

SAGA BORN

ROLEPLAYING GAME



Starter Kit and Adventure

SagaBorn Starter Kit

a Dark Return, SagaBorn 1.5 Compatible Kit
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THE WORLD OF UTERIA

THE CONTINENT OF ATHELES

AVERSOLA OCEAN

OSTIANA OCEAN



90 MILES
Average Day 14 Miles

GANTHAN DEEP

DESERT OF JALDUR

EMPIRE OF
ISH

WASTELANDS

TALINASSIA OCEAN

FROZEN LANDS OF
THE NORTH

AKUTHO
CENNITH

UTHGARD

TIREN

ENDAMAS

PLAINS OF ALTROS

OLD ARADAN

GREYHELM

WILDELANDS

NORHAN

MIDEON

Playing SagaBorn

WHAT IS SAGABORN?

SagaBorn is an old school D20 TTRPG system. It consists of players and a StoryGuide running a game that is mostly of the imagination. To play this game, all you need is at least two people, the Sagaborn Core Rulebook, and an imagination.

WHAT IS THE GOAL?

To have fun.

In all seriousness, the goal is to play a fun game with your friends. But as with any tabletop game, there are a few focuses in SagaBorn. Creating and playing an interesting character in a fantastical world may be the biggest part of SagaBorn. The StoryGuide will take you through adventures that give you experiences and treasure. Along the way, your adventurer will also gain renown, make allies, and create a place in this world.

Also you will probably roll some dice.

WHAT MAKES IT DIFFERENT?

First and foremost, this is an indie game. It is written by two friends who have been playing together since the ancient days. We don't have massive budgets or boards of directors micromanaging all aspects of the experience. We are making something we love and hope you find joy in it as well.

The feel for the game comes from the gut feeling I have when I think back on my original tabletop games, playing late on a Friday night in my tree house with wide-eyed friends. The rules are here to give a framework, not to constrict play. The person running the game isn't against the players, they are helping to bring the game to life. This is why we call them the StoryGuide, not the Game Master. These are stories built together.

Under the hood, SagaBorn has much in common with the well-known "big dragon game." It was originally based on the 3.5 SRD edition, molded to fit the world that has haunted me since the first days I could make art or write a story, the world of the Dark Return. If you have played the big name game, then you will be familiar with how to play SagaBorn.

The game has a few mechanics that make it stand out from the rest of the old school herd.

Legacy Items: There are not magic items just strewn about the world. Items that are dear to the adventurer will gain powers to aid them in their saga.

Magic: Magic is rare, and so are spellcasters. Those who use magic cast spells using mana, a scarce mystical force that comes from the mage. When mana is gone, a mage may also bend their own life energy or the energy of those around them to continue to cast spells.

Heroic Actions: Opposed actions and heroic gestures are resolved with a Heroic Action Roll. This is an Ability based roll vs an opponent or the environment.

Saga Points: A player is given Saga Points which allow them to reroll any die, or force another's die to reroll. Every player starts with at least one Saga Point at the start of each session and may earn more through gameplay.

And there is more to come! As SagaBorn grows, rules for Strongholds, Allies, Horror, and more will become part of the game.

The World

This book contains a brief overview of the Dark Return setting. More information can be found at DarkReturn.com

Excerpts from "The Guide to Uteria; A View of a Strange, Dark World." by Aldyn Wayfarer, Druid

UTERIA

Uteria is a world that has been ravaged by the dark and irresponsible use of magic. Vast swaths of land have been left desolate by the Great War, while others have been plagued with disease, famine, and mutations. Some lands have been less affected by the destruction, but none have escaped unscathed.

Magic had disappeared from Uteria for hundreds of years and was therefore viewed as a myth by ordinary folk. It has only recently begun to return in the last few decades. When encountered, magic is usually met with fear, awe, and suspicion.

Uteria is impoverished by centuries of plague and misfortune, so most people do not own a sword or a bow. They are farmers and merchants, and for most, their supplies run thin. They do not have gold to toss around,

instead relying on small amounts of silver to buy meals or pay for seeds. Those who venture into the wilds in search of ruins and treasure often find death before they discover riches.

The world of Uteria has many continents, peoples, and stories, but this story takes place on the continent of Atheles.

ATHELES

Atheles is a continent in the world of Uteria. Filled with diverse people, plants, and animals, a single book is not enough to describe it. The name Atheles is taken from the old elven word Ath'eles which means imperfect. The lands are commonly divided into regions, referred to as the Northlands, Westlands, Eastlands, and Southlands. This simplicity is due to the turbulent years that have scarred the lands and peoples. Since the Great War and the Disappearance, the land has fallen to darkness. Plagues, war, and lack of resources dwindled the people of the world into a shadow of their former selves. The last 30 years have seen significant changes to the continent. Nations and peoples have banded together to rebuild the world. Modeled on the ancient cultures of the Age of Kingdoms, the new world was starting to find a new balance. That was until the Dark Return happened.

The Dark Return

From the personal journal of Aldyn:

The Dark Return is the name given to the return of magic and creatures thought lost since the Great War.

The supposed first instance of the Return was in the year 5677, in the small town of Raven's Rift, somewhere out west. It's an easy date to remember; it was the same year I was born. My mother never let me forget the odd little child I was. She always cursed me and said I must have been born from a fey. If I was, I wish a little more of their magic had worn off on me. But anyway, that's the first time magic was found to be back in the lands, in the infamous cycle known as my birth year. Now the wizards in Ish say their magic never left, and strange things have always wandered out of the Wastes, but it was 5677 when a young woman cast a spell in the town center of Raven's Rift and started the whole thing.

For years after that, more and more people demonstrated an ability with what most haughty scholars called "the Arts." Even with strange new creatures spreading across the lands, many in the world remained happy, if not a little wary.

News of the magic spread like wildfire, but there was no time to celebrate as soon after the shadows seemed to come alive and demons started crawling out of every cave and burrow. After that, travel and news dried up like the last gulp of ale on a hot day.

This phenomenon became known as the "Dark Return" in 5683, about the time I was starting to find I could light fires by saying funny words or heal small animals with the right amount of humming and herbs. I knew it was not good to have the ability to do these things, so I hid it. Like most children do with the toad they grabbed, I boxed it up and slid it into the recesses under my bed. The reason it was called the Dark Return is because it is when the whole Never seemed to burst open. The first ghuls poured forth from the Wastes. They were twisted creatures, bent on killing all that was found in their path. And then the giants came down from the mountains and stole whole herds of beasts to feed their ravenous appetites. After them all manner of beasts and foul monsters slithered out of every forest and field, and the people grew terrified. Of course, out of all of them, the greatest monsters were us. Once we started to find the power in magic, lines were drawn, the banners of war were hoisted, and we went about killing each other to see who could put their flag in more places. While the soldiers and sorcerers fought in battlefields, the commoners had to deal with all manner of dark beasts making their already tough lives even more desperate. Luckily the Return Wars didn't last long, as there wasn't much to fight for, and people adjusted to the new world of magic, demons, and fear.

Three Realities

There are three known universes in which sentient creatures reside.

UTERIA

The world we reside in, this planet surrounded by unknown space and stars. The elves talk of travel among the stars and that there are other worlds, but this seems little more than myth as any way to travel these distances has long been lost. Uteria is often referred to in scholarly texts as the "Prime Plane of Existence." Two main continents fill this world, Atheles and Tuya.

THE IN-BETWEEN

The In-Between is a nebulous plane that exists between all known universes. It is a limbo filled with microcosms of different varying environments. It is everywhere and nowhere. The In-Between overlaps both Uteria and the

Navirim. During the Disappearance, many of the more magical species of Uteria found themselves trapped in this limbo, living in this foggy desolate land.

NAVIRIM

The Navirim is a dreamlike universe whose very physics are different from the world we know. It is bound to the Universe by some strange force, and many scholars believe that collides with our own plane of existence. Monstrous and ancient horrors cross the boundary from the Navirim to our realm. These demons, as many call them, have thrown our world into turmoil. As the boundaries between our two realities draw closer, what new catastrophes could our world face?

Species TERIAN

(SPECIES ORIGINATING FROM UTERIA)

Teran:

Lifespan: 60 years average
Height: 5' 8" average
Weight: 180 lb average
Speed: 30

Terans are a diverse and prolific race. Their average lifespan is 60 years, though it is said those of the Aradan kingdom lived longer, with magic and advanced medicine responsible for fewer diseases and debilitating injuries. Terans spread across Atheles more quickly than any other race. The average teran family has 3-5 children, causing their population to thrive. The teran population was decimated after the war 700 years ago but is now growing again, repopulating the cities and lands of their ancestors.

Dworv:

Special: low light vision 60'
Lifespan: 150 years average
Height: 4'5" average
Weight: 195 lb average
Speed: 20

The dworves were the first sentient people on Atheles, but were put into a long magical sleep by the gods, awakening just 4,000 years ago. The dworves of Atheles are a very industrious culture, believing the only time a person's hands should be still is when they have passed from this world. While several dworven cultures exist, the one that is best known in Atheles is the dworves of Greyhelm, a kingdom at the base of the Swordspeyne Mountains in the

East.

Dworves stand just over four feet tall and are almost as wide. They have large eyes, though, in the daylight, their heavy lids often give the impression they are squinting. Since they work throughout their lives, often reaching a venerable age of 180, they are typically muscular and deft of hand. They have a great mechanical aptitude and can figure out most mechanical devices with deductive reasoning.

Dweran:

Special: low light vision 30'
Lifespan: 85 years average
Height: 5' 3" average
Weight: 225 lb average
Speed: 25

Very rarely, a teran and a dworv produce a child together. While they may choose to be identified as either of their parent's heritage, they are also known as Dweran. On average, they stand close to 5' tall and are broader and more muscular than most terans. Dweran are rare, and an adventurer might only come across one or two in all their travels.

ELVEN

Elf:

Special: harmed by cold iron and steel, low light vision 60', require little food or water, need only 4 hours of sleep
Lifespan: 250 years average
Height: 6' 6" average
Weight: 195 lb average
Speed: 30

Elves have tall, slender bodies averaging 6'6" in height. They may have many different skin and hair colors. Their ears are pointed and their features are far more angular than terans and dworves. They live an average of 250 years.

The elves vary greatly in culture, but they share some similarities that players should keep in mind. Until recently, elves had not been seen in Atheles for 700 years. When they arrive in teran-populated areas, they are often looked upon with shock and fright. They have an aura that seems alien to terans. This effect fades with time, but wherever they travel, their appearance might cause problems.

During the *Disappearance*, all elves were pulled into the In-Between, a limbo between worlds. Time moves much slower there, and only 350 years passed for the elves during the 700 years that elapsed in Atheles. During their time

in the *In-Between*, they could see events in Atheles flash by but were unable to interact. The elves now returning to Atheles have found themselves in an unfamiliar world—the home of their ancestors, which they know only from stories passed down by their elders. They find terans strange, and Atheles, which is much more “solid” than the limbo in which they were born, is overwhelming.

When playing an elf, it should be remembered that they have spent their lives in a strange, dreamlike place, and are now confronted with a new world with unfamiliar physics. Although the elves are powerful, they are not super-powered and may even suffer some disadvantages, which might offer a number of roleplaying opportunities. For example, elves with low Wisdom might have a hard time understanding the world outside their own culture. They might readily accept magic as normal, even mundane, but using it casually in a teran tavern could cause the locals to rise up against the “pointy-eared demons” and their “wicked ways.”

