


**THE**

# SAGA



**February 2024**

**Issue 13**



**Interview with Siv Horvath,  
The Influence of the Wheel of Time,  
New Paths: Druid Counselor,  
Cooking and Brewing,  
and Heroic Actions Expanded**

# THE SAGA

Issue 13, Feb 2024

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A SagaBorn Roleplaying Game Compatible Product

Issue #13.

Wow, it's been two years of making zines. I started it thinking I may do a few, and I have fallen into a great routine of getting one together every other month. They have been generally well received, and that makes my heart quite full. Thank you all for reading and supporting my strange ventures into the world stuck in my head.

Thanks again to you all, and as always, keep adventuring!

—MIKE





# Jump into adventure with the free Sagaborn 1.5 Starter Kit!



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JUMPING IN A HOLE IN  
THE GROUND WITH  
STU HORVATH

Stu Horvath is the founder of Unwinnable, a digital magazine that covers our culture from a different point of view. He is the presence behind the Vintage RPG Instagram. He is the author of the roleplaying history book *Monsters, Aliens, and Holes in the Ground: A Guide to Tabletop Roleplaying Games from D&D to Mothership*. And he is one of the hosts of the amazing Vintage RPG Podcast, which is where we connected, through the amazing community he has helped foster.

I am excited to get to ask him a few questions for the 2nd anniversary issue of the Saga, even though that means he has to take time away from all his amazing projects.

**Mike:**

Stu thanks for joining me! So, you run the Vintage RPG Instagram and put out an episode a week of the Vintage RPG Podcast. You wrote a 456 page book on the history of the hobby. Many of us are interested in the history, but what drives you to delve so deeply?

**Stu:**

Honestly, and this might be disappointing, but it really is mostly just an excuse to justify buying and reading and playing more RPGs. I've said before that when I started collecting, I was spurred on by seeing Chaosium box sets I had never previously seen before, and for the most part "seeing new old things" is my prime motivator.

**Mike:**

Actually, that is pretty rad. And probably a statement about GenX? I feel like we were predisposed to becoming collectors, hearing so many stories about lost issues of Superman #1 or a thrown-out Micky Mantle baseball card. But to take that love of discovering hidden old treasures and to document that to the extent that you do it is truly quite a task. It can't all be the fun part of acquiring these things; there is obviously a lot of love and work that goes into this.

My old philosophy professor wrote a book on the real origins of the modern vampire. He spent time living out of his car while visiting universities across America, searching tomes about obscure tales of the vampire. He also expressed an exasperated sadness at how hard it was to find real research online as he kept finding such well-written vampire tales... that was part of someone roleplaying story or character. Which, while I understand his frustration, I absolutely love. It is like these stories we are creating are making the next myths for our culture.

So with that long-winded build-up, what do you feel is the hardest part of the research into our RPG roots?

**Stu:**

Haaaa, I love the idea of RPGs poisoning the well of research like this. I recently found out that I have mistakenly called it “In Media Res” instead of “In Medias Res” because of a mistake in a Star Wars RPG rulebook, so I am pleased to hear of other people suffering similar problem. Misery loves company, etc, etc. The trickiest part of this project has probably been preconceptions. Nostalgia and homebrewing rules and not reading rules carefully to begin with have conspired to make it really easy to believe things about a given game or product that aren’t accurate. For me, and for my audience! It’s sort of the way lots of people play Monopoly the wrong way and then profess to hate Monopoly.

When you apply that sort of misunderstanding to a beloved game that someone has played for countless hours, that can be a real substantial barrier to a deeper understanding of that game, and to its place in the larger ecosystem of the hobby.

**Mike:**

With my bad memory, I always assume I don’t remember something correctly anyway. Which is a blessing and a curse. It keeps my mind open, but I can also forget what was just told to me. A real bonus to my horrible memory is getting to read books and stories I wrote years ago; I am always like, “Wow, I wrote



that? Did I used to be smarter?” And then I try not to answer that question.

So with your book out on shelves now, what project are you working on next?

**Stu:**

I'm finishing up a neat, odd little editorial project that is currently called *Down, Down, Down*. It's an analect, which is apparently what you call a collection of meaningful, thematic quotations, and it acts as a sort of deconstruction of the many stories and games that have contributed to our contemporary conception of the fantasy dungeon. It should hit shelves in 2025, through *Strange Attractor*.

**Mike:**

So still dealing with holes in the ground, huh? Speaking of those dungeons, have you been doing any dungeon delving on either side of the screen these days?

**Stu:**

I'm not playing in anything at the moment (and rarely do, to be honest) but I am still running my weekly *Call of Cthulhu* game, which started in the pandemic as a series of one shots, turned into *Horror on the Orient Express* and is now about halfway through *Masks of Nyarlathotep*. I've also been running *Old-School Essentials* in the *West Marches* style and that's been super fun. It might wind up as a book, even! It feels like a good sized campaign book. When you rolling up your character?

**Mike:**

Oh man, I rolled up a character. I am just missing that one major thing, extra time. I have been on a roll putting out *SagaBorn* stuff, which means lots of testing, which means I am playing so much of my own game. On top of putting out books, I am running 3 story-heavy campaigns with *SagaBorn*. I squeeze in time to try out games, but they are almost all one-shots. Speaking of games, what are you looking forward to getting in 2024?

