heritage. Glamour replaces the Arcane Background: Magick, and has no Arcane skill. All attempts at using Glamour are resolved with a Spirit roll.

Immunity: This Fae is immune to a particular substance (poison, alcohol), environment (cold, heat, water), or condition (sleep deprivation, hunger, disease).

Jinx: The Good Neighbors just don't get along with technology, and this character in particular can foul up the wonders of the modern world. With a successful Spirit Roll, a single device is forced to malfunction. With a raise, the device is permanently broken.

Large: Not all the Folk fit the image of the diminutive flower faery. This character stands nearly 8 feet tall, and has a +3 Toughness modifier.





They are easier to hit however, so opponents gain +2 when attacking a Large Fae.

Low Light Vision: This Fae suffers no effects when acting in low light conditions. In total darkness, they are at -2 for all actions requiring vision.

Innate Magick: All Casting Modifiers are reduced by 1 (minimum of 0). This Boon only works with Glamour.

Rend: A powerful bite that inflicts Strength + d6 Damage.

Shape Change: Can shape shift to a single animal form. The transformation can be complete, or partial. For example a human body with animal head, a satyr, or the modern image of a werewolf.

Sneaky: +2 to Stealth rolls.

Tinker: Per the McGyver Edge. Ignore the requirements for this Edge.

Tough: +1 Toughness.

Wall Walker: Can climb vertical or inverted surfaces. Climbing roles are only required when performing actions that require the use of hands or feet.

Fae Composer: Scourges

Bestial Rage: Whenever this Fae smells fresh blood, they risk going into an uncontrollable rage. While enraged, they will attack the nearest

person, friend or foe. To see if Bestial Rage takes them, players must make a Spirit Roll. If they succeed they resist their bestial nature. If they fail they become enraged. While enraged, the player must make a Spirit roll each round to regain control. After a critical failure, they may only make the Spirit roll every 2 rounds.

Blood Thirst: Fae with this Scourge must consume 1 pint of blood per day, or suffer a Fatigue. At the end of the third day without blood, the character is incapacitated. Each day after, they suffer 1 Wound. If they do not receive blood by the seventh day, they die.

Environmental Dependence: Some Folk are dependent on a particular type of environment for survival. They must spend at least one hour per day in that environment, or suffer a Fatigue. At the end of the third day outside their environment, the character is incapacitated.

Environmental Weakness: Fae with this weakness is particularly susceptible to a specific environment (Cold, Heat, Wet, Dry). All Vigor rolls are at -2 while in this environment.

Folk Bane: Most Fae are susceptible to an object, substance, or action. This can be anything from herbs and metals, to prayer or wearing ones clothes inside out. All actions against someone possessing a Folk Bane are at -4, regardless of proximity.





Aren't Hex and Jinx the same thing?

Not exactly. The *Jinx* Boon allows a Fae character to deliberately sabotage high-tech devices. For characters with the *Hex* Scourge, this may happen whether they intend it to or not.

For GMs: This should happen at the most inconvenient times.

Frail: Sprites, Brownies, and Littles are small, thin-skinned, or have hollow bones. They are at -1 Toughness.

Hex: Technology and the Good Neighbors don't often get along. For characters with the Hex scourge this is especially true. Anytime this Fae handles high-tech devices, they must make a Spirit Roll, or the device malfunctions. A critical failure (snake eyes) destroys the device. This cannot be a deliberate effort. For deliberate malfunctions, the character must take the Jinx Boon.

Night Thing: Not all Fae are at home in daylight. Some only thrive in the night. A Night Thing suffers a -1 penalty to all actions taken between dawn and dusk.

Small: The image of the tiny, winged sprite may be cliché, but some Fae are diminutive. Reduce Toughness by 2. Being small has one distinct advantage – small Fae are hard to hit. Subtract 2 from any attack roll made against this character.

Slow: Not all Fae are as fleet of foot or wing as those in fiction. Some are slow and ungainly, though just as deadly. This character has a pace of 4, and a d4 Running Die.

True Speak: This character cannot tell a deliberate lie. They may use half-truths and deflection, but if asked a direct question, they must answer truthfully.

Ugly: The popular image of a Faery is that of a stunningly beautiful, winged woman. This isn't always the case. Some Fae are downright hideous. This Scourge is the same as the Ugly Hindrance in the Savage Worlds rules.

Vulnerability: Folklore often tells of a Fae weakness to cold iron, which is partially true. Many Fae have a weakness to weapons made from a certain substance. It may be iron, silver, gold, or a type of wood like pine or mahogany. The Fae suffers an additional d6 damage from attacks made with a weapon crafted their scourge substance.

Some Scourges, such as Folk Bane, require the player to choose a certain element or condition. Players and GMs should work together to decide what is appropriate.

Boons and Scourges can stack with Edges and Hindrances. So, it is possible to have a very beautiful or very ugly Fae.





Sample Fae

The following are suggested Boon/Scourge combinations for some of the well-known Fae types. These are simply guidelines and players are free to change them, or ignore them altogether. There are no inalterable rules when it comes to the Good Neighbors.

EUROPEAN FAE

The first group is based on the more familiar Celtic Fae. In Marchland, when the people of Europe crossed the Atlantic to settle in the New World their spirits came with them. This led to many clashes. The European Fae were no more welcome in the New World than their mortal counterparts. Gradually, an uneasy peace settled between the rival spirits. The European Fae settled in the cities, while the native Manitou control the few remaining wild places on the continent.

Brownie

Boons: Sneaky, Tinker
Scourges: Environmental
Dependence (hearth fire), Small

Ondine

Boons: Aquatic, Fae Beauty
Scourges: Elemental Dependence (Water), Vulnerability (Fire)

Phooka

Boons: Glamour, Shape Change
Scourges: Folk Bane (Wearing clothes inside-out), Frail

Pixie

Boons: Fly, Fleet Footed
Scourges: Frail, Small

Redcap

Boons: Rend, Low Light Vision
Scourges: Night Thing, Voracious
Appetite

Satyr

Boons: Fae Beauty, Fleet Footed
Scourges: Hex, Vulnerability (cold iron)

Sidhe

Boons: Glamour, Fae Beauty
Scourges: Folk Bane (Rowan Wood),
True Speak

Troll

Boons: Armor, Large
Scourges: Bestial Rage, Ugly



CREATURES OF LEGEND

Popular fiction is filled with tales of seductive vampires, ravenous werewolves, and the tragic creations of mad scientists. Most of these creatures are born from the confused minds of those who met the Fae.

Promethean Monster

Boons: Construct, Tough
Scourges: Slow, Ugly

Vampire

Boons: Beast Master, Glamour
Scourges: Blood Thirst, Night Thing

Werewolf

Boons: Shape Change, Rend
Scourges: Bestial Rage, Folk Bane (Silver)



NATIVE AMERICAN MANITOU

All Manitou are Shape Shifters, able to change between human, and animal form, and some combination of the two. Besides Shape Change, the Manitou have a wide variety of Boons.

Bear Spirits

Boons: Large, Shape Change
Scourges: Slow, Voracious Appetite

Cat Spirits

Boons: Low Light Vision, Shape Change
Scourges: Bestial Rage, Night Thing

Corvid (Crow, Raven) Spirits

Boons: Fly, Shape Change
Scourges: Folk Bane (Shiny Objects), Frail

Canine (Coyote, Wolf) Spirits

Boons: Fleet Footed, Shape Change
Scourges: Bestial Rage, Hex

Eagle Spirits

Boons: Fly, Shape Change
Scourges: Blood Thirst, Frail

Lizard Spirits

Boons: Shape Change, Sneaky
Scourges: Small, Environmental Weakness (Cold)





OTHERS

These Fae don't quite fit into categories. Some are recent discoveries, and some seem to transcend cultural boundaries.

Little

Boons: Sneaky, Tinker
Scourges: Frail, Small

Little are tiny versions of human beings. They prefer to inhabit older homes, scavenging for survival and trying to avoid the "bigs".

Virtual Sprite

Boons: Construct, Jinx
Scourges: Environmental Dependence (Electricity), Vulnerability (Electromagnetic Pulse)

A recent discovery, Virtual Sprites seem to spawn somewhere on the internet. Occult scholars are just beginning to understand the nature of these electronic sprites.

REVENANTS

Ghosts, Apparitions, Poltergeists - they are the disembodied spirits of dead mortals. Why these restless spirits stay behind when others continue on is a mystery, even to the spirits themselves. Player characters that have crossed over are called Revenants - the restless dead.

Some Revenants don't realize they are dead, and will even deny it in the face of overwhelming evidence. Others have unfinished business here on Earth, and cannot or will not move on until they are satisfied. A few Revenants stay behind to help others, both living and dead. For some, the desire to watch over mortals, even total strangers, is powerful enough to keep them here.

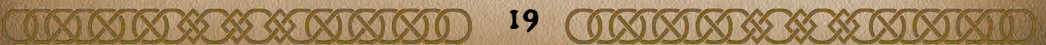
Most Revenants choose to keep themselves hidden from mortals, even those they attempt to help. Some enjoy interacting with mortals, and lead un-lives that are almost as normal as their past lives.

Revenant characters have their challenges. As an immaterial entity, interacting with the mortal world can be difficult. Most people can't see or hear them, and would be terrified if they could. Others accept the strange and unusual. They welcome Revenants' unique insight into the mortal realm. Revenants generally exist on the fringes of society.

Revenants, like the Fae, are found in every culture on Earth. They are as varied as the cultures that worship, placate, or war with them. When Spirits reveal themselves, they appear as they did in life, unless they have the Hideous Burden.

The Spirit Forge below will help players create and customize Revenant characters.

Revenants are uniquely defined by their Favors and Burdens. Favors are similar to Edges, and grant the





Revenant character special abilities. Burdens are similar to Hindrances, and limit what the character can do, or make them vulnerable to certain forces. When choosing to play a Revenant, players must select two (2) Favors, and two (2) Burdens from the lists provided.

Some Burdens, such as Aversion, require the player to choose a certain element or condition. Players and GMs should work together to decide what is appropriate.

Spirit Forge: Favors

- Blink†:** Teleport 2" in any direction.
- Coalesce:** Can physically interact with the Rational World. The character is still Ethereal for purposes of physical attacks.
- Death Wail†:** All enemies within a medium burst template must make a Spirit role or become Shaken.
- Dread:** Cause Fear (per the Fear Power) in a single target.
- Dream Walk†:** Can enter the dreams of mortals. While in a dream, the target is at -2 vs. Persuasion roles.
- Fly:** Can fly at Pace speed.
- Illusion†:** Create visual and auditory illusions, such as floating lights and knocking sounds.
- Mind Walk:** Communicate telepathically with one intelligent creature.

Possession†: Take over the body of a single mortal with a Spirit vs. Spirit role.

Resolute: +2 vs. Magickal effects. +2 Toughness vs. Magickal attacks.

Spirit Claws†: Manifest claws that inflict Str+d6 damage. Spirit claws effect both the Rational and spirit worlds, even if the Revenant has the Immaterial Burden.

Tempest†: Per the Havoc power.

Throw†: Per the Telekinesis power.

Spirit Forge: Burdens

Aversion: This character has an aversion to certain items such as holy symbols, herbs, metals, etc. Any action taken against someone holding the source of the aversion suffers a -4 penalty.

Bound: This Revenant is bound to a certain physical locale such as a graveyard, house, park, etc. All actions performed outside the chosen area suffer a -1 penalty.

Blood Bound: This Revenant was drawn into the living body of another at the time of their death. They must spend 1 hour per day in that body, or suffer Fatigue.

Grave Stench: Everyone within 2" must make a Vigor role, or become Shaken due to violent retching.



Grounded: Cannot fly. Take normal falling damage.

Hideous: Still shows all physical trauma of death. Charisma -2

Immaterial: Cannot physically interact with the Rational World.

Impediment: Cannot cross the source of the impediment. Examples include thresholds, running water, and ley lines.

Vitreous: Susceptible to Magick. -2 vs. Magickal effects. -2 Toughness vs. Magickal attacks.

Vulnerability: Weapons made with certain elements inflict an extra d6 damage to this character. Examples include cold iron, silver, and oak.

Bean Sidhe

Favors: Death Wail, Dread
Burdens: Blood Bound, Hideous

Haunt

Favors: Dread, Dream Walk
Burdens: Bound (house), Immaterial

Poltergeist

Favors: Spirit Claws, Throw
Burdens: Aversion (holy symbols), Vitreous

Vortex

Favors: Resolute, Tempest
Burdens: Grounded, Impediment (running water)

Will-o-the-Wisp

Favors: Blink, Illusion
Burdens: Bound, Immaterial

Sample Revenants

The following are Favor/Burden combinations for a variety of spirit entities. As with the sample Fae, these are just suggestions to get started.





Sample Characters

This section contains character templates for archetypes unique to Marchland. These are not complete characters. Only some of the 15 allotted skill points have been used, and some templates don't include extra Hindrances and Edges.

For GMs, these templates are complete enough to use as a drop-in ready NPC. More NPCs are included in Section 3 of the Appendices.



FAE BLOODED: SATYR

Boons

- ❖ Fae Beauty
- ❖ Fleet Footed

Scourges

- ❖ Hex
- ❖ Vulnerability (Copper)

Attributes

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

Pace 8, Parry 4, Toughness 5

Skills

Climb d4, Fighting d4, Knowledge (Arcadia) d6, Notice d8, Performance (Flute) d6, Shooting d6, Stealth d6, Tracking d6



I've always been fast. As a kid, I used to run along with my friends when they road their bikes.

I enjoyed the feeling of running. It felt...free. I've also always had a way of drawing people to me. I never thought I was that good looking, but people responded to me. It was Great-aunt Elise who (just before I hit puberty) finally told me what I was. She sat me down, and in a tone one might use to describe the weather, told me I had the blood of the Good Neighbors running through my veins. I thought she was kidding at first, but the look on her face told me she was deadly serious.

As crazy as it sounded, a lot of things suddenly started to make sense like my allergy to copper, my unnatural running ability, and my trouble with electronics.

I decided to take Elise's advice and maintain a low profile. To that end, I tend bar at ChÉz FrĒk, down in Porterville. I date a lot, but avoid getting too close. It's strange how my "unnatural attraction" can make people jealous and paranoid. Trust me, I've had more than one smashed car window to prove it. I have made some good friends lately. They're different, like me. So I don't always have to be on my guard, like I do around "normals".



MAGI: ALCHEMIST

Attributes

Agility d4, Smarts d8, Strength d4,
Spirit d6, Vigor d8
Pace 4, Parry 4, Toughness 6

Skills

Alchemy d8, Fighting d4,
Knowledge (Chemistry) d8, Notice
d8, Stealth d6, Tracking d6,
Throwing d4

Edges

- ❖ Arcane Background (Alchemy)
- ❖ New Power (Disguise)

Hindrances

- ❖ Lame

Powers: Blast, Boost Trait,
Disguise



I always had a fascination with chemicals. There's just something about taking seemingly inert elements, mixing them together, and creating powerful elixirs. I was sixteen when I first realized that our chemistry books only scratch the surface of what's possible. I had borrowed an old book from the stacks at Brighton College, and was following some really weird instructions, when it happened - a reaction that shouldn't have even been possible. It was beautiful. It was mesmerizing.

Then it blew up.

Oh well, if you're going to make an omelet, etc. I nearly lost my legs, but what I found was worth it. I had discovered something that shouldn't be possible. I couldn't wait to do the experiment again.

While I was in the hospital a professor from B.C. visited me. He said he was part of a group of academics who researched things like what I'd found in that book. He told me he wanted to help me, but I had to keep quiet about it..and learn some safety precautions.



MANITOU: OWL TOTEM

Favors

- ❖ Shape Change (Owl)
- ❖ Low Light Vision

Burdens

- ❖ Frail (hollow bones)
- ❖ Night Thing

Attributes

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

Pace 6, Parry 4, Toughness 4(-1)

Skills

Climb d4, Fighting d4, Knowledge (Native Folklore) d8, Knowledge (Wildwood) d6, Notice d8, Stealth d6, Tracking d6



The first change was a terrifying experience. Being a teenager was hard enough. Suddenly sprouting feathers and craving dead mice was almost too much.

My parents responded by sending me to a shrink. His answer was pills. The drugs didn't stop me from changing. They just made it impossible to have a normal high school experience. When the other kids found out, it only got worse. A few friends stuck by me, but most people looked at me like I would go postal any minute. That's when I started hanging out in Madrona Park at night.

It was there that I saw the others - "Owl People" just like me. I recognized them despite their human appearance. Most of them were *drunks* and *schizos* who hung around the park during the day. At least, that's how most people saw them. Turns out, they just see things that others don't, and aren't afraid to talk about it. I stopped taking the meds after that. I dropped out of high school, but took the equivalence test to get my diploma. Now I work the grave shift at the local food co-op, and take classes at Brighton College.



MYSTIC: HEDGE WITCH

Attributes

Agility d6, Smarts d6, Strength d4,
Spirit d6, Vigor d4
Pace 6, Parry 4, Toughness 5

Skills

Climb d4, Fighting d4, Knowledge
(Herbalism) d8, Knowledge (Nature
Spirits) d6, Notice d8, Stealth d6,
Tracking d6

Edges

- ❖ Arcane Background (Divine Favor)
- ❖ True Sight

Hindrances

- ❖ All Thumbs
- ❖ Pacifist (m)
- ❖ Young

Powers: Banish, Entangle, Healing



I wasn't sure what to think when my grandmother told me I was going to live with her. I thought for sure my parents would object, but they just nodded and handed me my suitcase. I guess I shouldn't have been too surprised. I didn't fit into their world of Bimmers, McMansions, and country clubs. They always wanted me to fit in, and make friends with "important" people's kids.

Looking back on it, leaving was the best thing that ever happened to me. It turns out that Gran is totally cool. She makes her living as a midwife, but her real calling is that of a Witch. That's not the really cool part though. See, I'm a Witch too. Gran recognized the gift in me on her last visit. She told me that was when she decided to rescue my from Yuppy-ville.

Gran was smart enough to know I wouldn't fit in at school here either, so she home-schools me. She insists that I receive a classical education, but as a reward for good grades, I get to learn magick too. In return, I help Gran in her day-job. I don't have a lot of friends here yet, but I am starting to meet some really cool people. Anyway, magick is way cooler than a BMW.



REVENANT: BEAN SIDHE

Favors

- ❖ Death Wail
- ❖ Dread

Burdens

- ❖ Blood Bound
- ❖ Vitreous

Attributes

Agility d8, Smarts d8, Strength d4, Spirit d6, Vigor d6
Pace 6, Parry 4, Toughness 4(-1)

Skills

Climb d4, Fighting d4, Knowledge (Native Folklore) d8, Knowledge (Wildwood) d6, Notice d8, Stealth d6, Tracking d6



So, I received some good *and* bad news a while back. The good news? I'm dead. No really, that's the good news. The bad news? I had the misfortune of dying within a few feet of a medium. Why is that a problem?

First, what you have to understand is that mediums aren't like you see on TV. Real mediums are mortals who have a Revenant like me stuck inside them. A few learn to communicate with us - most don't. My host doesn't even know what she is, nor is she aware of her unwelcome passenger. I prefer to keep it that way. I only have to ride along for an hour or so a day, so I try to ride when she's asleep. It's easier on her, and she has cool dreams. If I do have to ride when she's awake, I try to keep quiet. I Don't want her trying to medicate me out of her system.

The biggest downside riding along inside a medium is that I seem to be pretty susceptible to magick. I don't know if all Revs have this problem, but I avoid hostile Magi at all costs.

Why am I still here? To find the drunk who hit me, I guess. I didn't even have a chance to scream when he hit me. But, when I find him (and I will), I'll make up for that. In life, I was pretty quiet.

Now I've got a scream that'll put the fear of God into you.



CHAPTER 2

BOOK OF SHADOWS

Though rare and difficult to master, magick is a large part of life in Marchland. Every culture has stories of wizards, witches, and miracle workers. When a player chooses to make a magickal character, one should select thematically appropriate powers and trappings. A flying Priest may not be appropriate. However a flying Hedge Witch would be appropriate, if a bit cliché.

There are a few important differences between Magick in the Marchland setting, and magic in the Savage Worlds rulebook. When there is a difference, use the setting rules in this chapter. Otherwise, use the standard Savage Worlds rules.



Magick vs. magic

The use of the archaic spelling was chosen for thematic purposes. The more common spelling (magic) tends to conjure images of fireballs, dragons, and elves. In Marchland, magic refers to stage magic, or prestidigitation.





Magick In Marchland

CASTING MODIFIERS

Power Points are not used in Marchland. Instead, each power has an associated Casting Modifier. This value is subtracted from the caster's Arcane skill or Spirit roll. In some cases, Casting Modifiers are equal to the Power Point cost listed in the Savage Worlds rulebook, but not always. In Marchland, Casting Modifiers indicate how challenging or rare a power is.

ARCANE SKILLS

Each Arcane Background has a skill associated with it. This skill must be bought and improved like any other skill. When attempting to use a power, the player must make a skill roll. The standard target number for using any power is 4.

LEARNING NEW POWERS

To learn a new power, take the New Power Edge upon advancement.

MAINTAINING POWERS

A caster can maintain powers and cast new powers at the same time. However, there is a cumulative -1 modifier for each new power attempted, and a caster cannot have

more than one copy of a power active at any one time.

For example, an invisible Magi may not cast Invisibility on another, but may cast Fear at an additional -1.

Arcane Backgrounds

There are five Arcane Backgrounds available to characters in Marchland – Alchemy, Divine Favor, Glamour, Grave Touched, and Magick. Glamour is only available to Fae Blooded characters.

Each Arcane Background includes a list of suggested powers that are thematically appropriate for that type of magick. Players wanting to include a broader range of powers should discuss it with their GM.

ARCANE BACKGROUND:

ALCHEMY

Requirements: Human, Novice, Smarts d6

Arcane Skill: Alchemy (Smarts)

Starting Powers: 2

Alchemists employ their powers through powders and elixirs. By combining magickal energy and basic chemistry, they create and store the powers that Magi cast on the fly. The advantage is that Alchemists may give their elixirs to other players. However Alchemists must prepare



elixirs ahead of time. Creating an elixir takes the number of hours equal to the Casting Modifier of the power attempted.

Alchemists also require reagents for their elixirs, which must be found to replenish their stores. Each elixir taxes the Alchemist.

Any attempt to create the same power more than once inflicts a penalty to the Alchemy roll equal to the casting modifier of the power. These penalties are cumulative and continue until the previously created Elixirs are used.

Alchemical preparation does carry some risk. If the Alchemist rolls snake eyes on his Alchemy roll, he has suffered a Mishap. Roll on the Mishap Effects table to see the results.

Suggested Powers: Banish, Beast Friend, Blast, Blind, Boost/Lower Trait, Burst, Confusion, Darksight, Detect/Conceal Arcana, Disguise, Dispel, Entangle, Environmental Protection, Farsight, Fear, Growth/Shrink, Intangibility, Invisibility, Light/Obscure, Puppet, Quickness, Shape Change, Slow, Slumber, Speak Language, Speed, Stun, Wall Walker, and Zombie.

Example:

Stephan is trying to create three copies of an Elixir of Strength (Boost Trait). The Boost Trait power has a casting modifier of 2, so the first Alchemy skill roll is at -2. The second is at -4, and the third is at -6.

MISHAP EFFECTS

Roll on 2d6	Effect
2	Elixir performs normally
3 - 5	Takes twice as long to make
6 - 7	Takes three times as long to make - Suffer Fatigue
8 - 9	Elixir released noxious fumes - Shaken
10 - 11	Elixir does not work
12	Explosion! Everyone in a Medium Burst Template takes 2d6 damage



ARCANE BACKGROUND: DIVINE FAVOR

Requirements: Human, Novice, Spirit d6

Arcane Skill: Spiritualism (Spirit)

Starting Rituals: 3

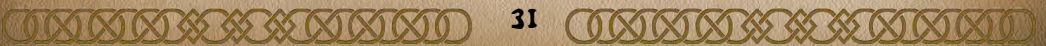
Priests, Shaman, and Hedge Witches all receive their powers through contracts with the Primal Powers. Collectively, they are known as Mystics. Instead of spell books or potions, they call upon spirits through ritual and prayer.

Mystics don't suffer from backlash like Magi do, but must adhere to a set of moral laws. Divine laws may or may not be in line with secular laws. This can be a source of conflict.

If a Mystic rolls a 1 on his Spiritualism die, he has Transgressed - failed to properly address the Primal Powers. Committing a Transgression reduces the Mystic's Spiritualism die by 1 die type. The Transgression is forgiven the next time the Mystic successfully uses a power.

If his Spiritualism die is reduced below d4, he is Censured - cut off from his source of divine favor. To regain his powers, the Mystic must perform some sort of penitence. Atonement can range from extra prayers, to an epic quest, depending on the severity of the violation. The exact nature of the penitence is up to the GM.

Suggested Powers: Armor, Banish, Barrier, Beast Friend, Blind, Bolt, Boost/Lower Trait, Deflection, Divination, Entangle, Elemental Mastery, Environmental Protection, Fear, Greater Healing, Havoc, Healing, Light/Obscure, Quickness, Shape Change, Slow, Slumber, Smite, Speak Language, Succor, Summon Ally, Warrior's Gift, and Zombie.





ARCANE BACKGROUND: GLAMOUR

Requirements: Fae Blooded, Glamour Boon, Spirit d6

Arcane Skill: None (Use Spirit)

Starting Powers: 1

The innate Magickal nature of the Fae gives them advantages when using Magick. Fae Blooded do not require an Arcane skill. Instead, they use their Spirit Attribute. However, this intimate relationship with Magick does make them vulnerable to a phenomenon known as Unravelling. Fae Blooded are born with a tenuous hold to the mortal plane. When a Fae Blooded uses Glamour they risk losing this connection. In game terms, when a player rolls a 1 on his Spirit die, he must then roll on the Unravelling Table.

Suggested Powers: Armor, Barrier, Beast Friend, Blast, Blind, Bolt, Boost/Lower Trait, Changeling, Confusion, Damage Field, Darksight, Deflection, Detect/Conceal Arcana, Disguise, Dispel, Elemental Manipulation, Elemental Mastery, Elf Shot, Enchantment, Entangle, Environmental Protection, Farsight, Fear, Fly, Greater Enchantment, Growth/Shrink, Ill Fortune/Good Fortune, Havoc, Illusion, Intangibility, Invisibility, Light/Obscure, Mind Reading, Puppet, Quickness, Shape Change, Slow, Slumber, Speak Language, Speed, Spoil, Stun, Summon Ally, Telekinesis, Wall Walker, Wither, and Zombie.

UNRAVELLING EFFECTS

RESULT ON 2D6	EFFECT
2	Spell Fails
3 - 4	Suffer Fatigue
5 - 7	Shaken
8 - 9	Lose Glamour for 1d6 rounds
10 - 11	Lose Boon benefits for 1d6 hours
12	Lose Glamour and Boon benefits for 1d6 hours





ARCANE BACKGROUND: GRAVE TOUCHED

Requirements: Human, Novice, Spirit d6

Arcane Skill: Communion (Spirit)

Starting Powers: 3

The dead have powers all their own. People raised by the dead are sometimes touched by their power.

Grave Touched characters have access to most Revenant Favors and a few other standard powers. They use Favors just like Magi use magical powers. As with other Arcane Backgrounds, using Favors can be risky. If a player rolls a 1 on a Communion roll, the player is drawn toward the spirit world. Use the Exorcism Table to determine the effect.

The Casting Modifiers for Grave Touched powers are listed in Table 3.2.7. Descriptions of the powers can be found in **Chapter 3** under the Revenant description.

Suggested Powers: Blink, Confusion, Death Wail, Dread, Dream Walk, Fly, Havoc, Illusion, Invisibility, Mind Walk, Possession, Resolute, Spirit Claws, Throw.

Grave Touched characters don't have access to the array of powers other gifted characters benefit from. However, this arcane background has its own unique bonuses:

Deathly Quiet - Start with d6 in Stealth.

True Sight - per the Edge

Death Shroud - By wrapping yourself in a death shroud†, you are very difficult to see. Mortals require a Notice (-4) roll to see you. To those with True Sight, you may be seen with a successful Notice (-2) roll.

†Grave Touched characters lose all Death Shroud benefits if the shroud is lost.

EXORCISM EFFECTS

*Exorcised - The character's spirit is ejected from his body for 1d6 rounds. The character's body collapses and is helpless for the duration of the exorcism.

RESULT ON 2D6	EFFECT
2 - 3	No Effect
4 - 5	Grave Stench for 1d6 hours
6 - 7	Shaken
8 - 9	Additional -2 Casting Modifier for 1d6 hours
10 - 11	Cannot use Favors for 1d6 rounds
12	Exorcised*





ARCANE BACKGROUND: MAGICK

Requirements: Human, Novice, Smarts d6

Arcane Skill: Magick (Smarts)

Starting Powers: 3

Hermetic Wizards, Rune Casters, and Bards are all examples of mortals gifted with Magick. The methods by which Magi use their powers vary greatly, but their abilities come from within. Their innate power is dangerous, and failure can be catastrophic. A Magi who rolls a 1 on his Magick die must roll on the Backlash Table.