Due to their fey blood, elves cannot use iron without hurting themselves. If an elf wears or uses iron, they take 1d4 damage per hour. Steel causes discomfort such as itching or soreness, but no real damage.

FEY

While part of the same species, many of the different fey biologies cannot reproduce together. The fey have beliefs that this is due to the many facets of magic. Others believe it is due to the evolution of the different types in different parts of the multiverse. They fall under the fey species due to other close biological similarities.

Elfling:

Special: cold iron causes harm, steel causes discomfort, low light vision 60'

Lifespan: 130 years average

Height: 3' average

Weight: 65 lb average

Speed: 20

Elfling adventurers are usually on their Calling—a period spanning most of the elfling’s life—when they leave home to travel the lands and fulfill their life’s purpose. An elfling has a difficult time staying in one place for very long, as they are driven by an insatiable need to explore. In a campaign based in one location, an elfling might encourage the group to move, explore, or do anything other than stay in that one place. If the campaign is located in a massive city like Seahaven, the elfling will be content enough to explore all the small areas and dark alleys of the city before wanting to move on.

Despite their size and tendency toward merriment, elflings should never be used as mere comic relief. They see themselves as integral players in the game of living on Atheles and are rarely petty or trifling. Even when acting as a thief, an elfling would not be motivated by selfishness. Rather, elflings see themselves as agents of the chaos of Creation, so they might consider stealing or otherwise disrupting the established order their divine duty. An elfling might steal from one place only to move the stolen item somewhere else where the victim might find it, just to observe the resulting confusion. This is serious business to an elfling.

But this doesn’t mean they take life seriously, either. They have a great appreciation for jokes, gags, and laughter. This can sometimes annoy other party members, but their Charisma and usefulness usually helps keep them wanted by adventuring parties.

Their selflessness is also a boon for any party. They rarely hesitate to risk themselves for others. They do this not for heroics or morality, but rather for the adventure of it, and perhaps to sate their boundless curiosity.

If elflings travel with companions for a prolonged period of time, they will form a bond with them and come to see the group as their nomadic family: those whom the Universe chose to share in their Calling. The elfling will always protect and help those with whom they have bonded. While this is endearing for companions, their propensity to get themselves in trouble can often swing the balance in the other direction. Having a poor understanding of—or distaste for—teran laws of ownership and control, they often run afoul of constables and nobles.

Due to their fey blood, iron causes discomfort in elflings. They can use and wear it, but it may cause soreness, itching, or a skin irritation. Their connection with Atheles allows them less pain than other fey.

Feral Elfling:

Special: cold iron causes harm, steel causes discomfort, low light vision 60'

Lifespan: 90 years average

Height: 3' average

Weight: 65 lb average

Speed: 20

Feral elflings were caught between worlds during the Disappearance. They lived in a harsh, dreamlike world, fighting for their lives against both the environment and the demons that dwelt there. Unlike their cousins, feral elflings have little problem with violence, due to the extreme

measures it took to survive during the Exile, which is what they call the *Disappearance*.

They have not adjusted well to life on Atheles, finding its inhabitants soft and weak. They do not get along with others, though a few tribes sometimes tolerate contact from the outside.

Physically, they are nearly identical to their elfling cousins, but with more wide-set eyes, a paler skin tone, and their characteristic sharpened teeth and tribal scarification.

Due to their fey blood, feral elflings can not use iron without hurting themselves. If a feral elfling wears or uses iron, they take 1d4 damage per hour. Steel causes discomfort, such as itching or soreness, but no real damage. Unlike their western cousins, their time spent in the In-Between caused feral elflings to develop a stronger aversion to iron and steel.

Faun:

Special: cold iron causes harm, steel causes discomfort, low light vision 30'

Lifespan: 100 years average

Height: 5' 6" average

Weight: 155 lb average

Speed: 30

Fauns are a reclusive race found in the Eastlands. They live in small communities deep in the forests, where they trade amongst themselves and with teran settlements when the need arises.

They stand about six feet tall and resemble terans. They have more body hair than most other races, pointed ears, and small horns. Their feet end in two large, flat toes, although they can still wear standard boots and shoes. They live an average of 100 years, though the loss of their habitat and disease has shortened their lifespans in recent centuries. Physically, fauns tend to be androgynous and their culture recognizes three sexes. They have no terms for gender and often struggle with other cultures' strict classifications and beliefs. As a culture, they revere nature-based magic and talents.

NAVIRITES

The denizens from the Navirim are categorized as Navirites, but they include an enormous variety of different types of creatures and beings. While they are all so varied, each has been touched by the magical domain of the Navirim and carries certain traits.

SagaBorn

The elves have a tale about the Saaga Ute, translated to common as SagaBorn, a mythical hero who is born to save the world. They believe that Dalimar Gorfiriand was the last SagaBorn the world has seen. The elves have a long history fraught with wars, heroes, and villains. With their core view of themselves in the Universe, if one accepts their assertion that there are many inhabited planets throughout the stars, a Saag Ute must be indeed powerful.

This is not my humble view. I see the people, cultures, and creatures of the world as all having a hand in the future of our existence, and therefore many could be SagaBorn. The SagaBorn are those who do not stand by and watch the river of time pass by. They are the ones who make the river slow down, speed up, or even change course. They do things large and small that add up to change our world and our being.

Our world is changing with or without us, and I see many who have risen up to try and make the change for the better. More than just a single hero, but that does not diminish the tales and legends that one can create. This is what we need, what the world needs. We need more to rise up and take on the mantle of SagaBorn.

Magic

Magic has only begun to return in the past 30 years. The magic that is known is either ancient and being relearned or new and untested. Magic is distrusted in most places and its newfound power is used by many to gain influence and dominion over people and lands.

A NIGHTMARE RETURNED

Magic is what destroyed the world hundreds of years ago, and its return is viewed by many as a portent for a future cataclysm. In many parts of Atheles, the use of magic is not only shunned but also punished, sometimes even with death.



MAGIC BRINGS POWER

Some places such as Eredar, the tower of wizards, are moving at a fast pace to relearn and use magic for the benefit of the world. In other places, like Uthgard, it is utilized by the government and religious powers to solidify their hold over their kingdom.

OLD ARTIFACTS ARE SOUGHT AFTER

Artifacts from ancient days are wanted and collected by many of those in power. A popular, but dangerous, way to gain wealth and renown is hunting and recovering ancient magic items and texts.

Conflict

The world of Uteria is fraught with crises and conflicts, any of which is a dire threat to the peoples of the lands.

INVASION FROM THE NAVIRIM

Eldritch horrors and bloodthirsty demons find their way into the world from the Navirim. Stopping their invasion might be a fool's errand, but you are among the few who stand against the onslaught nonetheless.

THE RETURN OF MAGIC

The return of magic has brought peril and uncertainty to some and power to others. Will a hero who employs magic be hunted by the powerful or pious for their arcane usage? Will the local people suffer under the new yoke of an all-powerful sorcerer-queen/king?

THE UTHGARD EMPIRE

A rising power in the north, a new King has begun amassing influence for the old Kingdom of Uthgard. His armies defeated the invading giants from the tundra, and he has now turned his attention to the lands in the South that once swore fealty to his throne.

REBELLION IN KOWAL

The city of Kowal has recently sworn allegiance to the Uthgard Kingdom. A catastrophe ended the old power structures, but a new one, emboldened by the Ministry of the Arts and the Uthgard Royal Army, has brought an iron fist down on the city. The Duke and his nobles enjoy the wealth of the metalwork factories relighting their fires. Still, whispers of rebellion skitter along the avenues and alleys of the grey city.

DEMONS FROM THE NEVER

As magic has returned, so have the fae and elves. But that is not all: demons and other Navirites have made their way from beyond the veil and invaded Atheles. The dark places of the world now have new inhabitants.

STORMS AND DISASTER

The Dark Return has brought massive storms to the continent. Acid rain that burns the skin or storms whose green lighting turns vast swaths of land to waste pummels the land relentlessly. The ecological fallout from these storms is enormous, and scholars have no idea how to combat them.



System Overview:

Class and Paths

A character's class is their profession or focus. It defines the abilities and skills that the character specializes in. A player first picks a Class for their character and then the Path within that Class.

The SagaBorn system is a D20 Roleplaying system that shares some base concepts with other games but is focused on simplifying the rules and using them to build great stories within the world of Atheles.

WARRIOR CLASS

Fighter: Some choose to face their problems with a sharp edge. The fighter is the guardian of the group, the one who cuts a path through the enemy.

Berserker: The berserker is guided by intense emotions, and often does not think about who or what gets in their way.

Archeon: Archeons are the watchers of the mages. Some are witch hunters, while others serve as bodyguards for mages. An example of an archeon could be a knight of the church, possessed of a strong will and the power to root out evil magic and spellcasters.

MAGE CLASS

Wylder: Self-taught and undisciplined, the wylders are the wild mages of Atheles.

Luminar: A luminar is a formally trained spellcaster. They have typically received education from one of the magical institutions in Atheles, such as the Wizard Tower, the Druid Council, or one of the many established churches. Though their base stats might be shared, their spell choices and Talents should reflect their specific Path of learning.

Bard: Bards can use their creative performance to harness magical energy and bend it to their will.

EXPERT CLASS

Factor: A factor has connections. They make money, sell secrets, and give jobs to others, all the while consolidating their own power. Factors thrive in the city, but could also be a well-connected frontiersman, knowing the land and peoples of the wilds. No matter their location, the factor deals in knowledge and persuasion.

Ranger: A ranger might be a scout for a city guard, keeping the outer lands protected for their people. Or they might be a loner who finds peace in the seclusion of the rugged, wild lands. No matter their story, a ranger has certain skills specific to someone who spends much of their time in the wilderness.

Rogue: The rogue has mastered the art of using wit and agility to overcome adversity and obtain what they desire. They might be someone of slight build who has learned clever ways to win a fight. They might be the thief in the night, sneaking past guards to steal a bag of gold, or spending their time in shady taverns making under-the-table deals for the valuables they pilfer. The rogue uses whatever tools are at their disposal, often in cunning and novel ways. Masters of traps and stealth, silent and nimble, they are prepared for anything.

Ability Modifiers

Ability Modifiers are bonuses to actions using attributes such as Strength or Intelligence.

ABILITIES

- **Strength (Str):** This determines the amount of weight you can lift and how hard you can hit.
- **Dexterity (Dex):** Your agility, quickness, and reflexes, e.g., how swiftly you can dodge a missile.
- **Constitution (Con):** Your toughness, stamina, and general health, e.g., resistance to becoming sick.
- **Intelligence (Int):** A measure of your overall worldly intellect, knowledge, and learning aptitude.
- **Wisdom (Wis):** A measure of your perception, judgment, and ability to discern risks and rewards.
- **Charisma (Cha):** This is your general social skill, determining the outcome of personal and group interactions.

Ability Modifier	Description
-2	Significantly below average
-1	Below average
0	Average
1	Above average
2	Significantly above average
3	Exceptional
4	Extraordinary
5	Incredible

Skills

Skills may be learned by anyone who studies or trains in them, especially if they train under a tutor or master. Skill Ranks run from 0 (unskilled) to 5 (world-class). Players get 10 skill points to spend during character creation (level 1). Skill Ranks cannot be higher than your current level plus 1 (to a max of 5). You receive one skill point per level after level 1. Some special abilities may allow you to gain more Skill Ranks than the standard progression.

A total Skill is = Skill Rank + Ability Modifier + Talents + Misc. When doing a Skill check, roll d20 + Skill.

The skill names in the following chart cover a broad range of actions a character may choose. This is, of course, an incomplete list, and it is between the player and SG to decide what skill a particular action would fall under.