**Stu:**

I'm...not really looking forward to any games in 2024. This may be a betrayal of my brand, but it is my hope to buy as few RPGs as possible in 2024, just, because, my god, I really have too much of this stuff. Folks send me photos of shelves at their local Half-Priced Books and I am like "Thanks, but I own all of that already." I do want to get my hands on The Electric State RPG though, but even then, I feel like that is most likely going to kickstart my desire to get a Tales from the Loop game going again. All the games I want to play are already out!

**Mike:**

Man, I understand. I got some new shelves that support like 180lbs a shelf, and they are so full it's bending the metal bars. I keep buying books, even without the time to play. Maybe I need to make a Little Library outside my house that I just put out all the books I have read and supported? This is how we all end up as old wizened guys in a haunted mansion with a giant library, right?

**Stu:**

I am gonna get a little library in the spring!

**Mike:**

Maybe that should be a plan for everyone, we start sponsoring little RPG libraries!

Stu, thanks for taking the time to talk shop (or in our hobby should we say talk table?). Thanks for all you do for the hobby, it has definitely broadened my horizons and brought joy to my life. So keep on making my friend.

**Stu:**

Always a pleasure sir!

# TRACK THE ORIGINS OF OUR HOBBY IN:

## MONSTERS, ALIENS, AND HOLES IN THE GROUND

A GUIDE TO TABLETOP ROLEPLAYING GAMES FROM D&D TO MOTHERSHIP

**STU HORVATH**

DUNGEONS & DRAGONS

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Tales of Mystery, Fear & Fantasy: Bruce St. Charles, 1981  
Linn Wood and Dorian Wood, Cover of White Wolf



Cities: Bruce St. Charles, 1981

...and point. It's the "We Are the World" of RPGs. If you know "We Are the World" was actually a good song.

Millennia Press was formed out of a group of D&D enthusiasts at the University of California, San Diego that started publishing RPG materials in 1979. Today, Millennia is best known as one of the set-

Steps of Raymond E. Feist's long running series of novels, The Dark Cycle, some of which draw on that long ago RPG campaign. But in the late '70s, the name was associated with cutting edge RPG city designs. Their first book, Cities: A Gamemaster's Guide to Dungeons and Other Cities for Fantasy Games (1978), takes the Judges Guild method of creating a city experience through nested random tables and refines it, creating a massive set of practical street encounters.

The process is split between two parties—the GM rolls on the table to determine the part of town the characters are in; the players who is on the street, then the GM fills out the corresponding chart to see what those people are doing. Many of those encounters are just location—character bumps into X. Some other books for improvising adventures—X is looking for hire someone to do Y. Some are complications or dramatic scenes, like an assassination attempt. And the talent is to roll often, like every 15 minutes or so in real time.

These rapid-fire, but often inconsequential encounters, create the illusion of a metropolitan chaos, where player characters are but a handful out of thousands of

PHOTO: STEPHEN VAUGHAN; ILLUSTRATION: STEPHEN VAUGHAN; ILLUSTRATION: STEPHEN VAUGHAN

# Appendix: i (magination)

## The Wheel of Time





It's time for that discussion of imagination again, the Appendix i of our creativity, where Dane and Mike discuss what made them the creatives they are. This week we also add Cassi, who is a big part of the WoT fandom scene.

The Wheel of Time has long been a staple of our fantasy literary landscape. And now we have a TV show to go along with it! Let's spin the wheel and see what threads we follow.

**Mike:**

I found the Wheel of Time in the mid '90s at the end of my high school career. I was pulled in by the cover, a great visual of the adventuring party leaving the small village. I enjoyed the story, and while I didn't particularly connect with any of the characters, I loved the group dynamic. I loved the feel of an Aes Sedia and their Warden, which is a direct influence on the Archeon in SagaBorn. While I only made it through four of the fourteen books, I can say that those four books left a strong impression. How about the rest of you?

**Danny:**

I discovered it when I was in 8th grade in 1990. I had been reading fantasy novels for a few years and was in Waldenbooks looking for anything new or interesting. When I saw that cover, I grabbed it, and when I read it, it was like no fantasy book I'd read. I was intrigued particularly by the magic system and the idea of the wheel and its cycles or ages. I also didn't connect with the main characters, but I was fascinated by Moiraine. She was complex, and I didn't quite know what to make of her. I was into internal martial arts like Tai Chi and thought of chi as a sort of magical force that emerged when your mind was clear enough, so the biggest hook of that book was the practice of the flame and the void. I actually integrated that into my meditation practice, and it was useful.

It was around that time that my parents bought me a word processor, and I wrote five or six chapters of a novel that was

directly inspired by the opening of *The Eye of the World*, with a kid being torn from his family to go on some high adventure. That story is long lost, and I had no idea where it was going, but it's really what started my journey toward becoming a writer.

**Cassi:**

My longtime roommate, Jesse, has talked about *Wheel of Time* for years. I took a solo mental health vacation/cruise in 2014 and decided I needed a book series to escape to as well. Within a couple of months, I had devoured all of the books, and the next year, I attended my first JordanCon.