Trappings: How the powers manifest is up to the player, but should be in keeping with their character concept. A Bard will use songs or impassioned speeches to influence an audience; a Hermetic Wizard might use ancient words of power and intricate gestures.

Suggested Powers: Armor, Barrier, Beast Friend, Blast, Blind, Bolt, Boost/Lower Trait, Confusion, Damage Field, Darksight, Deflection, Detect/Conceal Arcana, Disguise, Dispel, Elemental Manipulation, Elemental Mastery, Enchantment, Entangle, Environmental Protection, Farsight, Fear, Fly, Greater Enchantment, Growth/Shrink, Havoc, Intangibility, Invisibility, Light/Obscure, Mind Reading, Puppet, Quickness, Shape Change, Slow, Slumber, Speak Language, Speed, Stun, Summon Ally, Telekinesis, Wall Walker, and Zombie.

BACKLASH EFFECTS

RESULT ON 2D6	EFFECT
2	No Effect
3 - 4	Shaken
5 - 6	Additional -2 Casting Modifier for 1 Hour
7 - 8	Cannot use Powers for 1 Hour
9 - 10	Shaken and suffer 1 Wound
11 - 12	Incapacitated





Arcane Powers

Most of the powers listed in the Savage Worlds rulebook are available in Marchland. Because Magick in this setting should be subtle, a few powers are not appropriate, and have been left off the list of Casting Modifiers. If a GM wishes to include them anyway, use the Power Point requirements for each power to determine the Casting Modifier.

Besides the standard list of powers, a few new ones have been added for use with the Glamour Boon. The new Fae powers are detailed later in this chapter.

Finally, a few powers have been altered from their standard versions.

ALTERED POWERS

Beast Friend

- Rank: Novice
- Casting Modifier: Special
- Range: Spirit x 100 yards
- Duration: 10 minutes
- Trappings: Gestures, whistling, or chanting

This power allows a Magi or Shaman to speak with and befriend one creature of animal intelligence. For a CM of 2, the caster may target one natural creature. Mythical creatures incur a CM of 5. A natural creature

is defined as one being native to the realm the caster is currently in. For example, a bear is native to the mortal plane; a Unicorn is native to Arcadia. If the caster is on the mortal plane, the bear incurs a CM of 2, and the Unicorn a CM of 5. In Arcadia, those values are reversed.

Shape Change

- Rank: Special
- Casting Modifier: Special
- Range: Self
- Duration: 1 minute
- Trappings: Gestures, whistling, or chanting

Shape change works nearly the same as Savage Worlds rules. It differs in duration, and the use of Casting Modifiers. The duration of this power has a base of 1 minute. The caster can maintain this power according to the Maintaining Powers rules presented earlier in this chapter.

Mythical creatures incur an additional penalty of 1 per Rank. While in the shape of a mythical creature, the caster gains all physical abilities of that creature.





SHAPE CHANGE MODIFIERS

CASTING MODIFIER	RANK	ANIMAL TYPE
1	Novice	Hawk, Rabbit, Cat
2	Seasoned	Dog, Deer, Wolf
3	Veteran	Lion, Tiger
4	Heroic	Bear, Shark
5	Legendary	Elephant, Whale

NEW POWERS

Changeling

Rank: Legendary

Casting Modifier: 8

Duration: Permanent

Trappings: Leaves, twigs, and other natural detritus.

When one of the Folk decides to take a mortal into the Otherworld, they often leave behind a Changeling as a replacement. These Doppelgängers are so close in appearance to the original, that parents are often fooled. Only the most astute mortal, or Magickally inclined, can see through this powerful illusion. In most cases of discovery, it is the Changeling's odd behavior that gives them away.

Elemental Mastery

Rank: Legendary

Casting Modifier: 10

Duration: 1 hour

Trappings: Hurricane, earthquake, massive fire, tsunami, volcanic eruption.

This power represents near total control over the caster's environment. Whole cities have been destroyed. Elemental Mastery takes time. The caster must concentrate for at least 10 hours for the power to manifest. If interrupted for any reason, the power dissipates and the elements return to their natural state.

Elf Shot

Rank: Seasoned

Casting Modifier: 3

Duration: Instant

Trappings: Any arrow or crossbow bolt.





When the Fae go to war with mortals, they often enchant their arrowheads. These ensorcelled tips break off when they strike a target, and begin to burrow their way toward the heart. It takes 1 week for the arrowhead to reach the victims heart, and instant death follows. During that week, the victim suffers from a serious infection, and is at -2 to all actions due to fever. A successful *dispel* will remove the Magick from the arrowhead and stop its march toward the victim's heart, but the physical damage remains until healed.

Enchantment

Rank: Veteran
 Casting Modifier: Variable
 Duration: Variable
 Trappings: Variable

This power is used to create Enchanted Items. It requires elaborate rituals that may take hours to days to complete. Rank and

Casting Modifier determine the duration of the ritual. At the end of the ritual, the caster makes an arcane skill roll, subtracting the CM of the desired power.

The materials used must be of the finest quality, and represent the intent of the power chosen.

The exact nature of the materials is up to the GM, but should be reasonably obtainable.

Greater Enchantment

Rank: Legendary
 Casting Modifier: Variable
 Duration: Permanent
 Trappings: Variable

Legendary Magi can create Relics - items of permanent enchantment. This power works exactly like the Enchantment power, but costs are greater, and ritual times are measured in days, instead of hours.

Due to the long ritual times, a Vigor roll is required at the end of each day. A roll of snake-eyes results in a

ENCHANTMENT

POWER RANK	TIME REQUIRED	MATERIAL COST
Novice	1 x CM Hours (minimum 1)	\$2000 x CM
Seasoned	2 x CM Hours (minimum 2)	\$4000 x CM
Veteran	3 x CM Hours (minimum 3)	\$6000 x CM
Heroic	4 x CM Hours (minimum 4)	\$8000 x CM
Legendary	5 x CM Hours (minimum 5)	\$10,000 x CM





botched ritual and all work is lost, and the materials are destroyed. A simple failure means all work for that day is lost, but the ritual may still be completed.

The materials required to create relics should be rare and difficult to find. Obtaining these obscure elements should be an adventure in itself.

Ill Fortune / Good Fortune

Rank: Seasoned

Casting Modifier: 3

Duration: 3 Rounds (Spirit Roll every round after to maintain)

Trappings:

Ill Fortune - A dark cloud over the victim's head. A numbing cold.

Good Fortune - Radiant light around target. A warm, safe sensation.

The Fae are capricious, and some find humor in mortal suffering. In their nastier moods, they often curse

mortals with Ill Fortune. A victim of Ill Fortune finds it difficult to perform even the most basic task. Once easy tasks now present a challenge. All actions taken while cursed with Ill Fortune are at a -2 penalty.

Occasionally, the Good Neighbors feel generous toward a mortal and favor him with Good Fortune. All actions taken when blessed with Good Fortune are at a +2 bonus.

Illusion

Rank: Novice

Casting Modifier: 1

Duration: 10 minutes/Rank

Trappings: Dancing lights, ethereal music, or phantom riches.

Illusion is one of the more commonly employed tactics of the Fae. The Folk love to toy with the greedy nature of mortals by enchanting mundane items so they appear valuable. Some common examples are Leprechaun's gold, and Faery Food (which

GREATER ENCHANTMENT

POWER RANK	TIME REQUIRED	MATERIAL COST
Novice	1 x CM Days (minimum 1)	\$10,000 x CM
Seasoned	2 x CM Days (minimum 2)	\$20,000 x CM
Veteran	3 x CM Days (minimum 3)	\$30,000 x CM
Heroic	4 x CM Days (minimum 4)	\$40,000 x CM
Legendary	5 x CM Days (minimum 5)	\$50,000 x CM





usually turns out to be something really disgusting). Other Fae use illusory lights to trick mortals into wandering off forest paths, or deprive them of sleep with ethereal music.

A successful Notice roll at -4 will allow the victim to see through the Illusion.

Spoil

Rank: Novice

Casting Modifier: 2

Duration: Instant

Trappings: Curdled milk, rotten meat, wilted vegetables, salty water

Folk tales are full of stories about the Good Neighbors causing milk to curdle, or destroying foodstuffs. This doesn't have the impact on survival it once did, but it makes a useful tool for harassing mortals who cross the Fae.

Wither

Rank: Legendary

Casting Modifier: 6

Duration: Instant

Trappings: Victim visibly ages and withers.

Wither is a truly devastating power. Upon successful casting, the victim suffers 1 Wound (2 Wounds with a Raise), and is Shaken. The unfortunate victim now has all the penalties associated with the Elderly Hindrance. Reduce Pace by 1, and

their Strength and Vigor are reduced by 1 die type (minimum d4). They do not gain the extra skill points for this Hindrance. Only Greater Healing will restore their health and remove the Hindrance.

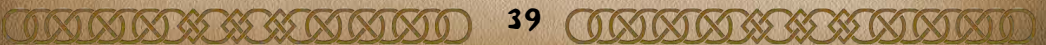
VARIABLE MODIFIERS

Some powers have variable Casting Modifiers. This indicates the caster may voluntarily incur an extra penalty to increase the potency of the power.

When the Casting Modifier is written as "[x+n] per [variable], the minimum CM is the first number (x). The second number (n) is added for each additional effect.

Example:

Disguise has a Casting Modifier of "0+1 per Size step". So, if a human sized Magi uses this power to disguise himself as another human, the CM would be zero (0+0). If the same Magi wanted to disguise himself as a Troll (Size +1), the CM would be one (0+1).





CASTING MODIFIERS: ARMOR - ELEMENTAL MANIPULATION

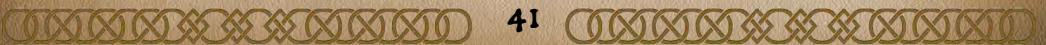
POWER	CASTING MODIFIER
Armor	2
Banish	3
Barrier	1 per section
Beast Friend	Variable - See Notes
Blast	1 per 1d6 Damage in Medium Burst Template 2 per 1d6 Damage in Large Burst Template
Blind	2 per target
Bolt	2 per Bolt with 2d6 Damage 3 per Bolt with 3d6 Damage
Boost/Lower Trait	2
Burrow	4
Changeling†	8
Confusion	1
Damage Field	4
Darksight	1
Deflection	2
Detect/Conceal Arcana	2
Disguise	0 + 1 per Size step
Dispel	3
Divination	4
Elemental Manipulation	2





CASTING MODIFIERS: ELEMENTAL MASTERY - ILLUSION

POWER	CASTING MODIFIER
Elemental Mastery	10
Elf Shot†	3
Enchantment	Variable - See Notes
Entangle	1 - Single target 3 - Medium Burst Template
Environmental Protection	2
Farsight	3
Fear	2 - Single target 4 - Medium Burst Template
Fly	2 - Pace 4 - Pace x 2
Good/Ill Fortune†	3
Greater Enchantment	Variable - See Notes
Greater Healing††	4 - Normal Wounds 8 - Permanent injuries
Growth/Shrink	2 per Size step
Havoc	3 - Medium Burst Template 6 - Large Burst Template
Healing††	3
Illusion†	1





CASTING MODIFIERS: INTANGIBILITY - ZOMBIE

POWER	CASTING MODIFIER
Intangibility	4
Invisibility	3
Light/Obscure	0
Mind Reading	2
Puppet	3
Quickness	2
Shape Change	Variable - See Notes
Slow	1
Slumber	1
Smite	2
Speak Language	0
Spoil†	2
Stun	1
Succor††	0
Summon Ally	2 per Rank
Telekinesis	3
Wall Walker	2
Warrior's Gift	3
Wither†	6
Zombie	2 per Corpse



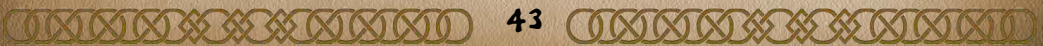


CASTING MODIFIERS: GRAVE TOUCHED

POWER	CASTING MODIFIER
Blink	1
Confusion	1
Death Wail	2
Dread	2 - Single Target 4 - Medium Burst Template
Dream Walk	3
Fly	2
Havoc	3 - Medium Burst Template 6 - Large Burst Template
Illusion	1
Invisibility	2
Mind Walk	3
Possession	3
Resolute	2
Spirit Claws	3
Throw	3

REAGENTS

Alchemists require reagents to work their magic. The nature of the reagents is up to the GM. Some examples are provided below.





SAMPLE REAGENTS

POWER	REAGENT
Bolt	Obsidian arrowhead
Darksight	Powdered owl eyes
Disguise	Dried octopus skin
Entangle	Single strand of hanging rope
Intangibility	Smoke from burning rowan wood
Slow	Pine sap
Wall Walker	Spider venom

Places and Times Of Power

Many things affect the flow of mystical energy in the universe. Most are too subtle or require too much power to involve mortals and minor Supernaturals like Fae Blooded and Revenants.

Three factors though, are worth discussing. They are; Times of Power, Places of Power, and Given Names. All three affect the potency of magick, as well as the ease with which it may be performed.

TIMES OF POWER

As the planets and stars spin through space, they exert force and pull on other celestial objects. The most

obvious is gravity, but it is not the only force at work. Occult forces tug away at us every day - sometimes subtly, sometimes violently. Most mortals never notice, nor would it matter if they did. Only those who work magick or are magick can take advantage of these lesser-known forces.

Different times of the year and uncommon celestial events grant bonuses to those who use magick. The table on the next page provides a quick reference for how Times of Power work.

The bonuses listed in Table 3.3.1 stack. For example, if a solar eclipse took place on the winter solstice, the casting bonus would be +3 (+1 for the solstice, and +2 for the solar eclipse).





PLACES OF POWER

It is no accident that many of our greatest monuments were built where they were. Locations weren't chosen for their convenience or view. They were chosen for their special connection to the occult forces.

These manufactured wonders are built on intersections of mystical power lines that crisscross the earth. They are called Ley lines. When two or more Ley lines intersect, the point of intersection is a Ley nexus.

Brighton Bay is riddled with Ley lines and nexuses. There are no less than a ten Ley nexuses within the city limits, and more just outside. Ley lines number in the dozens, and there may be more to discover. This concentration of energy explains why so many occult events take place there.

As with Times of Power, Places of Power affect magickal workings. Performing rituals, contacting spirits, and brewing elixirs are all easier when they take place on a Ley line or nexus. The bonuses granted vary depending on how many lines are present. A single Ley line will only grant a small bonus, but the intersection of a dozen Ley lines can make even the most difficult casting possible. Indeed, some spells are only likely to succeed if performed on a nexus.

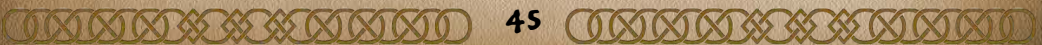
In game terms, a Ley line grants a +1 bonus to any arcane skill or Spirit roll. A Ley nexus grants a +2 bonus.

GIVEN NAMES

Names are more than just a way to differentiate each other. When a child is named, a special connection is formed between the individual, and the phonetic components of the name.

Magickal practitioners and spirits can take advantage of this bond, but only when a name is freely given. Just picking a name out of the phonebook doesn't work. The owner must offer it up himself for the bond to be shared. This is why so many people in Brighton Bay use the phrase "What do I call you?" rather than "What is your name?" To ask for a name outright is very rude in magickal circles.

Having a freely given name grants a +1 bonus to any magickal effects directed at that person, regardless of the nature of the spell. This does not have to be an adversarial relationship. It can be an advantage if the caster is trying to boost a friend's strength or grant them some magickal protection.





TIMES OF POWER

EVENT	EFFECT
Spring and Autumn Equinoxes	+1 to all arcane skill rolls (Spirit rolls for Glamour)
Summer and Winter Solstices	+1 to all arcane skill rolls (Spirit rolls for Glamour)
Full Moon	Re-roll one failed casting or Spirit roll
Solar Eclipse	+2 to all arcane skill rolls (Spirit rolls for Glamour)
Lunar Eclipse	Re-roll up to two failed casting or Spirit rolls
Celestial Conjunction	+3 to all arcane skill rolls (Spirit rolls for Glamour)

Items of Wonder

There are four classes of enchanted items — Folk Remedies, Enchanted Items, Relics, and Divine Artifacts. Here are several examples that fit Marchland’s urban fantasy. *Savage Worlds* rulebooks contain dozens of magickal items that work in Marchland. Make sure these items fit well within the game setting.

When introducing any of the items below, the GM should consider the impact on the game. Easy access to relics can steal the drama from a game and possession of these items should always be a challenge.

Folk Remedies are items found in nature that offer a specific limited relief or protection against occult influence or attack. Folk Remedies have inherent supernatural properties. They are very common, but limited in power, duration, or purpose. Most Folk Remedies provide protection against illusions. This is very useful if a malicious Fae is trying to lure an unwary traveler somewhere unwanted like a dangerous bog. Others offer protection against direct attack. Not all Folk Remedies can be found in all locations. Many, plants for example, are only found in certain and appropriate areas, such as acorns in oak glens and cactus in the desert.





Enchanted Items are single-use items. In most cases, they can be re-enchanted, but some items are destroyed when used. Any power may be stored in and enchanted item, but is limited by the material used (see *Enchantment* or *Greater Enchantment*). Items include — Potions, Rings, Scrolls, Staves, and Wands.

Relics are permanently enchanted items. They range in power from useful to devastating. Relics are seldom destroyed when used.

Divine Artifacts are those items created by the Primal Powers. No mortal Magi is powerful enough to create these artifacts. Few mortals ever come into possession of these items of incredible power. The use of Artifacts can also have dire consequences and they are never easy to find. The retrieval, use, or destruction of an artifact should be an entire campaign. Characters should not be allowed to possess them for very long, because artifacts can seriously unbalance a game. In some cases only certain characters can wield an artifact. With great power comes great risk and artifacts are no different. They tend to attract the attention of powerful foes. Players with an artifact should not have a moment's peace. Items of power are often hoarded, or destroyed by those who fear them.

FOLK REMEDIES

Folk remedies only work when characters collect the ingredients in nature or make the remedy themselves. For instance characters cannot buy acorns at a local grocery store and expect them to provide any bonus. It is the direct connection between the natural world and the user that releases the inherent power of the item.

Acorns — The Oak is the symbol of hospitality and protection. When carrying an acorn, the bearer receives a +2 bonus vs. magical attacks and damage.

Bread — Bread is more than sustenance to the Good Neighbors. The Fae considered it an act of gratitude when mortals give them a piece of bread. Carrying a slice or hunk of homemade bread provides the bearer with a +2 Charisma bonus when dealing with the Fae.

Earl (Elf) Stone — These seeing stones are created in rivers when the water erodes a hole through a flat rock. Occult scholars say if someone can see through a stone they can see through anything. Though not strictly true, the user can see through the Veil, per the True Sight Edge. These stones are very rare, and hard to obtain.

Four-leaf Clover — These rare clovers protect the bearer from illusions. When holding a four-leaf clover, the bearer gains a +2 bonus





vs. any Glamour. This works only with Glamour, not mortal or divine magick.

Hazelnuts – The Hazel tree is the symbol of knowledge. Eating a Hazel nut provides a +2 bonus to Common Knowledge rolls.

Rowan Bark – The Rowan Ash is the symbol of creativity. Carrying a piece of Rowan bark provides the bearer with a +2 bonus on any Performance skill roll.

St. John's Wort – This herb offers protection against Illusions. Carrying a sprig of St. John's Wort provides a +2 bonus to see through illusions.



ENCHANTED ITEMS

Alice's Cake - This edible item was inspired by Lewis Carroll's heroine. Eating a slice of this cake causes the consumer to grow to various sizes per the Growth power. The size is determined during the cake's creation.

Alice's Tea – Another Carroll inspired item, this tea causes the imbiber to shrink per the Shrink power. The final size is determined during creation.

Healing Draught – This is a basic healing potion. A single dose heals one Wound.

Incense of Negation – Burning this substance dispels magickal effects in a Medium Burst Template around the incense. The incense burns for 1d4 minutes, during which no magickal effects take place. In the case of permanent enchantments, all magickal effects return after the incense has burned up.

Moon Candle – This candle creates light per the Light power. It will work in any environmental conditions, including rain and wind without fail.

The duration of the light is one minute per Rank of the Enchanter. The candle is consumed over the duration of the spell and cannot be recharged.

Oil of Masks –

Rubbing a single dose of this oil on the face allows characters to change their appearance per the Disguise power. This disguise lasts one minute per Rank of Enchanter.

Pixie Dust – This allows characters to fly per the power when sprinkled on their head. Despite the name, mortal Magi may create Pixie Dust.

Powder of Banishment – Blowing this powder at a Spirit effects the target per the Banish power. The powder cannot be reused.

Storm Jar – Opening the jar creates a howling wind per the Havoc power. The jar may be re-enchanted.





RELICS

Cloak of Feathers – Made from the feathers of dozens of birds, this item allows the user to transform into the type of bird from which the feathers were taken. The user can fly at a speed equal to their Pace Attribute. The bearer must be careful of who sees them using this item. Bird-spirit Manitou will not take kindly to the damage that was done to create this item.

Faery Food – Any food item made from plants found only in Arcadia is considered Faery Food. Any mortal that eats even a single bite of this food gains one of several advantages, which depend on the nature of the food.

Gloves of Anansi – Woven from spider silk, these gloves give the wearer the ability to climb sheer surfaces (per the Wall Walker power). While wearing the gloves, the user must make a Spirit roll to avoid eating live insects.

Ring of Vanishing – This may be the ring that inspired a similar artifact in popular fantasy tales. When the bearer places this ring on any finger, they become Invisible (per the Invisibility power). The drawback of the Ring of Vanishing is the bearer becomes suspicious and believes that someone is trying to steal the ring. This has the same effect as the Delusional Hindrance. The bearer must make a Spirit roll each week while in possession of the

ring. If the roll fails, the bearer gains the minor Delusional Hindrance. After that, a failure increases the Hindrance from minor to Major. No points are awarded for this Hindrance. If anyone tries to take the ring, the bearer must make a Spirit roll or attack the "thief" for one round.

DIVINE ARTIFACTS

Excalibur – The sword of monarchs has been lost (or hidden) for hundreds of years. Only certain worthy individuals may wield this sword. Not many can bear the weight of responsibility, so any unworthy person who attempts to pick it up will find it too heavy to lift. The wielder of Excalibur gains the following Edges:

Charismatic

Command

Inspire

Master of Arms

Natural Leader

All this power comes with great responsibility. If the wielder uses Excalibur for selfish or destructive purposes, all the Edges listed above are immediately removed. The Edges are lost until the wielder rights whatever they did wrong.

Staff of the Magi – This powerful artifact is believed to have heralded the Hebrew exodus from





Egypt. While some claim it is simply a powerful Relic, most agree that the Primal Powers created such a potent artifact. It is the only non-Fae artifact that grants the Withering power. The wielder of the Staff of the Magi gains the following Edges and Powers:

Elemental Mastery (per the power)

Wither (per the power)

Summon Large Swarm (per the Beast Friend power)

The staff possesses rudimentary intelligence. It greatly desires to free enslaved people. If the wielder uses it for a purpose counter to the Staff's desire, the wielder loses all benefits listed above, and suffers the Wither power himself. Only an act of atonement can remove these effects. Greater Healing has no effect on the damage suffered.

THE GOBLIN MARKET

Where can players find such prizes as just described? Why Goblin Market (or just Market) of course. The only problem is finding it. The best way to locate the Market is to know whom to ask, and perhaps they will show you the way. All are welcome, and nearly anything is for sale. The Goblin Market is neutral ground for Fae, Spirits, and mortals alike.

The Market isn't about money. Most mortal coin is useless there. Favors are the preferred currency. This kind of barter presents great risk to players as one never knows what

favor will interest the seller. Even common items can be imbued with spiritual energy to make them valuable to the Fae. The value of an item is more about the impact it had on someone's life than it's monetary value.

The GM ultimately decides what is sold at each Goblin Market. Most items in the previous section are found regularly at the market, except for the Divine Artifacts. Prices may vary. Mundane items are sold there also.

Goblin Markets also mean entertainment. Musicians, acting companies, and artists of all types practice and sell their skills. The market is a great place for mortal artists to gain favor with the Fae. Music is especially appreciated, and a decent singer or musician can make a living just playing the markets. Of course, the Good Neighbors may not want the musician to leave...

No place in the cosmos is more deserving of the motto "Buyer Beware" than the Goblin Market. A careless person can literally lose their mind and soul there. The markets are filled with slaves who carelessly bargained away their freedom. Here are some rules to live by while wandering the Goblin Market:

Always ask the price before you agree to anything.

Never give your real name. Names have power.





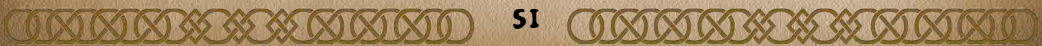
Pay close attention to how favors and bargains are worded. The Fae will try to twist everything in their favor.

Make sure you can pay whatever price you agree to. Goblin collection agencies make loan sharks look like charity workers. GMs are encouraged to describe the most horrible punishments for those who don't pay.

The Goblin Markets are three-day festivals held twice per moon cycle - once during the full moon, and once during the new moon. Markets are usually held in Echo, but occasionally take place in the Rational World.

The Underground is a popular place. Sometimes markets are held in the open and disguised as farmer's markets. The latter situation only occurs when a market coincides with a seasonal peak (Midsummer, Midwinter, and the Autumn and Spring Equinox).

The only time the Goblin Market gets advertised is during the farmer's markets mentioned above. If it happens in Echo or another part of the Otherworld, interested parties must find a time and place to cross over. As mentioned in the Gazetteer, no powerful spells or artifacts are required. Doors only open to the Otherworld in certain conditions. Safe arrival at the market requires use of the proper door, so it's a good idea to ask around.





CHAPTER 3

GAZETTEER

To introduce Marchland, Brighton Bay was created. Brighton Bay has everything a citizen would expect from a modern, medium sized urban area, along with a few special places that make Marchland and Brighton Bay unique.

Brighton Bay looks like many other cities in North America. Its population stands around 180,000 people and is largely typical of a city this size.

Brighton Bay is anything but typical. In this fog-shrouded city, Ghosts, Faeries, Witches and Monsters wage a secret war right under the noses of its unsuspecting citizens.

Sometimes the innocent get caught in the middle and the war spills out into the open. Fortunately for the ignorant, these events quickly fade from memory. People enjoy living in the safe, predicable world of political corruption and global terrorism. They don't want to know that Magick is real, and there are sometimes monsters in the closet.





The Beggar King Of Baker Street

“That’ll be seven eighty-three.”

Jason waits patiently as their only customer of the day rifles through her purse for the money. He is sure the woman isn’t local. Probably trying to grab lunch before catching the ferry to Seattle. Business traveler? No, too casual. Tourist? Maybe. For some reason, there always seemed to be many tourists in Brighton Bay around the end of October. Jason couldn’t figure why anyone would want to visit this place – ever. He wants out of here more than anything.

Brighton Bay isn’t a bad place per se, but weird things seemed to happen here. People vanish, strange rumors circulate about, and the city has more than its share of whack-jobs.

“Excuse me.” Tourist-Lady is smiling curiously at him and holding out a ten-dollar bill.

Jason snaps out of his reverie.

“Sorry.” He mumbles.

He reaches out to take the money, and feels a strange sensation when his hand accidentally touches one of her fingers. It isn’t so much unpleasant, as unsettling. His vision swims for the briefest instant. Shaking it off, he opens the till to get her change.

‘Weird things.’ He thinks again.

Without a word, the woman turns and leaves. Jason places the ten-dollar bill in the nearly empty till, forcing a smile he doesn’t feel and with as much enthusiasm as he can muster says. “Thanks. Have a good one.” If the she hears him, she gives no sign.

On the counter is a jar labeled ‘Employee Therapy Fund.’ Jason drops the change in the jar. The clink of change striking the empty glass jar does little to lift his mood.

“No way I’m payin’ for college at this rate.” He mutters to himself. With nothing else to do, he counts the till again. It now contains twenty-seven dollars and eighty-three cents. Today is his thirteenth day working at Angels Sandwich Shoppe, and thirteen is clearly not his lucky number.

“Blessed Samhain!” Angel, the shops namesake, bounces out of the back room and into the kitchen. Her face bears the kind of giddy happiness children display on Christmas morning. ‘Speaking of whack-jobs.’ Jason starts to think, but immediately stops himself.

‘No, that’s not fair.’ He scolds himself. ‘Angel’s cool. A little weird maybe, but she’s always nice to me, unlike that crone over at the hardware store. Man, that job sucked.’

Jason watches as Angel moves toward the counter. She has a bohemian beauty that makes guessing her age difficult. She could be a wizened twenty-something, or a gracefully aging forty-something. Either way,





Jason is more than a little attracted to her. She wears a homespun skirt, and one of the thin peasant blouses she favors. On most women, her clothes would look hippy cliché. On Angel they look stunning.

“Happy Sob-ing to you too,” he manages.

“It’s Samhain.” she says it slowly, drawing out the syllables.

“Suh-Veen?” Jason tries again.

“Close enough.” Angel laughs. Her laugh is sweet. Jason finds himself laughing too. “How’s business?”

“Eating elsewhere.” He says with a grimace.

“It’ll pick up.” She reassures him, turning back to her office she says over her shoulder, “Don’t worry. It’s a time of renewal.”

Jason isn’t sure what she’s talking about but his mood brightens anyway.