Skill Name	Ability	Example Actions
Acrobatics	Dex	Balance, escape artist, juggle, tumble
Athletics	Str	Climb, jump, swim
Awareness	Wis	Investigate, listen, search, spot, sense motive, etc.
Endurance	Con	Run, swim, hold breath, row, endure pain/torture, endure heat or cold, etc.
Knowledge	Int	Appraise, knowledge (history, legends, herbology, monster lore, etc.), detect poison, etc.
Persuasion	Cha	Bluff, diplomacy, gather information, intimidate, etc.
Spellcraft	Int	Spell Sight, focusing, ravaging, etc.
Survival	Wis	Track, forage, hunt, start a fire, fletch, skin, set snares, fish, identify edible foods & herbs, locate potable water, detect poison, etc.
Thievery	Dex	Sneak, hide, pick locks, find/set/disarm traps, etc.

Savings Throws

Savings Throws are based on Skills. Acrobatics for reflex-type saves (dodging a fireball), Survival for mind-affecting saves (being under a Charm Creature spell), and Endurance for Fortitude-type saves (saving versus disease).

Difficulty Class

Some checks are made against a Difficulty Class (DC). You must roll equal to or higher than the DC on a d20 in order to succeed on your Skill check. The DC is set by the SG using the Skill rules as a guideline.

EXPERTISE

An Expertise offers a Skill bonus for specializing in a narrow range of actions. For example, you may have +2 in Thievery, but with an Expertise in Disable Device, you would get an additional +1 to your Thievery roll when disabling a trap.

Talents

Talents are special abilities a character is either born with or gains through training. Talents are a way for players to customize their character, moving beyond the basic Classes and Paths.



Combat

In SagaBorn, a combat turn may consist of up to 4 actions of these types (in any order or sometimes simultaneously):

- **Move Action**
- **Standard Action**
- **Free Actions**

Or...

- **Full Round Action**

Move Action:

- Move
- Heroic Action
- Interact with an object or person

Standard Action:

- Attack
- Cast a spell
- Heroic action
- Interact with an object or person
- Move
- Skill Check
- Stabilize

Free Actions:

- Say, shout, or whisper something
- Switch weapons
- Other quick actions specified under Talents and Spells

Full Round Action:

- Disengage
- Put out a fire
- Difficult spells and spellcasting abilities
- Use a healing salve

HOW TO ATTACK ANOTHER CREATURE

To hit:

To hit, roll $D20 + BAB$ (Base Attack Bonus) + Ability Modifier (Str for melee, Dex for ranged). If the total exceeds the target's AC, your attack hits and you may roll damage.

Example (Combat):

A gnoll busts through the dungeon door brandishing a wicked short sword. Ruhm pulls his great axe free from its sheath. Both roll initiative. Ruhm rolls $14+3$ and the gnoll rolls $8+2$. Ruhm goes first. The gnoll is 15' away, so Ruhm uses his Move Action to get within melee distance. He uses a Standard Action to attack with his great axe and rolls $18+4$ for a total of 22. The gnoll's Armor Class is 15, so this is a hit. He rolls 11 damage, which is enough to disable the gnoll before it even has a chance to attack.

CRITICALS AND FUMBLES

Rolling a 20 is always a Critical Hit. For some weapons, a Critical Hit is triggered with a natural 19-20. You may also expand your Critical Hit possibilities by choosing the Expanded Critical Talent.

Critical Hit: If you roll a Critical Hit, you may roll your damage dice twice, with all applicable bonuses, and add the rolls together for the total damage inflicted.

Fumble: Rolling a natural 1 during any attack or action causes the character to miss and fumble. The consequences of a fumble are up to the SG, but we suggest it causes the character to have some negative effect, like dropping their weapon, tripping when charging, or saying something incredibly offensive during a diplomatic negotiation. Rolling a natural 1 on a skill or combat roll grants the player a Saga Point. This point can not be used until the next round.

ARMOR CLASS

Your Armor Class (AC) represents how hard it is for your enemy to land a damaging blow. An attack roll is made on a d20, with all appropriate modifiers added, and is successful if the result is equal to or higher than the target's AC.

AC: equal to $10 + \text{armor bonus} + \text{shield bonus} + \text{Dex modifier} + \text{size modifier} + \text{natural armor} + \text{Dodge bonus}$.

MOVEMENT IN COMBAT

Tactical movement in combat is measured with a “square.” This is a reference to using a printed or digital battle map with squares. If you are not playing with a grid, a square is defined as a 5' x 5' space on the ground that the character occupies.

REST

All adventurers must rest, gaining back health and mana based on the type of rest they get. An adventurer who does not get at least 4 hours of rest (2 for elves) within a 24 hour period becomes tired, and all rolls suffer a -1 penalty until a long rest is taken. An additional -1 penalty is accrued for each 24-hour period without full rest after the initial 24 hours.

Rest is considered 20% relaxation (e.g., sitting, reading, cooking, or an uninterrupted watch) and 80% sleep.

Short rest

Once per day, an adventurer can take a short rest, which takes one uninterrupted hour. They gain back HP equal to $1d6 + \text{their level} + \text{their Con bonus}$ after a short rest. A spellcaster gains back mana equal to their level.

Long rest

An adventurer gains back HP equal to their HD + their Con bonus after 8 hours of rest. A spellcaster recovers all spent mana after a long rest.

Example:

Ailmaar is a level 5 fighter. After a long rest, he gains back $5d10$ (his level and fighter class HD) +3 (his Con bonus).

DEATH AND DISABLED

Disabled

When a hero drops to or below 0, they become disabled. If a hero is disabled they can not move, attack, communicate, or cast spells. When disabled, a character loses one hit point per round until they stabilize.

Stabilizing a Disabled Character

As a Free Action, a character must succeed at a DC12 Endurance check to stabilize. If they become stabilized, they revert to 0 HP, no longer lose hit points per round to being disabled, and they may do one limited action per

round. A limited action can be: move at 1/2 speed, cast a spell, use a skill, or attack an adjacent creature at -5 to hit and damage. A hero keeps these disadvantages until they are healed or they naturally gain back enough HP to put them over 0 HP.

During combat, they may make a single Endurance check each round on their turn. Out of combat, they may make a check each in-game hour at a +5 bonus.

Legacy Items

Certain items gain power as the adventurer levels. These items are a part of the adventurer's story. The famed sword, the lockpicks of luck, or the rope their mother gave them before they left home.

The pregenerated level one characters below are too low-level to have a bonus or special abilities granted by their legacy items. But these early levels are the time to see which items are special to your character and may become Legacy Items in the future.

Saga Points

When a character does something amazing, succeeds or fails at a daring Heroic Action, or makes the other people at the table gasp in awe, the SG may award them a Saga point.

Saga Points can be used to adjust any dice roll. You can use them to fix that natural one you rolled, or adjust a low-damage roll. You can spend it to help another player (if they accept the reroll). It can also be used to adjust a foe's roll as well. The player spending the Saga Point can determine which of the two dice rolls is the one that counts.

A player always starts a game session with at least 1 Saga point.

Magic

Magic is rare in Atheles.

Under the SagaBorn rules, mages are able to cast spells using mana. Mana is a mix between personal energy, energy from the environment around the caster, and energy from the Navirim, the Dream World. They have a limited amount of mana per day, although by ravaging or focusing, a mage might be able to cast more spells than their mana pool normally allows.

Mana Pool (mana per day)

After 8 hours of rest, a spellcaster gains a base mana pool to pull from in order to cast spells. This mana is based on two factors: (1) the character's caster level and (2) their Int score.

Preparing Spells

A spellcaster can cast any spell that they know. They do not have to memorize or pray to gain access to the spell. If the spell is on their known spells list, they are allowed to cast it, as long as they have the mana to do so.

Casting Spells

Each spell has a specific minimum or *Base Mana Cost*.

Spell Saves

If there is a saving throw versus a spell, the player is rolling against the spell DC. Spell DC is based on the spell's mana cost.

Spell Mana Cost	Save DC
0	13
1	14
3	15
5	16
7	17

FOCUSING AND RAVAGING

Focusing: Wardens

Once a spellcaster has exhausted all their mana for the day, they must typically rest for 8 hours to regain it. Resting and meditating are the best and safest ways to regain mana, but sometimes spellcasters find themselves in a situation where they need enough mana for one last spell. If this is the case, then a spellcaster can either *focus* or *ravage* to gain more mana. These are not common or safe ways to regain mana and they have consequences, either to the caster or those around them.

Spellcasters can pull from their own life energy for mana through *Focusing*, a concentrated effort by the spellcaster to draw energy only from within themselves, and not from the life force of any other creatures or plant life nearby.

Converting life energy in this manner is extremely dangerous and draining, and can cause great harm to the spellcaster. When casting a spell without sufficient mana, a spellcaster must make a *Spellcraft* check (DC 10 + spell mana cost). If they fail this check, the spell fails and their Standard Action is spent. If they succeed, they take *Mental Fatigue* damage equal to the spell's mana cost.

**Roll a Spellcraft Check: Focusing DC =
10 + spell's mana cost**

MENTAL FATIGUE

Mental Fatigue damage is treated similar to nonlethal damage. It is not deducted from your current hit points, but a running total is kept. If, at any point, your Mental Fatigue exceeds your current hit points, you fall unconscious. Also, as long as a character has at least one point of Mental Fatigue, he is considered fatigued.

Mental Fatigue is also unique to other forms of damage; it cannot be healed using the Heal spell. After a full 8 hours of rest, all Mental Fatigue is removed and all mana is recovered.

RAVAGING: RAVAGERS

Ravaging is a way to gain mana for those who do not concern themselves with where the energy comes from—as long as it is not from themselves. Once they exhaust their mana points, the Ravager can attempt to continue casting spells by drawing on the life force of all living things around them.

Ravagers have no need to concentrate on where the energy originates from, and no concern for what is harmed by their evil acts. When casting spells in this manner, all living creatures within a specific radius of the spellcaster take physical damage. Ravaging always drains health and is not affected by Damage Reduction

(DR). At the ravager's discretion, one of the following occurs:

- (1) All living creatures and flora within a 10 ft. radius take damage equal to the spell's mana cost, or
- (2) All creatures within a radius equal to 10 ft. times the spell's mana cost take 1 hp of damage.

A Ravager's act is instantly recognizable. Anyone within the circle feels their life essence drain from them, usually accompanied by a headache and chills. But even those outside of the affected radius are instantly aware. Small plants, such as grass and weeds, shrivel and turn black. Nearby lakes and streams become speckled with dead fish, and insects are instantly desiccated, like a cicada's molted skin.

When a caster *Ravages*, they roll a d20. On a natural 1, they fail their casting check and will pull the mana directly from themselves, causing physical damage equal to the mana cost of the failed spell.

As Ravagers continue to perform these heinous acts, many experience physical changes to their appearance. The effects are subtle at first; dark bags under the eyes, a lingering cough, dry or chapped lips, and the like. The effects become more noticeable over time, as the Ravager displays sunken or discolored eyes, sickly complexion, and dark veins running under their skin, and so forth.

RAVAGE POINTS

Every time a spellcaster Ravages, on purpose or by accident, their appearance can change as well as how others perceive them. As you gain Ravage Points, you become corrupted and your appearance shows it.