The *Wheel of Time* feels realistic to me in a way much fantasy does not, and that's what drew me to it initially. The main characters, especially, could easily have been people I grew up with. Jordan really nailed the experience of having a friend group you've known forever. Everyone ends up in a place you'd never expect, grows in impressive ways, but still treats each other like they were kids. I love it.

Also, the WOMEN feel realistic. So many personalities, ambitions, complexities, and careers. While recent fantasy has been really upping the game in this department (hello, *Locked Tomb* series), regular human women were not featured in many fantasy books of the 20th century.

What kept me going in the first read was the deep immersion I had in the world. New characters, cultures, and plots continued to be introduced. It felt like experiencing a time period more than it felt like reading a story.

**Mike:**

I do think that is what has allowed the *Wheel of Time* to thrive for so long. It wasn't just a boys club with the hot female elf who shows up for a bit. It is also so good at building an environment for these characters to grow.

**Cassi:**

What makes it stand out: Its immersive quality. After reading the books, I feel like I've BEEN to the countries it explores. I can remember what it felt like to be trapped at Dumai's Wells and the chaos and horrors of the Last Battle.

What keeps it relevant: The books are complex, but the core story is not. The characters have to choose either the light or the dark over and over and over again. And they don't always get it right every time. As a flawed human, I appreciate the struggle.

**Mike:**

So we once had a Wheel of Time Roleplaying game which was met with mixed reviews. I can not imagine trying to make a game based on a world that is so tied to an epic tale. I LOVE Tolkien, but I would never want to make an RPG set in Middle Earth, because everything will be second fiddle to the books.

But that doesn't stop us from wanting to adventure in these lands. If you could make a game based in the Wheel of Time universe, what would it have to do to be compelling?

**Dane:**

I think it could be a fun RPG. It might make for a better RPG than it does fiction, especially if it's set after the school for Asha'man (male Aes Sedai) is created (although it may struggle with some gender-related issues). I could imagine a very fun magic system. And, of course, you'd have playable Ogier, gleemen, warders (with their Aes Sedai bonds), and so on. There could be some interesting roleplay and gameplay dynamics.

**Cassi:**

I think you'd need to pick an aspect of the books to explore first before you'd be able to think about gameplay.

There are so many genres you could pull out of the story: political intrigue, exploring/escaping realistic dream worlds, guerrilla warfare, bubbles of evil attacking small villages. That last one

would actually be a ton of fun to play and there are tons of great examples in the books. Reflections coming to life and attacking you, crystals rising from the ground and stabbing people, villagers turning on each other in murderous chaos every night but waking up alive in the morning.

**Mike:**

And now the most dangerous question, how do you feel about the TV show?

**Dane:**

I've enjoyed it more than the books. Besides the fact that it's more fulfilling to see it unfold with talented actors (especially Rosamund Pike), the writers have given the characters more dimensions than they had in the books, where they all seemed to be defined by strange tics.

**Cassi:**

I love it! I generally have a positive view of adaptations, especially when there is a ton of source material. I want to experience the story anew, and I want to feel like I'm living in it. If I wanted to experience the books, I would read the books, you know?

I could easily point out things that annoyed me or that I interpreted differently, but overall it's a blast to watch and have my friends who will NEVER read the books watch along with me.

Also, I dare any WOT fan to watch through season two and not absolutely bawl at the finale. Rafe has to mosaic a few things to make it all fit, but I think he deeply understands the heart of the story.

**Mike:**

Thanks for taking the time to talk you two! Any last thoughts?

**Cassi:**

Now I feel like I need another reread! Maybe after I wrap up the last few Discworld books...





# FROM THE READERS

**What was your favorite game (tabletop, board, journaling, etc) that came out in 2023? And why?**

Hard Times on the Back 9 for me, no question.

Major fan of anything that comes from the 321 Action! crew, so it's gonna be Hard Times on the Back 9 for me (though, John & the crew put out some other incredible books: Devil in NJ? Children of UMA? PHEW). C'mon: quick, clever adventure about a putt-putt game to the death with the Devil?? What's not to love?

Other strong contender would be the new Monster of the Week book that finally popped, Codex of Worlds. Absolutely love everything MotW, and this is no exception.

**-Justin Wigard**

Baldur's Gate 3

- Jimmy L (and pretty much everyone else)

**What game are you looking forward to the most in 2024?**

Brindlewood Bay (missed it the first time around!) and probably Enter the Dino-Knights by 321 Action!

**-Justin Wigard**

**To go with our theme this month, lets talk about the Wheel of Time. How did you get introduced to it, and makes it such a stand out success in the field of fantasy?**

Ohhh lord. 2000? Middle-school-ish for me. Found it after burning through Tolkien, Terry Brooks, and some other fantasy mainstays in the back of a B.Dalton. Bookclerk said all of the books were way longer than anything else I was reading, and that was all I needed.