Jason’s brightened mood vanishes instantly an hour later, when the next customer walks in. The obviously homeless man stalks through the door and slams it shut behind him.

The man’s clothes are filthy, mismatched and ill fitting. He’s wearing a top hat. His hands are caked in dirt and he’s carrying a walking stick trimmed in what looks like gold. As the man crosses the distance from door to counter, an overpowering stench hits Jason like a slap to the face.

“Young Squire, I am here for my midday repast,” he says regally.

“Say ag-again,” Jason says, trying not to gag. Jason realizes the smell isn’t the expected uric acid stench, but rather the smell of moldering earth.

“Food - boy,” the man spits at Jason. When Jason makes no move, the man heaves a long-suffering sigh. “There, under the counter in front of you.” With his walking stick, he wraps the counter just to Jason’s left.

“Look dude, there’s no-” Jason stops mid-sentence as he looks under the counter. There on the shelf, is a paper plate with a meatball sandwich, potato salad, and a chocolate chip cookie. The sandwich steams in the cool air, as though the meat and sauce has just come from the pot.

“Did Angel bring that out earlier?” He wonders to himself.

Hesitantly, Jason pulls out the plate, and sets it on the counter. The man reaches for the plate, but Jason grabs the edge closest to him.

“You gotta pay for that, man.” He says flatly. “No handouts.”

The man glares at Jason, as a new wave of oppressive odor washes over him. Jason gags slightly, but stands firm under the man’s withering gaze.

“Is he getting taller?” Jason’s perceptions suddenly seem skewed. It is similar to Tourist-Lady’s effect, but this time it is distinctly unpleasant.

“You dare deny the monarch his tribute?” The man roars.

Jason reels as if struck by something heavy, but refuses to relent.





“Get out nut-bag!” Jason yells rounding the corner of the counter. He suddenly realizes he has no weapon, and the other guy has his walking stick. Still Jason won’t put up with being bullied.

“Then you refuse my tithes?” The man asks.

“That’s right dude.” Jason counters. “I’m refusing your tithes. Go bother someone else!”

The man pulls himself up as tall as he could, turns and marches toward the door. As he reaches for the door handle-

“Wait! You Majesty! Please!” Angel cries from the office doorway.

The man pauses with his fingers still hovering over the door handle. “Your Squire refused my tithes Witch. He is of the blood. Does he not know our ways?”

“He does not, Sire.” Angel replies quietly. She picks the plate off the counter, and walks toward the man. “I had hoped to tell him sooner, but felt he wasn’t ready for the truth. His blood scares him.”

Jason stands frozen in place with his jaw hanging open as he watches the exchange. He feels dizzy.

“Please,” Angel says to the man, “take this boon. I offer it freely, and ask for nothing in return.”

The man’s hand finally withdraws from the door handle, and he turns to face Angel.

“Very well, child.” He says, taking the proffered plate. “I accept your

gift and though you ask for nothing, I favor this place” He gestures around the shop, “for another year.”

The man turns, plate in hand and opens the door. He pauses in the doorway, and looks at Jason.

“You shouldn’t have waited. You must tell him soon.” He addresses Angel, but never takes his eyes off Jason. “His blood awakens. He will be vulnerable until he is initiated.”

Satisfied, the man turns and walks out into the chilly October afternoon. Angel turns to Jason and smiles. Some part of Jason’s brain registers that the offensive odor is suddenly replaced by the smell of freshly turned earth.

“What the hell was that all about?” Jason blurts out.

“Sorry.” Angel replies. “This is all my fault. He was right. I shouldn’t have waited.”

“Who was that?” Jason asks regaining some of his composure, “Waited for what?”

“Which question should I answer first?” Angel asks.

“Don’t care,” he answers.

“He is the King of Baker Street,” she says, holding up one finger. “and I shouldn’t have waited for your initiation into the mysteries,” holding up a second finger.

“There is no Baker Street.” Jason replies. He doesn’t want to think about ‘mysteries’ right now.





“Not up here there isn’t. But down there,” Angel says pointing at the floor. “He rules the Underground. All those who live below, swear fealty to him. Those of us above pay homage, so the Compact is maintained.”

“Am I supposed to know what that means?” Jason asks.

“No.” Angel flips the sign on the door to CLOSED, locks the door, and moves off to the espresso machine. “Have a seat Jason. I’ll make us some coffee, and then there’s some things I need to explain to you about Brighton Bay...and about your great grandfather.”

A Brief History Of Brighton Bay

Shortly after the settling of Seattle in the 1850s, a falling out occurred between families who controlled that city’s fledgling fishing industry.

Edward Brighton, patriarch of the wealthiest family, pulled up stakes and sailed his fleet to a small peninsula at the Northwest corner of Puget Sound. Many others followed, and a small settlement grew around a sheltered bay on the West side of the peninsula.

In 1856, settlers chose to name the settlement "Brighton Bay". Some considered this an act of hubris on Edward's part. However residents insisted that they choose the name over Edward's protests.

Edward Brighton became the first mayor one year later, but died in 1860. His eldest son, William was elected mayor in 1861, and remained the town's mayor until 1884, when he was lost at sea during a powerful storm.

In a historic upset, a relative newcomer named Charles Baker defeated William Brighton, Jr. in the mayoral election of 1884. Baker was a wealthy landowner from Boston who fled the east coast under a





cloud of suspicion seven years earlier. The details of his exile have been lost (or hidden), but rumors of witchcraft followed him years later. In a nod to his opponents, one of Baker's first acts was to charter Edward Brighton College. This ingratiated him to many of the Brighton's supporters, but not to the Brighton family. They began looking in to Baker's past. They hoped to find something on him to sway the next election.

Between 1856 and 1897, Brighton Bay remained a small fishing village, with little contact with the other settlements in the Washington Territory. In 1897, the Klondike gold rush in Alaska brought a flood of settlers into the area. Most stopped in Seattle, but almost a thousand new settlers filled the eastern side of the peninsula. Seeing an opportunity to increase the influence and prestige of Brighton Bay, Charles Baker invited the settlers to join the town. After heated debate, the majority agreed, and Brighton Bay now had a population to rival Seattle.

Over the next seven years, a building boom occurred on the eastern shore. During construction, a fire caused by a careless worker destroyed most of the new wooden buildings and a few brick buildings too. Mayor Baker convinced a group of wealthy citizens to reinvest in the area, and a new downtown core of all brick buildings was erected atop the old foundations. Engineers determined it

was cheaper to simply bury the old street, and build above it. This created an underground network of basements and connecting tunnels that helped serve the new sewer and cable car systems. As part of the reconstruction, the mayor moved city hall to its current location in the "uptown" area, just above the rebuilt downtown.

In 1904, Charles Baker tried to persuade the railroads to build a line up the Olympic peninsula terminating in Brighton Bay. Unfortunately, Baker's past caught up to him that year. People had often whispered that he never seemed to age. Photos of the time confirm that he was as vigorous in 1904 as he was twenty years earlier. Whispers turned into open accusations of witchcraft, and Charles Baker was removed from office. One week later, he was murdered in his home. Due to the political turmoil, the railroads refused to build the line. This secured Seattle as the largest shipping port in Puget Sound. Brighton Bay fell on hard times until 1920.

In 1920, following World War I, the U.S. Navy built a base on what was then called Indian Island. The native population was brutally evicted from their land, and it was renamed Porter Island. Over the next 6 years, the Navy built the Eagle Point Naval Station, a sprawling facility that covered the northern half of Porter Island. To the south of the base, a





new community grew. Porterville, as it became known, was infamous for its brothels, gambling halls, and saloons. The upstanding citizens of Brighton Bay generally avoided the place. Originally, Porterville was accessible only by on-demand ferries and water taxis.

The Army Department did not want to be outdone, and bought some land on the Northwest tip of Brighton peninsula. The land had belonged to James Allard, a hero of the Spanish American war, and the fort was named after him. Three batteries of anti-ship cannon were placed there. Combined with fort Casey on Whidbey Island, it protected the entrance to Puget Sound. Thanks to the presence of the Eagle Point base and Fort Allard, the area population reached 5000 permanent residents in 1925.

Brighton Bay survived the Great Depression relatively unscathed. The presence of the military facilities created a more stable economy. The area's excellent farmland and fishing ensured no one starved. In 1935, as part of the New Deal, Roosevelt ordered a bridge built to Porter Island. That same year the workers for the Kitsap ferry system, located ten miles south near Bremerton, went on strike.

The Brighton Bay city council approved the purchase of two ferries and opened a line between Brighton Bay and Seattle. The ferries brought thousands of new residents from

around Seattle to the relative quiet of Brighton Peninsula. Between 1935 and 1941 Brighton Bay's population grew to 9,500.

World War Two had a huge impact on Brighton Bay. Activity at Eagle Point Naval Station grew to a fevered pace during the war. Tens of thousands of soldiers, sailors, and marines moved through the port on their way to the Pacific theater. Many families settled in the area and the population grew to nearly 30,000 residents. By this time, most of the northern end of the peninsula had been developed. A few areas, most notably Memorial Park, were protected from development. Memorial Park is an enormous green belt, which rivals Golden Gate Park in San Francisco.

Following World War Two, the city council acted to preserve much of the peninsula from development. City zoning laws created multifamily housing, and prevented much of the suburban sprawl that affected the rest of the country. When housing developments were approved, house sizes were limited to 2000 square feet, and lot sizes to 8000 square feet. Taking queues from eastern cities, brownstone houses became popular; a trend that maximized the available land, while giving people the space many postwar families desired. The combined effect created a city that looks like a dense east coast metropolis, while it maintained a small town feel.





Like most of the country, the postwar baby boom affected Brighton Bay. By 1960, the population was 75,000 residents. The city council again acted to prevent suburban sprawl. The city annexed the entire Brighton Peninsula, Porterville, and much of the land south of the peninsula.

During the 1960s Brighton Bay became a haven for antiwar protesters. Brighton College was the center of this movement, and earned the nickname "Berkley North". One unforeseen side effect of this movement was the incredible brain trust that grew in the area. Following the Vietnam War, many former Brighton College students stayed in the area and opened small technology companies.

In the early 1970s, Brighton Bay suffered as a result of postwar reductions. Porter Island was hit particularly hard, as the reduction in force at Eagle Point N.S. reduced the population. Parts of Porterville were nearly abandoned, and the warehouse district there became known for high crime and homelessness. Eventually, the area became known as "The Warrens".

Brighton Bay experienced a tech boom in the 1970s. Unemployed Boeing engineers mixed with highly educated antiwar graduates created the perfect recipe for small technology startups. A new influx of skilled labor pushed the population of

Brighton Bay to nearly 120,000 by 1985.

In the late 1980s, large software companies around Seattle began to siphon off much of the labor force in Brighton Bay. The population dipped briefly, but grew again when people returned to the quieter peninsular pace. More technology companies appeared during the 1990s, which helped push the population over 150,000. Growth slowed due to restrictive zoning, but continued to rise through the 2000s. According to the 2010 census, Brighton Bay's population is 182,556 residents.

The Great Recession hit Brighton Bay in 2008. Currently unemployment, homelessness, and crime are on the rise. Many fear their years of prosperity are over, and feel retribution for all the good years is coming.

People now focus more on their own problems, and don't pay quite as much attention to their neighbors. Opportunists, both natural and unnatural, are taking advantage of this apathy.

GEOGRAPHY

Brighton Bay sits on a peninsula at the northern end of Puget Sound, about a one-hour ferry ride from Seattle. To the North and west of the city is the Strait of Juan de Fuca. To the East is Whidbey Island. The peninsula is oriented north/south. It is about 4 miles across at its widest,





and nearly 10 miles long. Much of the land to the South is protected forest.

Brighton Bay benefits from a natural, deep-water harbor, and has been a center of commercial fishing and shipping for over 100 years. It was beaten out of the bulk of commercial shipping when the train lines chose to pass through Seattle. The lack of railroad checked growth in Brighton Bay, and helped keep it small. City zoning laws created a much higher population density than most western U.S. cities. Instead of the usual suburban sprawl, mid-rise apartments and brownstone townhouses are the norm. Brighton Bay is an isolated area of modernity surrounded by natural beauty. Just a few minutes outside town, people can find themselves literally lost in the woods.

The unusually dense forest areas are primarily evergreen. They consist of hemlock, cedar, spruce, and pine. Deciduous trees grow here as well, including alder and a few rare oaks.

Places of Interest

The following entries describe a small fraction of the businesses and attractions in Brighton Bay. They are part of the occult underworld.

Beyond this list, a resident or visitor can find all the amenities found in a city of nearly 200,000 - theaters, restaurants, book stores, gas stations, etc.

Each entry below has two descriptions:

The first is the description you might see on a travel magazine. This entry is presented in a normal typeface.

The second describes some of the supernatural characteristics of the locale.

This entry is presented in an italicized typeface.

City Hall

One of the oldest structures in Brighton Bay, City Hall has a colorful past. During Prohibition, the building was the scene of three separate attacks by local organized crime families. City Hall was also the location of several protests during the Vietnam War. Two people were killed during protests, but no one was ever charged. To this day, some still claim





it was the chief of police who carried out the killings.

The power wielded by those who work in this building is a siren call to the more meddlesome spirits in the area. It's often difficult to know who's really in charge.

Brighton College

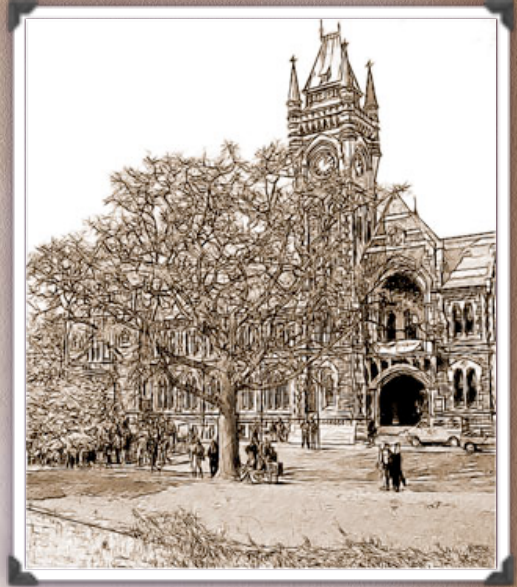
A medium-sized liberal arts college located near Fort Allard, Brighton College is home to one of the largest collections of native art and folklore in the nation. The current student population is approximately 9,000 full time students. Course studies range from art to zoology, but folklore is what the college is known for.

Buried in the library stacks, known only to a few, are many books of power and factual lore about all manner of supernatural beings. These books are protected by a group of academics that have sworn to keep this knowledge safe and hidden from those who would abuse it.

Eagle Harbor

Named for the eagles that nest here annually, Eagle Harbor is popular with kayakers, birdwatchers, and nature lovers of all kinds. The sand beaches (a rarity in Puget Sound) are popular with local sunbathers during the brief summers.

A tribe of Eagle Totem Shape shifters calls this harbor home. They are very protective, and have worked behind the scenes to ensure the area is protected from development. The

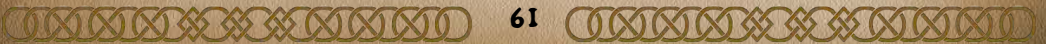


tribe will react violently to anyone harming their aerie.

Fort Allard State Park

Fort Allard was built during the Spanish-American war as part of a series of gun batteries designed to prevent enemy ships from entering Puget Sound. After WWII, it was taken over by the state, and turned into a state park.

Fort Allard was the sight of a Nazi occult attack during WWII. U.S. operatives, with the assistance of native shaman and a local ghost, thwarted the attack. Its affect is still being felt. Those who died here during the attack, cannot rest, and often haunt the grounds. The attack also weakened the barrier between this world, and the Otherworlds, so supernatural occurrences are common here.





Public Market

A popular destination for tourists, the “Market” is also popular with locals seeking fresh fish, produce and all manner of handmade items. Shops range from mainstream (news stands and restaurants) to the unusual (an apothecary and The Odditorium).

The Market is almost as old as Brighton Bay, and is one of the most haunted places in North America. Spirits from the Klondike gold rush to modern times regularly make their presence known after hours. In The Spiral Dance Apothecary Shoppe, a knowledgeable buyer can find objects of real power.

St. Mary’s Cathedral

The largest church in Brighton Bay, St. Mary’s has been the sight of many unusual events. Sightings of the church’s namesake are common, and more than one miracle has been reported here. This makes St. Mary’s a popular sight for tourists of faith, and the curious alike.

Father William “Bill” Thatcher is no ordinary priest. He is truly blessed with remarkable powers. His predecessor, Father O’Hearn was also blessed, as were all the priests back to the founding of St. Mary’s. For obvious reasons, this information is kept secret. Father Bill is known to aid anyone fighting malevolent forces, regardless of their religious affiliation. Stories of the good Father doing battle alongside a witch and native shaman still circulate through the occult societies of Brighton Bay.

St. Mary’s is favored by the Primal Powers, and sanctuary is given to those who ask. Only the most powerful spirits can breach its threshold.

B.B.’s Café

Home to the best coffee in town, B.B.’s Cafe is a popular spot with students, and hipsters of all stripes. B.B.’s is also known for its wide range of organic foods, and acoustic music.

B.B. as you might have guessed, stands for Brighton Bay. There is no single person with those initials running the shop. The owner, Hannah Winchester prefers a low profile, so she named the cafe something generic to avoid too much attention. When someone comes in asking for B.B., she knows they aren’t someone she wants to talk to. *Hannah is related to the famous recluse, Sarah Winchester, and shares her ancestor’s unfortunate habit of attracting spirits.*





Fortunately for Hannah, local shamans Magickally ward the building, so she can get some sleep from time to time. Hannah is a great source of information about the local occult scene, and will help those in real need. Her spirit companion, Eliakim, is very good at ferreting out who needs help, and who is playing an angle.

The Froudian Slip

The “Slip”, as locals call it, is a Fae-themed pub and folk music cabaret. It’s a popular hang out for students, artists and musicians. The Slip is known throughout the area for its amazing micro brews and eclectic clientele.

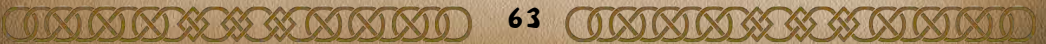
The Froudian Slip is neutral ground for all supernatural beings in Brighton Bay. Though there is no formal agreement between rival parties, they all recognize the need to have somewhere safe to let down their guard. In it’s forty-year history, no being has ever broken this compact. If you need to meet someone to discuss things concerning the otherworld, or just get that angry Troll off your case, this is the place to go.

The Public House

The clientele here could best be described as “average Joe”. The Public House is the place where fishermen, mill workers and auto mechanics come at the end of a hard day. You won’t hear any poetry

readings or crystal waving music here. “Those freaks hang out at the Slip.” That’s not to say that the Pub is unwelcoming. People here are generally friendly, and the place is clean. Just keep your weird stories to yourself, and have a pint of Jack’s finest stout.

Jack Barlow, the owner of the Public House doesn’t like weirdness. He’d like to stamp it out entirely. Jack was once friendly toward the stranger side of Brighton Bay. That changed fifteen years ago, when a Fae Blooded vampire killed his wife. Jack was forced to watch helplessly as the fiend drained her life. When he tried to explain what happened, Jack was even accused of her death and committed to mental institution. Despite the efforts of other local Fae Blooded to capture and kill the renegade, Jack refuses to forgive. Jack does not like the Foursquare Union, but he will ally with them to battle the “greater evil”.





The ODDitorium

As the sign above the door says it all - "A Cornucopia of the Strange and Unusual". The ODDitorium is part wax museum, part side show, and part apothecary. Any manner of exotic herbs, unguents, or reagents can be found here. Theo (no known last name) has run the ODDitorium since it opened twelve years ago. No one knows his story, or why he chose to open his business. Most tourists and residents of Brighton Bay have wandered in out of curiosity. Few ever return. They just can't seem to find any use for dried salamander eyes or pungent tropical herbs.

For those "in the know", the ODDitorium is the place to go for Magical herbs and supplies. Theo always seems to have one more of whatever you need. Never mind how he got it. You probably don't want to know anyway. At any time, Theo will have all the necessary ingredients for any Power listed in The Book of Shadows. Prices vary according to the nature of the Power (and the attitude of the buyer). Theo is friendly to everyone, but won't answer any personal questions. One thing most agree on though - Theo is probably not entirely human.

Widdershins Books

Most residents and tourists see Widdershins Books as a typical new age bookstore. It has books on Witchcraft, Druidism, Voodoo, etc. A few crystals, wands, and other accoutrements can be found here as well. Curious teenagers, trying to

annoy mom and dad, make up the largest customer base.

You may find the ingredients you need at the ODDitorium, but if you want to learn how to use them, you'd better stop in here. Widdershins is not just an average new age bookstore. Real Books of Power can be found here, as can those who would teach a dedicated student. Marissa "Raven" Talbot is one of the most powerful witches in the region, and she is constantly on the lookout for new talent. Raven opened Widdershins to attract those who felt the subconscious pull of Magick, but didn't know what it meant. She carefully screens those who enter her shop. When she meets one who is truly gifted, she slowly introduces them to the stranger side of Brighton Bay. Raven is very protective of her young charges, and has done battle with more than one practitioner of the "left hand path". Raven is a good source of information and protection if needed. She does not tolerate fools though, and is willing to let people learn a painful lesson before she offers assistance.

Pine Grove Cemetery

This is possibly the most remarkable cemetery in the Northwest. Unlike modern cemeteries, Pine Grove houses mausoleums, life-sized bronze angels, and headstones of great beauty. It seems like the perfect cemetery for Goths, tourists and art students alike. However there is something about Pine Grove that makes people avoid it. Nearby residents tend to ignore its existence. Even people obsessed with death





refuse to scale the ancient wrought-iron fence after dark.

Pine Grove is no ordinary cemetery. The boundary between the living world and the dead is extremely thin here. Many of the dead buried in Pine Grove remain earthbound for reasons known only to them and they relish their privacy. To ensure they are left alone, the dead deliberately permeate the grounds with a feeling of dread. However every spirit in the cemetery has the desire to protect. Resident ghosts have saved several mortals over the years. The Grave Touched leave Pine Grove with extraordinary abilities they gained through prolonged exposure to the dead.

San Juan Lighthouse

This lighthouse is over 100 years old, and is now a historic landmark. It is a popular spot for photographers and history buffs. The lighthouse was automated twenty years ago, so no caretaker lives there now. Many legends and rumors surround the San Juan Lighthouse. The most persistent is that the lighthouse can move to guide vessels to or from the dangerous rocks on the North end of the peninsula. Most people scoff at this, saying the pilots simply tracked to another light source, such as a house or campfire.

The rumors are indeed true. The ghost of Martin Keyes, the first lighthouse keeper, still haunts the place. While on duty in 1902, Keyes fell asleep and the light went out. A ship approaching the port ran aground in a storm, with all hands lost. In a fit of guilt, Keyes hanged himself and his spirit has

lingered here. On several occasions, Keyes' ghost has produced a light when the actual lamp failed, preventing ships from running aground. During WWII, Keyes moved the light, causing several boats filled with Nazi agents to crash into the rocks. This effort helped save Fort Allard.

Fischer Cove

A sheltered, shallow cove southeast of the city, Fischer Cove is a popular spot for clam diggers, fishermen, and kayakers. The unusually calm waters are thought to be the result of the underwater topology. Even on windy days, the water here is like glass. It is also unusually murky here, so divers tend to avoid it. There are recorded an unusual number of drownings in the cove, despite its calm appearance. Most write this off as overconfident swimmers who didn't respect the sea.

A family of Merrow calls Fischer Cove home. It is they who keep the waters calm, and enjoy the company of mortals, as long as they don't get too close to their caves. When threatened, the Merrow call up terrible storms that swamp small boats, and drown the offenders. From time to time, the Merrow will take special interest in a particular mortal. They will leave the water temporarily for a romantic tryst with the object of their affection. Children of these unions will have webbed hands or feet, and are drawn to the water. Some return to the sea, shedding their mortal skin, and taking on the form of a true Merrow. These are always reported as drownings, so the cove has a dangerous reputation.





Gastown Park

During the day, Gastown Park is a charming glimpse of a bygone era, when Brighton Bay was a center for petroleum processing for the area. At night, the maze of rusting metal pipes and tanks, takes on a more sinister air. Most people avoid Gastown at night, and those who enter often have unsettling experiences. Fires are common here, which are blamed on pockets of undiscovered gas leaching up through the ground.

A gang of Ash Boys has settled into the old gasworks here. They don't usually bother the locals, but if people get too curious or too comfortable around their home, they take swift action. They prefer to scare off intruders, but that fails, they will use deadly force.

The Underground

The fire of 1889 wiped out much of downtown Brighton Bay. With so much rubble choking the streets, the city decided to bury the remains of a dozen blocks of downtown. Those buildings that did survive lost their first floors as the surrounding terrain was filled. Second floors became ground floors, and people mostly forgot everything below.

The resulting subterranean maze became a haven for the homeless, both human and inhuman. An entire

culture now thrives beneath the feet of the mostly unsuspecting populace. *Unlike the Seattle Underground, there is no tourist attraction here. The city deemed it too unsafe. Most assumed unsafe meant the threat of collapse, but the truth is far stranger.*





The Otherworlds

There is no single spirit plane in Marchland. Every culture on Earth brings its own unique piece of folklore to the Otherworld. When one crosses over, they may find themselves in a mirror image of the city they just left, a great, primeval forest, or a hell-scape of barren rock and howling winds.

Getting into the Otherworld is surprisingly easy. One just has to know where the doors are. They can be in the middle of a street, or half a mile underwater. There's even a doorway inside a fitting room at the local Malmart. In the Otherworld, doorways don't necessarily correspond to locations in the rational world. Knowing which doors to use can be a matter of life and death. Someone doesn't want to leave a forest over there, and wind up inside the lion enclosure at the local zoo. The exception to this is Echo. In that part of the Otherworld, the locations are mostly analogous to the Rational World.

In the following entries, a few of the many possible worlds are described.

ARCADIA

The realm of the True Fae is an ever-changing landscape subject to the whims of the most mercurial creatures in all existence. It's like trying to describe what someone sees

when they look through a kaleidoscope.

There are a few relative constants in this otherwise liquid reality. They are the four lands associated with the seasons of Earth - Winter, Spring, Summer, and Fall. These seasonal worlds are the most predictable and therefore least hazardous to mortals. A brief description of each is below. Be warned. In Arcadia, anything can, and usually does happen. All the seasonal realms have one thing in common - they are beautiful - the perfect vision of each season.

Winter (Yule)

Home to the Winter Queen, this realm is one of eternal night and frozen vistas. Winter is the most beautiful forest on the perfect winter night. Several moons cast a constant blue light on the icy expanse, which create stark shadows and stunning snow covered expanses. The temperature always hovers near freezing. Therefore the creatures found here are those best suited to winter living.

Spring (Ostara)

This realm is an explosion of color. It's filled with endless fields of wildflowers, gently rolling hills and small groves of trees. Streams wander through the landscape. Every morning, dew glistens in the sun and puts on its own spectral light show. The leaves on every plant are





perpetually new. Trees provide perfect shade and shelter. However spring is a place of constant change, It can easily be as deadly as it is beautiful. Without warning, torrential rainstorms sweep over the landscape, causing the streams to swell and flood the low-lying areas. These floods quickly recede, and the flowers bloom again. Those caught in the floods can be swept away by strong currents. Any type of creature, natural or unnatural can be found here.

Summer (Lammas)

The sun-drenched Summerlands are home to the Summer Queen. Topography in Summer ranges from dry, alpine forests, to warm grassy fields, to blazing deserts. The sun never quite sets in Summer, and the days are much longer than those on Earth. This can wreak havoc with human circadian rhythms and makes sleep difficult. Depending on the immediate surroundings, dehydration can be a danger here. Rivers and lakes do exist, but are sometimes days apart. Travelers should carry their own water. Any type of creature, except those sensitive to heat, may be found here.

Autumn (Mabon)

Like Spring, Autumn is in constant change. Large forests dominate the landscape and autumn leaves fall in an endless rain. Between the forests,

golden fields of wheat, ready for harvest, sway in the wind. The temperature ranges from hot in the day, to near freezing at night. The sun hangs low on the horizon and casts a warm glow on everything below. Every night a full moon fills the sky. Storms are common here, as are days of relaxed calm. Due to the great variance in climate, all kinds of creatures may be found here.

ECHO

Echo is like the Film Noir version of its counterpart, Brighton Bay. It is Brighton Bay's dark reflection with all the same major features.

In Echo there are dark alleys between every building, and shadows are darker and deeper. The sun never shines here and a perpetual gloomy sky hangs low over the city.

Echo is not a static existence. The moods, dreams, and desires of mortals often reshape the city without warning. Some occult scholars to refer to Echo as the "Dreamlands".

Inhabitants of Echo can be a little frightening too. Though they are not necessarily evil, their appearance generally reflects their nature. Spirits may roam free here even if they are bound to a specific location in the rational world. Spirits may appear the same here as they did in life. Sometimes, for their own reasons, they choose to appear differently.

Echo is where you will most often find the Goblin Markets.