Characters:

ALTHED

Althed grew up in the Squats, the warren of buildings given to the poor as a free place to live. His parents had no drive to ever do more than drown their sorrow in ale and varga leaf, but Althed refused to follow in their footsteps. Althed always dreamed of making enough coin to buy an inn, a place to make people feel safe and cook savory meals. But being a cook wasn't in his destiny at the moment. He was a big kid and used that strength to gain a reputation around the Squats that he could handle his own and protect others. He gained a little coin doing just that, at least until he received the letter about Craven's Hollow.

Class/Level: Fighter 1
Species: Terian
Challenge Rating: 1/2
Size: M

Initiative: +2

Defense

Hit Points: 11 (1HD)
Armor Class: 15, touch 12, flat-footed 13 (+2 DEX, +2 Armor, +1 Shield)

Offense

Speed: 30 ft.
Base Attack: +1
Melee: Mace +5 (1d6+4), Dagger +5 (1d4+4)
Ranged: Crossbow +3 (1d8)
Special Attacks: -

Statistics

Abilities: STR 18 (+4), DEX 14 (+2), CON 12 (+1), INT 10 (0), WIS 12 (+1), CHA 9 (-1)
Skills: Acrobatics +4, Athletics +6, Awareness +3,

Endurance +3, Knowledge 0, Persuasion -1, Survival +3, Thievery +2

Talents: 2 points or recommended: Knock Down, Shield Bash

Special Qualities: Heroic Surge

Equipment:

Leather Armor, Buckler, Mace, Crossbow, Dagger, Bedroll, Backpack

Money:

5 gp, 2 sp, 5 cp

Heroic Surge: Once per encounter, the fighter may take a bonus Heroic Action or Move Action.

Second Wind: Once per day, a warrior may recover hit points equal to 1d10 + their Con modifier as a Free Action. At level 4, they gain an additional 1d10.

Talents:

Knock Down (1): Gain +3 on any attempt to knock over a foe.

Shield Bash (1): As a Free Action, you can attempt to knock an adjacent opponent prone with a shield as a Heroic Action. If successful, it knocks down the opponent and does 1d4 damage.



ENTROTH

Entroth awoke six years ago in a storm. He had leather clothing on, but no weapons or food. He had no memory of how he arrived in that storm-soaked plain. He was found a few days later wandering a road by Roe Ferrin. Roe took him back to the Protectorate and brought him back to health. Entroth grew to respect the group finding interest in their tenant to protect magic users in the world who mean no harm. He was content until the Protectorate's keep was destroyed in a terrorist attack. Many in the leadership of the Protectorate perished that day, and the new leaders adopted a much more strict code against those who could mean the group harm. Entroth had left the group, disillusioned with what they had become. He had spent a little time in Kolwal when he received the letter naming him one of the owners of Craven's Hollow.

Class/Level: Archeon 1
Species: Elf (Losvari)
Challenge Rating: 1/2
Size: M

Initiative: -1

Defense

Hit Points: 13 (1d10+3)
Armor Class: 14, touch 9, flat-footed 14 (-1 DEX, +4 Armor, +1 Shield)

Offense

Speed: 30 ft.
Base Attack: +1
Melee: Morningstar +3 (1d8+2)
Ranged: Crossbow +0 (1d8)
Special Attacks:

Statistics

Abilities: STR +2, DEX -1, CON +3, INT 12 +1, WIS +2, CHA 0
Skills: Acrobatics (Reflex) 0, Athletics +3, Awareness +4, Endurance (Fortitude) +5, Knowledge +2, Persuasion 0, Spellcraft -, Survival (Will) +4, Thievery 0
Talents: Disperse Magic
Special Qualities: Demon Sense (+2 Expertise to knowledge checks about the Navirim and its inhabitants), Magic Sense, Mage Bane

Equipment:

Scale Mail, Light Steel Shield, Morningstar, Crossbow, Chain, Manacles, Crowbar, Backpack
Money:
2 gp, 6 sp, 9 cp

Magic Sense: When an archeon spends time around a place, person, or creature, they can detect if magic has been used, and if it was ravaging magic. They must spend 30 minutes in the area or with a person to detect this automatically. An archeon can spend a Standard Action to determine if anyone within 30 ft. is a magic user with a DC 20 Awareness check. If an archeon witnesses the use of magic, they can tell if it's ravaging magic with a DC 12 Awareness check. If an archeon spends an hour with a person and succeeds at a DC 16 Awareness check, they can tell if that person has used ravaging magic (if the character has any ravage points, the archeon can tell).

Magebane: Once per round, an archeon may roll two d20s during an attack and choose the highest roll against any creature or person using magic spells. They can also use Magebane during Heroic Actions against spellcasters.

Second Wind: Once per day, a warrior may recover hit points equal to 1d10 + their Con modifier as a Free Action. At level 4, they gain an additional 1d10.

Talents:

Disperse Magic (2): Once per round, when you would normally be affected by magic you can negate it so that you take no damage. You must be aware of the attack and not flat-footed. It is handled like a Heroic Action: Survival versus Spellcraft. Attempting to Disperse Magic does not count as an action; it is a Reaction.



NEVARTH

Nevarth was the son of the seer in the Ul'Mani clan in the cold lands in the North. When Clan Ka'Dal rose again, many clans flocked to their banner. Nevarth's father saw in the stones that this was unwise. The clan refused this advice, banishing him and Nevarth. The winter was harsh, and his father succumbed to the elements, but not before telling his son to head South, that his destiny was to be found there. Nevarth swore to his father to bring honor to their family again, and also that he would conquer the secrets of life and death.

Class/Level: Luminar 1
Species: Elf (Orovari)
Challenge Rating: ½
Size: M
Initiative: +2

Defense

Hit Points: 6 (1d6)
Armor Class:
15, touch 11,
flat-footed 14
(+1 Dex, +4
Spell Xavian's
Armor)

Offense

Speed: 30 ft
Base Attack: +1
Melee: Quarterstaff -1(1d8-1), Dagger -1 (1d4-1)
Ranged:
Magic Attack: Energy Burst +5 (1d4+1)
Special Attacks: Energy Burst 1d4+1
Mana: 3

Statistics

Abilities: STR -2, DEX +1, CON +1, INT +4, WIS 0, CHA +3
Skills: Acrobatics +1, Athletics -2, Awareness +1, Endurance +1, Knowledge +6, Persuasion +5, Spellcraft +6, Survival +2, Thievery +1
Talents: 2 points or recommended: Empower Spell, Spell Potency
Special Qualities: Elemental Type, Elemental Focus, Spell Book, Starting Spells, Spell Sight, Wild at heart (+1 to Endurance (Misc. Mod.), +2 Expertise to Knowledge checks about nature)

Equipment:

Traveler's Tunic, Suede Pants, Boots, Cloak, Elemental Focus, Spellbook, Rope, Candle, Waterskin
Money:
1 gp, 6 sp, 9 cp



Spells:

Elemental Focus: 2

Variable Mana: Elemental Blast, Heal
0 Mana: Detect Magic
1 Mana: Mage Bolt, Xavian's Warding Armor

Spell Descriptions

Detect Magic

Mana: 0
Casting Time: 1 Standard Action
Range: 60 ft.
Target: Area Around Caster
Duration: Concentration, up to 1 minute per level
Saving Throw: None
Type: Utility

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject:

1st Round

Presence or absence of magical auras.

2nd Round

Number of different magical auras and the power of the most potent aura.

3rd Round

The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the type of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a non-spell effect.)

Elemental Blast

Mana: Varies
Casting Time: 1 Standard Action
Range: Varies
Target: Varies
Duration: Instant
Saving Throw: Reflex save for half
Type: Damage

A small ball of energy leaves your hand and travels to an intending target area and bursts into a spherical blast of elemental energy. You can choose any elemental energy (fire, water, earth, air, ice, or electricity) available to you that you have control over.

1 mana - 1d6 damage, 5 ft. radius sphere, 50 ft. range.
3 mana - 3d6 damage, 10 ft. radius sphere, 100 ft. range.
5 mana - 5d6 damage, 20 ft. radius sphere, 200 ft. range.
7 mana - 7d6 damage, 30 ft. radius sphere, 300 ft. range.

On top of the base damage, Elemental Blast has the following effect:

- Fire causes flammable items to catch fire and burn. Low melting point metals melt.

Heal

Mana: Varies

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Type: Healing

When laying your hand upon a living creature, you channel energy that cures the target.

1 mana - heals 1d6+3

3 mana - heals 2d6+6

5 mana - heals 3d6+9

7 mana - heals 4d6+12

Mage Bolt

Mana: 1

Casting Time: 1 Standard Action

Range: 100 ft.

Target: One creature per bolt

Duration: Instant

Saving Throw: None

Type: Damage

A bolt of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. You can summon one bolt for every two caster levels.

The bolt strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. Each bolt can target a different creature.

Xavian's Warding Armor

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Self

Duration: 1 hour per spellcaster level

Saving Throw: Will negates

Type: Buff

An invisible but tangible field of force surrounds the subject of a Xavian's Warding Armor spell, providing a +4 armor bonus to AC.

Since it is made of force, incorporeal creatures can't bypass it the way they do normal armor. Xavian's Warding Armor is canceled by steel or iron armor on the recipient. AC bonus is to whichever is highest, armor AC or Xavian's bonus.

Abilities:

Elemental Type: Infuse your elemental spells with fire.

Elemental Focus: You need a focus for elemental spellcasting. Elemental Focus is the magical ability that targets an object to become a bonded focus between you and the element. It takes a Free Action to cast and the target must be an object touched. Element focus counts as a spell for detection, dispels, and other abilities; but does not count against a bard or wylder's spell memory.

Pull energy from yourself to create a focus for elemental magic. While natural elements may be available, elemental focuses allow you to bond with the element and allow for it to be shaped into spells. Effects on the body due to creating the foci have no detriment but instead describe how it feels to create them. You can only have 1 focus active per 2 spellcaster levels.

Fire

Focus: a burnable item or a piece of metal

Transfer heat to your focus item. Flammable items burst into flame. Metal becomes hot for the duration of the spell. Duration: 1 hour per spellcaster level. Your body cools by a few degrees for 10 minutes as you transfer heat into the focus item.

Energy Burst: Fire a small orb of energy (caster's active Elemental Focus: fire, water, earth, air, ice, or electricity) at the target. You must succeed on a Magic Attack to hit the target. The orb deals 1d4+1 points of Elemental Focus damage. Add 1d4+1 damage every 2 levels (add an additional 1d4+1 at levels 2, 4, 6, and 8). Range 40 ft.

Mage's Meditation: Once per day, recover HP equal to 1d6 + Con modifier as a Free Action. At level 4, gain an additional 1d6 HP.

Spell Sight: Memorize a spell by watching another mage cast it. This ability is detailed further in the chapter on Magic.

Talents:

Empower Spell (1): You may spend 1 mana to add 1d6 to your spell's effect's dice roll. You can only empower a spell once per round. The additional die affects one spell effect of the caster's choice.

Spell Potency (1): Gain a +1 bonus to all spell save DCs.

RUHM

Ruhm does not remember any of his past. He woke in an inn South of Kowal with the armor on his back, 9 gold coins, and a war axe. He was unsure if Ruhm was his name, as it was carved in the handle of the axe but seemed familiar. The innkeeper seemed indifferent to the large man as he started to leave until he remembered a letter had arrived for him. Ruhm opened the wax-sealed envelope and found a deed to land to the North. The letter felt wrong, but the thought of heading North felt right, so he passed along a coin to the innkeeper and headed out the large oak doors.