For most folks, its the notorious length. People gripe about how it's 14 books long (fair, if you're not in the mood for that), that books 8-10 are pretty slogworthy (and, well, they are). But, at the same time, I think it's relevant today because Jordan does some really deep and slow worldbuilding that's quite nice, and then when you're good and settled in, the world \*breathes\*. There's memorable protagonists, some classic good & evil stuff that gets muddied up pretty quickly, and of course, a pretty clever magic system. We can (and should) goof on and on about all of the dorky phrases (tugging on braids, skirt-smoothing, etc.), but at the same time, those first few books manage to keep pulling readers in, year after year--enough to, indeed, slog through some slow books that do, in my personal, biased opinion, have some pretty great payoffs.

It's also strange, noteworthy, because it's a fantasy series that wasn't finished by the creator (not the first, won't be the last, I know). More than that, it's a spot where Sanderson would make a big, public splash. So, those last three books also stand as a testament to Sanderson cutting his teeth, figuring out what works, what doesn't, and trying to thread together stuff that Jordan started. Book 12...he just doesn't have Mat quite dialed in, and then it gives you more appreciation for Jordan's depiction of him in the rest of the series.

There's more progressive fantasy authors out there, folks with bigger imaginations and better grasps of language. But, some twenty years later, I'm still pretty enthralled with the trials &

tribulations of all of those characters, and how lived-in that world feels.

The wheel weaves as the wheel wills, after all.

**-Justin Wigard**

I was introduced to the Wheel of Time in 1998. It showed that Epic Fantasy can be done with strong leads regardless of gender.

**- Jimmy L**

Several of my friends are huge fans of the series and talked about attending Jordancon. The series is lengthy, so when Amazon released the first season of the television version right as I finished grad school and had the time to tackle a series this massive, it was a great opportunity to sample the story. I have binged the series on audible since- currently half way through A Memory of Light!

The world building is second to none. Each of the cultures, organizations, and lands are fleshed out and dynamic- factions within factions.

When I think of some of the other major fantasy series I've read, WoT stands out above Lord of the Rings for the inclusion of women (even if there are some issues with the way Jordan wrote women) as main characters with their own stories. And unlike Game of Thrones which also had great world building and female characters-this series was finished. After being burned by GRRM, I only picked this series up because it was complete!

In spite of the issues with gender which are occasionally difficult to get past, I think great stories never go out of style. The reluctant heroes muddling their way through destiny, the powerful forces they struggle against, and some really great takes on the concepts of reincarnation and magic-make for an interesting story.

**- Darby**



# DARK RETURN

## INTO THE WORLD

The Druidic Council often sends out its counselors and guardians to survey the lands. They send back letters to their home Groves detailing what they have found. These correspondences are archived and help build a history of Atheles.

*Marcan 24 , 5703*

*I was hoping for a warm send off the sun on my back, some of my peers from the Grove standing at the gate but instead, it started like most long journeys: alone and cold. The rain finally stopped after I left the crowded streets of Bordon. I caught a ride on a merchant's wagon down the steepest of the roads down to the Plains. I will spend tonight in a sparse but warm room in a guard tower along the Eastmost road. This may be the last time I use the badge of the Druids to find help. While I am welcome here in Borden, the lands beyond are superstitious and unforgiving. I hope only that the dwarves will be gracious hosts. My long time correspondence with Beglin will at least guarantee I have one friendly destination in Greyhelm.*

*This time away from the Grove is welcome. Far too long have I sat within its safety and confinement. Researching, translating, writing. But now it is time to experience.*

*The dwarves have opened up to the rest of the world again, and though few brave the roads so close to the Wastelands, the gates to their giant wall is open once more.*

*To be able to gaze upon the works of the dwarves in their own Kingdom will be quite an honor.*



Dear Irphazan,

I write now as you had expressed interest in your last letter about hearing about the state of the Eastlands.

To put things as lightly as possible, it is all as much a pile of shite as we might have imagined. I sit in a small tavern north of Kowal, a city that just recently swore allegiance to the Uthgard "Empire," as they have now started to call themselves. The rulers there are all parading around in their "look at how wonderful and gracious a ruler I am" robes as they have moved on from burning "witches" at the stake for entertainment just a few years ago to having anyone with talent either conscripted by the Academy or leashed to the licenses and fees of a freelancer. For a fearful and uneducated populace, this somehow seems like a merciful grace bestowed by their benevolent leaders.

Speaking of the populace, the economy has been so bad for so many years that now that the forges and factories have reopened, the citizens are so happy for work and pay. But the work is grueling, and the pay is not as it should be. The new laws of Uthgard are strictly enforced, meaning those who trespass against them end up as prisoner workers in the mines and worst parts of the forges. But for some, this influx of trade has made them rich, so everyone toils away under the promise that one day they may strike it rich as well.

All of this is also underscored by war. Yes, I am sure you have heard that Uthgard now clashes with Tiren over some long disputed lands. What you may not know is that something else is stirring in this war movement. Columns of soldiers march out of the North; their dark armor forged here in Kowal. All of a single size and build. These soldiers are not found carousing in the taverns or telling stories around their campfires. You see them march, or patrol, or stand rigidly on guard. And then they sleep. Who are these soldiers in their visored helmets? How are there so many of them? Why do they follow with some loyalty as to not even show any sign of being a teran? This deserves much more observation, but I fear my path is heading south soon, so that question will have to wait for another time.