THE WILDWOOD

The Wildwood is believed to be the remnants of the *First Wood*, a primeval forest that once covered the Earth. There are many myths that surround the Wildwood. People say it is nature personified. Every tree, shrub, animal and rock in the Wildwood has a spirit that lives within it. Anyone who harms the Wildwood in any way risks their life.

The Wildwood is a forest that contains the largest trees on Earth. The topography ranges from steep rises, and ravines, to boggy wetlands. Vast expanses of rolling hills lie in between. Conifers make up the bulk of this immense woodland, along with a vast number of deciduous trees. In the marshy areas, palms and mangroves take over where their temperate cousins won't grow.

Except for the swampy regions, the ground is fairly easy to navigate. The dense canopy only allows for shade-loving plants like ferns to grow, which don't generally restrict movement.

Every kind of temperate animal may be found here, from Rattlesnakes to Grizzly Bears. Many animals encountered here are really *Inua*, or animal spirits. For more information on the *Inua*, see the Bestiary.

In parts of the Wildwood the barrier between the ordinary, Earthly forest and Otherworlds become extremely thin. An Approach often forms between two worlds where the Wildwood replaces a section of its ordinary forest with that of an Otherworld. These conjoined sections are not always easy to spot, but everyone feels their strangeness.

Animistic cultures often revere such places, and mark them with standing





stones or other forms of magickal imagery.

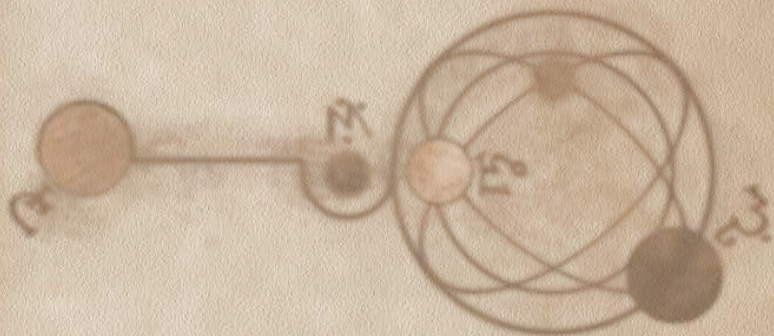
Mortals sometimes stumble into these otherworldly thickets and find themselves lost. Sometimes, if they are good-natured, a friendly Inua will lead them back. Others fall victim to wilder denizens. Anyone who enters the Wildwood with a hunting weapon or logging implement is sure to draw ire of the spirits that surround them.

Over the last two hundred years, many Approaches have been overrun by human progress. Sometimes this forces the Wildwood back to the Otherworld, and the Approach collapses. Other times, the Approach remains, but is no longer reliable. It may open for a few minutes or a few hours, and then close for a dozen years. Cases of unexplained disappearances are often linked to such places. In other cases, the Approach requires certain actions or words to activate. These are likely the seeds of myths about magickal lamps and mirrors.

THE OUBLIETTE

At the edge of the Otherworld, lies a desolate hell-scape few dare to enter. The Fae call it *The Oubliette* - "The Forgetting Place". When a Fae or Fae-Blooded go insane, they are cast into the Oubliette and never spoken of again. The insanity of its residents shapes the Oubliette, so any environment can be encountered there.

Twisted versions of every creature in the **Bestiary** can be found there. The **Bestiary** contains guidelines for creating warped versions of the creatures found within.





CHAPTER 4

THE OTHER CROWD

Marchland has two main groups of Mythical beings – European Fae and the native Manitou. The Fae and Manitou have distinctly different world-views and are often in conflict with one another. The Fae were brought to the new world with the European settlers. Like the settlers, Manitou consider the Fae outsiders in their world. This chapter primarily deals with the society and culture of the Fae and the Manitou.

With the world's expanding multicultural population, the influence of Asian, Indian, Arab, African, and Central American spirits has reached Brighton Bay. Spirits of those cultures will be covered in later books. Until then, GMs are encouraged to bring their own international flavor to the spirit worlds of Marchland.

The Fae In America

“Our kind has a long and storied history in the old world. We are the stuff of legend - worshiped by some and hated by others. We are intimately connected the mortals around

us. It should come as no surprise we followed them to the new world. Perhaps we cannot survive without their thoughts. Maybe they cannot survive without our magick and we thrive or perish together.

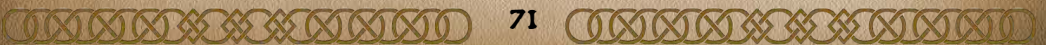
It matters little. They are here - we are here. We do not want war with the Manitou or their charges, but we cannot go back. This is our home now, and we will defend it. Let us hope we can reach a new accord with the native spirits, who have come to mean something to us as well.”

– Messenger of the Horned Lord, addressing the Seasonal Council

When Europeans first landed in the new world, they came alone. The spirits of the old world remained in their native lands. They were not concerned with the new world, partly because they would be weaker.

When the colony of Roanoke was destroyed to the last by the powerful Totem Spirit, Croaton, the European Fae decided it was time to act. They crossed the Atlantic, and fought to protect their people from the Manitou.

As more Fae made the crossing to the new world, magi settled there too. Over the next 100 years the occult community in the colonies grew.





In 1692, occultists in America suffered a setback when the elders of Salem Township discovered magi in the area. Community leaders and wealthy farmers were among those accused. Word soon reached the politically ambitious reverend, Cotton Mathers.

Mathers quickly moved in to Salem to take advantage of the frightened villagers. He led a group of like-minded elders who used witchcraft paranoia to eliminate their political rivals. Dozens were jailed and tortured into confessions. Several were hanged. When the Salem elders reached too far and accused the mayor of Boston (a powerful magi himself), the witch-hunt was finally stopped.

Despite their ultimate victory, occultists and those with supernatural ties avoided attention. It was clear that society wasn't ready to appropriately handle knowledge of their existence, even in the New World. As one historian later said, "People didn't come to the new world to escape religious persecution, they came to practice it."

Between 1692 and the mid Eighteenth century the Fae population continued to increase in the colonies. Conflict with the Manitou also increased, which reached a peak during the French and Indian wars. As the French, British, and natives battled in the Rational world, shaman, magi, and spirits fought in the Otherworlds.

The British victory forced natives and their Manitou to retreat, and the European Host claimed much of the Wildwood.

The American Revolution was a difficult time for the Fae. Many still felt a strong connection to Britain, and were reluctant to sever ties. Small-scale conflicts took place between loyalist Fae, and revolutionaries.

Many natives were convinced that helping the revolutionaries would stem the tide of colonization. The Manitou believed this as well, and were willing to help the revolutionary Fae to a small degree.

After the war, natives and Manitou realized the European expansion westward was not going to end and worked to stop it. They were not successful.

When Thomas Jefferson sent Meriwether Lewis and William Clark on their expedition a Magi named Robert Cornish accompanied them. Cornish's name has never been included in the expedition records. His presence and purpose was kept quiet. Cornish was tasked by the Twilight Council to study and catalog Manitou of the western regions. When his true nature was discovered, shaman and Manitou alike became incensed. Cornish was murdered somewhere in Lakota territory by a Bear spirit.

The United States continued its western expansion. Relations between the Fae and Manitou





oscillated between open conflict and uneasy peace.

When civil war erupted in the American east, the Manitou avoided entering the fray. They watched as the Host went to war with itself again. The Fae cared little about the issues that led to war. They were mortal concerns. However, the Fae cannot stay neutral when a conflict occurs. The Fae in Brighton Bay generally ignored what was happening back east and were content to let the mortals resolve their mortal issues.

The Host of Brighton Bay remained uninvolved with mortal affairs until 1920, when the natives of Kahalish Island (later renamed Porter Island) were brutally ejected from their land to make way for a naval base. The Fae were shocked by this incident, and allied with the Manitou to stop the slaughter. Their alliance managed to preserve some of the island. This led to a change of attitude between Fae and Manitou in the region. The Fae agreed to limit their influence in the Wildwood around Brighton Bay, and would not enter certain areas without permission. Some areas were designated neutral territory. Places of power within those areas were marked with both native and ancient European symbols.

Today, the ties developed in 1920 have started to fray. Manitou complain that the Fae are, again, starting to infringe on their territory. The Fae insist that they indeed honor the intent of 1920 accords. Tension

continues to build in both camps, and many fear potential open conflict. Cooler heads currently work to repair the damage, but they face a significant challenge. As life becomes more controlled and difficult in the Rational world, few care about a 90 year old agreement that was never formally recorded.

Fae Culture

Mortals erroneously, portray Fae culture as feudalistic, with lords, ladies, courts and monarchs. Medieval societies attempted to understand the Good Neighbors by impressing their own oppressive systems of governance. The Fae are really more tribal and are closely aligned to the seasons. They don't discuss why this is.

There are four primary tribes of Fae - Winter, Spring, Summer and Autumn. These four tribes are more commonly known by their elder names - Yule, Imbolc, Beltane, and Mabon. The True Fae's tribal affiliations are a part of their very makeup. Their power waxes and wanes according to the change of the seasons. This is one of the many mysteries that surround the Host.

A high priest or priestess leads each tribe. This leader is usually, but not always, the most powerful of his tribe. To replace a high priest, another Fae must challenge them and win. The nature of the challenges





vary from a battle of wits to lethal duels. Challenge rituals have become extremely complex. Sometimes they can take years to complete. Given the mercurial nature of the Fae, the challenger often gets distracted somewhere along the way. This results in very few actual changes.

War between the tribes is a rare, but brutal occurrence. It can take centuries for populations to rebuild after a major conflict. The hugely destructive nature of these conflicts caused the four tribes to create the Tribal Moot, which is an annual gathering where tribes can air their grievances.

Each Tribe chooses one member to represent them at the Moot. Besides these four representatives, a fifth is chosen by lottery to prevent a tie when they vote.

WINTER (YULE)

The Winter tribe reigns during the coldest months of the year and embody their season. Winter tribe are harsh, and unforgiving. Punishment for the slightest transgression is swift and severe. Winter are experts at intrigue as well. They prefer to undermine their opponents rather than face them directly. This is not cowardice. They prefer the game. As a result, Winter are generally viewed as sinister and untrustworthy. Winter's harsh ways should not be construed as evil, but brusque.

Despite their often-caustic nature, Winter are capable of great acts of

kindness and make loyal friends and allies. They do not give their loyalties lightly, but if one can break through their shell, they will have a friend for life.

SPRING (IMBOLC)

The season of rebirth is also one of chaos. The Spring tribe embody growth and change. Spring is also the season of fertility and members also represent birth, growth, and renewal. They hold colorful and raucous revels, and frequently bring mortals to join in their celebrations.

Spring are capricious, but are not usually dangerous. They are more forgiving than their Winter cousins, but won't tolerate disrespect or abuse. Tricks and riddles are their favorite methods to resolve. Mortals or Fae-Blooded caught in these contests should beware. What amuses a Fae, can kill a mortal.

They change loyalties easily and do not make the best allies.

SUMMER (LAMMAS)

Summer and Winter tribes are very much alike. Summer Fae are as harsh as their Winter cousins. They simply manifest their nature differently. Where Winter are cold and calculating, Summer are more direct. Winter will quietly plot your downfall. However Summer will draw swords and challenge those who offend them to a duel.

Summer can make loyal, steadfast friends, but their hot-tempered nature makes them dangerous. It





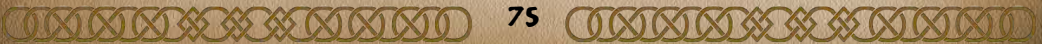
often frustrates the allies of Summer in negotiations, because the Summer tribe is so quick to battle.

AUTUMN (MABON)

Like Spring, Autumn is a time of change. Autumn however, does not express frenetic growth. The waning months of the year are a time to stoke the hearth-fires and prepare for a long winter.

Autumn tend to be homebodies, and prefer comfort and warmth over revels. They are generally the most trusted of the Fae tribes. Their straightforward and honest nature leaves little room for subterfuge. The other Fae tribes often look to Autumn to mediate disputes.

Others should not underestimate Autumn. This is a season of storms and change. Autumn Fae have tremendous destructive potential.





The Manitou

“Manitou have lived on these lands since Raven pulled the First Forest from the endless sea. We protect the forest, and its lesser twin. We do this and have done so since the first story was told beside the first fire.

When the white man came to this land, our mortal brothers believed they had found kindred spirits. They soon learned the terrible truth - these newcomers had come to conquer the land and our brothers with it.

The white's Manitou, The Fae, were no different. They were arrogant. They tried to own the forest. No one can own the forest, but for a time it seemed the newcomers would succeed.

Ninety years ago something changed in the Fae. I believe they truly saw the savagery of their people for the first time.

We don't know. We never asked. They keep their own counsel on the matter. Their change helped us all forge the first Accord. By the terms of this agreement, they keep to the cities, and we to the forest.

Now, that accord is threatened. The Fae, like their mortals, strain against the lands they occupy. Some now enter our lands without permission, and a few have tried to claim ownership. They disrespect the land and everything in it. Have they no heart, no soul no reverence for what is? This cannot be allowed. We will not give up the land, the forest. We do not want war, but it seems more likely with each passing day. This saddens us.”

Eagle - speaking at the Totemic Council

The Manitou have been the guardians of the land since its creation. They always strove to maintain a balance among people, the land, and themselves.

That balance was threatened when the Europeans came to the new world. They brought foreign ways and foreign spirits. The invaders threw the land out of balance. They cut down huge swathes of forest, and weakened the First Forest from which all others grew. The Manitou fought back, but like their mortal kin, could not stem the tide of Europeans advancing across their lands.

They watched for two centuries as the Fae twisted the First Forest to their image. The Manitou were more successful than the mortal natives. Still the Fae claimed most of the spirit world that bordered the cities and surrounding areas.

The Manitou watched in wonder as the witch craze spread throughout the white colonies. It seemed that the Europeans wanted to murder their own spirits. For a time, it appeared the white people would drive out the invader spirits. Eventually the panic subsided and the Fae continued with their old habits.

It all changed in 1920, when the U.S. military forcibly removed the natives near Brighton Bay. The Fae attitudes shifted suddenly and they fought with the native spirits against their own white settlers. The Host never explained their shift, but many Manitou believed that the Fae finally





understood their connection to the new world, and its people.

The accord that followed has lasted nearly 100 years, but is starting to break down. Conflict brews again.

Manitou Culture

Manitou are also divided into tribes, but in very different ways than the Fae. Manitou divide themselves according to animal Totems.

There are nearly as many Manitou tribes as there are Totems. Only a few bother to organize in any meaningful way.

The most active Manitou around Brighton Bay are:

Bear, Crow (and Raven), Coyote, Deer (and Elk), Eagle (and Owl), Mountain Lion, Otter, and Wolf.

Orca, Salmon, and Seal are also present, but they tend to stay in the oceans and have little to do with other tribes.

Some Manitou of different Totems, such as Crow and Raven, do feel some familial bonds. They will often cooperate against a common foe, but usually return to their competitive ways once the threat has passed.

Each Manitou is unique, and their attitudes toward others are often based more on experience than innate prejudices. However, members of the tribes generally share some common personality traits.

BEAR

Bear tribe are usually slow to rouse, especially during winter. Once moved to action, they are relentless and savage. It's best not to anger them. Bear are solitary in nature. Earning their friendship can be difficult.

CROW

Crow and Raven are tricksters. They are generally sharp-witted and can be devious. Crow and Raven aren't entirely untrustworthy. When dealing with them, always read the fine print.

COYOTE

Coyote are another cagey tribe. However, their guile tends to lean more toward predatory cunning than devious game playing.

DEER

Deer and Elk are cautious and deliberate. They are not cowards, but know that sometimes the smart move is to retreat and regroup. They are a social tribe who understand there is strength in numbers.

EAGLE

Eagle and Owl are well respected among the other tribes for their wisdom and farsightedness. They rarely seek conflict, but when aroused, they strike to kill. Both Eagle and Owl are more solitary than Bear. They only gather in large groups under the direst circumstances.





MOUNTAIN LION

Mountain Lion are solitary, but have strong family bonds. This makes them loyal friends, but they are dangerous to approach. Mountain Lion are aggressive and powerful. Approach them with strength, or don't approach them at all.

OTTER

Otter are the clowns of the First Forest. They live for the game - something the other tribes often find annoying. Getting Otter to commit to anything is a challenge. They mean well, but are easily distracted.

WOLF

Wolf could not be more different from their canine cousins, the Coyote. Wolf prefer a very direct approach to conflict. They are not afraid of a fight, and will defend their pack with vicious determination. Once befriended, a Wolf makes a loyal ally. They expect others to honor those loyalties and their packs as well.





CHAPTER 5

ADVERSARIES

There are many dangers in Marchland. Many, like criminals, wild animals, crooked politicians, appear in the ordinary world. Others are creatures of nightmare and myth. They wander the foggy streets of Brighton Bay. Most good folk instinctively avoid dark places.

The first section provides a sample of the creatures one might encounter in those out-of-the-way places. This is not a comprehensive list. GMs are encouraged to research and create their own mythology.

Over the centuries, many mythic creatures have learned to hide in plain sight. They use the Veil to mask what they are, so they can walk amongst mortals without fear of persecution. Only creatures between Size -1 and Size +1 can do this, unless they can change their size. A Goblin might be perceived as an angry child, or a Troll as a hulking weightlifter.

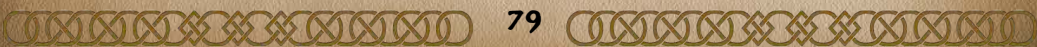
Large creatures have a much harder time passing unnoticed. They mostly avoid contact with mortals and only make contact when absolutely necessary.

Small creatures have an easier time of it. A Pixie might be mistaken for an

unusual bird, and a Little might be seen as a child's doll. This protection cannot be relied upon, as close inspection will reveal their true nature.

The second section includes a sample of NPCs who have had contact with the Otherworlds. These characters can be friends or enemies. It depends how players interact with them.

Finally there is a selection of organizations that may help or hinder players. Some of the groups are potential allies, while others are mortal enemies.





BESTIARY

ASH BOYS

Traits

Agility d6, Smarts d6, Strength d4,
Spirit d6, Vigor d6

Pace 6, Parry 5, Toughness 5

Skills

Fighting d4, Intimidation d6

Special Abilities

Elemental (Fire)

Invulnerability (Fire)

Weakness (Water)

Size -1

Ash Boys are small, ill-tempered fire elementals known to many native cultures. These malicious little Djinn delight in setting fire to things. They are the cause of many mysterious blazes. When not tormenting mortals, Ash Boys are usually found dwelling in the forges, incinerators, and industrial furnaces they call Homefires. Fire is their nature. Ash Boys are immune to any fire-based attack. Water does additional d6 damage, and fire extinguishers do 2d6 damage. Despite their obvious weakness, Ash Boys spark up again when no one is watching. The only way to permanently kill one is

to extinguish its Homefire.

In combat, Ash Boys use their fire to cause additional damage. Anyone hit by a successful touch-attack takes d4 fire damage. A common tactic for these imps is to set the surroundings on fire in an attempt to force their opponent to withdraw.





BEAN SIDHE (BANSHEE)

Traits

Agility d6, Smarts d4, Spirit d12+2,
Strength d4, Vigor d4

Pace 6, Parry 4, Toughness 4

Skills

Fighting d4, Intimidation d10, Notice
d6

Special Abilities

Enrapture

Ethereal

Very Attractive (Charisma +4)

Death Wail (Fear -2)

These beautiful, but evil, spirits are said to cause death for mortals who hear their cry. In truth, their cries are a warning to others. They use their unearthly wail to prevent others from coming to the aid of their victims.

When a Bean Sidhe chooses a victim, they first use their Enrapture ability to charm it into submission. Enrapture is a Spirit vs. Spirit contest with the victim. The Bean Sidhe adds +4 to their roll due to their unearthly beauty. If the contest is successful, the victim is totally under the Bean Sidhe's control. At this time, they let loose their Death Wail to frighten off potential saviors. Anyone who hears the Death Wail must make a Spirit check at -2. If they fail, they must roll on the Fear Effects table, adding 2 to that roll. The Enraptured victim is not affected by the wail. The Bean

Sidhe drink the blood of their victims and leave behind a desiccated, bloodless corpse.

Being Ethereal, the Bean Sidhe have little to fear from most mortals. However, when they face those who can hurt them, they usually flee. Their only means of defense is their Death Wail.

BONELESS

Traits

Agility d10, Smarts d4, Spirit d8,
Strength d4, Vigor d8

Pace 6, Parry 7, Toughness 6

Skills

Fighting d10, Notice d6

Special Abilities

Bone Eater

Ethereal

Smother

Boneless are terrifying creatures that haunt lonely roads of the world. They are particularly fond of crossroads, and are a great reason avoid such places on dark or foggy nights.

Boneless are described as a clammy, stinking, shapeless mass. They prefer to attack lone travelers, flowing over their victim, and smothering them. The Smother attack is a Touch Attack. If successful, the Boneless starts to smother the target. Use the Drowning rules to determine when the victim loses consciousness. The





victim can break free with a successful Strength vs. Strength contest.

Once the victim is incapacitated, the Boneless use their Bone Eater ability to dissolve the skeleton of the victim. This ability causes 1 Wound to the victim each round. When the victim reaches Incapacitated on the Wound track, they have been reduced to a flaccid mass of dead flesh. At this point, only a Greater Healing can save the victim.

CHANGELING

Traits

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

Pace 6, Parry 5, Toughness 5

Skills

Fighting d6, Notice d6, Intimidation d6, Persuasion d6, Shooting d8

Special Abilities

Construct

Changelings are constructs created by the True Fae to replace a mortal they've abducted. They are constructed from a wide variety of materials, which can include animal parts, twigs, dirt, and even trash. The illusion placed on a Changeling is so powerful that most mortals never notice a difference. Most Changelings don't know what they are. They live out the lives they were created to replace. Fae Blooded, True Fae, and other supernatural creatures may see

through the Illusion with a successful Notice roll.

This entry is for a Changeling that is aware of its true nature, and will fight to protect its existence. The Changeling is imbued with such a strong urge to live their mortal life that they will fight to the death to protect their false existence.

In combat, Changelings have no special abilities. They will fight as any other mortal and use their disguise to hide under the noses of friends and family that surround them.





CHURCH GRIMM

Traits

Agility d8, Smarts d4, Spirit d8,
Strength d8, Vigor d10

Pace 8, Parry 6, Toughness 7

Skills

Fighting d8, Notice d6, Stealth d8

Special Abilities

Fleet Footed (per Edge)

Bite: Str+d6

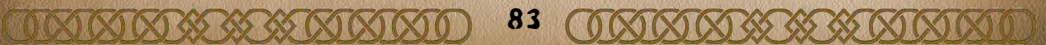
Quickness (per Power)

Church Grimm (or Grimm) are giant, spectral dogs. They are most often described as large, black Mastiffs, but may be of any large breed. Despite their name, Grimm

may be found guarding any place of special importance, not just churches. The more powerful Fae and similar spirits will employ packs of Grimm on ritual hunts. One Primal Spirit in particular, Cernunnos, favors these hounds for hunting.

Grimm attack by running their prey to ground. Once brought to ground, they finish their quarry using their powerful bite. They use their Quickness to dart in and out of combat, avoiding the defensive attacks of their prey.

Grimm are not evil, and may ally with a worthy being. Anyone with the Beast Master Boon or Edge, may attempt to befriend a Grimm not already in the service of others.





FIR BOLG

Traits

Agility d4, Smarts d4, Spirit d6,
Strength d10, Vigor d8
Pace 4, Parry 7, Toughness 11(2)

Skills

Climb d6, Fighting d10, Notice d6

Special Abilities

Armor (+2 Toughness)

Size +3

Weakness (Cold Iron)

These quasi-giants once ruled much of northern Britain. After their defeat by the Tuatha dé Danann, they retreated into the Otherworlds. Occasionally, they wander (or are summoned) into the mortal world. Fir Bolg are often written off as mindless brutes, but this is not true. Though not as clever as the Sidhe, some Fir Bolg are skilled practitioners of Magick.

In combat, Fir Bolg rely on strength over finesse. Being large creatures they are easy to hit. However, they are not easy to damage. Their size, combined with their tough hides, makes them frightening opponents. Fir Bolg have a vulnerability to cold iron. Weapons made with iron cause them additional d6 damage.





FIR BOLG SHAMAN

Traits

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

Pace 4, Parry 5, Toughness 8(1)

Skills

Fighting d6, Intimidation d8, Notice
d6, Stealth d6

Special Abilities

Armor (+1 Toughness)

Glamour

Size +1

Weakness (Cold Iron)

Smaller than their martial counterparts, the Fir Bolg Shaman is a formidable foe. The Shaman rose to prominence in Fir Bolg society after their defeat by the Tuatha dé Danann. Fir Bolg Shaman are always male.

In combat, the Shaman uses other Fir Bolg as shock troops, while he uses his Glamour Powers from a safe distance. This tactic leads some to believe that the Shaman are weak. That could be a fatal assumption by an opponent. Shaman are nearly as tough as other Fir Bolg in a stand up fight.

A typical Fir Bolg Shaman has the following Powers: Barrier, Blast, Ill Fortune, Tempest and Wither. Shaman share the weakness to cold iron from which all Fir Bolg suffer.

GARGOYLE

Traits

Agility d8, Smarts d4, Spirit d6,
Strength d8, Vigor d10

Pace 6, Parry 7, Toughness 10(2)

Skills

Fighting d10, Intimidation d6, Notice
d8, Stealth d10

Special Abilities

Armor (+2 Toughness)

Claws (Str + d6)

Fly

Infravision

Size +1

Night Thing

Voracious Appetite

Living Gargoyles inspired the stone guardians seen on many medieval buildings. They are nocturnal creatures, and weaken in direct sunlight. To protect themselves from the damaging sun, Gargoyles secrete a stone-like substance over every exposed inch of flesh. Combined with their ability to lock their muscles for hours, this disguise can withstand close inspection.

Gargoyles are very tough opponents in combat their thick, stony hide will deflect all but the strongest blows. Gargoyles prefer to attack from the air, pummeling their opponents with a rain of large stones. Once they've softened up their foe, they land and attack with their claws.





These creatures are clannish and insular, but not evil. If left alone, they rarely harm anyone. They are very protective of either home aeries, and will not tolerate those who invade their nests. If treated with respect and approached carefully, Gargoyles may enter a temporary alliance with others whose goal is to protect the surrounding territory.

In combat, Wild Goblins prefer to overwhelm their opponents with numbers. They use stealth to ambush anyone they think they can overpower. Goblins prefer dark places, but are not affected by sunlight. It is difficult for Wild Goblins to hide their bestial nature. Anyone who sees them can make a Notice roll at -2 to see their true form.

GOBLIN (WILD)

Traits

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

Pace 6, Parry 6, Toughness 5

Skills

Fighting d8, Notice d6, Stealth d8

Special Abilities

Low Light Vision

Sneaky

Small

Ugly

These nasty characters are nothing like their civilized cousins. Wild Goblins are malicious and violent. When confronted, they will attack first and ask questions if anyone still lives.

Wild Goblins aren't always found in the wild. Many tribes inhabit the forgotten and neglected places in the city. They prey on the homeless and others who won't be missed.





GOBLIN (CIVILIZED)

Traits

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

Pace 6, Parry 5, Toughness 4

Skills

Fighting d6, Gambling d6,
Lockpicking d8, Notice d6,
Persuasion d6, Streetwise d6

Special Abilities

Low Light Vision

Small

Sneaky

Folk Bane (Shiny Objects)

Some Goblins prefer the hustle and noise of the city. These clever creatures have carved out a comfortable niche by becoming the fixers of the Otherworld. They control the Goblin Market and much of the occult commerce. Civilized Goblins are highly skilled compared to their wilder cousins. They love nothing more than haggling with mortals and Fae over goods and services. Civilized Goblins are not afraid to fight, but prefer to talk their way out of conflicts. One should be careful dealing with Goblins as they rarely enter a bargain that doesn't favor them in every way.

If forced to fight, they will use any handy melee weapon. Some carry pistol crossbows. Wealthy and

powerful Goblins may have enchanted weapons.

INUA

Traits

Agility d8, Smarts d8(A), Spirit d6,
Strength d4, Vigor d6

Pace 6, Parry 5, Toughness 3

Skills

Fighting d6, Notice d6, Stealth d8

Special Abilities

Fleet Footed

Small

Sneaky

Frail

Inua are small, clever animal spirits inhabiting the Wildwood. They may be helpful or malicious toward visitors, depending on that person's actions. Respectful visitors can receive protection and guidance. Those who enter the Wildwood with ill intent, are often led astray, or lured into a trap.

Inua don't usually engage in combat. If threatened, they will simply disappear until the threat passes.

The Primal Powers are very protective of the Inua. They view the little spirits as their children. Anyone who harms an Inua frequently finds ends up face to face with a wrathful god.





JOINT EATER

Traits

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

Pace 6, Parry 4, Toughness 5

Skills

Fighting d4, Notice d6, Stealth d8

Special Abilities

Ethereal

Rend

A successful Banish spell will drive the Joint Eater from the victim. Once outside the body, the Joint Eater will attempt to flee. If cornered, they will try to bite their opponents. Joint Eaters can only be harmed with Magickal weapons or spells.

Joint Eaters are malicious spirits that attach themselves to the body of their victim and devour food and water as it travels from mouth to stomach. No matter how much the victim eats, they slowly waste away. When the victim is too weak to eat, the Joint Eater starts devouring the victim's cartilage, and then detaches to search for another host.