Class/Level: Berserker
Species: Terian
Challenge Rating: 1/2
Size: M
Initiative: +1

Defense

Hit Points: 13 (1d10+3)
Armor Class: 14, touch 11, flat-footed 13 (+1 DEX, +3 Armor)

Offense

Speed: 30 ft
Base Attack: +1
Melee: Great Axe +5 (2d6+4)
Ranged: Longbow +2 (1d8)
Special Attacks: -
Mana: -

Statistics

Abilities: STR 16 (+3), DEX 12 (+1), CON 16 (+3), INT 10 (0), WIS 12 (+1), CHA 9 (-1)

Skills: Acrobatics (Reflex) +3, Athletics +3, Awareness +3, Endurance (Fortitude) +5, Knowledge 0, Persuasion -1, Spellcraft 0, Survival (Will) +3, Thievery +3
Talents: 2 points or recommended: Charge, Weapon Specialty (Greataxe)
Special Qualities: Rage, Second Wind

Equipment:

Hide Armor, Great Sword, Longbow, Leather Cloak, Waterskin

Money:
2 gp, 9 sp, 8 cp

Rage: As a Free Action, a Berserker rages and gains +2 damage to Str Attacks, DR 1. Lasts 1 minute, as long as attacking a hostile target or moving to attack. Multiclass characters cannot cast spells or maintain spell concentration during this period, once per encounter.

Second Wind: Once per day, a Berserker may recover hit points equal to 1d10 + their Con modifier as a Free Action. At level 4, they gain an additional 1d10.

Talents:

Charge (1): This will allow you to move an additional 10' and attempt a non-damaging Heroic Action during a single Move Action per round.

Weapon Specialty (1): You may choose a weapon to specialize in, gaining a +1 bonus to all attack and damage rolls made using that weapon. Weapon choice cannot be changed.



SARET

Saret lives for the thrill of the game. He left his family and hometown behind to seek fortune in a far off city. He found his place in Kowal, and his hands were put to work by the Red Dagger. Being a part of the small-time crime family, Saret excelled in most tasks. He grew bored here as well, but this time when he tried to leave it was a little harder. The leader insisted on payment for food and training, taking two toes as Saret had little else. Saret escaped and found refuge in Craven's Hollow. Soon after, a letter arrived granting him partial ownership of the small settlement.

Class/Level: 1
Species: Teran
Challenge Rating: 1/2
Size: M

Initiative: +4

Defense

Hit Points: 9 (1d8+1)
Armor Class: 16 , touch 14, flat-footed 12 (+4 DEX, +2 Armor)

Offense

Speed: 30 ft
Base Attack: +1
Melee: Short Sword +4 (1d6+3); Dagger +3 (1d4+2);
Ranged: Dagger +5 (1d4+2)
Special Attacks: Sneak Attack (+1d6)

Statistics

Abilities: STR +2, DEX +4, CON +1, INT -1, WIS +1, CHA +0
Skills: Acrobatics +5, Athletics +2, Awareness +3, Endurance +1, Knowledge +0, Persuasion +2, Spellcraft +0, Survival +3, Thievery +6 (+8 Hide, Sneak, Move Silently)
Talents: 2 points or recommended: Weapon Specialty (Short Sword) and Stealthy
Special Qualities: Trapfinding,

Equipment:

Standard, Leather armor, Short Sword, Dagger, Thieves' Tools, Piton, Vial of Acid, Lantern (hooded), Silk Rope (100'), Grappling hook, Backpack

Money:

1 gp, 5 sp, 4 cp

Expert's Stamina: Once per day, recover hit points equal to 1d8 + your Con modifier as a Free Action. At level 4, gain an additional 1d8.

Sneak Attack: Once per round on a successful hit, deal extra damage to a target who is flanked, has lost Dex bonus to AC, or is unaware of your presence. The weapon used must be a light or medium melee weapon or a ranged weapon.

Trapfinding: Search and disarm traps with difficulty greater than DC 20. Use either Awareness or Thievery skill for detecting traps. Only Thievery may be used to disarm a trap.

Talents:

Stealthy (1): Gain a +2 bonus to Thievery Skill checks that include hiding or moving silently.

Weapon Specialty (1): You may choose a weapon to specialize in, gaining a +1 bonus to all attack and damage rolls made using that weapon. Weapon choice cannot be changed.



VALLIA

Vallia left Tallgarden when she had her “Calling” and never looked back. The small elfling town was not large enough for her appetite. Her travels did not take her far, finding a small apartment in the Oldtown district of Kowal. For a while, jobs came and went with ease. She made deals that made quite a bit of coin and thought she was finding her place in the city. But then the Catastrophe at the Greystone happened, and the city changed. Uthgard soldiers brought law and order to every street corner and “cleaned up” the city, rogues and adventurers became scarce and the money dried up. Vallia could no longer pay rent and was about to take to the road when she received a certified letter granting her joint ownership of a small settlement to the North called Craven’s Hollow.

Class/Level: Factor 1
Species: Elfing
Challenge Rating: 1/2
Size: S

Initiative: +2

Defense

Hit Points: 5 (1d8)
Armor Class: 13, touch 12, flat-footed 11 (+1 Armor, +2 Dex)

Offense

Speed: 20 ft
Base Attack: +1
Melee: Dagger +1 (1d4)
Ranged: Crossbow +3 (1d8)
Special Attacks: Sneak Attack (+1d6)

Statistics

Abilities: STR 0, DEX +2, CON 0, INT +1, WIS +1, CHA +3
Skills: Acrobatics (Reflex) +3, Athletics +0, Awareness +2 (+4 Gather Information), Endurance (Fortitude) 0, Knowledge +3, Persuasion +7, Spellcraft -, Survival (Will) +3, Thievery +4
Talents: Investigator, Negotiator
Special Qualities: Contacts, Expert’s Stamina, Fearless (+10 to saves vs. fear)

Equipment:

Backpack, Dagger, Chalk, Crossbow, Ink and Quill, Paper, Journal, Padded Armor

Money:
3 gp, 7 sp, 5 cp

Contacts: A factor knows people. The factor gains +1 to

Awareness and Persuasion skill checks with people they know. They gain a +1 to finding or identifying a person of interest, or knowing a place to get rare goods.

Expert’s Stamina: Once per day, recover hit points equal to 1d8 + your Con modifier as a Free Action. At level 4, gain an additional 1d8.

Sneak Attack: Once per round on a successful hit, deal extra damage to a target who is flanked, has lost Dex bonus to AC, or is unaware of your presence. *The weapon used must be a light or medium melee weapon or a ranged weapon.*

Talents:

Investigator (1): Gain a +2 Expertise bonus to Awareness checks while gathering information, examining a location, or sensing a person’s motives.

Negotiator (1): Gain a +2 bonus as a Misc. Modifier to your Persuasion skill and Cha-based Heroic Actions.



Story Guide's Codex

- **Saga Points:** Don't forget to let them know they all have a Saga Point that allows a reroll. Award more when they do clever things or when they fail spectacularly.

For more visit www.SagaBorn.com. Our website is a source filled with free bonus content and StoryGuide materials from character sheets to rules for Strongholds.

RUNNING THE STORY

Many great books, podcasts, and videos are already out there helping you become a great Gamemaster (GM), so this section will focus on helping you create, run, and enjoy SagaBorn and Dark Return games. In SagaBorn, we call the GM the Story Guide (SG). The following are suggestions and optional rules, but they can be used to set the foundational guidelines for your games.

The Story Guide Motto for SagaBorn:

The Story Guide (SG) is a fan of the player. The Story Guide should make rulings in favor of the players during ties, rules interpretations, and cinematic flair.

Running in the World of the Dark Return

Atheles has long suffered under the shadow of many catastrophes, and its cultures and people reflect that. They have long been afraid of what might come in the next cycle or what lurks out in the dark, empty woods between settlements. You should convey this to your players as they begin their adventure. Those who brave the wilds have just as often disappeared and then returned.

In addition, the past 30 years have seen the Dark Return of magic and monsters. Seven hundred years ago, the Disappearance occurred, leaving Atheles barren of arcane and mystical forces, artifacts, and creatures. Species bound with magic just vanished. Slowly, they have begun to creep back into the world, returning from the misty limbo between the worlds, throwing Atheles into chaos and turmoil. The actions of the player-heroes, the SagaBorn, will define and characterize this world and its stories.

Special Abilities

Remind the players to use all the fun abilities they have at their disposal.

- **Heroic Actions:** These can be used in and out of combat to do more than just attack. Knock someone prone, pin them against a wall, disarm them—all of these can be Heroic Actions.
- **Renown:** While they may only get 1 Renown by the end of the starter adventure, they can still use it in the last interaction. Use Renown in Persuasion skills!



Craven's Hollow Adventure: THE INHERITANCE

*** **CAUTION:** there are some horror elements in this adventure as well as in the SagaBorn and Dark Return games. Adjust accordingly for your and your players' tastes.

STORY GUIDE INFORMATION

This is an introductory adventure to the SagaBorn Roleplaying Game. It is meant to demonstrate how to play games with the new 1.5 system and set up further adventures with our Strongholds, Allies, and Factions rules. This adventure is loosely structured, allowing you and your players to have an open sandbox in which to play. We provide a goal, a secret, and information on the area in which it takes place. How the players deal with this is up to them.

ADVENTURE SYNOPSIS

This is a quick intro adventure that sets the characters up for future stories in the Craven's Hollow area. It is set to give them a stronghold (the Tower), learn about the dangers surrounding the area, and make allies (or enemies) of the current villagers.

Plot Breakdown:

- The adventurers receive a certified letter informing them of their inheritance and a shared deed to the lands around Craven's Hollow.
- They arrive at Craven's Hollow and meet the villagers and Vrede. They declare their inheritance and take up residence in the Tower.
- A few days later, the Tower and village are attacked by boggarts and ghuls. The raid was instigated by a disgruntled local (the players will not discover the origin of the raid until later.)
- When defeated, they gain the trust of many in the village (as well as a Renown point for claiming the Stronghold). Some attackers got away, and the new landlords should follow and ensure the village is safe.
- The adventurers travel and search for the encampment of the attackers. A Travel skill challenge sets up how they find the lair.
- An underground lair of the boggarts and ghuls is found. Once the monsters are defeated, the adventurers find the corpse of a villager, made up like a strange totem

to a masked and crowned figure. A note of his plan is found, declaring that he and his sister wanted to kill them to make the village safe against outsiders.

- The adventurers return to town and gain another Renown point. They must decide what to do with Truss.

THE SECRETS

While there are always many dark things at work in Atheles, this one has a simple secret and a darker, more sinister one.

The simple secret is that no one likes change. Vesson will encourage his lackeys, Elvin and Truss, to go off and stir up the forest's denizens and see how the new landlords will react to trouble.

The darker secret is that something else is at play in the Urtgen Forest. A power is moving through the forest, and the forest dwellers have begun to worship a strange masked deity, who is always clothed in red. What or who this power is has yet to be discovered.

HOW TO RUN

The StoryGuide (SG) is a fan of the players. While the SG does design the challenges, scares, and combat the adventurers will face, they are there to guide the players, not work against them.

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Inheritance

Each player receives a notarized letter from the Kowal Chancery about inheriting a plot of land and a tower in the lands north of Kowal. After accepting the inheritance, they must travel to Craven's Hollow and survey their new lands. How they decide to institute their ownership is up to the players and can go many different ways.

This inheritance does not make them lords, but they do own the old Tower keep and land surrounding it. Unlike feudal Europe, lands in the city-state of Kowal are owned by individuals, not the nobility. Taxes are collected on ownership of lands and their estimated worth. An individual must show they can maintain and defend the land, or their deed may be declared forfeit.