In good news, there are signs of cracks in this monolithic machine. There is grumbling among the workers about the state of the city and their treatment. The Duke of Kowal's son, a silenced mage by some accounts, has publicly accused his father of being complacent against the Uthgard threat and vowed revolution. Old groups like the mages of Eredar and the Wanderer's Guild help those oppressed by the system. Teran's spirits will not be contained by a system that puts them in a cage, but first, they must realize the cage is there. I think that the Druids should send resources to help these other groups educate and organize to make this place better. Kowal was once the jewel of the East; now, it is the factory of war. But, I believe with the right people and the proper support, Kowal could resist.

I will send word when I can. I heard that there is a small Zhou settlement on the coast to the south, and that is my next destination.

Yours,  
Alledyn

# DRUID PATH

In Atheles, there are two types of druids: the Druids, which is an organization of magic users who focus on keeping a balance in the world, and druids, a descriptor for nature-focused magic users.

The Druids follow a strict code that includes forbidding the use of ravaging magic and focusing on a pacifistic interaction with the world. While danger lurks in most places on Atheles, they have bent their magics towards subduing any who wish them harm. The only full exceptions to this are monsters and creatures who lack empathy and cause great harm to the world around them. Within the Druid Council, the limitations and exceptions to this rule are often greatly debated. Druids often follow the Wylder or Luminar path, though rarely they may be Bards.

The “generic” druids are often found alone as hermits or hunters, and they often follow the path of the Wylder. Animals are often their closest companions, and their magic leans towards the forces of nature.

## Building a Druidic Order Mage

Their Spells and Talents will lean towards non-lethal, subduing, and persuasion. Their abilities will try to be average but will focus on Int, Wis, and Cha. A Counselor will have more social Skills and Talents, while a Guardian will have a little more focus on physical Abilities while maintaining a high Int.

All Druid Order mages will focus on non-lethal damage; it is part of their code not to hurt others unless in defense. This will also apply to the spells they choose to know.

The stats below are for a NPC, so it does not include Legacy Items. An example set of Legacy Items will be provided below the NPC stats.

# **DRUID COUNSELOR 1**

Class/Level: Luminar 1

Challenge Rating: 1/2

Size: M

Initiative: +2

## **Defense**

Hit Points: 6 (1d6)

Armor Class: 12 , touch 10, flat-footed 12 ( +2 Hide) or 14, touch 10, flat-footed 14 (+4 Xavian's Armor)

## **Offense**

Speed: 30 ft

Base Attack: +1

Melee: Quarterstaff +1 (1d8), Dagger +1 (1d4)

Ranged: Shortbow +1 (1d6)

Magic Attack: Energy Burst +5 (1d4+1)

Special Attacks: Energy Burst 1d4+1,

Mana: 3

## **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +4, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +3, Endurance +1, Knowledge +6, Persuasion +2, Survival +4, Spellcraft +4, Thievery +1

Talents: 2 points or recommended: Empower Spell, Spell Potency

Special Qualities: Elemental Type, Elemental Focus, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

## **Spells:**

Elemental Focus: 2 (Earth, Water)

Variable Mana: Detect Hidden, Elemental Wall, Heal, Imbue Staff, Light

0 Mana: Detect Magic

1 Mana: Sleep, Xavian's Warding Armor

## **DRUID COUNSELOR 2**

Class/Level: Luminar 2

Challenge Rating: 1

Size: M

Initiative: +2

### **Defense**

Hit Points: 11 (2d6)

Armor Class: 12 , touch 10, flat-footed 12 ( +2 Hide) or 14, touch 10, flat-footed 14 (+4 Xavian's Armor), touch vs. spells 11

### **Offense**

Speed: 30 ft

Base Attack: +2

Melee: Quarterstaff +2 (1d8), Dagger +2 (1d4)

Ranged: Shortbow +2 (1d6)

Magic Attack: Energy Burst +6 (2d4+2)

Special Attacks: Energy Burst 2d4+2

Mana: 5

### **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +4, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +3, Endurance +1, Knowledge +6, Persuasion +3, Survival +4, Spellcraft +4, Thievery +1

Talents: 2 points or recommended: Empower Spell, Spell Potency

Special Qualities: Elemental Type, Elemental Focus, Mage Lore, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

### **Spells:**

Elemental Focus: 3 (Earth, Water, Air)

Variable Mana: Cat's Grace, Command, Detect Hidden, Elemental Wall, Heal, Imbue Staff, Light

0 Mana: Detect Magic

1 Mana: Mage Bolt, Sleep, Xavian's Warding Armor

3 Mana: Hold Creature

5 Mana: Tongues



## **DRUID COUNSELOR 3**

Class/Level: Luminar 3

Challenge Rating: 2

Size: M

Initiative: +2

### **Defense**

Hit Points: 15 (3d6)

Armor Class: 12 , touch 10, flat-footed 12 ( +2 Hide) or 14, touch 10, flat-footed 14 (+4 Xavian's Armor), touch vs. spells 11

### **Offense**

Speed: 30 ft

Base Attack: +3

Melee: Quarterstaff +3 (1d8), Dagger +3 (1d4)

Ranged: Shortbow +3 (1d6)

Magic Attack: Energy Burst +7 (2d4+2)