To someone with the True Sight Edge, Joint Eaters appear as a malignant growth attached to the victim's neck. They latch on to their prey with a large sucker-like mouth ringed with small razor sharp teeth. The longer they are attached, the larger they grow.

Without intravenous feeding and hydration, the victim suffers one level of Fatigue per day. On the third day, the victim begins to take Wounds - one per day, until they are incapacitated. Each day after, the victim must make a Vigor roll or die from dehydration.





LITTLE

Traits

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

Pace 4, Parry 4, Toughness 3

Skills

Climbing d8, Fighting d4,
Lockpicking d6, Notice d6, Stealth
d8

Special Abilities

Beast Master

Tinker

Small

Sneaky

Frail

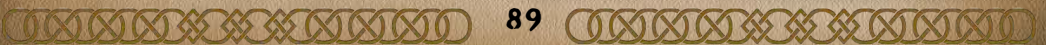
way with small animals (rodents and lizards especially). They use these animals for work and transportation. In return, they share some of the food they steal from humans with their animal companions. Cats are the animals that Littles fear most. Most cats treat Littles just like rodents.

Littles are tiny versions of normal humans. They most often live within the walls of older homes, but may live anywhere. They are similar in outlook to normal humans, whom they refer to as "Bigs".

They stand between six and ten inches high, have red or blonde hair, and are fair skinned.

Littles aren't usually violent. They prefer stealth to combat, and are expert escape artists. They are also excellent trap builders. Their traps are often elaborate and painful, but rarely deadly.

Littles have a remarkable





MERROW

Attributes

Agility d6, Smarts d6, Spirit d4,
Strength d6, Vigor d6
Pace 6, Parry 5, Toughness 5

Skills

Fighting d6, Notice d6, Performance
d6, Persuasion d4, Stealth d6

Special Abilities

Aquatic

Shape Change

Environmental Dependence

Merrow are one of many types of Mer-folk who inhabit waterways of the world. They are one of the few who are friendly toward mortals. Merrow have a fascination with "air breathers" that borders on obsession. They often change shape so they can interact with mortals on dry land. Merrow can permanently change shape if they choose. Some do so after falling in love with a mortal. The offspring of these unions inherit some of their parent's otherworldly traits. Common examples are webbed feet, large, flat eyes, and scaly skin.

Merrow must spend one hour per day totally immersed in water, or they begin to dry up. Every day they go without water, the Merrow suffers a Fatigue. On the third day out of water, they become incapacitated. At this point, the Merrow begins to take damage - One Wound per day. After suffering three Wounds, the

Merrow must make a Vigor roll each day, or die.

In combat, Merrow prefer melee weapons with reach such as tridents or spears. Their favorite combat tactic is drowning. If a Merrow makes a successful grappling attack, the defender must make an opposed Strength roll to break free. Refer to drowning in the standard *Savage Worlds* rules.





NAPI

Attributes

Agility d6, Smarts d6, Spirit d8,
Strength d4, Vigor d4
Pace 6, Parry 5, Toughness 4

Skills

Fighting d6, Gambling d8, Notice d6,
Persuasion d8, Stealth d8, Streetwise
d6

Special Abilities

Glamour
Fae Beauty
Folk Bane (eagle talon)
Vulnerability (oak)

Napi are Native American trickster spirits who delight in tormenting mortals. They use their illusion power to lure mortals in to dangerous situations. Their favorite game is turning mortals against each other. They use their charm, illusions, and powers of persuasion to convince mortals that their friends are plotting against them.

Mortals can protect themselves against the Napi by carrying an eagle talon charm.

In combat, Napi try to use distraction and illusion to give themselves an opportunity to escape. They will use any handy melee weapon if forced to fight. Oak weapons inflict an extra d6 damage on Napi.

OKULAM (STORM MAIDEN)

Attributes

Agility d8, Smarts d6, Spirit d8,
Strength d4, Vigor d4
Pace 5, Parry 5, Toughness 4

Skills

Fighting d4, Notice d6

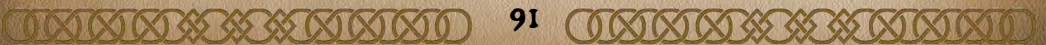
Special Abilities

Ethereal
Havoc (per power)
Folk Bane (agate stone)

Okulam are Native spirits that live in the hearts of storms. Okulam delight in overturning boats, toppling trees, and knocking down power lines. They detest all modern inventions, but hate electricity above all others. Every decade or so, they gather in large numbers to create powerful windstorms that darken entire regions for days. These storms are often the precursor to a large spirit incursion.

Carrying an agate weakens an Okulam, but there is little defense against their powers. Only Magick or enchanted weapons can harm them directly. Most try to find shelter while the Okulam rages.

Okulam avoid direct combat. They use their ethereal nature to avoid damage and their Havoc power to damage their foes.





PISKEY

Attributes

Agility d10, Smarts d4, Spirit d6,
Strength d4, Vigor d4
Pace 6, Parry 4, Toughness 4

Skills

Fighting d4, Notice d6, Stealth d10

Special Abilities

Ill Fortune / Good Fortune (per
power)
Illusion (per power)
Folk Bane (clover)
Frail
Small

Small, mischievous sprites that can help or hinder, Piskeys will help those they favor by cleaning homes and keeping other spirits away. To those who cross them, Piskeys become a great annoyance. They are known for riding horses all night, rendering them useless by morning. They have also played the Will-O-Wisp, leading travelers astray.

Piskeys are not skilled fighters. If forced to fight, they will use their Ill Fortune and Illusion powers to provide them an opportunity for escape.

PHOOKA

Attributes

Agility d6, Smarts d4, Spirit d6,
Strength d8, Vigor d6
Pace 6, Parry 5, Toughness 5

Skills

Fighting d6, Notice d6, Persuasion
d8, Stealth d8

Special Abilities

Shape Change (per power)
Illusion
Maw (Str + d6 bite)
Rend (Str + d6 claws)
Folk Bane (inside-out clothing)
Vulnerability (willow wood)

Phooka are shape-shifting trickster spirits. They don't usually intend to harm their victims, but sometimes forget that mortals can't fly or breathe underwater. Their favorite trick is to transform into a horse, and persuade a mortal to ride them. If the mortal mounts the beast, it takes off on a wild ride around the countryside. When they tire of the joke, the Phooka drops off the terrified and exhausted rider miles from their intended destination. They then disappear, laughing at the frustrated mortal.

In combat, Phooka transform into a large horse-like creature, and attack with their hooves and bite.





PLAGUE DOCTOR

Attributes

Agility d6, Smarts d8, Spirit d8,
Strength d4, Vigor d10

Pace 6, Parry 4, Toughness 7

Skills

Fighting d4, Notice d8,
Persuasion d8, Stealth d8

Special Abilities

Shape Change (per power)

Illusion (per power)

Infection

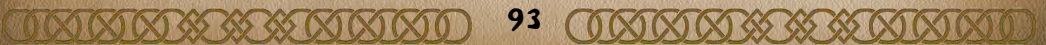


In centuries past, Plague Doctors were the harbingers (but not the source) of pandemics. Their arrival in a town or village was a warning that a deadly sickness would soon sweep through the community.

Over time, mortal medicine improved to the point where deadly epidemics became a thing of the past. This frustrated the Plague Doctors, who saw their work, and disease, as a necessary culling of the weak and infirm. No longer content to be simple messengers, Plague Doctors now spread the illnesses about which they once warned.

Plague Doctors preferred tactic is to assume a mortal form and infect someone who frequents crowded places, such as restaurant workers, doctors, nurses, and those who use public transportation. If confronted, they will attempt to use their Shape

Change and Illusion powers to blend into a crowd and escape. Plague Doctors will only fight if cornered.





SHADOW WIGHT

Attributes

Agility d8, Smarts d4, Spirit d6,
Strength d8, Vigor d6
Pace 6, Parry 6, Toughness 5

Skills

Fighting d8, Notice d6, Stealth d8

Special Abilities

Blink

Ethereal

Spirit Claws (Str + d6 claws)

Vulnerability (Sunlight)

When finished with that final task, most Revenants move on to whatever awaits them. However a few remain. These others watch as generation after generation of loved ones pass on and leave them behind. This can lead some Revenants to madness. These poor souls are called Shadow Wights.

Shadow Wights are not evil, only mad beyond reason. They will attack any spirit they meet without provocation, and occasionally target the living, especially those with magickal abilities.

Being ethereal, Shadow Wights can only be harmed with magick weapons or spells. Their only weakness is sunlight or UV light. When exposed to the light of the day, Shadow Wights can be hurt with normal weapons. Spells and magickal weapons with a light trapping do additional d6 damage.





TOTEM SPIRIT

Attributes

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

Pace 6, Parry 5, Toughness 6

Skills

Fighting d10, Knowledge (spirit
worlds) d8, Notice d8, Persuasion d8,
Shooting d8, Stealth d8

Special Abilities

Shape Change (per power)

Glamour

Large

Maw (Str + d6 bite)

Rend (Str + d6 claws)

Folk Bane (varies)

When the Primal Powers need to send a message to a mortal, they send a Totem Spirit. Totem Spirits are avatars of the Primals, and always take the form of the Primal they serve.

Examples are: Raven, Bear, and Stag.

In combat, Totem Spirits may use their animal form, human form, or a combination of the two. If they choose a human shape, they may use any type of weapon. Their weapons are always magical.

Totem Spirits know at least three Glamour powers, and may know more (GMs choice). Common powers are blast, fear, and illusion.



VIRTUAL SPRITE

Attributes

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

Pace 6, Parry 5, Toughness 5

Skills

Fighting d6, Notice d6, Persuasion
d8, Stealth d8

Special Abilities

Shape Change (per power)

Illusion

Vulnerability (Electromagnetism)

With people spending so much time immersed in the online virtual world, it shouldn't come as surprise that spirits have emerged from the digital aether. Whether these sprites followed people into the virtual



world, or were born there is unknown.

Virtual Sprites can be helpful or harmful, but are rarely dangerous to people in the Rational world. They can cause quite a bit of trouble by crashing computer systems or reprogramming traffic lights.

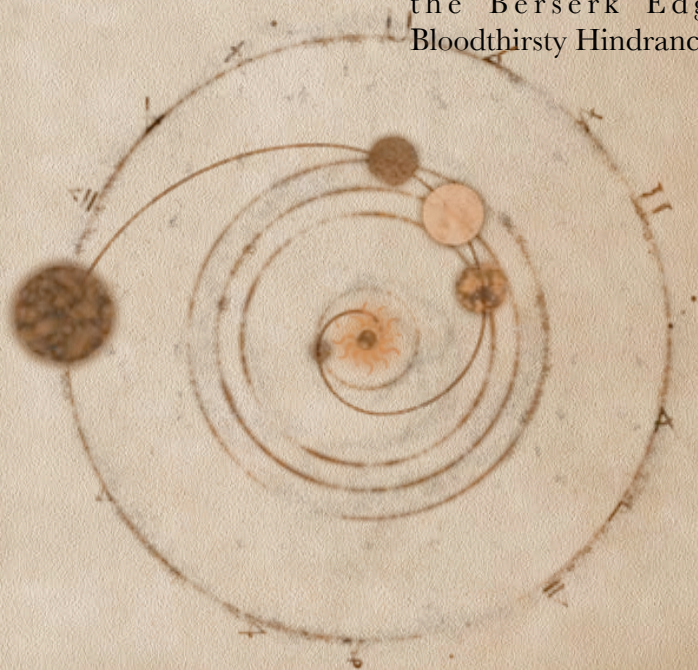
To someone who enters the virtual spirit world, Virtual Sprites can be quite dangerous. They can take any form, and inflict damage to the user's virtual presence. If rumors are true, death in the virtual spirit realm means death in the Rational world too.

Creatures Of the Oubliette

Some would tell you that all Fae are mad. Though they may appear to be by our standards of sanity, they do have a logic all their own.

However, Fae and Fae-Blooded can lose their hold on reality. When this happens, they are hunted down and cast into the Oubliette. Over time, these already damaged creatures become more twisted and removed from reality.

With decreased sanity, comes increased power. Raise the Strength, Spirit, and Vigor of mad Fae by one die type (+1 if die type is already d12). Additionally, all mad Fae have the Berserk Edge and the Bloodthirsty Hindrance.





PERSONS OF INTEREST

The following NPCs represent the “movers and shakers” of the occult world in Brighton Bay.

Father William: St. Mary’s Cathedral

Father William is the parish priest at St. Mary’s Cathedral. Those who enter the cathedral usually find him near the podium working on his sermons. Father William is a stern man. He is tall and thin, with a crop of white hair on his head. He values respect and listens intently to anyone that talks to him. His life is lead by the scripture and he believes others should follow the path. His congregation can border on fanatical and they hang on his words. Father William carves a clear path for the righteous in Brighton Bay.



Father Williams always works for the greater good and will frequently align himself with others for a cause, even if he doesn’t like them. Father Williams despises the Foursquare Union and will do nearly anything to work against them. In his eyes they have twisted the word of God for their own gain. Like the priests before him Father William is blessed with divine aid.



Hannah Winchester: B.B.’s Café

Hannah is the sole, and secret, heir to the Sarah Winchester fortune. She owns B.B.’s café, which is named after Brighton Bay. Sarah lives her life without a partner. Her connection to rest of the world is her café. She comes across as shy and frequently seems distracted,





sometimes wandering away in the middle of a conversation. Most people find her pleasant, but a bit odd. She serves good food and is adept at polite conversation.

Hannah spends her life surrounded by the spirit world. She is a spirit magnet and her mind often wanders to the problems of the unseen world that surrounds her. Thankfully she has Eliakim, a spirit she has known since childhood. Eliakim acts as her spirit protector and gatekeeper. He keeps unwanted spirits away and guards her sanity. Hannah is eternally grateful to Eliakim and trusts him more than anything else in the world. Eliakim can also tell when people lie to Hannah, which she has no patience for. He secretly passes this information onto her and she simply walks away. She values honesty above all other traits.



Lilian Banes: The Froudian Slip

Lillian, or Lilly as some know her, owns the Froudian Slip, and is usually there. People look forward to her breezy charm and gentle beauty. She readies a smile for all those who enter and listens intently to conversations around her. Lillian's hair color changes frequently and she is sometimes seen with feathers tied up in a knot on the back of her head. Lillian sometimes sings in a band that performs around town called the New Light. Everyone seems to like Lillian. She makes those around her comfortable. They often tell her things that they never tell anyone else.

Lillian is an expert bartender and makes the best drinks in town, frequently the best drinks patrons have ever had. When pressed Lillian explains she's a college student studying art or philosophy. Four years ago it was psychology. No one seems to keep track or care. They are simply all grateful "Lilly" works at the slip.

Lillian has not always been Lillian. She is Fae-Blooded and possessed of an unnaturally long lifespan. Every generation she recreates herself and reappears as a new owner of the Slip. In the last few years she's taken to using her glamour to simply make people forget how long she's been at the Slip. Even those aware of magick don't know how long she's been there. Some in the magickal community say she's 1000s of years old. No one is quite sure. Lillian has become a master at using her Glamour to affect other beings' perceptions and moods. She frequently uses her time at the Slip to hone her skills.





Jack Barlow: The Public House

Jack, a brick of a man, is the proprietor of the Public House. He stands a solid 5'10" and loves the bar almost more than life itself. Jack likes to tell jokes and swap stories with patrons and considers himself a beer connoisseur. He keeps a couple books of trivia near the cash register and loves the Guinness Book of World Records.

At one point Jack was amiable to Brighton Bay's "other" residents. That changed the night his wife, Tessa, was murdered by a Fae with uncontrollable Blood Lust. He immediately cut ties with anyone "odd" in Brighton Bay and even went as far cut ties with his Fae Blooded friends. He hates everything to do with the supernatural in Brighton Bay since the murder. He blames everyone "unnatural". Despite his anger, Jack and Lillian Banes maintain an uneasy acquaintance. They have been known to ally for the greater good, but quickly go their separate ways when the danger has passed. E-Street Joe will help Jack out at the bar or

will run errands for him. No one is sure why Jack tolerates Joe, but he may see the homeless man as a victim of the supernatural.



Theo: The ODDitorium

Theo, no known last name, owns the ODDitorium. He is a tall and thin man of indeterminate race. No one misses the bright intelligence in his eyes. Theo is conversational with people in his shop, but extremely observant. Often visitors find themselves defending their choice of shoes, makeup or color coordination. Theo loves to debate with those who enter his shop and will haggle endlessly with anyone who wants to buy something. Most people are uncomfortable around Theo. Many people only go into his shop once. No one is sure how he stays open.

No one knows how long Theo has been in Brighton Bay. His shop was suddenly there one day and everyone felt like he had always





been there. When residents think about it they can parse that he arrived sometime around 1999, but that's it. The magical community has no idea what Theo is. They assume he's magical as he nearly always has the ingredients they need. Theo barter with his customers and prefers favors to cash for his wares. Many have learned from experience that owing Theo a favor is an uncomfortable experience and they prefer to pay with cash. He chides them for it, but takes their money eventually.

Theo is ageless. No one really knows him and he is the only being in Brighton Bay Lillian Banes feels uncomfortable around. She won't discuss why.

Marissa "Raven" Talbot: Widdershins

Widdershins Books is Marissa's shop. Most people believe she earned the nickname, Raven, because of her appearance. She always wears her long, dark hair back in a tight ponytail. Her piercing brown eyes, bordering on black, sit atop a narrow nose. She is friendly but impatient and always abrupt with young people who mess around in her shop and don't treat her items with respect. Marissa will play off the subject matter she sells as something everyone can learn from.

Marissa is a witch who uses her shop to find potential acolytes. Marissa is quick to spot those with potential and is always on the lookout to guide those with the gift. She earned her nickname from the local Corvid tribe. They tell of witnessing Marissa charging to the rescue of hikers under attack



by a pack of rabid Grimm. She threw herself between the hikers and the massive beasts, calling on the forest spirits for aid. In response, hundreds of ravens descended on the Grimm and tore them to pieces. The Corvid who witnessed the event were so impressed, they gave her the name "Sister Raven". Marissa usually drops the "Sister".

E-Street Joe: Vagrant

Joe, a tall and thin man with unkempt hair, is a highly educated graduate from University of Washington with a PhD in psychology. He is the son of a military father who believed discipline and a firm hand was the proper way to raise his children. Joe frequently wears worn dress slacks and the nicest shoes he can find. He works odd jobs around the city to earn money and rarely resorts to begging. Generally Joe is lucid and carries on normal conversations. However he is



Joe is more than willing to help those in need in return for some of his basic needs. Despite his apparent schizophrenia, Joe has an earnestness that others find disarming.



prone to sudden subject changes that deal with strange creatures only he can see. When Joe talks about these creatures he's completely casual and will sometimes talk to the creatures as if they are right next to him. The people in Brighton Bay all know Joe. He goes out of his way to say hello to strangers and remembers many people's names. Most people find him helpful and often wise. However they all know he is crazy and clearly delusional. Despite this everyone seems to trust him.

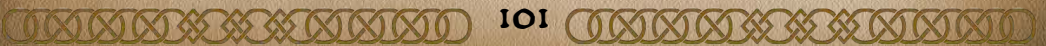
Joe is not crazy or delusional. Shortly after starting his practice, he developed True Site, a natural gift that allows him to see the true nature of the world. Joe was fascinated by his new gift, and took every opportunity to converse with spirits and Fae. As he grew closer to the supernatural side of the city, he became detached from his daily life. One day, he just walked away from his old life and moved to the streets. Since then, Joe has become the de-facto ambassador to those who find themselves ostracized by normal society.

Renea Allens: Brighton College Librarian

Renea is a pretty woman. She is in her early thirties and is prone to wear earth tones. Many young men at Brighton College spend their library time fantasizing about Renea. She seems oblivious to this attention and is extremely helpful to library patrons. She loves to talk about books and will spend hours helping someone search for just the right volume. Renea's dream since childhood has been to become a librarian. She values written words as some of her best friends and loves to share her passion.



In her time at Brighton College Library Renea has seen many things. She's been at the library late after closing and seen eerie





lights in the stacks near the back of building. Renea is sometimes foolishly fearless. For her sake she is almost completely silent when she wants to be. She always errs on the side of caution. Whenever she's investigated these events she approaches the lights silently but has discovered nothing, save twice. First she found a book she'd never seen before in the stacks. It was bound in a strange animal skin and the cover was the most beautiful she'd ever seen. When she picked up the book her fingers started to burn and she grew instantly nauseous. The next day she asked about the book. The head librarian seemed alarmed and firmly said she didn't know what Renea was talking about. Renea never saw the book again. The other time Renea discovered something was when she was near the back of the library shelving a book in near darkness. She saw a light drifting through the stacks. She approached it and she heard hushed voices. The light disappeared before she could get to make out what the people were saying. Renea is now extremely interested in what happens in the library after closing and eavesdrops on patrons who gossip about rumors of late night gatherings there. Renea's curiosity is pushing her to learn more and she's started to suspect there is more to the library and Brighton Bay than most people are aware of.

Officer Gary Fields

Gary Fields is a divorced former detective. He was demoted to a street cop when he refused to stop discussing and pursuing his "stranger" cases. After his wife, Anne, left him she joined the fanatically religious group, The Foursquare



Union. Anne and Gary have a son together and she uses their son to keep track of what Gary is working on. Gary is a brooding man. He's always watching out of the corner of his eyes. Gary will help anyone who needs him as long as he believes it's for the greater good. Father William is one of his better friends. They spend a couple hours over coffee each week. Gary is a tough, but compassionate beat cop.

Officer Fields is fully aware of Brighton Bay's other side. Somehow he knows Lillian Banes' true nature. He's far more in the know than in the magickal community is comfortable with. He relentlessly pursues cases whenever possible and often finds himself entangled in otherworldly events. Father William has come to his aid more than once. Sometimes Gary will secretly help Father William with information or will guard the church while William is gone. Through their son, Gary has unwittingly led



a few people into crosshairs of the Foursquare Union. The results have been gruesome and deadly. He is haunted by their deaths.

The Twins

Even in a city as unusual as Brighton Bay, Christa and Trista stand out. No one knows where they live, if they have family, or how they support themselves. No one is absolutely certain which one is which, so they are usually referred to as “The Twins”.

They just appear from time to time. Sometimes they are seen dancing in some public place to unheard music. Other times they can be found wandering through a drug store, pointing and laughing at random items.

They twins rarely talk. They seem to share some sort of nonverbal language all their own. When they do speak, it is in rapid-fire sentences that most people struggle to follow.

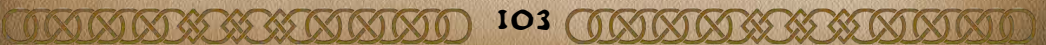
One unnerving habit Christa and Trista share is sneaking into homes. They never steal anything, except a cookie or two. The twins just seem incredibly curious about how people live. The few times the police have gotten involved, the homeowners refused to press charges.

Despite their larcenous ways, the Twins have a profound sense of justice. They will not tolerate the strong preying on the weak.

For every occult scholar in Brighton Bay, there is a theory about the origin and nature of The Twins. Some believe they are old gods (Primal Powers) who have no memory. Others believe they are Totem Spirits sent by the Primal Powers to test humanity.

Everyone who is sensitive to the occult world can agree on one thing - The Twins are incredibly powerful. Members of the occult community treat Christa and Trista with a level of respect usually reserved for powerful spirits.

It is very difficult to anger them, but those who do often meet grisly ends.





ORGANIZATIONS

Fighting against the forces of darkness can be a solitary calling for some. For others, there is strength in numbers.

This section introduces several groups that exist in Marchland.

Players should approach these organizations with extreme caution. If players meet with these groups, they should always know where the exits are.

Organizations with similar beliefs to players always expect something in return for their aid. Expect reciprocal arrangements

Each write-up in this section starts with a description of the group. This is followed by a brief look at how each group views the other organizations in the area.

THE TWILIGHT COUNCIL

“Some believe that magick is chaos, and can't be controlled. They think everyone should freely 'Do what thou whilst'. They are wrong.

Magick is dangerous and unpredictable. It can overwhelm the unprepared and the arrogant. Allowing magick, and those who use it, to run rampant puts everyone at risk. If we learned anything from the witch-hunts, it is that we must conceal ourselves from mass ignorance. The Council exists to

protect the magickal world from fearful mortals, and to protect those mortals from the incautious use of magick.

Some claim we are a vast conspiracy, determined to wipe out magick and the supernatural. They say we force magick users to submit to our will, or be destroyed.

Paranoid nonsense.

The Council provides a safe haven for practitioners. We have resources found nowhere else on the West coast, and the collective wisdom to guide those who would use our resources. We help those who seek our aid, and defend against those who wish us harm.

Our goal is not limitation, but illumination. Without control, the illuminating flame may consume us all.”

The Twilight Council was formed during the early renaissance to provide shelter for those touched by the supernatural. The original members were occultists and scientific philosophers who feared the 'burning times' would return. They recognized the need for organization and secrecy, and so created a loose coalition of cabals. For the first few hundred years, the cabals acted independently. This was necessary for secrecy. In the early Twentieth century, the cabals began to engage in more regular and open communication. This continued until World War II, when Nazi occultists



began assassinating members around the world. Since then the Council reverted to its clandestine ways, and maintains this stance today.

Membership in the Twilight Council is relatively easy. Anyone with occult knowledge may apply. Some are actively recruited. Council members gain access to a huge array of occult resources, but must provide information on any occult activities they are aware of. They must also register any supernatural being or magickal practitioner with the Council Archivist. If any member is

found withholding information, they are placed on immediate probation. If they repeat this offense, they are expelled and declared an enemy of the Council. Despite rumors to the contrary, expelled Council members are not hunted down, but are cut off from all aid. Due to the extraordinary occult activity in the Brighton Bay area, the local cabal is one of the largest and best funded in the world. In the western hemisphere, only the Mexico City cabal is larger.

Outlook

Freebooters - A group of wannabe hippies who treat magick like a drug. They revel in their own careless experimentation. While not usually violent, their recklessness can put others at risk, and must be discouraged by any means.

The Foursquare Union - Dangerous fanatics who think nothing of killing anyone or anything with occult ties. Their murderous nature is made all the more vile due to their rampant hypocrisy. They will use the magick they proscribe to hurt those they feel are a threat to their Godly existence.

Section 33 - This paramilitary organization is perhaps more dangerous than the Foursquare Union. If rumors are true, they not only kill anything deemed too dangerous to exist, they also perform ghastly experiments on those they think they may be able to control. They justify this barbarism by claiming it is all in the interest of national security.

Ordo Veritas - This group of modern day natural philosophers is something of a kindred group. While they have little real power, they do understand that we must study the occult to manage it safely. They are too tolerant of independent occultists and spirits, thus they can't be entirely trusted.





THE FOURSQUARE UNION

“Thou shall not suffer a witch to live.

Why society tolerates Satanists and idolaters is a mystery to us. We see the truth, and are devoted to guiding others to the same ends.

Those who follow the righteous path have nothing to fear from us. Those who deny the one true God are not to be given the mantle of Humanity. They are heretics and to eliminate them is our duty.

Those whose blood carries the demonic "Fairy" taint were never human to begin with, and therefore cannot possess a soul. They cannot enter the Kingdom of God. To kill them is not murder.

We fight all evil with faith, prayer, and when necessary, their own evil.”

Members of The Foursquare Union believe magick, and anyone practicing magick, is evil. They actively seek out Magi, (non-Godly)

Shaman, Fae-Blooded, Revenants, and Grave Touched. The Foursquare Union thinks nothing of killing anyone not entirely human. Magi captured by the Union are given a chance to recant their "evil" ways and embrace the Union's fundamentalist religion.

Fortunately for the occult population of Brighton Bay, the Foursquare Union is a small group. Their views are extreme even by fundamentalist standards. Other religious groups reject their fanaticism. The Union meets at the homes of their founder, Dean Kellogg. There are currently about a dozen members but as more people fall on hard times they start looking for a scapegoat. Pastor Kellogg is more than willing to provide the answer.

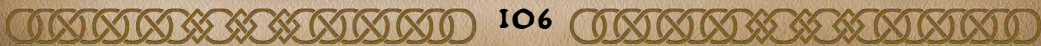
Outlook

Twilight Council - Diabolists who have no right to exist. We don't have the numbers to confront them directly...yet.

Section 33 - If this group even exists, they may prove to be an ally. We must ensure their goal is elimination, however. Studying the devils that haunt our streets serves no Godly purpose.

Freebooters - Hippies and queers. They differ from the Twilight Council, only in habits. Perhaps they can be saved. If not, they will be cleansed.

Ordo Veritas - A dangerous group of excessively curious liberal-elites. They tolerate the intolerable, and would be well advised to stay out of our way. If we could persuade them to embrace the Lord, and renounce their adherence to secular education, we would consider embracing them. Their information would prove invaluable in discovering and eliminating the satanic threat.





FREEBOOTERS

“Magick is not a tool, a mystery, or a threat. Magick is life. It can’t be distilled down into numbers, charts, or golden means. Magick can only be understood on a deeper level. Let the others study it like a pseudoscience. We’ll be in the corner, quietly discovering the secrets of the universe.