The deed can be dealt with in many ways. All of them have the following things in common:

- The Chancery does not know how they inherited the land.
- It looks as if, legally, they have always owned the land.
- The value of the land is so low that the Chancery is not very concerned about it.

A CHOICE IN THE DELIVERY METHOD

Individual Delivery

The Chancery official finds each hero individually and delivers the deed. They do not have much information except that the land is now co-owned by all recipients of the deed.

This intro can lead to some interesting roleplaying as the heroes set out for Craven's Hollow, only meeting their co-owners once they arrive at their new home. This can also be the longest intro, as it is very open-ended for players and how they want to approach this.

The Office

The heroes are all invited to the Chancery and given their deeds together in an official setting. This is much like the reading of a will, and there is an official there to answer what few questions they can actually answer.

This intro is a little easier for the Story Guide as they have the ability to steer the players in a cooperative direction.

Going to Craven's Hollow

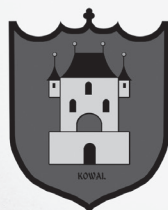
The heroes are summoned to Craven's Hollow by a Chancery official and given the deeds in front of the people of the village.

The quickest of the intros, this one allows the SG to guide the players into a cooperative situation and officially announce to the villagers that the land is now claimed by their new landlords. While this jumps right into the adventure, it can limit the roleplaying and agency of the players.

LAND DEED AND TERRITORY CLAIM

This deed hereby grants you joint ownership of Tower Five and the surrounding 20 acres of land on this day of Ces the 2nd. 5707.

While granted ownership, their claim is in servitude under the City State of Kowal. This land and its inhabitants must abide by all laws and regulations of said state.



S. Schriber
Felbrit Schriber
Chancery

ABOUT CRAVEN'S HOLLOW

The Village

Craven's Hollow is home to outcasts, thieves, and the unwanted, a home for those who want to escape notice. Many did not choose this residence, but the small group of ramshackle buildings welcomes any who do not have any other place to go.

On the outskirts of the village is Tower Five, the last defensive line of the Kowal barony. The village got its name as it was the most dangerous assignment, and thus many of the soldiers stationed there would desert their posts. These deserters were almost always tracked down and brought back, their term of service extended to spend the rest of their miserable days in the dark and gloomy tower. Even hundreds of years later, as the Tower fell into disuse and disrepair, the area never lost its name.

Since those days, Kowal has long forgotten about all of its frontier towers, letting them all fall into disrepair. Given its remote location and lack of any official law enforcement, many ne'er-do-wells have flocked to Craven's Hollow.

Statistics:

Crime 7;
Danger 8; Economy 2;
Law 1;
Knowledge 3;
Magic 5

Highest Stat is 10, lowest 1

Size: Tiny

Government: Anarchy

Economic System: Capitalist

Population: 37 (Diversity: 97% Teran, 3% other)

Notable Places:

Quick Trader:

A small general store run by Vesson, a teran from Tiren. Rumor is he is a disgraced merchant wanted by the city guard. There are also a few tables and chairs set up and Vesson brews his own vodka.

The Tower:

The old guard tower. Considered haunted by many, so most stay clear.

The Tents:

A tent city where inhabitants come and go.

Junkpile:

The trash pile of the community. It's free to take anything left in the pile.

Town:

When the inhabitants refer to "town," it is the small gathering of buildings surrounding the Quick Trader.

THE VILLAGERS

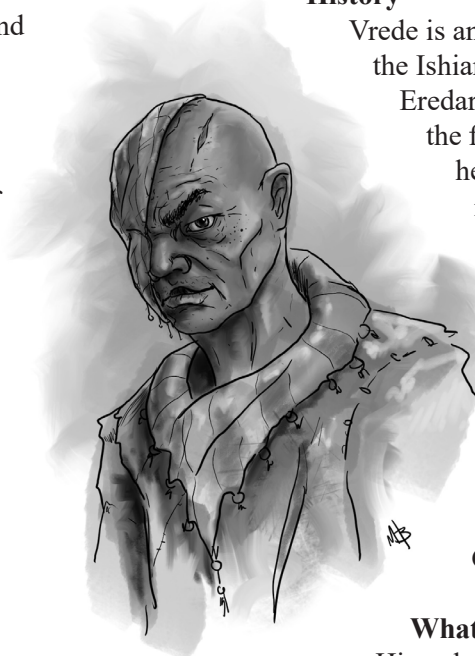
Vrede

Level 5 Luminar, Terian

An old Ishian man who lives in the Tower. He is knowledgeable and helpful. The right side of Vrede's face and body is scarred from burns. His clothing hides most of the burns, and he wears a scarf over the right side of his face. He is also missing the lower part of his right leg and walks with a crutch. His clothing is fine if a little worn around the edges.

History

Vrede is an Ishian man who escaped the Ishian wizards and studied at Eredar. When he went out into the field as a battle mage, he witnessed a rogue mage being silenced. He renounced the Wizard's Tower, and they punished him by trying to kill him. Suffering burns and a massive head wound, they left him for dead. When he woke, he healed himself and made his way to Craven's Hollow.



What They Want

His only goal now is to provide a safe place for people who need it. He has been looked to as the default leader of the small village, but he does not enjoy this place of power. He would gladly advise any who would lead the community as long as they look out for the people.

Disposition Towards the Inheritors

Neutral, he will advise and support those who have the community's well-being at heart. If the new landowners have malice in their hearts, he will begin to work against them immediately.

Secrets

- Vrede does not talk about his time in Eredar unless he completely trusts them.
- He owes money to the Melkowski family after taking out a loan to repair some of the dwellings in the village.

Vesson

Level 4 Factor, Level 1 Fighter, Teran

A middle-aged Tiren man who owns the Quick Trader. He is generally grumpy and unpleasant to be around. He runs a fair establishment for trade and provides many side jobs to the citizens of Craven's Hollow.



History

Vesson was a successful merchant in Kowal but was pushed out of the Tritium trade as Uthgard moved in. Before he was outcast, he was very successful. He was a traveling merchant and was quite good at making contacts. He isn't too shabby at swinging a mace if the need arises.

What They Want

Vesson is not content with his place in Craven's Hollow. He is always looking for more contacts and people to add to his network.

Disposition Towards the Inheritors

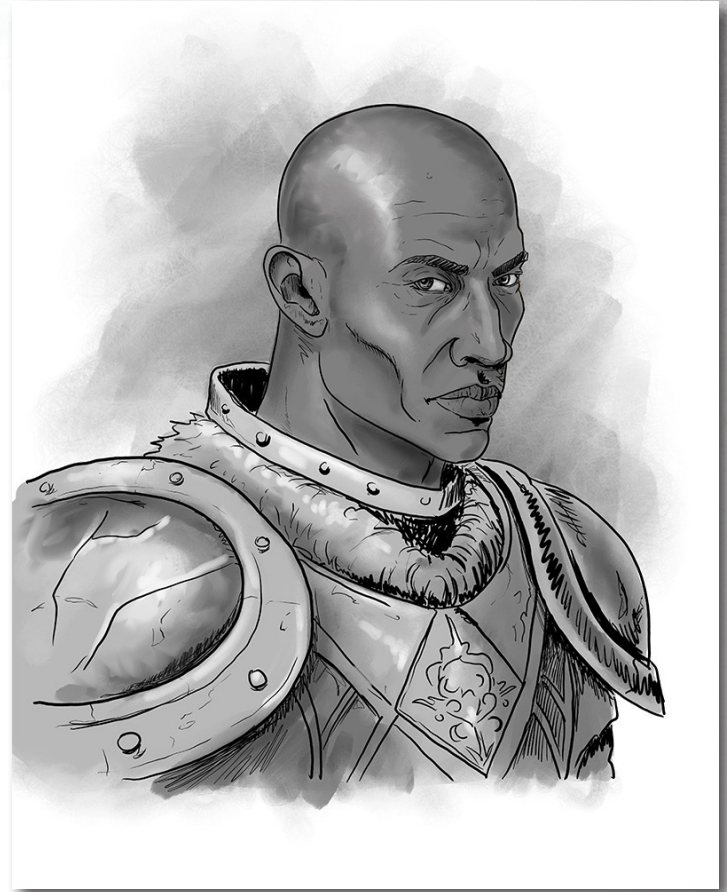
He will be interested in the change of hands, but as long as they do not interrupt his business, he will tolerate them.

Secrets

- Vesson was kicked out of the Wanderers for selling artifacts to other buyers
- He loves money, but there is something or someone he has a deeper loyalty to, but he tells no one.
- He hopes to leave this small village someday and grow his influence in a larger settlement.

Mahesh

Level 5 Fighter, Teran



A tall, broad Ishian man, Mahesh is quiet and spends most of his time around Vesson.

History

Mahesh has been a longtime guard for Vesson. They share a bond that moves beyond the coin he is paid, but few know what it is.

What They Want

Mahesh has a blood bond with Vesson and will protect him at all costs.

Disposition Towards the Inheritors

He is distrustful and keeps an eye on the newcomers to report anything of interest to Vesson.

Secrets

- Mahesh is loyal to a fault to Vesson, believing he owes him a debt.
- He is a very religious man but does not discuss his beliefs.

Elvin and Tress

Level 1 Rogue, Level 1 Fighter; Teran

A brother and sister who spend most of their time at the QuickTrader drinking. They do odd jobs for Vesson and live in a small tent in the southern part of the settlement. They are rude and dismissive, but if coin is offered, they become interested.

History

Their parents were bandits, though they themselves lack the motivation to even do that. They spend their all their free time drinking until Vesson or someone else needs a task completed that can earn them a few coppers.

What They Want

They want to get enough coin to buy some liquor and food. They have little want for more than that, but they are willing to perform any tasks that allow them this lifestyle of laziness and drink.

Disposition Towards the Inheritors

They care little about what happens in the town as long as the vodka keeps coming, but they do not like any who might think they are “in charge” of them and their property.

Secrets

- Sometimes a book’s cover is all there is. The siblings have no deeper motives than to gain coin and serve Vesson.

Other Villagers

The others in the small community will be interested in the newcomers, but unless they are directly pulled into a dispute or discussion, they will go about their daily lives. If the inheritors make friends with Vrede or Vesson, this will bring a much friendlier disposition from the others.

- Di: A secretive person who lives on the edge of the forest. They are never seen without their hood and oversized scarf on.

- Grogrem: A half-dworf who lives in town. He is handy with a hammer, and is known as a general handyman.

- Wez: An ex-guardsman exiled when his wife was accused of being a witch. He tried to save her as she was burned at the Graystone, leaving him with burn marks on half his body.

- Raine: An elfling who lives out in the woods but sometimes visits to buy supplies and trade food.

- Dagmara: An older woman who lives out in the forest somewhere. She comes to town to trade poultices, black rock, and other alchemical items.

- Tolin: A teenage boy who is very charismatic, practicing as a minstrel who is quite good at the lute.

- Esther: A local hunter who lives in a small house in town.



DECLARATION OF THE INHERITANCE

Arriving at the town

Read the following:

The air is damp and cold, the colorless clouds hanging above the road, pregnant with rain that has not fallen yet. The road to Craven's Hollow can barely be called that; the paved stones laid centuries ago are grown over and worn. As you hike over a rise, you see the village ahead. Small huts and buildings comprise the main part of the village, and a small gathering of tents beside the woods appears to be just as occupied. These are nestled in a small valley, guarded against strong winds or storms. A path winds up from the village to a decrepit old tower, slumped at the peak of the highest part of the ridge. This is Craven's Hollow. This is your land.