Special Attacks: Energy Burst 2d4+2

Mana: 11

### **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +4, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +3, Endurance +1, Knowledge +6, Persuasion +3, Survival +4, Spellcraft +7, Thievery +1

Talents: 4 points or recommended: Empower Spell, Hidden Spell, Magical Aptitude, Spell Potency

Special Qualities: Elemental Type, Elemental Focus, Mage Lore, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

### **Spells:**

Elemental Focus: 3 (Earth, Water, Air)

Variable Mana: Cat's Grace, Command, Detect Hidden, Elemental Wall, Heal, Imbue Staff, Light

0 Mana: Detect Magic

1 Mana: Mage Bolt, Identify, Sleep, Xavian's Warding Armor

3 Mana: Dark Vision, Hold Creature, Whispering Wind

5 Mana: Remove Disease, Tongues

## **DRUID COUNSELOR 4**

Class/Level: Luminar 4

Challenge Rating:3

Size: M

Initiative: +2

### **Defense**

Hit Points: 19 (4d6)

Armor Class: 12 , touch 10, flat-footed 12 ( +2 Hide) or 14, touch 10, flat-footed 14 (+4 Xavian's Armor), touch vs. spells 12

### **Offense**

Speed: 30 ft

Base Attack: +4

Melee: Quarterstaff +4 (1d8), Dagger +4 (1d4)

Ranged: Shortbow +4 (1d6)

Magic Attack: Energy Burst +9 (3d4+3)

Special Attacks: Energy Burst 3d4+3, Energy Blast

Mana: 16

### **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +5, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +3, Endurance +1, Knowledge +7, Persuasion +4, Survival +6, Spellcraft +8, Thievery +1

Talents: 4 points or recommended: Empower Spell, Hidden Spell, Magical Aptitude, Spell Potency

Special Qualities: Elemental Type, Elemental Focus, Mage Lore, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

### **Spells:**

Elemental Focus: 4 (Earth, Water, Air, Fire)

Variable Mana: Cat's Grace, Command, Detect Hidden, Elemental Wall, Heal, Imbue Staff, Light

0 Mana: Detect Magic

1 Mana: Mage Bolt, Identify, Sleep, Xavian's Warding Armor

3 Mana: Dark Vision, Hold Creature, Whispering Wind

5 Mana: Remove Disease, Tongues



## **DRUID COUNSELOR 5**

Class/Level: Luminar 5

Challenge Rating:4

Size: M

Initiative: +2

### **Defense**

Hit Points: 23 (5d6)

Armor Class: 12 , touch 10, flat-footed 12 ( +2 Hide) or 14, touch 10, flat-footed 14 (+4 Xavian's Armor), touch vs. spells 12

### **Offense**

Speed: 30 ft

Base Attack: +5

Melee: Quarterstaff +5 (1d8), Dagger +5 (1d4)

Ranged: Shortbow +5 (1d6)

Magic Attack: Energy Burst +10 (3d4+3)

Special Attacks: Energy Burst 3d4+3, Energy Blast

Mana: 26

### **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +5, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +4, Endurance +1, Knowledge +9, Persuasion +4, Survival +6, Spellcraft +8, Thievery +1

Talents: 5 points or recommended: Empower Spell, Hidden Spell, Magical Aptitude, Spell Potency, Studious

Special Qualities: Elemental Type, Elemental Focus, Mage Lore, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

### **Spells:**

Elemental Focus: 4 (Earth, Water, Air, Fire)

Variable Mana: Bend Sound, Cat's Grace, Command, Detect Hidden, Elemental Wall, Heal, Imbue Staff, Light, Magic Weapon, Orillot's Fortitude

0 Mana: Daze, Detect Disease, Detect Magic, Resistance

1 Mana: Alarm, Mage Bolt, Identify, Jump, Sleep, Snare, Xavian's Warding Armor

3 Mana: Dark Vision, Gentle Repose, Hold Creature, Silence, Whispering Wind

5 Mana: Remove Disease, Tongues

7 Mana: True Seeing

## **DRUID COUNSELOR 6**

Class/Level: Luminar 6

Challenge Rating: 5

Size: M

Initiative: +2

### **Defense**

Hit Points: 27 (6d6)

Armor Class: 12 , touch 10, flat-footed 12 ( +2 Hide) or 14, touch 10, flat-footed 14 (+4 Xavian's Armor), touch vs. spells 13

### **Offense**

Speed: 30 ft

Base Attack: +6

Melee: Quarterstaff +6 (1d8), Dagger +6 (1d4)

Ranged: Shortbow +6 (1d6)

Magick Attack: Energy Burst +11 (4d4+4)

Special Attacks: Energy Burst 4d4+4, Energy Blast, Energy Wall

Mana: 34

### **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +5, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +4, Endurance +1, Knowledge +9, Persuasion +6, Survival +6, Spellcraft +9, Thievery +1

Talents: 6 points or recommended: Empower Spell, Hidden Spell, Magical Aptitude, Negotiator, Spell Potency, Studious

Special Qualities: Elemental Type, Elemental Focus, Mage Lore, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

### **Spells:**

Elemental Focus: 4 (Earth, Water, Air, Fire)