Our study comes with risks. We accept the risks as the price for knowledge. If the others can't see this, then they're fools - or worse.”

The Freebooters embrace magick as part of the natural world. They experiment with it like people in the 60s and 70s experimented with drugs. This daring (or reckless) approach has led to many disasters, and many remarkable discoveries.

Freebooters are a little arrogant about their way of life. They look down on other organizations, accusing them of hiding what should be accessible to everyone.

Outlook

Twilight Council - If they would just un-pucker for five minutes, they might realize that we have similar goals. They want to understand magick, and so do we. Unfortunately, they can't get over their need to be an exclusive rich-boy magick club.

Ordo Veritas - They're pretty cool. A little too conservative for our tastes, but their hearts are in the right place. They are usually trustworthy, but you'll have to listen to the inevitable safety lecture if you choose to work with them.

The Foursquare Union - Nut-bags! Avoid them at all costs. They aren't just wrong. They're dangerous. When will these people realize that magick isn't evil - only people are. Good people shouldn't be afraid to be themselves.

Section 33 - Another example of the government meddling in things they can't possibly understand. They want to make magick a weapon to use against the "enemy". I wonder if they realize that they are the enemy.



SECTION 33

“Paranormals are the most significant discovery since nuclear fission. If they can be controlled, they provide the United States with a unique, deadly, and unstoppable force. If they cannot be controlled, we must learn how to stop them.

We have created a facility at the Eagle Point Naval Station to collect, study, and dispose of these creatures. Thus far, the effort has been a very successful.

There is still much to learn about the occult world. We have recently learned that there may be other dimensions accessible to paranormals. If true, this is another amazing discovery in an already fascinating field of study.

Again, if we can control these other worlds, we can exploit them. If not, we may need to

destroy them to prevent access from hostile regimes.”

Section 33 was a black project funded by the Department of Homeland Security. A charismatic naval officer named Travis Howard led the organization. Commander Howard’s group was a cult of personality. His subordinates followed his orders with fanatical devotion.

Howard viewed his superiors with contempt. He didn’t understand their inability to see the potential military use of Paranormals. Unfortunately for Howard, he was often the target of ridicule by other officers.

Five years ago, funding was cut to Section 33. The facilities were secured, and Howard was locked out. Determined to continue,

Outlook

Twilight Council - These so called Magi offer an interesting opportunity. They clearly have knowledge of things we are only now learning about. Whether they represent a threat or a potential weapon is not yet clear.

The Foursquare Union - Religious fanatics that are more likely to create new problems than solve existing ones. They must be watched carefully, but are otherwise of little interest.

Freebooters - To our protocols, they are little different from the Twilight Council. Their methods are unusual, but their results are sometimes revolutionary. It is unlikely we can control them, so we must be prepared to deal with them in other ways.

Ordo Veritas - Meddling academics. Their naiveté about the nature of the world makes them dangerous. They are just as apt to confer with hostile regimes as with their own government. Despite their flaws, they could be a good source of information.



Commander Howard resigned his commission and set up his own version of Section 33. He kept the name and fooled several backers in to thinking the group was still supported by the Pentagon. Howard knows his days are numbered, and is desperately trying to create weapons out of Paranormals. He believes he will be vindicated and hailed as a hero when he delivers.

Many of Howard's men left the military to join him. They are as devoted as ever to Howard and his cause.

ORDO VERITAS

“We cannot ignore the existence of the occult any more than we can ignore gravity. It is there whether we believe it or not. It surprises us that so few are willing to open their minds enough to accept the truth. A good scientist or academic must be skeptical, but must also be open to different ideas.

The occult is certainly not a new idea, but it doesn't fit into conventional mathematical equations. Since they cannot codify it, most researchers dismissed it as superstition. We prefer to look for new equations; new answers to questions as old as humanity. Our detractors won't deter us. Our need for understanding is too great.”

Ordo Veritas is a loose-knit cabal of academics and researchers who accepted the existence of the occult, and are trying to understand it in human terms. They are rarely at odds with other groups, but their

unchecked curiosity can lead them to trouble. Though not a secret organization, the Brotherhood must still be cautious if they are to continue with their research.

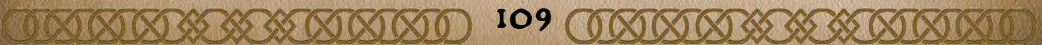
Outlook

Twilight Council - Kindred spirits on the other side of the looking glass. The Magi of the Council are our best source of information. Sadly, they are reluctant to share despite our altruistic goals.

The Foursquare Union - they are dangerous religious fanatics. If they aren't trying to convert people, they are trying to kill them. Share nothing with them. They will not use the information for the good of anyone.

Section 33 - If not for their military goals, we would consider sharing our knowledge more freely with them. As has alwaysalways withwith the military, they look at everything as a threat or weapon.

Freebooters - More open minded than the Twilight Council, they are often willing to share knowledge if it serves their purpose. They do take risks though, so it is best to stand at a safe distance when they work.





CHAPTER 6

MARCHLAND TALES

This chapter presents five short adventures to introduce GMs and players to the city of Brighton Bay.

Each adventure includes additional detail on one or more areas described in the Gazetteer. More information on key NPCs or new NPCs is included as well.

Each adventure is designed as a stand-alone story, but they could be linked to form a larger storyline. Though not strictly chronological in order, adventure 3, “A Favourable Verse” assumes the PCs and Theo are aware of each other. This adventure also assumes the PCs are starting to make a name for themselves in the occult community of Brighton Bay. Whether that name is good or bad depends on the outcome of adventure 1, “Spring Cleaning”. GMs wishing to run these adventures out of order should include some reason for Theo to be aware of, and willing to hire, the PCs. If the players generated a **3x3** for their characters, this could be a good opportunity to use them.

Radio Intros

Each adventure includes a radio broadcast by local radio personality, Landon Biggs. Each broadcast provides backstory and common knowledge about the events that led up to the start of the adventure. GMs are encouraged to play the broadcasts at the start of the session. Players should be encouraged to take notes.

Each adventure includes a link to the radio intro on our website.

Adversaries

NPC Stat cards can be found in [Appendix C](#).



Spring Cleaning

Don't Drink the Water

Spring Cleaning introduces the players to the Wildwood, and to Theo, the enigmatic owner of the ODDitorium.

How the players handle themselves with Theo and the denizens of the Wildwood should have lasting repercussions.

This adventure is designed for 4-6 characters of Novice rank. At least one character should possess True Sight or have other means of magickal detection.

RADIO INTRO

Setup

Legend has it that Blakely Springs, located in Blakely Woods State Park, have healing properties. The springs are a short hike from the campground inside the state park. The springs don't really have any healing properties but are a conduit between the Rational World and the Otherworlds, in this case the Wildwood. The Wildwood is dense with vegetation and within its borders lays a sacred pool, which is the origin of a creek that eventually flows into what we in the Rational World call Blakely Springs. Three Dryads live at the pool and are bound to protect it from harm.

A few days ago someone entered the Wildwood and dumped a drum of toxic waste into the pool, which has

since corrupted the water and everything around it, including the Dryads.

The Call for Help

The staff at Olympic Memorial Hospital asks the group for assistance. The group is told that four campers were brought to the hospital with a strange illness that causes fluid in the lungs. The strange part is that doctors have drained the fluid, but the victims' lungs keep refilling. Analysis shows that the fluid contains large amounts of an unknown mold. The group is asked to investigate the campsite and determine if there is a threat to the general public.

Into the Woods

When the PCs arrive at the campsite, they find Ranger Amanda Elles. Ranger Elles is looking for answers too. She has drunk water from that spring many times, and suffered no ill effects.

If questioned, Amanda has considerable knowledge about the area. She shows the PCs an area soaked with what feels like oil (This is the actual approach). If questioned further, she mentions seeing the owner of the ODDitorium, in the area. She thinks his name is Theo,



but knows nothing about him. She has been told that he is sometimes seen in the general area. Other small clues, such as a dropped herb or small cutting tool support this. Regardless of the method, the characters should understand their best bet is to head for the ODDitorium.

The ODDitorium

The ODDitorium is packed from floor to ceiling with all manner of things both useful and obscure. The interior of the store feels much smaller than it looks from the outside. The store layout has every aisle pointing toward the front counter, offering Theo a view of every inch of his inventory. Theo is cagey, and is clearly wary of the PCs. He offers nothing beyond what is directly asked, but he does know the following: The sickness started a few days ago. Flora and fauna in the area are currently unsuitable for collection due to some contamination. He hopes someone will do something before the sickness spreads. If asked about the Wildwood, Theo smells the opportunity for a bargain. Theo loves to bargain with folks in the know about magick. If offered money, he seems insulted. If offered barter or favors, he warms (slightly) to the PCs and begins to haggle. In this case, he is after clippings and flowers from the Wildwood. A successful Knowledge (Herbalism, Wildwood) roll reveals that cutting things in the Wildwood is a bad idea. It may be best to counter

with something else. Theo will accept enchanted items, offers to find rare ingredients in the Otherworlds, or other rare or interesting things. If the PCs start to leave without an agreement, Theo tells them that this particular Approach is not easily gained. They will need his help to reach what they search for. When a deal is reached, Theo gathers ingredients and presents a mixture to them in a small pouch, along with instructions for their use.

The Wildwood

Back at the spring, the PCs may only open the approach using the instructions and reagents Theo provided to pass into the Wildwood. As they enter the Wildwood, the trees seem to grow denser, becoming older and untamed. The vegetation encroaches on the PCs. At the same time, the rot seen in the Rational World increases exponentially. An oily sheen seems to coat the vegetation, only broken in small clear patches where flowers show. From the branches above, odd animals watch the PCs intently. They stare at the group with human-like intensity, but make no move regardless of what the PCs do. (These animals are spirits that live within the Wildwood.) As they continue deeper, plants seem to grab at their ankles, and hinder their movement. Eventually their pace slows to a crawl. With successful Agility rolls, they avoid entanglement. If entangled, a Strength roll will free them. On a





raise, they do so without damaging the plants. Using fire or cutting tools has the same effect, but always harms the plants.

The Clearing

After a while the path opens into a small clearing. At its center are two dying willow trees, bent over a small pool of water. Its surface is slick with oil that bubbles away from a metal drum in the center. This is the source of the corruption, and must be removed.

When the group moves closer the willow trees begin to sway. They creak and three figures emerge from the trees. Any player with an appropriate Knowledge skill will recognize them as Dryads.

The Dryads have been driven insane by the corruption caused by the toxic chemicals. They retain the instinct to protect the pool, but now consider every creature a threat. They don't understand the need to remove the drum to heal the pool.

Fighting the Dryads

The Dryads will use their entanglement ability to drag the PCs into the water. With a successful attack, a player is entangled and suffers 2d6 damage from chemical burns. A Strength roll is required to break free. If the PC does not break free during the next round, that player is dragged into the water. Normal Savage Worlds drowning rules apply.

Moving in the pool requires a Strength check to avoid becoming stuck. Lighting the oil causes it to burn away for a round or two, but deals fire damage to anything caught by the flames, which includes nearby trees.

When the drum is pulled free the Tree Spirits linger for a round or two and will fight if they are not subdued. During this time the forest visibly recovers. After that the Dryads stop fighting and return to the willow trees.

The Aftermath

If the PCs managed to get through the Wildwood without using fire, cutting tools, or other excessive force (including on the Tree Spirits), they should be granted natural gifts from the woods as thanks. (Define excessive force as you see fit. If the PCs are careful, they should still get this bonus.)

Exiting the woods proves to be no trouble, and is much more beautiful than the way in.

Where To Go From Here

The drum had to come from somewhere. Who could put it there and why?





Corrupted Dryads (3)

Traits

Agility d8, Smarts d6, Spirit d8,
Strength d10, Vigor d8
Pace 6, Parry 5, Toughness 6(2)

Skills

Climbing d6, Fighting d8, Notice d6,
Stealth d8

Abilities

Entangle (per the power)
Armor +2 (bark-like skin)
Burning Touch

Dryads are the protectors of sacred groves throughout the Otherworlds. Both the Fae and the Manitou respect them for their tireless efforts to protect the areas they are bound to.

Dryads normally appear as beautiful women. They are typically clad in garments of silky fabric, interwoven with leaves, flowers and other natural elements. These corrupt Dryads retain some of their otherworldly beauty, but their bodies sprout wicked looking thorns, and are covered in an oily mucous that drips constantly. As it falls, the mucous scorches the ground and anything else it touches.

In combat, Dryads will use their Entangle ability to grab trespassers and drag them into the water. With a successful attack, the target is entangled. The target can break free the next round with a successful contested Strength roll. If the target

does not break free, it is dragged into the water during the next round. Besides the normal damage from drowning, these corrupt Dryads inflict 2d6 burning damage from the oily mucous.





Blakely Woods Campground





Dryad's Pool





Body of Evidence

Lawyers, Guns, and Money

Body of Evidence introduces the players to the criminal element of Brighton Bay. To succeed in this adventure, they must confront a vicious Fae Blooded street gang, and tread lightly around the Russian mob.

Body of Evidence is designed for 4-6 Novice characters of various backgrounds. It is helpful, but not necessary for one of the characters to be a Magi. At least one character should have some knowledge of the occult.

RADIO INTRO

The Setup

One of the PCs is contacted by Elizabeth Chambers, attorney for Charles Ford. She has information on Karen Ford's whereabouts, and wants the PCs to retrieve her safely. She does not want to involve the police, fearing that someone in the department may leak the information, and put Karen's life in jeopardy.

What the Characters Know

Ford was arrested for the murdering his wife Karen, but was subsequently released when her body vanished. Karen Ford is the daughter of Andrei Demtchenko, owner of a local fishing fleet. Demtchenko has also been tied to the Ukrainian Mafia, but has never been arrested.

Charles Ford is now in hiding while police investigate the disappearance of Karen Ford. It is likely that he is hiding from Demtchenko, rather than the police.

What the Characters Don't Know

Elizabeth Chambers and Charles Ford have been having an affair for two years. Elizabeth is Fae Blooded, and concocted a plan to get rid of Karen, without endangering their lives. She arranged to have the K-Street Redcaps, a local Fae Blooded gang, kidnap and sell Karen to the highest bidder. In return, the Redcaps arranged for the creation of a changeling to take Karen's place. The plan went awry because Charles' latent True Sight kicked when he first saw the Changeling. Horrified by what he saw, Charles went berserk and killed the creature. Karen does not know that it was her husband and his mistress who arranged her disappearance.

Elizabeth Chamber's Office

The PCs are met in the outer office by one of Charles Ford's bodyguards. He escorts the player to Chamber's private office.

Elizabeth Chambers is a very attractive 30-something, with long



auburn hair, piercing green eyes, and an air of age that doesn't fit with her youthful appearance. Chambers briefly explains the mission – retrieve Karen Ford, alive and well from Pappy's Upholstery Shop, and return her to Chambers' office. She offers them five thousand dollars each up front, and another five thousand each upon Karen's safe return.

If asked about police involvement, she tells the PCs that she doesn't trust the police. She fears Demtchenko will hear about Karen, and intervene with tragic consequences. Her information is that Karen will be moved from the shop in the early morning, so the PCs must act tonight. This should give them very little time to prepare.

If a PC successfully uses the Detect Arcana power, they will sense great power coming from Chambers' ring. A raise reveals that it is a "Ring of Masks" - a relic with the Disguise power.

Pappy's Upholstery Shop

Pappy's is located at the corner of Willis Ave, and K. St. The front entrance is on Willis Ave. There is a roll-up door and a back entrance in the alley running parallel to Willis Ave.

The shop is filled with furniture in various stages of repair. There are heavy-duty sewing machines in the

middle of the shop and woodworking machines arranged around the perimeter. There is an enclosed mezzanine level that serves as Pappy's office. The whole shop is warded against spiritual intrusion. A Revenant must make a contested Spirit roll to enter. The effective Spirit of the ward is d8. Revenant characters may attempt to breach the ward each round.

If the PCs stealthily approach the shop, they catch the crew flatfooted. Pappy will be on the stairs and bolt into his office at the first sign of trouble. Five other Redcaps, including Adam McBride are on the shop floor. If the PCs are detected, the Redcaps are positioned behind machines and furniture, ready to open fire on whoever comes through the door. Pappy will fire one burst from his SMG, and bolt into his office. Only Pappy and his son Adam are Wild Cards. The other four Redcaps are extras. The PCs should be able to overcome the Redcaps with sufficient firepower or magick. If they do, the only other place to look in the building is the office.

Pappy's Office

The PCs find the office empty. There are no windows or other obvious exits from the room. On the desk, is a computer and an LCD projector aimed at the back wall. The computer is on, with the screen saver showing. The projector is off. Turning on the projector displays a large arcane symbol on the wall. This





is how Pappy left the room with Karen. The PCs can follow him through, but they have no idea what's on the other side.

Fir Bolg Attack

As the players pass through the portal, a Fir Bolg attacks them. The beast was not expecting the PCs, but was just told to guard the portal. Therefore, the PCs are not caught flat-footed.

Pappy and two Redcaps are waiting behind rock formations to ambush the PCs should they get past the Fir Bolg. Karen is tied up behind another rock. Pappy cares nothing for the Fir Bolg, and will fire his SMG into melee.

If the PCs manage to capture Pappy or any other Redcap, they can force the captive to give up their plan. All the Redcaps know that Elizabeth Chambers was the one who hired them and will provide this information in exchange for their lives.

Back at Chambers' Office

If the PCs are successful in retrieving Karen Ford, they return to find Andrei Demtchenko in Chambers' office. Elizabeth Chambers and Charles Ford are bound and gagged in the corner. They show obvious signs of torture.

At first, Demtchenko believes the players are involved in Karen's kidnapping. If alive and present, Karen will back up the PCs' story about her rescue. This drastically

improves Demtchenko's mood. He thanks the PCs and rewards them with the money they were promised by Chambers.

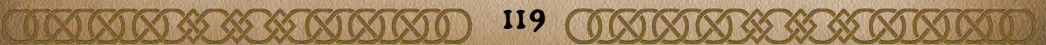
Epilogue

If the PCs are successful, they have a new (if dangerous) ally in Andrei Demtchenko. The PCs also have some new enemies. The K-Street Redcaps were only the local branch of the gang. Other Redcaps will want payback.

If Karen is killed, the PCs must try to convince Demtchenko that they knew nothing of Charles and Elizabeth's affair, and were only hired to retrieve Karen. Having a captive Redcap will help with this.

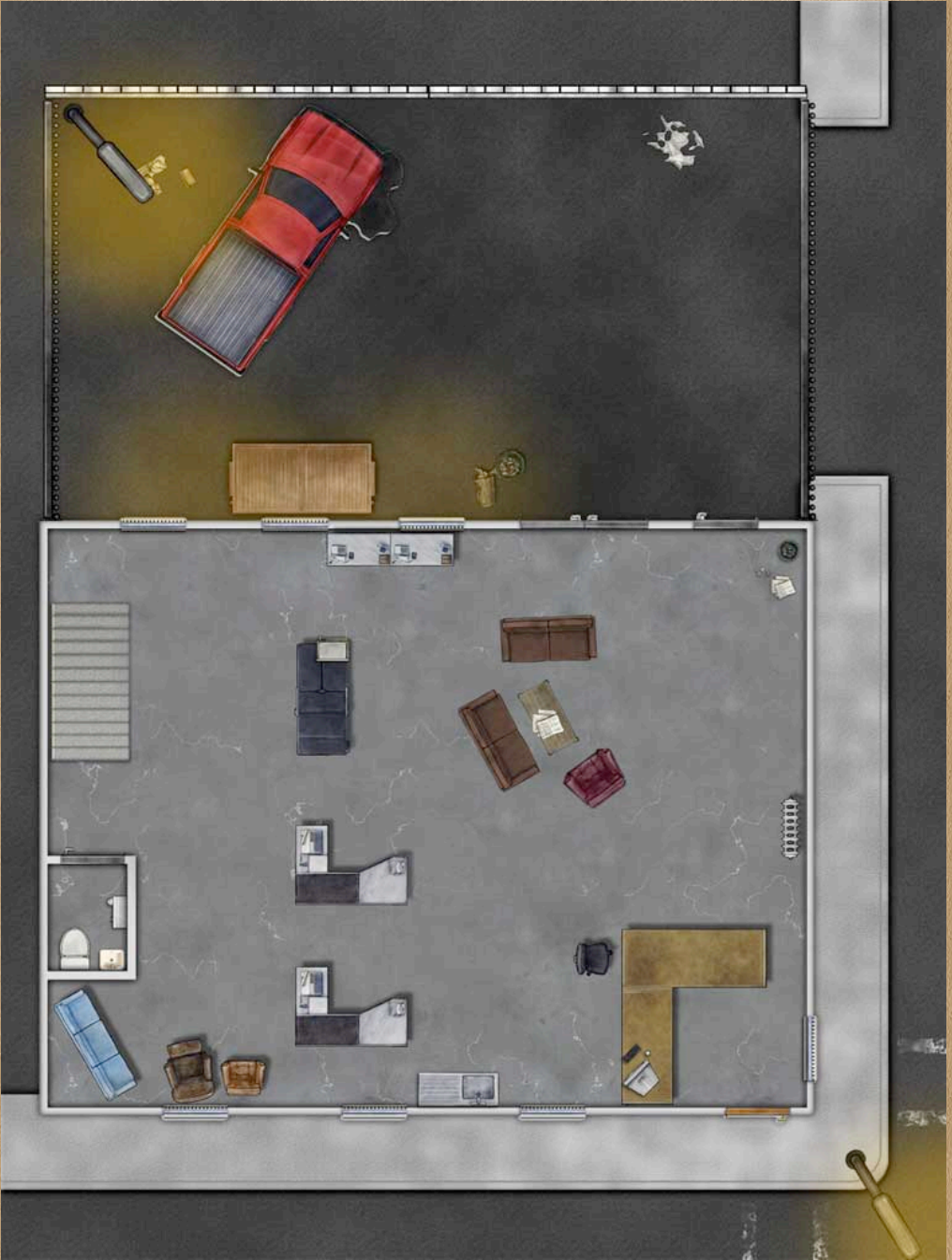
Demtchenko is not the forgiving kind. If the PCs cannot convince him they were not involved, they will have a powerful enemy. Getting out of Chambers' office alive will be their first challenge.

If a PC detected the power in Chambers' ring, they may ask Demtchenko for it. However, they will have to be subtle if they don't want to arouse his curiosity.





Pappy's Shop





Fir Bolg Ambush





A Favourable Verse

It's a Mad, Mad, Mad, Mad Otherworld

The Fae do love their riddles. To win the Lady's Favour, the players must solve a riddle in three verses. If that weren't hard enough, two of Brighton Bay's most fanatical organizations want the prize for themselves.

A Favourable Verse is designed for 4-6 characters of Novice to Seasoned rank.

RADIO INTRO

The Setup

Theo has learned that one of The Lady's Favour, an Artifact from the court of The Summer Queen exists in Brighton Bay. Theo strongly desires to possess The Favor but understands how unlikely it is that he would succeed in any endeavor to obtain it. The Fae are not comfortable with him and he knows this. His plan is to work out a deal with a group of zealous locals to retrieve The Favor for him and they can all share the spoils.

Theo knows the Foursquare Union and Section 33 monitor his movements and will try to thwart any plot he hatches. For more information on the Foursquare Union and Section 33, see the *Organizations* section in

Chapter 5: Adversaries.

The Froudian Slip

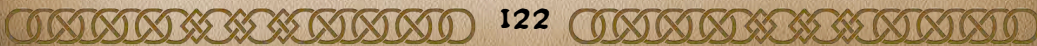
PCs are asked to meet Theo at The Froudian Slip, where he informs them of The Favor's existence. Theo explains, in a low voice, that The Lady's Favor will bind the Summer Queen to the holders of the Favour. For a "piece of the action", he will give them the first clue on the path to obtain The Favour. Somehow Theo found **The First Key**, a piece of paper he shakes from a vellum pouch, and hands to the PCs along with the location for the first right. He refuses to discuss how he came into possession of the pouch or the location of the first right. The paper will burst into a flame as flash paper within a minute after it is read.

Read fast.

GM Note:

Riddles can be tricky for players. To avoid frustration, GMs should be generous with clues for players who make successful Common Knowledge rolls.

Example: The star-map inlay at Brighton College is a popular tourist attraction, so locals would be aware of its existence.





One of Commander Howard's 'True Believers' is listening and overhears the PCs' discussion with Theo. He has no idea who the Summer Queen is, but knows Section 33 will want it to draw her into captivity and 'weaponize' her.

Once the 33 operative has heard enough he will leave, and set up a Scoop Team to capture and contain the Queen.

The Scoop Team will use chemical and electrical restraint on the PCs. The Team will attempt to avoid deadly force but will respond accordingly to protect themselves. If they capture PCs, they will claim to be Department of Homeland Security. Lt. Jacobs will sweat them for a day, then "give up" and release them, all the while keeping the PCs under surveillance.

A House Is Not A Home

I seek my tithe and lee.
A royal Lady's fee.
By day or night,
In fete or flight,
A boon I claim of thee.

The PCs (at least one) must utter the First Key in the study of Charles Baker's house. How they gain entrance is up to them. Tours are given daily. If they attempt to take the book, they'll need to get it passed the Docents.

If the Docent overhears the Rite of Utterance performed for the Second Key, he or she will call Pastor Kellog from the Foursquare Union. The Docent will then (inexpertly) tail the PCs until relieved by another member of Foursquare Union.

Illumination

The map beneath tread lies.
To face, the proper size.
I seek the sky.
In stone it lie,
To guide me to my prize.

Brighton College has an old exhibit and research section that covers Alaskan and Canadian tribal folklore. The exhibit floor is inlaid with a 'path' of constellations visible from the Northern Hemisphere. The path starts at the entrance of the exhibit and ends at a wall display case, which contains a collection of Inuit tribal artifacts. There are three smaller stand-alone cases arranged in a row, along with larger displays in the collection. Each stand-alone case holds a single Inuit mask.

The mask in the display case on the left is too small to be worn by a human adult. The mask in the display case on the right is too large to be worn by an adult. In the center case sits a darkened display. Any natural or magical light shone upon the contents of this case as the Rite of Utterance for the Second



Key is spoken, will reveal a mask that will fit an adult head. The mask sits upon a diorama of Brighton Bay. A bright spot appears on the diorama that illuminates Gastown Park. There is another piece of vellum in the case next to the bright spot. Once examined, it reveals the final key.

A Small Matter

I've walked the path so bold.
 My deeds and words untold.
 Mere pain I've spurned.
 My prize is earned.
 This boon now mine to hold.

After the PCs leave the exhibit, the Section 33 members will come at the PCs. This can occur anywhere on the way to Gastown Park. The Foursquare Union will join the fray once it reaches Gastown Park. The Ash Boys will only join in the fun once there is a clear victor in the three-way fight. The Ash Boys will ambush the victors and have fun with them in their own special way. Once the PCs reach the center of Gastown Park, the Last Key must be uttered to claim The Favour.

Lammas (Arcadia)

Any PCs standing near the speaker when the Last Key is uttered are all whisked away to a chamber of the Summer Court, where the PCs will be greeted by any of the following, or combination of all three:

A fae referring to itself as The Witch of Beltaine

A fae referring to itself as the 'consiliarius' to the Summer Queen
 The Summer Queen

The party will be informed that only one member may speak for the entire group.

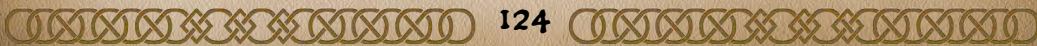
The PC will be cautioned that certain considerations must be kept in mind: The Summer Queen is bound to defend the granted boon and the Requester of the Favour, short of her own destruction.

The boon may be undone only at the pleasure of the Requester of the Favour. Once undone, it cannot be remade.

Should the boon be used to benefit or alter the Requester of the Favour or anyone at their discretion, e.g.I want my friends and me to have the strength of ten mortal men, they and their descendants, will be perceived by those with True Sight as 'touched' by the Summer Queen for seven generations. This may carry unintended consequences.

Epilogue

The First Key prose refers to: A Favour one may ask of the Summer Queen without fear of reprisal, provided it is not used for betrayal, deceit or ill. The Favour may only be used once, but its effects may be permanent. Players will have to figure this out on their own through game play and use of The Favor's benefit.

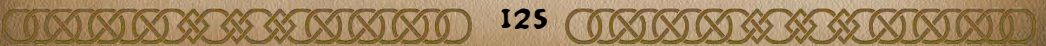




The First Key is a declaration of intent and a compact. Any may speak the Rite of Utterance. However if they do so the speaker will feel constantly compelled to continue searching until The Favor is found. If a day passes without due effort put toward that goal, the PC will suffer as though the spell Lower Trait was cast against their Strength or Agility (GMs choice). The affects are not cumulative, but will only abate after a full day has been spent trying to reach The Favor.

The Second Key is a clue and a reaffirmation of the compact. The Third Key is further affirmation of the compact and its intent.

The Lady's Favour and The Keys were created for one person: Charles Baker. Unfortunately for him, he was murdered before he could put the Favour to use.