Each hero arrives with their partial claim deed. Give them time to introduce each other and ask how they present their land claim to each other and the current residents.

Claiming the Tower

Vrede currently lives in the Tower, but there is plenty of space if the adventurers allow him to stay. Vrede will take some convincing of the new ownership, but if he is allowed to look at the issued deeds, he will concede. Depending on the politics and motivations of the characters, he could be a powerful ally or enemy.

Many of the others in the village will grudgingly accept the deeds and claims. To many, this is just a temporary residence, and they completely avoid politics. Those who do have a stake in the matter are detailed above in the Villagers section.

During this time, the StoryGuide should ensure the heroes meet Vrede, Vesson, and the siblings Elvin and Tress. While Vrede may be neutral to the newcomers, Vesson and his crew will be openly resistant to the new landowners. Elvin and Tress might even sling barbs (verbal) at the newcomers, but they should be portrayed as mostly harmless. Vesson will not challenge the deed, but he may sow discord among others in the community.

The Attack in the Night

A few nights after their arrival, a group of boggarts and a ghul attack the Tower and the village. The focus of the raid is the newcomers in the Tower (or any place else they may be staying). There are 6 + the number of players boggarts and 1 ghul attacking the location of the adventurers. For additional action, let the players know that raiders are also attacking the

village properly. If the characters go to help the village, the raiders will run off in different directions into the woods and disappear.

(6+) Boggarts CR 1/4

HP 4, AC 16

Melee: Rusted Dagger, +1 (1d4-1)

Ranged: sling +4 (1d3-1)

See Creature Compendium for full stats

(1) Ghul CR 1/2

HP 5, AC 14

Melee: Jagged Long Sword +3 (1d8 +1)

Ranged: Shortbow +2 (1d6)

See Creature Compendium for full stats

On Boggarts

Boggarts are small, fanged nuisances, composed mostly of malicious anger. They would pose little threat, save that they always attack in packs. They use crude tools, often stolen, and enjoy causing pain to whoever they can.

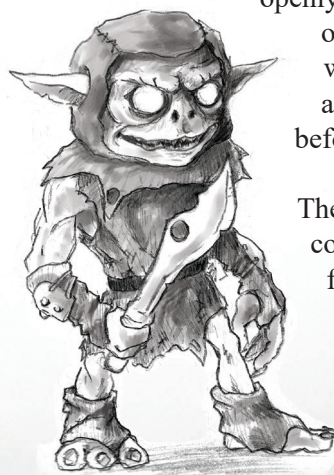
On Ghuls

Ghuls are cursed leftovers from the Great War. Twisted by magic, they were used as frontline soldiers for the Uthgard armies. They were gone from the lands during the Disappearance and now have returned in large numbers. They have an appetite for violence and little intelligence. They are believed to see both the world of Atheles and the In-Between simultaneously, which causes them a strange madness.

After the Attack

Vrede will be very upset at the attack and for the village's safety. He will implore the new "lords" to deal with this threat to their land and its citizens. Vesson will openly pressure the heroes to do something, or he will state, "maybe they are not worthy of holding the land." Tress will argue, "ain't had no problems like this before them."

The SG should do what they can to convince the players to investigate the forest and find the source of the attack.



THE DARK WOODS

Read the following:

The Urtgen Forest is old. Walking between the large moss-covered trunks leaves you feeling like little more than a sapling among these giants who have stood here for centuries.

The woods to the North and West have been largely unexplored since the last Age. The adventurers will want to track the raiders while staying hidden. The lair of the boggarts and ghuls is only one day to the Northwest.

Travel in SagaBorn is meant to be dangerous as well as a test of skills. While traveling, Story Guides are encouraged to use Skill Challenges.

For this Skill Challenge, we recommend one roll per player. The Difficulty Class (DC is the number needed to meet or beat to be successful) of this Skill Challenge is 12.

Outcomes:

- All successes: You track the footprints of the raiders with no issue. You all stay unnoticed and find their cavern lair with ease. You may ask 3 questions about the caverns or their inhabitants before you enter.
- Mostly Successes (> or = to 50%): You track the footprints of the raiders with no issue. You all stay unnoticed and find their cavern lair with ease.
- Mostly or all Failures: You were detected by a scout, and the raiders are ready for you. It also takes you an extra day to find the lair.

Examples of Using Skills for Skill Challenges:

Ruhm the Northerner uses his Endurance (+5) to scout ahead and report back throughout the travels. He rolls a 12 on a d20. Adding his Endurance +5, he scores a 17 vs. DC 12, which is a success. Saret uses his Acrobatics (+5) to scale the forest trees and scout the area. He rolls a 7 on a d20. Adding his Acrobatics +5, he scores a 12, which is a success. Nevarth uses his Survival (+4). He rolls a 4 on a d20. Adding his Survival +4, he only scores an 8, which is a failure. With two successes and one failure, the party still tracks the raiders and finds the cavern lair with no problems.

When running Skill Challenges, you can describe how the players succeed or fail, but always remind them it is a group effort. Not all classes or paths specialize in skills that may be used in a Skill Challenge. If the party is successful, you may also wish to award them an Expertise. The Core Rulebook will have the base Expertises, but you can always make up your own, though making sure it is specialized is best. For example, if I reward each party member an Expertise for this Skill Challenge, it may be +1 Expertise to

tracking creatures through a forest. This is a fun reward that can also build on what the character actually does in the game rather than points randomly assigned to a skill.

THE LAIR

Read the following:

You arrive at a natural cavern with a slow-moving stream flowing out of it. The scene would be idyllic if it weren't for the path filled with small clawed prints next to the stream.

1 Entrance

There is normally 1 boggart guard at the entrance. They are often distracted, so the adventurers get a +1 to any thievery rolls for sneaking or hiding.

2 The Double Trap

The boggarts have set up a simple double trap in this area. The first is a simple tripwire that sounds an alarm bell (DC 10). The second is a touch plate spear trap (DC 14).

Trap 1: Alarm: CR1/2, DC10 (Awareness, Thievery to disarm)

Trap 2: Spear Trap: CR 1, DC14 (Awareness, Thievery to disarm), Spear +10 (1d6)

3 The Boggart Beds

If the camp has not been alerted, there will be 3 boggarts here resting. If the camp has been alerted, they will be in room 4.

Treasure

The boggarts do not keep much in the way of treasure, but one has stashed away a small trove. A DC 15 search with Awareness will find a small pouch hidden under a filthy bedroll.

1 Azurite gem 10gp
5 Agate Stones 1gp each
32 sp
3 cp

4 The Ghul Lair

The ghul lair smells awful; their strange rituals and sacrifices mixed with refuse make it almost unbearable.

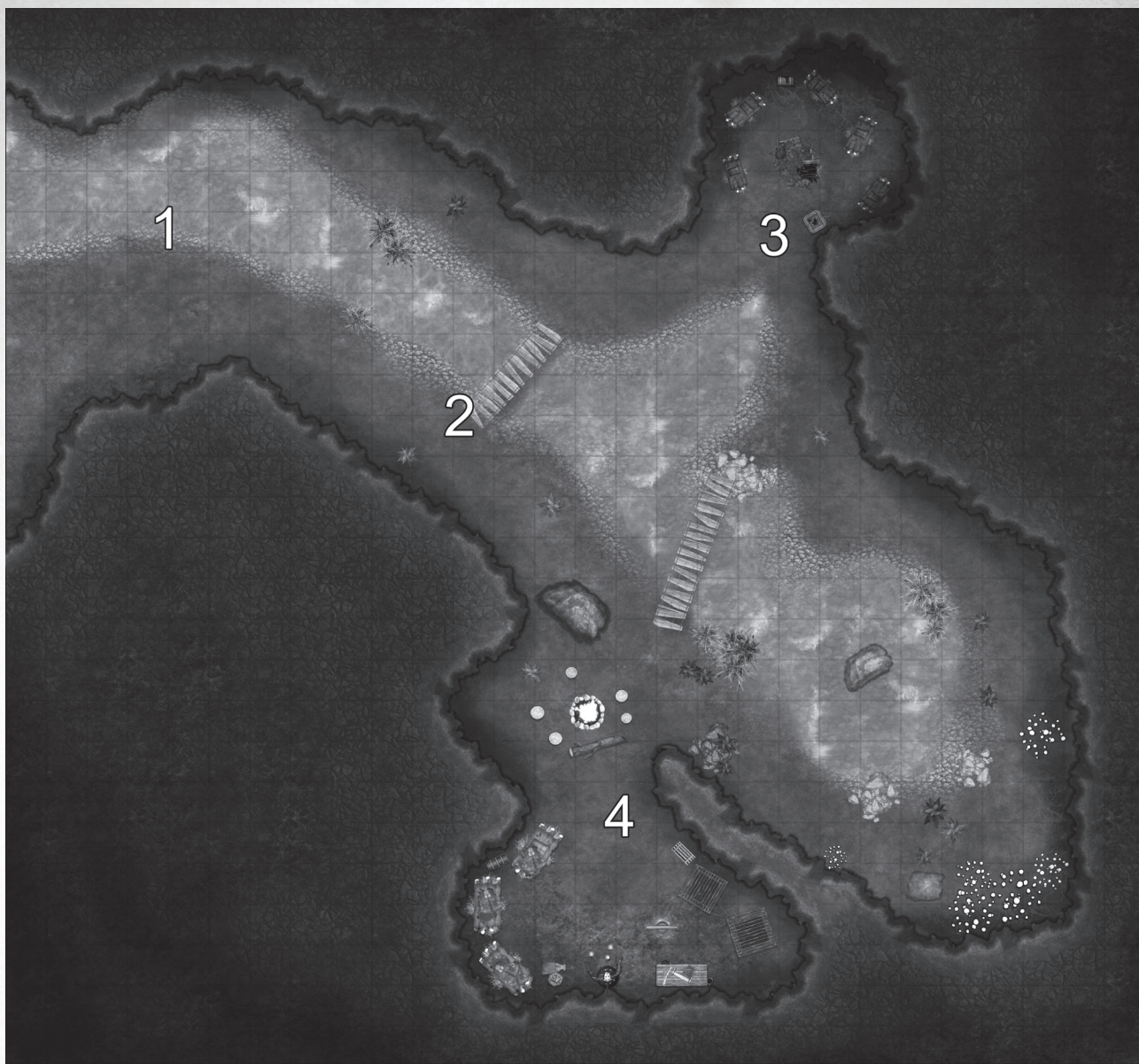
(2) Boggarts CR 1/4

HP 4, AC 16

Melee: Rusted Dagger, +1 (1d4-1)

Ranged: Sling +4 (1d3-1)

See Creature Compendium for full stats



(2) Ghul **CR 1/2**
 HP 5, AC 14
 Melee: Jagged Long Sword +3 (1d8+1)
 Ranged: Shortbow +2 (1d6)
 See Creature Compendium for full stats

(1) Ghul Brawler **CR 1**
 HP 17, AC 15
 Melee: Jagged Long Sword +5 (1d8+2)
 Ranged: Shortbow +2 (1d6)
 See Creature Compendium for full stats

(1) Ghul Shaman **CR 1**
 HP 11, AC 14
 Melee: Dagger +0 (1d4-1)
 Ranged: Shortbow +2 (1d6)
 Special Attacks: Wild Magic +1 (1d4+1)
 See Creature Compendium for full stats

When one or more of the boggarts or ghuls die, they will use their stone of Animate Dead to raise them back as zombies.