Variable Mana: Bend Sound, Cat's Grace, Command, Detect Hidden, Elemental Wall, Heal, Imbue Staff, Light, Magic Weapon, Orillot's Fortitude

0 Mana: Daze, Detect Disease, Detect Magic, Resistance

1 Mana: Alarm, Mage Bolt, Identify, Jump, Sleep, Snare, Xavian's Warding Armor

3 Mana: Dark Vision, Gentle Repose, Hold Creature, Silence, Whispering Wind

5 Mana: Clairvoyance, Haste, Remove Disease, Tongues

7 Mana: Arcane Eye, Restoration, True Seeing

## DRUID COUNSELOR 7

Class/Level: Luminar 7

Challenge Rating: 6

Size: M

Initiative: +2

### **Defense**

Hit Points: 31 (7d6)

Armor Class: 13, touch 11, flat-footed 13 (+2 Hide) or 15, touch 11, flat-footed 15 (+4 Xavian's Armor, +1 Dodge), touch vs. spells 14

### **Offense**

Speed: 30 ft

Base Attack: +7

Melee: Quarterstaff +7 (1d8), Dagger +7 (1d4)

Ranged: Shortbow +7 (1d6)

Magic Attack: Energy Burst +12 (4d4+4)

Special Attacks: Energy Burst 4d4+4, Energy Blast, Energy Wall

Mana: 50

### **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +5, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +4, Endurance +1, Knowledge +9, Persuasion +6, Survival +6, Spellcraft +10, Thievery +1

Talents: 7 points or recommended: Dodge, Empower Spell, Hidden Spell, Magical Aptitude, Negotiator, Spell Potency, Studious

Special Qualities: Elemental Type, Elemental Focus, Mage Lore, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

### **Spells:**

Elemental Focus: 4 (Earth, Water, Air, Fire)

Variable Mana: Bend Sound, Cat's Grace, Command, Detect Hidden, Elemental Wall, Heal, Imbue Staff, Light, Magic Weapon, Orilgot's Fortitude

0 Mana: Daze, Detect Disease, Detect Magic, Resistance

1 Mana: Alarm, Mage Bolt, Identify, Jump, Sleep, Snare, Xavian's Warding Armor

3 Mana: Dark Vision, Gentle Repose, Hold Creature, Silence, Whispering Wind

5 Mana: Clairvoyance, Haste, Remove Disease, Tongues

7 Mana: Arcane Eye, Restoration, True Seeing

## **DRUID COUNSELOR 8**

Class/Level: Luminar 8

Challenge Rating: 7

Size: M

Initiative: +2

### **Defense**

Hit Points: 35 (8d6)

Armor Class: 13, touch 11, flat-footed 13 (+2 Hide) or 15, touch 11, flat-footed 15 (+4 Xavian's Armor, +1 Dodge), touch vs. spells 15

### **Offense**

Speed: 30 ft

Base Attack: +8

Melee: Quarterstaff +8 (1d8), Dagger +8 (1d4)

Ranged: Shortbow +8 (1d6)

Magic Attack: Energy Burst +14 (5d4+5)

Special Attacks: Call of the Elements, Energy Burst 5d4+5, Energy Blast, Energy Wall

Mana: 64

### **Statistics**

Abilities: STR 0, DEX +0, CON +0, INT +6, WIS +2, CHA +1

Skills: Acrobatics +2, Athletics +1, Awareness +4, Endurance +1, Knowledge +9, Persuasion +6, Survival +6, Spellcraft +11, Thievery +1

Talents: 7 points or recommended: Dodge, Empower Spell, Hidden Spell, Magical Aptitude, Negotiator, Spell Potency, Studious

Special Qualities: Elemental Type, Elemental Focus, Mage Lore, Spell Book, Starting Spells, Spell Sight

Equipment: Leather Armor, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin,

### **Spells:**

Elemental Focus: 4 (Earth, Water, Air, Fire)

Variable Mana: Bend Sound, Cat's Grace, Command, Detect Hidden, Elemental Wall, Heal, Imbue Staff, Invisibility, Light, Magic Weapon, Orillot's Fortitude, Polymorph

0 Mana: Daze, Detect Disease, Detect Magic, Resistance

1 Mana: Alarm, Mage Bolt, Hold Portal, Identify, Jump, Nigel's Energy Transfer, Ray of Enfeeblement, Sleep, Snare, Xavian's Warding Armor

3 Mana: Dark Vision, Gentle Repose, Hold Creature, Silence, Whispering Wind

5 Mana: Clairvoyance, Haste, Invisibility Purge, Protection from the Elements, Protection from Ravaging, Remove Disease, Tongues  
7 Mana: Arcane Eye, Freedom of Movement, Locate Creature, Restoration, True Seeing

## LEGACY ITEMS

### **Staff of the Druid (Magic Focus)**

Level 2 - Imbue Staff Mana 1  
Level 4 - Fox's Fascination Mana 3  
Level 6 - +1 to Diplomacy expertise  
Level 8 - Command Mana 5

### **Ring of the Counselor (Wonderous Item)**

Level 2 - +1 to Persuasion  
Level 4 - Cat's Grace Mana 1  
Level 6 - +3 to Interrogation expertise  
Level 8 - Detect Thoughts

### **Cloak of the Order (Wonderous Item & Armor)**

Level 2 - Daze and +1 to Persuasion  
Level 4 - +1 to AC  
Level 6 - +10 ft. to movement  
Level 8 - +2 to AC



# NEW SPELL

## **Fox's Fascination**

Mana: Varies

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject becomes more charismatic. The spell grants a bonus to a creature's Charisma score, adding the usual benefits to Cha-based skill checks and Heroic Actions.