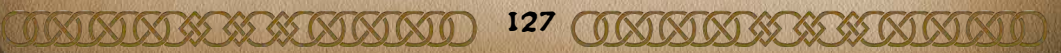
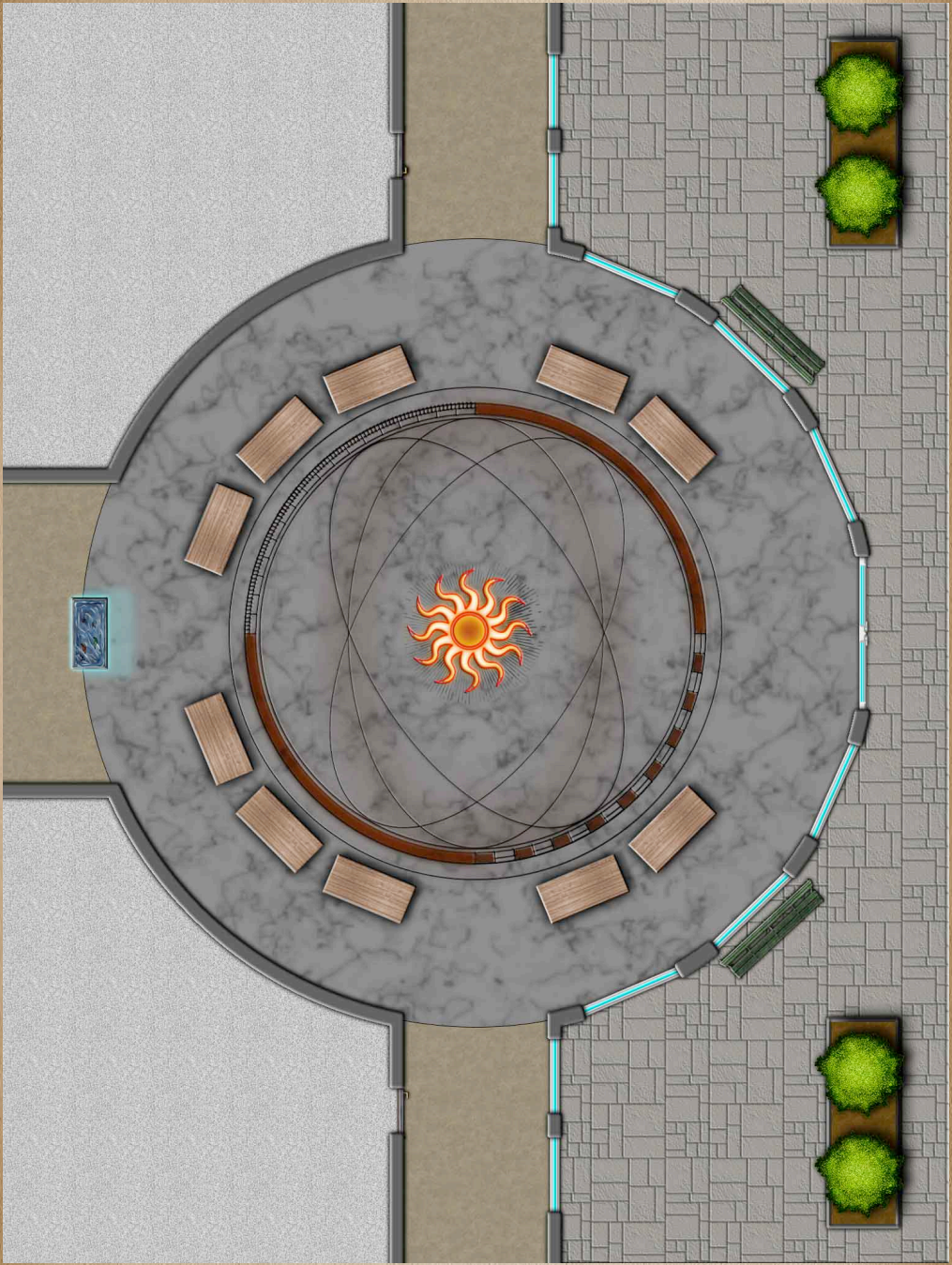


Charles Baker House



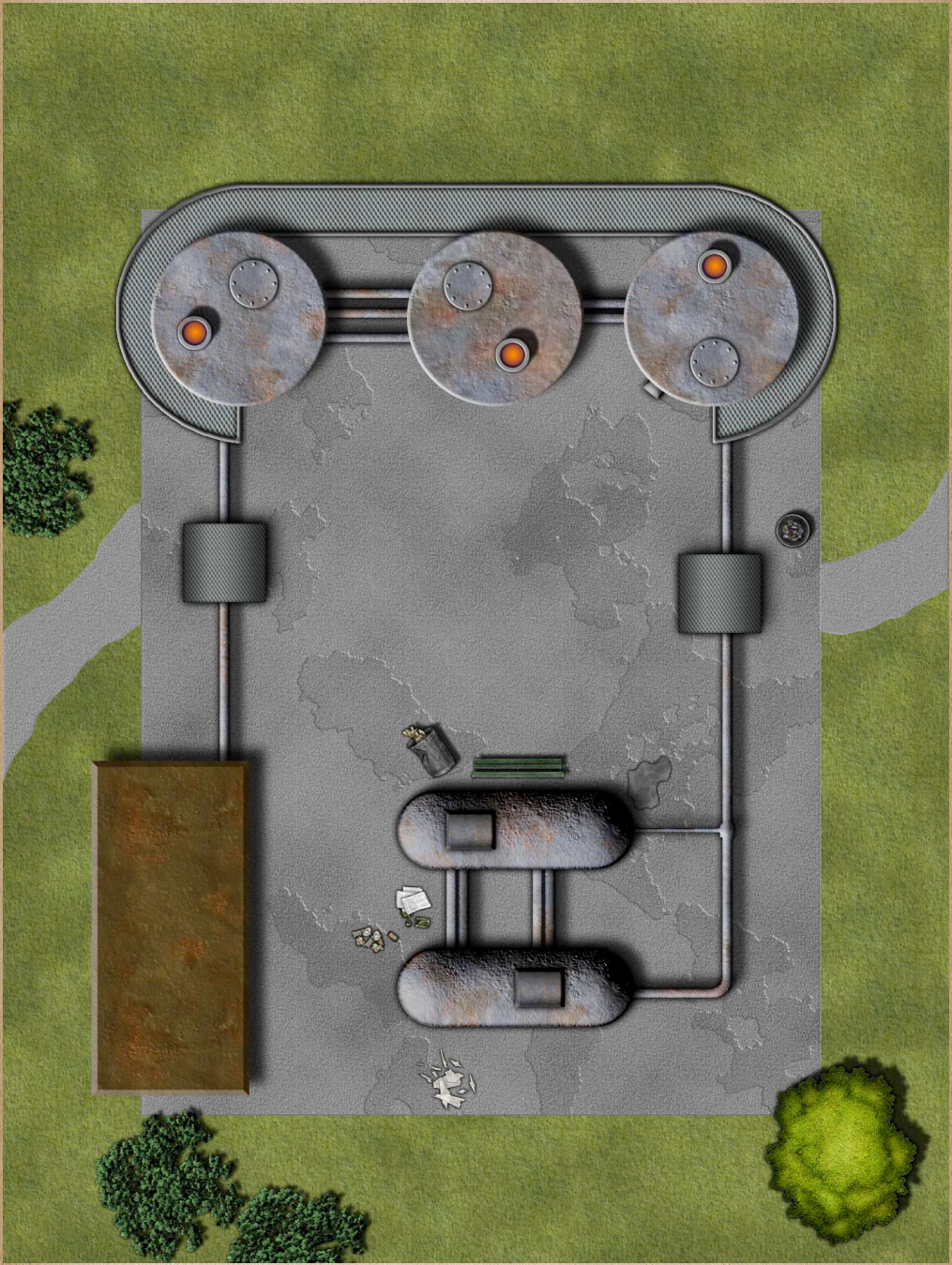


Hall of Artifacts





Gastown Park





A Fish Tale

The One That Didn't Get Away

When the chief of the local Merrow tribe needed to recover the body of a fellow Mer-man, he called the professionals. They were busy.

A Fish Tale is a classic shell game in which the characters are asked to help recover a body and discredit a nuisance with one little switch. Sounds easy right?

A Fish Tale is designed for 4 players of Novice to Veteran rank.

RADIO INTRO

Setup

Professor Martin Gearman is a man with a mission. He has been ignored, disdained, and rejected by the scientific community for his research in crypto-zoology. His latest claim is the discovery of a Merman body near Eagle Harbor.

Realizing his credibility doesn't buy many press conferences, Prof. Gearman has made a deal with the local media - if his claims are proven false he will retire to Arizona and spend his time searching for the Chupacabra.

Seeing an opportunity to stop the professor's phone calls and emails, the local media agreed. They have called on the Marine Biology department at Brighton College to send an expert to the press conference.

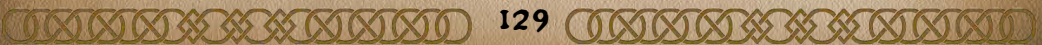
A Fish Tale

The magickal community of Brighton Bay has a problem. Prof. Gearman really does have the body of a Merman. An elder of the Merrow tribe living in Eagle Harbor was struck and killed by a boat last week. His body was carried away by the tide before his kin could find it. The community has also heard about the professor's deal with local media, and they too recognize a chance to get a major thorn out of their sides. A Merrow, named Salashan, contacts the group. The tribe is eager to get the body of their elder back, and to stay out of the spotlight. They have cobbled together a *simulacrum* made from the tail of sturgeon and the remains of a dead seal. They want the players to swap the elder's body for the simulacrum. The glamour on the simulacrum will last until the start of the press conference, so Prof. Gearman will not realize he has a fake.

Success involves two things - finding out where the professor hid the body, and swapping it for the simulacrum.

The Professor's RV

The first obvious place to look for clues is Prof. Gearman's home. The professor currently lives in a 35ft. motor coach in Heather Lake RV-





Park. His RV is both home and a mobile laboratory. When the group arrives, no one is home. Breaking in requires a successful Lockpicking roll, or smashing through a door or window. Either method is likely to attract attention, so caution should be used. The interior of the RV is like a shrine to Charles Fort. Blurry photos of lake monsters, yetis, and moth-men cover the walls. Chemistry equipment occupies the dining table, and nearly every available inch of surface area is covered in books. Searching for anything in all this mess is difficult. Notice rolls are at -2. In time, the group finds a receipt for Harrison Cold Storage. The receipt is dated two days before the professor announced his find. This seems a likely place to store a dead Merrow. Just as the group is leaving, Professor Gearman turns into the entrance of the RV-park. If the group did not break any windows or doors, they can sneak away with successful Stealth rolls. The professor is distracted, so his Notice is at -2.

The Warehouse

Harrison Cold Storage is an old warehouse at the South end of Perth St., in Old Town. The building has housed several businesses in its eighty-year history. The latest is the cold storage company. There are employees on site all day, so the group will have to make the switch at night.

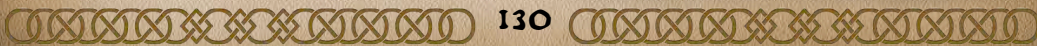
Unfortunately for the group, retrieving the body won't be as easy as finding it. Professor Gearman has taken no chances and hired six unemployed dock hands to guard his "catch". He promised the goons good money (which he doesn't have), so they are loyal and well armed. The goons are led by Rick Fuller, a Fae-Blooded Troll. Rick doesn't know who Gearman is, and Gearman doesn't know Rick is Fae-Blooded. Fuller has his men stationed around the warehouse, but are not particularly good guards. If the group was not discovered at the professor's home, they should be able to get in the warehouse unnoticed. If they left evidence of their presence at the professor's home, the goons are on alert.

GM Note:

If the group seems ready to go in guns blazing, it may be worth reminding them that the goons probably have no idea what they're guarding. They were hire to do a job. Killing them isn't what the Merrow wanted, and should bring trouble down on the characters.

If the players choose violence and the goons are clearly outmatched, they will abandon their posts and flee.

If the players choose non-lethal means, the goons will sense their reluctance and put up a good fight.





Bait and Switch

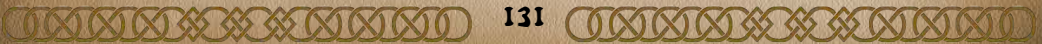
Once the goons are out of action, the group can replace the elder's body with the simulacrum, and wait for the press conference.

If Professor Gearman was alerted to the group's actions, he arrives at the warehouse with the police. The group will have to do some fast-talking or use an illusion to hide the evidence and prevent their arrest.

Epilogue

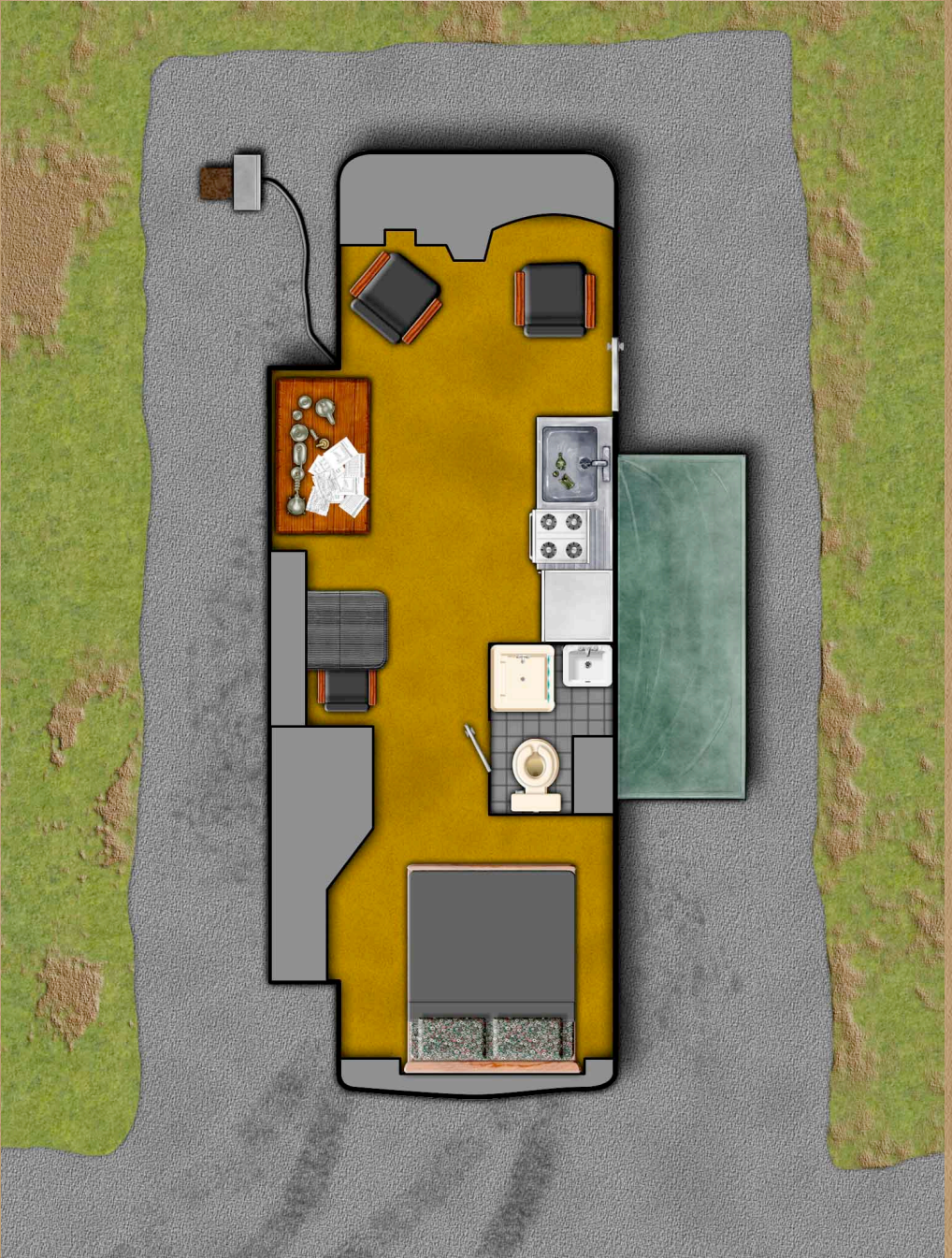
If the group is successful, the Merrow are eternally grateful. They offer sanctuary any time the group needs it, and will aid them whenever possible.

If the group is not successful (either failing to get the elder's body, or hurting Professor Gearman), they may face legal trouble and backlash from the magickal community.



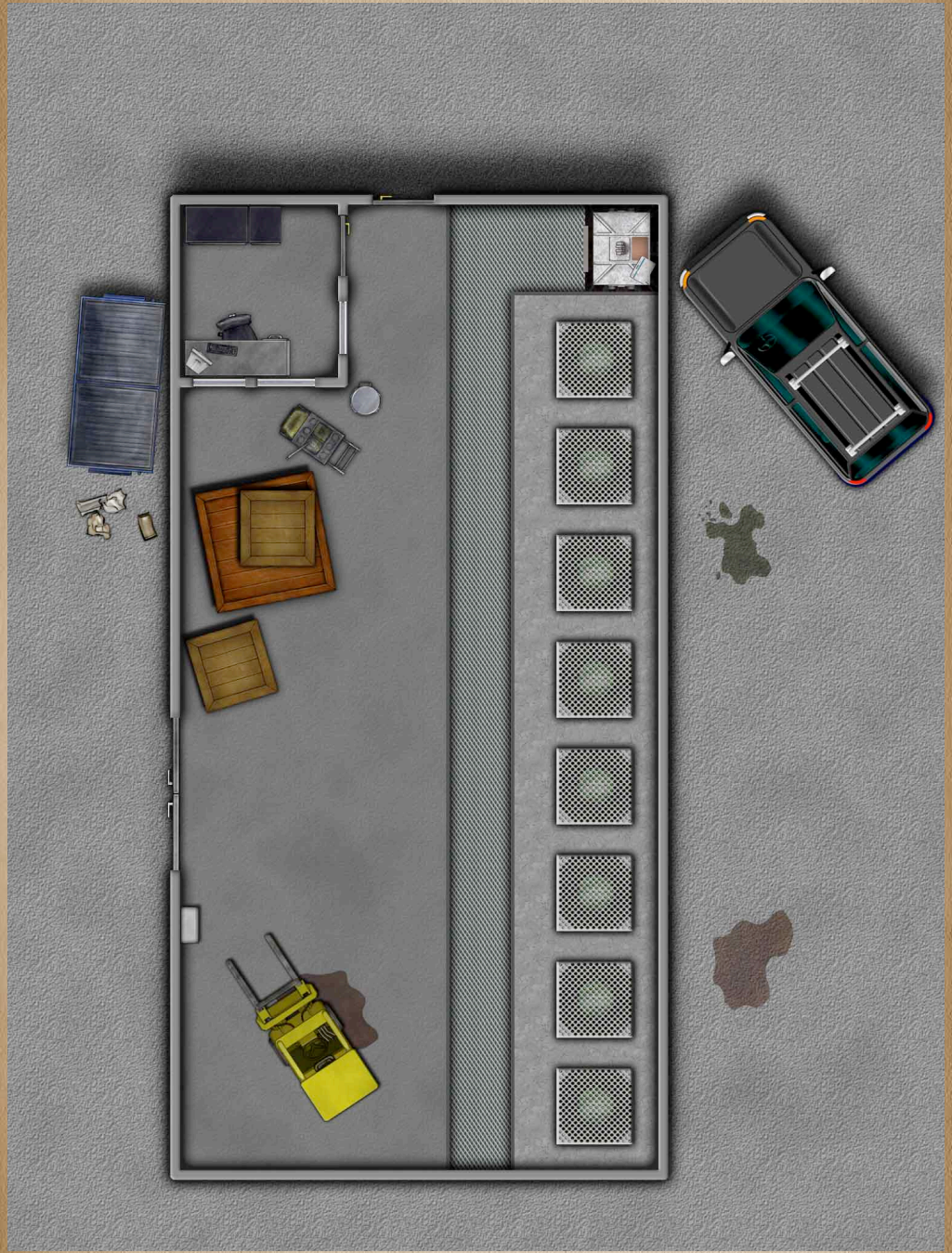


GEARMAN'S RV





COLD STORAGE WAREHOUSE





The Boat to Nowhere

An Electrifying Race Against Time

The Boat to Nowhere introduces the players to the hazards of travel in Marchland. This adventure is a departure from the others. Instead of a direct threat, the characters face an unseen and untouchable foe. They are also forced to solve problems without the high-tech gadgets we take for granted.

This adventure is designed for 4 or more characters of any rank.

RADIO INTRO

Setup

Ron Gaber was an electrician at Wilson Shipyards in Seattle, builders of the MV Kahalish and several other ferries. Ron was electrocuted while working on the Kahalish. An investigation concluded that he was at fault, but rumors persisted for years that the company had cut corners on the electrical safety equipment, and that the faulty equipment was to blame for Ron's death. Ron's widow sued the company, but lost.

Lights Out

The PCs are returning by ferry from a midweek concert in Seattle. Only a handful of passengers and the skeleton night crew are on board the MV Kahalish. Just off Eagle Point

Naval Station, the ferry stalls and loses all power. The ship is plunged into darkness. After a few silent minutes, the passengers start to panic. A few take out their cell phones to use as makeshift flashlights. As they do, they all receive a powerful electric shock and are Shaken. Some are knocked unconscious. Any PC attempting to use a cell phone or other personal electronic device suffers 2d6 electrical damage, and the device is destroyed. After about ten minutes, the 1st Mate Gonzales comes through the passenger spaces asking everyone to gather on the auto deck. He has three chemical lights that he passes out to various passengers. One PC is chosen to receive a light.

The Auto Deck

Shortly after arriving on the auto deck, the engines start up again. The lights do not come on. The vessel lurches as it turns sharply to starboard (right). A common knowledge roll will reveal that this is not the course they should be taking. If no one asks, Gonzales starts to walk toward the bow (front). He looks worried, and tells the passengers to wait while he checks on something. Without another word, he runs up



the stairway. The vessel continues to accelerate.

A few seconds later, his screams are heard by everyone. Investigating the noise reveals his badly burned corpse. Anyone with medical knowledge can identify the burns as electrical.

Back on the Passenger Deck

Carl Hansen, a deck hand, arrives seconds later. He is clearly shaken by the sight of his dead 1st Mate.

Hansen stares briefly at the charred remains of Gonzales, and turns to leave the way he came. If anyone tries to follow, he tells everyone to stay put. If the PCs follow anyway, he doesn't try to stop them. He goes to a crew access door. As he grabs the door handle, he is enveloped in electrical sparks. Anyone within 1" of him takes 2d6 electrical damage. Hansen is killed instantly.

If any PC is curious about where the vessel is headed, they can clearly see that they are on a collision course with a very large ship. It's difficult to be sure, but it appears to be an oil tanker. If the PCs don't get curious, one of the passengers calls this to everyone's attention. A rough estimate gives them twenty minutes before they collide with the other ship.

If the PCs try to deploy a lifeboat, a second deckhand (Riley Cooper) stops them. The lifeboats are not designed for deployment at these speeds. If they attempt it, they will likely end up in the water. It's November, which means

hypothermia will set in fifteen minutes after entering the water.

Also, no one outside the Kahalish knows they are in trouble yet.

At this point, a man approaches the PCs and introduces himself as Fred Chamberlin, an engineer who worked on the Kahalish. He believes the electrical system is faulty, and that moving around the ship under these conditions would be suicide. Cooper mentions that he has been shocked numerous times, but not fatally. A Notice roll will reveal that he is wearing thick, rubber gloves. If asked, he says he was cleaning the bathrooms when the trouble started. More rubber gloves can be found in the crew compartment.

Engineering

At this point, the PCs have some protection against the electrical attacks, but they must still stop the vessel before it collides with the other ship. According to Fred Chamberlin, disabling the engines is the only real option. The bridge controls are electronic and probably damaged. From this point on, Gaber's ghost knows the PCs are trying to stop him, and he will attack anyone attempting to get to the bridge or the engine room. Anyone touching anything metal will be attacked with a 2d10 electrical attack. Wearing rubber gloves reduces the damage to 2d4. The engine deck is located below the auto deck. The only access is through the crew access hatches on either side of the auto deck. All doors, railings,





and platforms are metal. Anyone touching a metal object suffers the damage described above. Chamberlin flatly refuses to enter the engine deck. He does describe how to get to the propeller clutch and manually disengage it. This will stop the vessel, but not the engines. Without the resistance of the propellers, the engines will overheat and explode if they're not shut down. Entering the engine deck, the group is immediately attacked by Gaber's ghost. Once per round, he blasts one of them with an electrical arc that does 2d4 damage. This is not likely to hurt anyone badly, but can cause a Shaken condition. It takes about five minutes to navigate the unfamiliar deck in near darkness. The manual clutch is clearly marked. It takes two people 1d6 rounds to activate. The ghost will attack anyone operating the clutch.

If the group successfully disengages the propeller shaft, Gaber will deliberately run the engines over their rated speed. Five minutes after that, the engines will explode, with a full load of fuel on board. The group can retrace their steps in about two minutes. With the vessel slowing, the passengers can now safely deploy the lifeboats.

Three Minute Warning

Arriving back at the auto deck, the group has three minutes to get everyone in to a lifeboat. The Captain is only person now

unaccounted for. The group could race to the bridge to see if he is still alive (he is). If they choose to go after the captain, the timeline is as follows:

Three minutes remaining

- Thirty seconds to get to the bridge. There is a fire-axe outside that could be used to open the door.
 - It will take one minute to hack through the lock.
- OR
- It will take one minute to pick the lock, if a PC has the skill and tools available.
 - The Captain is unconscious. It will take one minute to get him down to the auto deck.
 - That leaves thirty seconds to get in the lifeboat and get a safe distance away from the Kahalish.

It should be a nail-biting experience.

Epilogue

The explosion and fire aboard the Kahalish was seen from both sides of Puget Sound. The Coast Guard arrived within minutes, and all aboard the lifeboats were rescued without further injury.

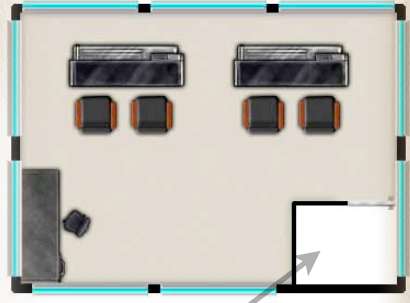
The investigation into the tragedy onboard the MV Kahalish revealed that Wilson Shipyards had indeed cut corners on electrical safety. Ron Gaber was vindicated, and his widow received a substantial settlement from the company.

No one really knows what happened on board the Kahalish. Even the PCs can only speculate.