Treasure

Stone of Animate Dead, level 3, 3 charges (minus however many the shaman used), worth 300 gp per charge
 Masterwork Mace
 39 gp
 87 sp
 21 cp
 Spellbook (leather with runes) of ghul
 Journal on corpse

Journal

Various notes explain jobs completed for Vesson. Most of them are mundane and uninteresting (see next page).

Strategy

The shaman will stay out of the combat, casting from afar.

Tress says I shouldn't be so upset, but I don' like it. How can those people just come in and say they own this place? I was gonna do something to them, but then Tress said I should let others do my work fer me. Vesson said he didn't like them coming in much either, but he warned me not to interfere with official stuff. But sod that.

I am gonna go get them little boggars in the woods to come get rid of them new comers. And then I can show Vesson and the others in town that I am a go getter. Maybe I should own that tower.

The Dream

On the way home, the adventurers have a shared dream. Read the following:

A vast gray plain stretches out to the dull yellow horizon in all directions. Small figures toil away, back and forth, over and against each other. It is a chaotic dance, leaving many figures to fall alone on the plains as they are abused by the frantic movement.

From the horizon, walls begin to rise. They form a labyrinth of passage on the plain below. The small figures fall into the halls, their chaotic dance now organized and slowed. A beautiful and horrible order has fallen into place. A noise on the horizon, and you glance up; a looming figure in a red robe rises. Beneath the robe is a golden polyhedron, fluctuating and gyrating. The sight of this is both calming and disturbing. You raise your hands to cover your eyes but find you have no arms—only legs leading you down the perfect passages.

You awake in a pool of sweat.

Was it a dream?

RETURN TO CRAVEN'S HOLLOW

When the heroes return to Craven's Hollow, they will be welcomed back if they cleared the forest of the raiders. Vrede will be even more inclined to view them as allies, and Vesson will be more accepting of their claim. He will start to think about the potential benefits of having them around, as well as ponder a few jobs they might be able to do for him.

If Elvin's involvement is discovered, Tress will be extremely upset and threaten the adventurers. She will blame them for the death of her brother but will do little more than bluster. If left alone, she will leave the town the following morning.

The heroes should gain 1 Renown for helping the settlement.

CREATURE COMPENDIUM

BOGGART

Challenge Rating: 1/4

Size: Small

Type: Fey (Athelesian)

Initiative: +3

Defense

Hit Points: 4 (1HD: 1d8)

Armor Class: 16, touch 13, flat-footed 13 (+2 armor, +3 DEX, +1 size)

Saves: Fort +1 Ref +4 Will -1

Weaknesses: Bright light, Cold iron

Offense

Speed: 20 ft., climb 20 ft.

Base Attack: +1

Melee: Rusted Dagger, +1 (1d4-1)

Ranged: sling +4 (1d3-1)

Special Attacks: --

Statistics

Abilities: STR -1, DEX +3, CON +0, INT -, WIS -1), CHA -1

Skills: Acrobatics +3, Athletics -1, Awareness -1, Endurance +0, Knowledge -1, Persuasion -1, Spellcraft --, Survival -1, Thievery +3 (+5 on hiding or moving silently)

Talents: 1 point or recommended: Stealthy

Special Qualities: Darkvision 60 ft., Low-Light vision

Ecology

Environment: Underground, Marsh, Sewers

Organization: Solitary, pair, swarm, tribe

Treasure: Standard

Bright light:

If a boggart is exposed to light brighter than a torch, it fights at a -2 to hit, and its Awareness is dropped by -2.

GHUL

Challenge Rating: 1/2

Size: Medium

Type: Humanoid (Unman)

Initiative: +1

Defense

Hit Points: 5 (1HD: 1d8+1)

Armor Class: 14, touch 10, flat-footed 13 (+3 studded leather armor, +1 DEX)

Saves: Fort +3 Ref +1 Will -1

Weakness: -

Offense

Speed: 30 ft.

Base Attack: +1

Melee: Jagged Long Sword +3 (1d8+1)

Ranged: Shortbow +2 (1d6)

Special Attacks: -

Statistics

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

Skills: Acrobatics +1, Athletics +2, Awareness -1,

Endurance +3, Knowledge -2, Persuasion -1, Spellcraft -1,

Survival -1, Thievery +1

Talents: Tenacity

Special Qualities: Low-Light Vision; Natural Resistance:+2

Save vs. Poison and Disease

Ecology

Environment: Any

Organization: Single, Pair, Tribe (2-10)

Treasure: Standard

GHUL BRAWLER

Challenge Rating: 1

Size: Medium

Type: Humanoid (Unman)

Initiative: +1

Defense

Hit Points: 17 (1HD: 1d8+1, 1d12)

Armor Class: 15, touch 11, flat-footed 14 (+4 armor, +1 DEX)

Saves: Fort +3 Ref +1 Will -1

Weakness: -

Offense

Speed: 30 ft.

Base Attack: +2

Melee: Jagged Long Sword +5 (1d8.+2)

Ranged: Shortbow +2 (1d6)

Special Attacks: -

Statistics

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

Skills: Acrobatics +1, Athletics +2, Awareness -1,

Endurance +3, Knowledge -2, Persuasion -1, Spellcraft -1,

Survival -1, Thievery +1

Talents: Tenacity, Weapon Focus Sword

Special Qualities: Low-Light Vision; Natural Resistance:+2

Save vs. Poison and Disease

Ecology

Environment: Any

Organization: Single, Pair, Tribe (2-10)

Treasure: Standard

Equipment:

Chainmail Shirt, Backpack, Waterskin

GHUL SHAMAN

Challenge Rating: 1

Size: M

Type: Humanoid (Unman)

Initiative: +1

Defense

Hit Points: 11 (2HD: 2d8+2)

Armor Class: 14, touch 11, flat-footed 13 (+3 armor, +1 DEX)

Saves: Fort +4 Ref +1 Will +4

Weaknesses: -

Offense

Speed: 30 ft.

Base Attack: +1

Melee: Dagger +0 (1d4-1)

Ranged: Shortbow +2 (1d6)

Special Attacks: Wild Magic +1 (1d4+1)

Mana: 3

Statistics

Abilities: STR -1, DEX +1, CON +1, INT +1, WIS +1, CHA -1
Skills: Acrobatics +3, Athletics -1, Awareness +3, Endurance +1, Knowledge 1, Persuasion -1, Spellcraft +6, Survival +3, Thievery +3

Talents: 1 point: Magical Aptitude
Special Qualities: Low-Light Vision, Spell Memory, Spell Sight, Focus and Ravage

Ecology

Environment: Any
Organization: Solitary, Band (1 shaman, 5 ghul warriors)

Treasure: Dagger, Leather Armor

Spells:

Variable: elemental blast, light
0 mana: daze
1 mana: doom, mage bolt

ZOMBIE

Challenge Rating: 1/2
Size: Medium
Type: Undead
Initiative: -1

Defense

Hit Points: 13 (2HD: 2d12)
Armor Class: 11 (-1 DEX, +2 Natural)
Saves: Fort +0 Ref -1 Will +3
Weaknesses: Head wounds/slashing, Slow

Offense

Speed: 20 ft.
Base Attack: +1
Melee: Slam +2 (1d6+1)
Ranged: -
Special Attacks: -
Sanity Effects: First Encounter 0/1

Statistics

Abilities: STR +1, DEX -1, CON -, INT -, WIS +0, CHA -5
Skills: Acrobatics -1, Athletics +3, Awareness +0, Endurance -, Knowledge -, Persuasion -5, Spellcraft +0, Survival +0, Thievery -1

Talents: Powerful
Special Qualities: DR 5/Slashing or head wound, Darkvision 60 ft., Charge, Slow

Ecology

Environment: Any

Organization: Any

Treasure: None

Slow

A zombie is slow-moving, so it can only take one action per round.

Charge

A zombie can charge forward in a straight unhindered line and attack as a full-round action.



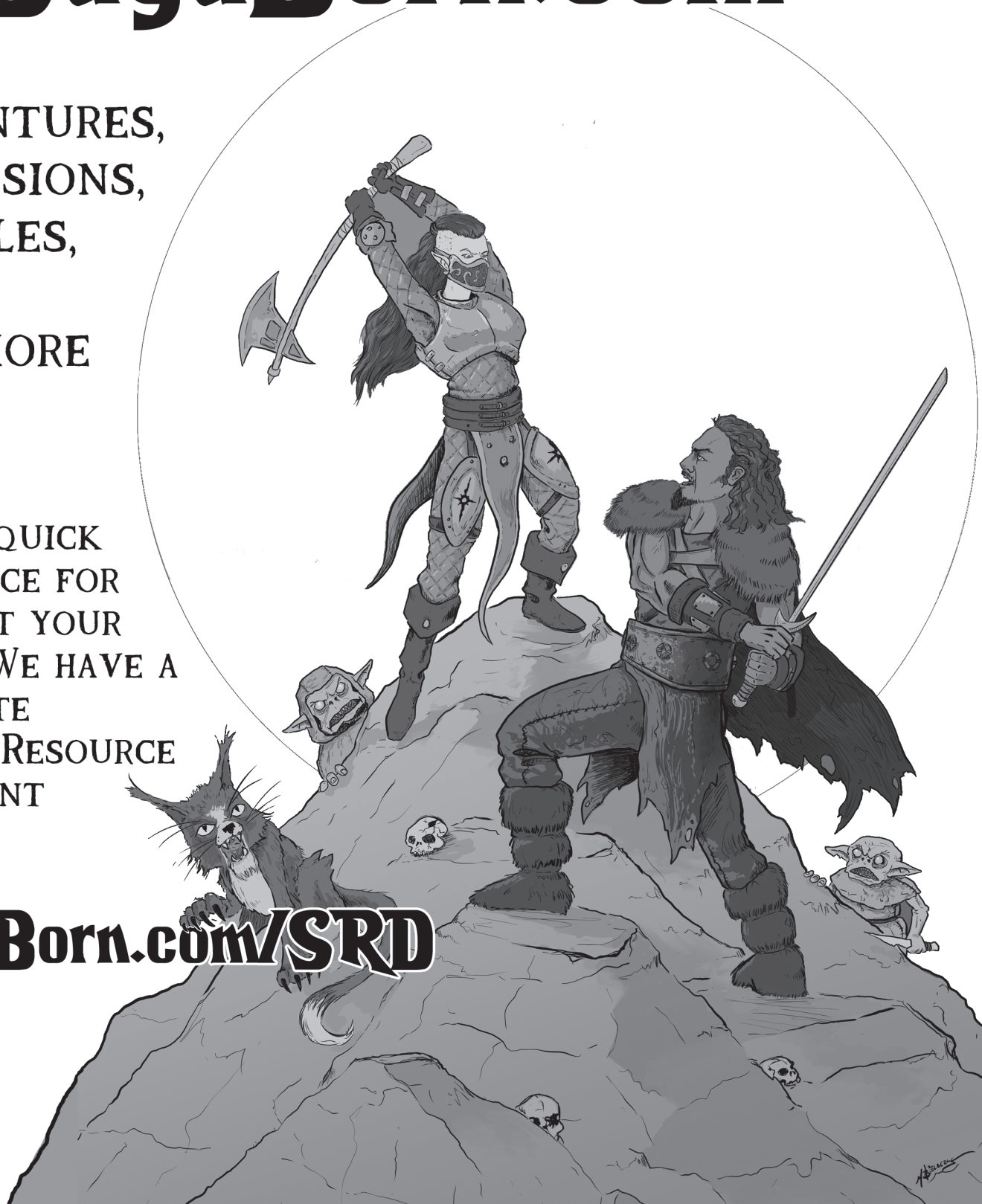
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