1 Mana +1 to Cha

3 Mana +2 to Cha

5 Mana +3 to Cha

7 Mana +4 to Cha





# Codex Dominum

## SagaBorn Expanded



## COOKING AND BREWING

The goal of this is to make food and drink a fun resource and also to give the players a way to give themselves small bonuses based on their meals. A hero can only have one bonus associated with a meal or drink, and each bonus lasts one day.

### COOKING

Cooking is a craft that can be done at home or on the road.

If spending a week cooking in your Stronghold or a kitchen, a hero can craft 7 days worth of food. On the road, a cook may try and craft a single days meal per rest period but must succeed at a DC 15 Survival check to cook any food with a Bonus. The cost to cook one of these meals is 1 gp.

All food cooked in advance of an adventure is made to last and has a 14 day shelf life. Any bonuses gained from the food last 24 hours.

Food	Bonus
Black Coffee Cake	+1 Awareness
Trail Sausages	+1 Saga Point
Adventurer's Bread	+1 to Fort Saves
Jerky	+1 Reflex Saves
Cabbage Soup	+1 Will Saves

Brewing creates drinks that give small bonuses. While some brewed drinks can easily be crafted on the road, others, such as beer or liquor, require a brewery.

Drink	Bonus
Hand-pressed Coffee	+1 Awareness
Fruit Tea	+1 Saga Point
Steeped Tea	+1 to Fort Saves
Fermented Tea	+1 Reflex Saves
Citrus Infused Water	+1 Will Saves
Small Batch Whisky, Vodka	+1 to Str-based Heroic Actions
Small Batch Rum	+1 to Persuasion



# COOK BOOK

## KYZK ROASTED HAUNCH

+5 HP

Kyzk Haunch 4-6 lbs.

Salt

Pepper

3 tbsp Oil

1 tbsp Rosemary

1 tbsp Lovage

1 tbsp Mint

1 tbsp parsley

2 cloves of garlic

1 minced plains onion

1 tbsp honey

1 tsp garum

1 flagon of sweet wine

Salt the haunch for a day. Spread the herbs, onion, and garlic along the inside of the leg and tie it up; often 4 to 5 twine wrappings are enough. Hang over the fire and slowly cook for 2-3 hours. Brush with the marinade made from the other herbs and oil every 15 minutes. Once it is cooked, remove and let rest for 10 minutes. Save the bone for a future Kyzk Stew!

# HEROIC ACTIONS EXPANDED

A Heroic Action is an ability-based action that uses either a move or standard action to perform. It is a contested roll vs another creature's Ability, or vs the environment with a DC of 12. Heroic Actions can never do damage, but they can add bonuses.

## COMBAT HEROIC ACTIONS

**Aim:** you may aim with a ranged single-shot attack. If you successfully hit with the attack, a successful Heroic Action causes the target to take a -1 penalty to all attack rolls on its next turn

**Arcane Shot:** when a single target spell does damage to a target, a successful heroic action pushes them back 5'.

**Arcane Knock:** when a single target spell does damage to a target, a successful heroic action knocks them prone.

**Brute force:** when you land an attack with two-handed weapon, a successful Heroic Action pushes the target back 5 feet.

**Called shot:** you may use a called shot with a ranged single shot attack. If you successfully hit with the attack, a successful Heroic Action allows you to hit a specific part of the body, or try for a specific effect with the shot.

**Clobber:** when you land a successful blunt weapon attack, a successful Str Heroic Action causes the target to become Dazed.

**Grapple:** with a successful Heroic Action the opponent loses their Dex bonus and becomes grappled.

**Hamstring:** when you land an attack, a successful Heroic Action slices the opponent's hamstring causing them to move at half speed.

**Heavy shot:** when you hit an opponent with a ranged single shot attack, a successful Heroic Action pushes the target back 5 feet.

**Pin:** with a successful Heroic Action the opponent is pinned. A pinned opponent loses their Dex bonus and can not cast spells.

**Poke:** if you land an attack with a light weapon, a successful Heroic Action allows you to roll 2 damage dice and take the higher roll.

**Mighty Swing:** when you land an attack with an extra large weapon, a successful Heroic Action causes the target to become prone.

**Shove:** a successful heroic action causes the opponent to be knocked back 5”.

**Slice:** when you land an attack with a medium or large slashing weapon, a successful Heroic Action allows you to roll 2 damage dice and take the higher roll.

**Trip:** as a heroic action, try to trip your enemy.

## COMBAT OR SOCIAL HEROIC ACTIONS

**Environmental Advantage:** choose part of the environment and with a successful DC12 check, add a +2 to your next attack or skill roll. If you fail the DC check, you suffer -1 on your next attack or skill roll.



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