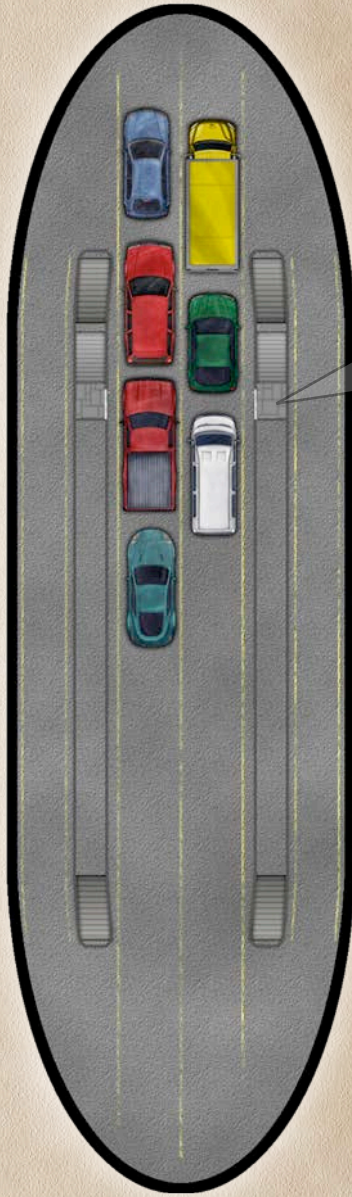


Passenger Deck & Bridge





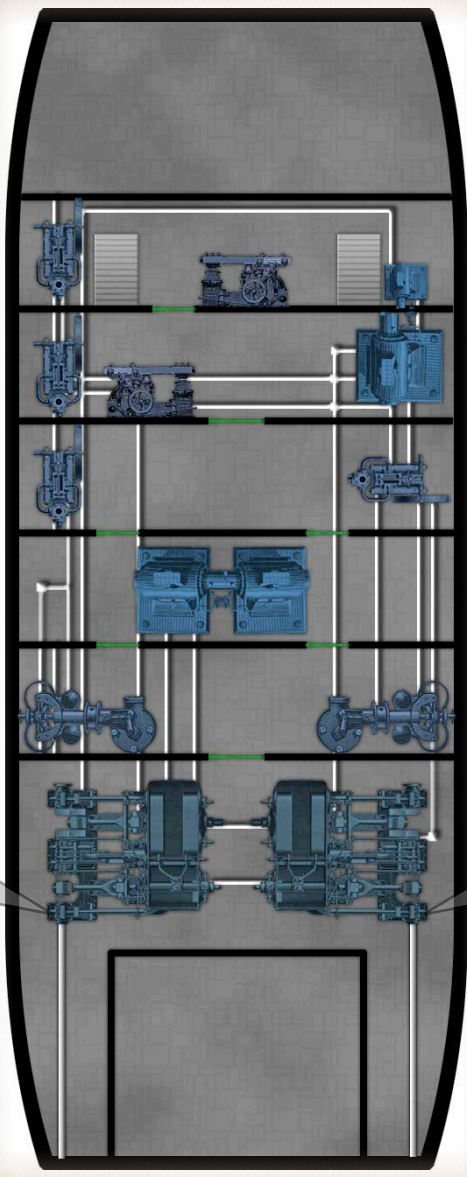
Car Deck



Access to
Engineering



Engineering



Manual Clutch

Manual Clutch



APPENDIX A

COLLECTED TABLES

ALCHEMY MISHAP EFFECTS

RESULT ON 2D6	EFFECT
2	Elixir performs normally
3-5	Takes twice as long to make
6-7	Takes three times as long to make - Suffer Fatigue
8 - 9	Elixir released noxious fumes - Shaken
10 - 11	Elixir does not work
12	Explosion! Everyone in a Medium Burst Template takes 2d6 damage

UNRAVELING EFFECTS

RESULT ON 2D6	EFFECT
2	Spell Fails
3 - 4	Suffer Fatigue
5 - 7	Shaken
8 - 9	Lose Glamour for 1d6 rounds
10 - 11	Lose Boon benefits for 1d6 hours
12	Lose Glamour and Boon benefits for 1d6 hours

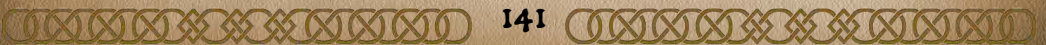


EXORCISM EFFECTS

RESULT ON 2D6	EFFECT
2 - 3	No Effect
4 - 5	Grave Stench for 1d6 hours
6 - 7	Shaken
8 - 9	Additional -2 Casting Modifier for 1d6 hours
10 - 11	Cannot use Favors for 1d6 rounds
12	Exorcised*

BACKLASH EFFECTS

RESULT ON 2D6	EFFECT
2	No Effect
3 - 4	Shaken
5 - 6	Additional -2 Casting Modifier for 1 Hour
7 - 8	Cannot use Powers for 1 Hour
9 - 10	Shaken and suffer 1 Wound
11 - 12	Incapacitated





SHAPE CHANGE MODIFIERS

CASTING MODIFIER	RANK	ANIMAL TYPE
1	Novice	Hawk, Rabbit, Cat
2	Seasoned	Dog, Deer, Wolf
3	Veteran	Lion, Tiger
4	Heroic	Bear, Shark
5	Legendary	Elephant, Whale

ENCHANTMENT

POWER RANK	TIME REQUIRED	MATERIAL COST
Novice	1 x CM Hours (minimum 1)	\$2000 x CM
Seasoned	2 x CM Hours (minimum 2)	\$4000 x CM
Veteran	3 x CM Hours (minimum 3)	\$6000 x CM
Heroic	4 x CM Hours (minimum 4)	\$8000 x CM
Legendary	5 x CM Hours (minimum 5)	\$10,000 x CM

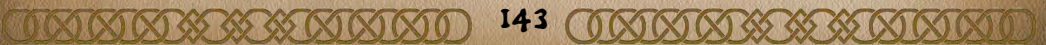
GREATER ENCHANTMENT

POWER RANK	TIME REQUIRED	MATERIAL COST
Novice	1 x CM Days (minimum 1)	\$10,000 x CM
Seasoned	2 x CM Days (minimum 2)	\$20,000 x CM
Veteran	3 x CM Days (minimum 3)	\$30,000 x CM
Heroic	4 x CM Days (minimum 4)	\$40,000 x CM
Legendary	5 x CM Days (minimum 5)	\$50,000 x CM



CASTING MODIFIERS: ARMOR - ELEMENTAL MANIPULATION

POWER	CASTING MODIFIER
Armor	2
Banish	3
Barrier	1 per section
Beast Friend	Variable - See Notes
Blast	1 per 1d6 Damage in Medium Burst Template 2 per 1d6 Damage in Large Burst Template
Blind	2 per target
Bolt	2 per Bolt with 2d6 Damage 3 per Bolt with 3d6 Damage
Boost/Lower Trait	2
Burrow	4
Changeling†	8
Confusion	1
Damage Field	4
Darksight	1
Deflection	2
Detect/Conceal Arcana	2
Disguise	0 + 1 per Size step
Dispel	3
Divination	4
Elemental Manipulation	2





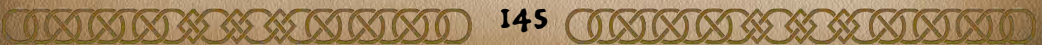
CASTING MODIFIERS: ELEMENTAL MASTERY - ILLUSION

POWER	CASTING MODIFIER
Elemental Mastery	10
Elf Shot†	3
Enchantment	Variable - See Notes
Entangle	1 - Single target 3 - Medium Burst Template
Environmental Protection	2
Farsight	3
Fear	2 - Single target 4 - Medium Burst Template
Fly	2 - Pace 4 - Pace x 2
Good/Ill Fortune†	3
Greater Enchantment	Variable - See Notes
Greater Healing††	4 - Normal Wounds 8 - Permanent injuries
Growth/Shrink	2 per Size step
Havoc	3 - Medium Burst Template 6 - Large Burst Template
Healing††	3
Illusion†	1



CASTING MODIFIERS: INTANGIBILITY - ZOMBIE

POWER	CASTING MODIFIER
Intangibility	4
Invisibility	3
Light/Obscure	0
Mind Reading	2
Puppet	3
Quickness	2
Shape Change	Variable - See Notes
Slow	1
Slumber	1
Smite	2
Speak Language	0
Spoil†	2
Stun	1
Succor††	0
Summon Ally	2 per Rank
Telekinesis	3
Wall Walker	2
Warrior's Gift	3
Wither†	6
Zombie	2 per Corpse





CASTING MODIFIERS: GRAVE TOUCHED

POWER	CASTING MODIFIER
Blink	1
Confusion	1
Death Wail	2
Dread	2 - Single Target 4 - Medium Burst Template
Dream Walk	3
Fly	2
Havoc	3 - Medium Burst Template 6 - Large Burst Template
Illusion	1
Invisibility	2
Mind Walk	3
Possession	3
Resolute	2
Spirit Claws	3
Throw	3

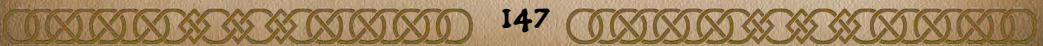


SAMPLE REAGENTS

POWER	REAGENT
Bolt	Obsidian arrowhead
Darksight	Powdered owl eyes
Disguise	Dried octopus skin
Entangle	Single strand of hanging rope
Intangibility	Smoke from burning rowan wood
Slow	Pine sap
Wall Walker	Spider venom

TIMES OF POWER

EVENT	EFFECT
Spring and Autumn Equinoxes	+1 to all arcane skill rolls (Spirit rolls for Glamour)
Summer and Winter Solstices	+1 to all arcane skill rolls (Spirit rolls for Glamour)
Full Moon	Re-roll one failed casting or Spirit roll
Solar Eclipse	+2 to all arcane skill rolls (Spirit rolls for Glamour)
Lunar Eclipse	Re-roll up to two failed casting or Spirit rolls
Celestial Conjunction	+3 to all arcane skill rolls (Spirit rolls for Glamour)





APPENDIX B

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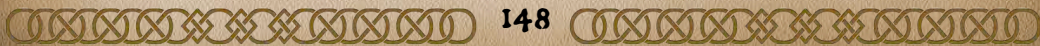
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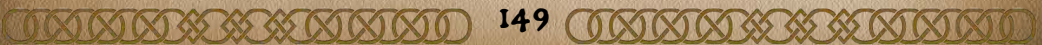
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[Yule](#)





APPENDIX C

NPCs

This section contains a sampling of Brighton Bay's average citizens. These are game-ready NPCs that GMs can use for social encounters, interludes, and minor combat. Each card includes a list of names, traits, special abilities (if applicable), and a selection of commonly used skills. These follow the same format as the NPC cards provided in the Marchland Tales adventures. For easy access, all the NPCs from the Marchland Tales have been included here as well.

All the NPC cards are presented on a printer-friendly white background.

Permission is granted to print out one (1) copy of pages 152 - 162. Page 163 may be printed as often as you need.



SPRING CLEANING NPCs

Corrupt Dryads(3) (Wildcards)				Notes			
Agility	d8	Pace	6	Entangle ability works per the Entangle power in the Savage Worlds rules. If a Dryad successfully entangles its target, that target suffers 2d6 damage from chemical burns during the first round. Each round after, the target suffers and additional 2d4 damage. A Dryad may attempt to entangle once per round. After entangling a target, the Dryads will attempt to drag them under water. Normal drowning rules apply.			
Smarts	d6	Parry	5				
Strength	d10	Toughness	6				
Spirit	d6	Special Abilities					
Vigor	d8	Weakness (Fire)					
Skills							
Climbing	d6	Entangle (see notes)					
Fighting	d8						
Intimidation							
Repair							
Notice	d6			Wounds			
Shooting				[-1] [-2] [-3] [Inc]			
Stealth	d8			Fatigue			
Taunt				[-1] [-2] [Inc]			
Throwing							
		Weapon	Rng	RoF	Damage	Notes	
		Entangle	Smarts		See Notes		
AMMO	○○○○ 5 ○○○○ 10 ○○○○ 15 ○○○○ 20 ○○○○ 25 ○○○○ 30						

Wildcard				Notes			
Agility	—	Pace	—	_____ _____ Wounds [-1] [-2] [-3] [Inc] Fatigue [-1] [-2] [Inc]			
Smarts	—	Parry	—				
Strength	—	Toughness	—				
Spirit	—	Hindrances / Scourges					
Vigor	—	_____					
Skills							
Climbing	—	_____					
Fighting	—	_____					
Intimidation	—	Edges / Boons					
Repair	—	_____					
Notice	—	_____					
Shooting	—	_____					
Stealth	—	_____					
Taunt	—	_____					
Throwing	—	Weapon	Rng	RoF	Damage	Notes	

AMMO	○○○○ 5 ○○○○ 10 ○○○○ 15 ○○○○ 20 ○○○○ 25 ○○○○ 30						

BODY OF EVIDENCE NPCs

Patrick “Pappy” McBride (Wildcard)				Notes		
Agility	d8	Pace	6	Patrick McBride is the leader of the K Street Redcaps, a violent street gang comprised entirely of Fae Blooded of Redcap decent. Pappy is arrogant, believing he has absolute control over the Redcaps.		
Smarts	d6	Parry	6			
Strength	d8	Toughness	8			
Spirit	d6					
Vigor	d10					
		Scourges				
		Night Thing				
Skills		Folk Bane (Silver)				
Climbing	d4	Curious (Hindrance)		Wounds		
Fighting	d8	Arrogant (Hindrance)		[-1] [-2] [-3] [Inc]		
Intimidation	d6	Boons				
Repair	d6	Rend		Fatigue		
Notice	d6	Tough		[-1] [-2] [Inc]		
Shooting	d8	Command (Edge)				
Stealth	d8					
Taunt	d6					
Throwing	d6	Weapon	Rng	RoF	Damage	Notes
		9mm SMG	12/24/48	3	2d6	AP1, Full Auto
		Bite	N/A	N/A	Str+d6	
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

Adam McBride (Wildcard)				Notes		
Agility	d8	Pace	6	Adam is Pappy’s younger brother. The elder McBride thinks Adam is an idiot and never fails to remind him of this. Adam would like nothing more than to wrest control of the Redcaps from Pappy.		
Smarts	d6	Parry	6			
Strength	d6	Toughness	7			
Spirit	d6					
Vigor	d8					
		Scourges				
		Night Thing				
Skills		Folk Bane (Silver)				
Climbing	d6	Curious (Hindrance)		Wounds		
Fighting	d6	Greedy (Hindrance)		[-1] [-2] [-3] [Inc]		
Intimidation	d6	Boons				
Repair	d4	Rend		Fatigue		
Notice	d6	Tough		[-1] [-2] [Inc]		
Shooting	d6					
Stealth	d4					
Taunt	d4					
Throwing	d4	Weapon	Rng	RoF	Damage	Notes
		9mm SMG	12/24/48	3	2d6	AP1, Full Auto
		Bite	N/A	N/A	Str+d6	
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

BODY OF EVIDENCE NPCs

K Street Redcaps				Names		
Agility	d6	Pace	6	Jonny DeMone		
Smarts	d4	Parry	5	Henry Gill		
Strength	d8	Toughness	7	Stevie Decker		
Spirit	d6			Brad Parish		
Vigor	d8	Scourges		Teddy Spangler		
		Night Thing		Tim Foote		
Skills		Vulnerability (Silver)				
Climbing	d4	Curious (Hindrance)				
Fighting	d6			Fatigue		
Intimidation	d4	Boons		[-1] [-2] [Inc]		
Repair	d4	Rend				
Notice	d6	Tough				
Shooting	d6					
Stealth	d4					
Taunt	d4					
Throwing	d6	Weapon	Rng	RoF	Damage	Notes
		.45 Semi Auto	12/24/48	1	2d6+1	AP1
		Bite	N/A	N/A	Str+d6	
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

Fir Bolg (Wildcard)				Notes		
Agility	d6	Pace	6	Powerful but not too bright, Fir Bolg are easily fooled by clever tactics.		
Smarts	d4	Parry	6			
Strength	d12	Toughness	11 (2)			
Spirit	d6					
Vigor	d8	Special Abilities				
		Armor (+2 Toughness)				
Skills		Size +3		Wounds		
Climbing	d4	Weakness (Cold Iron)		[-1] [-2] [-3] [Inc]		
Fighting	d8					
Intimidation	d6			Fatigue		
Repair				[-1] [-2] [Inc]		
Notice	d6					
Shooting	d8					
Stealth	d8					
Taunt	d6					
Throwing	d6	Weapon	Rng	RoF	Damage	Notes
		War Club	N/A	N/A	Str+d6	AP1
		Head Butt	N/A	N/A	Str+d4	
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

BODY OF EVIDENCE NPCs

Russians				Names		
Agility	d6	Pace	6	Otar Demtchenko		
Smarts	d4	Parry	5	Dimitry Demtchenko		
Strength	d6	Toughness	6	Givi		
Spirit	d4			Stepan		
Vigor	d6	Hindrances		Pyotr		
				Genadi		
Skills						
Climbing						
Fighting	d6			Fatigue		
Intimidation	d4	Edges		[-1] [-2] [Inc]		
Repair						
Notice	d6	Brawny				
Shooting	d6					
Stealth						
Taunt						
Throwing						
	Weapon	Rng	RoF	Damage	Notes	
	.40 Semi Auto	12/24/48	1	2d6+1	AP1	
	9mm SMG	12/24/48	3	2d6+1	Full Auto	
	Baton			Str+d4		
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

Mooks				Names		
Agility	___	Pace	___	_____		
Smarts	___	Parry	___	_____		
Strength	___	Toughness	___	_____		
Spirit	___			_____		
Vigor	___	Hindrances		_____		

Skills						
Climbing	___					
Fighting	___			Fatigue		
Intimidation	___	Edges		[-1] [-2] [Inc]		
Repair	___			_____		
Notice	___			_____		
Shooting	___			_____		
Stealth	___					
Taunt	___					
Throwing	___					
	Weapon	Rng	RoF	Damage	Notes	

AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

A FAVOURABLE VERSE NPCs

Lt. Marc T. Jacobs				Notes	
Agility	d8	Pace	6		
Smarts	d6	Parry	6		
Strength	d6	Toughness	6		
Spirit	d6				
Vigor	d8	Hindrances			
		Vow			
Skills		Loyal		Wounds	
Climbing	d6			[-1] [-2] [-3] [Inc]	
Fighting	d8				
Intimidation	d6	Edges		Fatigue	
Repair	d4	Common Bond		[-1] [-2] [Inc]	
Notice	d6	Command			
Shooting	d10				
Stealth	d8				
Taunt					
Throwing	Weapon	Rng	RoF	Damage	Notes
	Web Gun	5/10/20	1	N/A	Entangle (per power)
	9mm SMG	12/24/48	3	2d6	AP1, Full Auto
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

Section 33 Grunts				Names	
Agility	d8	Pace	6	Delano	
Smarts	d4	Parry	5	Macavoy	
Strength	d6	Toughness	6	Dole	
Spirit	d6				
Vigor	d8	Hindrances			
		Vow			
Skills		Loyal		Fatigue	
Climbing	d4			[-1] [-2] [Inc]	
Fighting	d6				
Intimidation	d6	Edges			
Repair	d4	Alertness			
Notice	d6	Trademark Weapon			
Shooting	d10				
Stealth	d6				
Taunt					
Throwing	Weapon	Rng	RoF	Damage	Notes
	Web Rifle	5/10/20	1	N/A	Entangles (per power)
	Taser	1/3/6	1	N/A	Stuns (per power)
	Glock .40	12/24/48	1	2d6+1	AP1
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

A FAVOURABLE VERSE NPCs

Brother Talion (Wildcard)				Notes		
Agility	d6	Pace	6	Fanatically loyal to the Foursquare Union and Pastor Kellogg.		
Smarts	d4	Parry	5			
Strength	d4	Toughness	6			
Spirit	d8					
Vigor	d8	Hindrances				
		Vow (Church)				
Skills		Loyal		Wounds		
Climbing	d4			[-1] [-2] [-3] [Inc]		
Fighting	d6					
Intimidation	d6	Edges		Fatigue		
Repair	d4	Common Bond		[-1] [-2] [Inc]		
Notice	d6	Hard to Kill				
Shooting	d8					
Stealth	d4					
Taunt	d4					
Throwing		Weapon	Rng	RoF	Damage	Notes
		Shotgun	5/10/20	1-2	1-3d6	
		Baton	N/A	N/A	Str+d4	
AMMO		O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

Foursquare Union Acolytes				Names		
Agility	d6	Pace	6	Smitty		
Smarts	d4	Parry	5	Ricardo		
Strength	d6	Toughness	6	Wilson		
Spirit	d8			Becker		
Vigor	d6	Hindrances		Miller		
		Vow (Church)		Westbrook		
Skills		Loyal		Fatigue		
Climbing				[-1] [-2] [Inc]		
Fighting	d6					
Intimidation	d8	Edges				
Repair		Brawny				
Notice	d4	Strong Willed				
Shooting	d6					
Stealth	d4					
Taunt	d4					
Throwing		Weapon	Rng	RoF	Damage	Notes
		Baton	N/A	N/A	Str+d4	
		S&W .357	12/24/48	1	2d6+1	AP1
AMMO		O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

A FAVOURABLE VERSE NPCs

Ash (Wildcard)				Notes	
Agility	d8	Pace	6	* Anything hit by an Ash Boy's Flame Burst or Fire Touch has a chance of catching fire. Use the fire rules in the Savage Worlds rulebook.	
Smarts	d8	Parry	5		
Strength	d4	Toughness	5		
Spirit	d8				
Vigor	d6	Special Abilities			
		Elemental (Fire)			
Skills		Invulnerability (Fire)		Wounds	
Climbing	d4	Weakness (Water)		[-1] [-2] [-3] [Inc]	
Fighting	d6				
Intimidation	d4			Fatigue	
Repair				[-1] [-2] [Inc]	
Notice	d6				
Shooting	d8				
Stealth	d8				
Taunt	d4				
Throwing		Weapon	Rng	RoF	Damage
		Flame Burst	Burst Temp.	1/3	2d10*
					Notes
					Chance of Spreading
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

Gearman's Thugs				Names	
Agility	d6	Pace	6	Fallon	
Smarts	d6	Parry	4	Cole	
Strength	d4	Toughness	4	Flint	
Spirit	d6			Punk	
Vigor	d6	Special Abilities		Sticks	
		Elemental (Fire)		Flu	
Skills		Invulnerability (Fire)			
Climbing	d6	Weakness (Water)			
Fighting	d4	Size -1		Fatigue	
Intimidation	d6			[-1] [-2] [Inc]	
Repair					
Notice	d6				
Shooting					
Stealth	d6				
Taunt	d4				
Throwing		Weapon	Rng	RoF	Damage
		Fire Touch	N/A	N/A	1d4
					Notes
					Chance of Spreading
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

A FISH TALE NPCs

Rick Fuller (Wildcard)				Notes		
Agility	d6	Pace	4	Boons: Claws, Large		
Smarts	d4	Parry	6	Scourges: Bestial Rage, Slow		
Strength	d10	Toughness	9			
Spirit	d4					
Vigor	d8	Hindrances				
		Curious				
		Greedy				
Skills		Wounds				
Climbing	d4	[-1] [-2] [-3] [Inc]				
Fighting	d8					
Intimidation	d8	Edges		Fatigue		
Repair	d4	[-1] [-2] [Inc]				
Notice	d6					
Shooting	d4					
Stealth						
Taunt						
Throwing	d4	Weapon	Rng	RoF	Damage	Notes
		Mace	N/A	N/A	Str+d6	
		Claws	N/A	N/A	Str+d6	
AMMO ○ ○ ○ ○ 5 ○ ○ ○ ○ 10 ○ ○ ○ ○ 15 ○ ○ ○ ○ 20 ○ ○ ○ ○ 25 ○ ○ ○ ○ 30						

Gearman's Thugs				Names		
Agility	d6	Pace	6	Lee		
Smarts	d4	Parry	5	Rideau		
Strength	d6	Toughness	6	Carlos		
Spirit	d8					
Vigor	d6	Hindrances				
		Greedy				
Skills		Fatigue				
Climbing	d4	[-1] [-2] [Inc]				
Fighting	d6					
Intimidation	d8	Edges				
Repair	d4	Brawny				
Notice	d4	Strong Willed				
Shooting	d6					
Stealth						
Taunt						
Throwing		Weapon	Rng	RoF	Damage	Notes
		Baseball Bat	N/A	N/A	Str+d4	
		Shotgun	5/10/20	1-2	1-3d6	
AMMO ○ ○ ○ ○ 5 ○ ○ ○ ○ 10 ○ ○ ○ ○ 15 ○ ○ ○ ○ 20 ○ ○ ○ ○ 25 ○ ○ ○ ○ 30						

THE BOAT TO NOWHERE NPCs

Fred Chamberlin (Wildcard)				Notes		
Agility	d6	Pace	6	Fred knows a lot about the layout and operation of the MV Kahalish, but he's a bit of a coward.		
Smarts	d8	Parry	4			
Strength	d4	Toughness	4			
Spirit	d6					
Vigor	d4					
		Hindrances				
		Yellow				
Skills				Wounds		
Climbing	d4			[-1] [-2] [-3] [Inc]		
Fighting	d4					
Intimidation		Edges		Fatigue		
Repair	d8	Mr. Fix It		[-1] [-2] [Inc]		
Notice	d8	Scholar				
Shooting	d4					
Stealth	d4					
Taunt						
Throwing		Weapon	Rng	RoF	Damage	Notes
AMMO ○ ○ ○ ○ 5 ○ ○ ○ ○ 10 ○ ○ ○ ○ 15 ○ ○ ○ ○ 20 ○ ○ ○ ○ 25 ○ ○ ○ ○ 30						

Ships Hands				Names		
Agility	d6	Pace	6	Cpt. Huckabee 1st Mate Gonzales Riley Cooper Stan Freeman Mary Shaw Trent Mayer		
Smarts	d4	Parry	4			
Strength	d6	Toughness	6			
Spirit	d6					
Vigor	d8					
		Hindrances				
Skills				Fatigue		
Climbing	d4			[-1] [-2] [Inc]		
Fighting	d4					
Intimidation		Edges				
Repair	d6	McGuyver				
Notice	d6					
Shooting	d4					
Stealth	d6					
Taunt						
Throwing		Weapon	Rng	RoF	Damage	Notes
		Wrench	N/A	N/A	Str+d4	
AMMO ○ ○ ○ ○ 5 ○ ○ ○ ○ 10 ○ ○ ○ ○ 15 ○ ○ ○ ○ 20 ○ ○ ○ ○ 25 ○ ○ ○ ○ 30						

ADDITIONAL NPCs

The "3-3" Gang				Names		
Agility	d8	Pace	6	Tang Dao		
Smarts	d4	Parry	7	Hsu Chieh		
Strength	d6	Toughness	6	Tang Chaozhu		
Spirit	d4			Sung Keyo		
Vigor	d8	Hindrances		Sung Danian		
		Stubborn		Fan Xi		
		Vow (Gang)				
Skills						
Climbing	d6					
Fighting	d8					
Intimidation	4d	Edges		Fatigue		
Repair		Acrobat		[-1] [-2] [Inc]		
Notice	d4					
Shooting	d6					
Stealth	d4					
Taunt	d4					
Throwing	d4	Weapon	Rng	RoF	Damage	Notes
		.40 Semi Auto	12/24/48	1	2d6+1	AP1, Semi Auto
		Sword	N/A	N/A	Str+d6	AP1
		Switchblade	N/A	N/A	Str+d4	-2 to be noticed
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

Mooks				Names		
Agility	___	Pace	___	_____		
Smarts	___	Parry	___	_____		
Strength	___	Toughness	___	_____		
Spirit	___			_____		
Vigor	___	Hindrances		_____		

Skills						
Climbing	___					
Fighting	___					
Intimidation	___	Edges		Fatigue		
Repair	___			[-1] [-2] [Inc]		
Notice	___					
Shooting	___					
Stealth	___					
Taunt	___					
Throwing	___	Weapon	Rng	RoF	Damage	Notes
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30					

ADDITIONAL NPCs

Shooting Mooks				Names	
Agility	d8	Pace	6	James Ulric	
Smarts	d6	Parry	4	Kelly McCormack	
Strength	d6	Toughness	5	Paul Haskell	
Spirit	d4			George Shaw	
Vigor	d6	Hindrances		Emily Harding	
		Bloodthirsty		Kyle Williams	
Skills					
Climbing	d4				
Fighting	d4				
Intimidation		Edges		Fatigue	
Repair	d6	Quickdraw		[-1] [-2] [Inc]	
Notice	d6				
Shooting	d6				
Stealth	d6				
Taunt					
Throwing		Weapon	Rng	RoF	Damage
		.45 Pistol	12/24/48	1	2d6+1
		Shotgun	5/10/20	1-2	1-3d6
		MP5	12/24/48	3	2d6+1
					AP1, Full Auto
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

Melee Mooks				Names	
Agility	d8	Pace	6	Stephan Bunda	
Smarts	d4	Parry	7	Aaron Lockridge	
Strength	d6	Toughness	6	Ann Fowler	
Spirit	d4			Guan Fuyun	
Vigor	d8	Hindrances		Lars Hancke	
		Illiterate (or)		Axel Breutzmann	
		Mean (or)			
Skills					
Climbing	d4	Arrogant			
Fighting	d8			Fatigue	
Intimidation	d4	Edges		[-1] [-2] [Inc]	
Repair	d4	Acrobat			
Notice	d4	First Strike			
Shooting	d4				
Stealth	d6				
Taunt	d4				
Throwing		Weapon	Rng	RoF	Damage
		Switchblade	N/A	N/A	Str+d4
		Baton	N/A	N/A	Str+d4
		Maul	N/A	N/A	Str+d8
					AP1 Parry -1, 2 Hands
AMMO	O O O O 5 O O O O 10 O O O O 15 O O O O 20 O O O O 25 O O O O 30				

BLANK NPC CARDS

Wildcard		Notes			
Agility	___	Pace	___		
Smarts	___	Parry	___		
Strength	___	Toughness	___		
Spirit	___				
Vigor	___	Hindrances / Scourges			

Skills					
Climbing	___	_____			
Fighting	___				
Intimidation	___	Edges / Boons		Wounds	
Repair	___	_____		[-1] [-2] [-3] [Inc]	
Notice	___	_____		Fatigue	
Shooting	___	_____		[-1] [-2] [Inc]	
Stealth	___				
Taunt	___				
Throwing	___	Weapon	Rng	RoF	Damage

AMMO	○○○○ 5 ○○○○ 10 ○○○○ 15 ○○○○ 20 ○○○○ 25 ○○○○ 30				

Mooks		Names			
Agility	___	Pace	___	_____	
Smarts	___	Parry	___	_____	
Strength	___	Toughness	___	_____	
Spirit	___				
Vigor	___	Hindrances			

Skills					
Climbing	___	_____			
Fighting	___				
Intimidation	___	Edges		Fatigue	
Repair	___	_____		[-1] [-2] [Inc]	
Notice	___	_____			
Shooting	___	_____			
Stealth	___				
Taunt	___				
Throwing	___	Weapon	Rng	RoF	Damage

AMMO	○○○○ 5 ○○○○ 10 ○○○○ 15 ○○○○ 20 ○○○○ 25 ○○○○ 30				

ADVENTURES IN MODERN MYTH

Urban witches cast protective spells from their smart phones. Modern Magi delve into lore best forgotten. The restless dead search for closure in a world unaware of their existence. Religious fanatics hunt down those with Fae blood. Native Manitou fight to preserve what little is left of their lands.

WELCOME TO MARCHLAND

- ◆ Complete rules and guidelines to create a wide array of Fae Blooded mortals or ghostly Revenants.
- ◆ An extensive gazetteer describing the myth-haunted city of Brighton Bay.
- ◆ A bestiary with over twenty new foes to challenge you players.
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