


THE SAGA

August 2023



Elric of Melniboné.
Easy NPCs.
City of Kowal History.
Organizing a Long Campaign.
and more.

Handwritten signature

THE SAGA

Issue 10, August 2023

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A SagaBorn Roleplaying Game Compatible Product

LOSS AND GAMING

This month there are two things that are pulling at my heartstrings. First, I had to say goodbye to a long-time companion and familiar. She was at my side for 19 years, and it's like I can barely remember a time before her. She was around for my art school years, putting up with parties and late-night philosophical discussions. And she has been around since the original concepts and designs of SagaBorn and the Dark Return. I have so many good memories, and it saddens me that there will be no new ones.

The second one is GenCon this year. This is the first time since 2005 that I will miss the best four days in gaming (save the pandemic years of course). GenCon was always an art goal of mine and a special place. All those years of seeing ads in Dragon and Dungeon magazines. Imagining what a full convention of gaming geeks like me would be like. Showing my artwork next to the greats like Elmore. And I got in. I showed in the Art Show for many years until they decided sculpture wasn't art, so then I pivoted to an exhibitor's booth. Soon that space got so crowded the show one year just took away a 10x10 space that we had paid for. Things change. Geeky underground safe places become sold out venues. Quirky basement publishers get bought out by mega corps and exploited. It's just the way of our world. But it can still hurt.



So what does this have to do with gaming?

Gaming is many things to many people. Escape. Fun. A gathering of friends. And when we game, it is always best to know those at your table and what they need at the moment. Something I have learned the hard way is that not all players want a complex overbearing campaign that constantly keeps them off balance. Breaking Bad is a great TV show, but maybe not the best formula for a pastime. Yes, some, or many, could enjoy that, but what I am saying is sometimes your players may need something more. Or less. And sometimes the Gamemaster may as well. It's ok to take breaks and have light, happy sessions. Or just let everyone talk more and play a little less around the table.

As always, keep communication open with your players. Listen to what they may need, and be sure to open up yourself if you are in a different mind space as well. That way, all of our tables can be the magic place they need to be.

Everyone take care of yourselves out there, and as always, keep adventuring!

Mike



ORGANIZING A LONG TERM CAMPAIGN

PART 1: THE CAMPAIGN GUIDE

Organizing and prepping for a single tabletop game can be a daunting enough task, but how do you orchestrate a long-term campaign with story arcs for each player? Here is how I do it, and it doesn't add too much more to my prep time.

First, we need to start with a campaign organization system. I have tried many and never found one I was comfortable with. They all seemed too compact (a single PDF for a whole campaign??) or too detailed (way too focused on bookkeeping). I liked how some systems for writing novels worked, but many were built into clunky programs. So I created my own in Google Drive. This can be replicated in any office-type program.

You can access my demo campaign by visiting:
SagaBorn.com/campaign-organizer

I have five folders for organizing various facets of the game and then the main Campaign Guide. These are all filed in a main folder with the Campaign's name on it.

This is the first of a group of articles where I will go through and explain how I use every part of the Organizer. This should not be viewed as the only way for you to use it, but maybe it will help you with a little more long-term planning.

THE CAMPAIGN GUIDE

This is the main page to keep up with the overall campaign arc, as well as each character's story arc. I follow this template for all of my campaigns, no matter if they are long or short-term.

Campaign Guide

Campaign Goal Statement:

Campaign Starting Date (In Game):

Main Goals:

-

Side Goals:

-

Campaign Notes:

Character Arcs:

Character Notes:

MAKING A CAMPAIGN GOAL STATEMENT

The first thing we need to do is come up with a goal for the complete campaign and list it at the top of the guide. This should be kept to a couple of sentences so you have a clear goal. What thing has to happen to allow the players to feel they have accomplished a goal?

Example Campaign Thesis:

A tribe of Orovari has returned from the In-Between and has begun terrorizing the Southern cities of Tiren, and their mining in the old eldar caverns has reawakened something ancient. The adventurers become warped up in the events and must find a way to stop this ancient evil.

CAMPAIGN STARTING DATE

This is important as it helps me keep track of in-game dates, as well as line it up with current world affairs. Many of my games take place in the same area at a common time, so sometimes my different campaigns can do things that affect the other groups.

MAIN GOALS

Think of this like the main quest line in the game. What are the goals that need to be accomplished to progress the story? You can come up with these goals at the start or flow with the game. A gamemaster can often tell when a game is losing steam or if the players want more, so its always good to leave yourself some wiggle-room.

SIDE GOALS

Yes, the players are going to stray and make their own goals. This could be building a stronghold, personal desires, or group goals. This just gives me a reference for all the things the adventurers have on their mind.

CAMPAIGN NOTES

I use this as a general journal for all the random things that happen to the players. While they should be adding to their Saga to keep up with their own milestones, this is all the random little stuff that happens that the players may forget. You know, like burning down a tavern.

CHARACTER ARCS

It's always best to have an encounter or part of each session focus on a particular character and let them shine, right? The Character Arcs section is where I develop the story to make each character feel special. I let the players give me goals, and then I develop the long-term story around these goals. These character arcs can fit into the grand story, often giving it more personal and intricate details.

CHARACTER NOTES

Just like the Campaign Notes, this is where I keep up with all the small things that may come back into the character's stories.

And that's the start! Give even 30 minutes to this page, and you will be well on your way to making a solid campaign.





Appendix i:

Elric of Melniboné

THE DOOMED CHAMPION

It's time for that discussion of imagination again, the Appendix i of our creativity, where Dane and Mike discuss the things that made them the creatives they are.

This month we are discussing Elric, an essential fantasy read, which I must admit, have only read small tidbits of. But luckily, Dane is a huge fan and is going to convince me why I should sit down and commit to reading the tales of this anti-hero and his demon-infested, soul-eating sword.

Mike:

So, I have not read as much Elric as I should have, and I hope to fix that soon. From the impressions I get, I think these books would have spoken to young me, the outcast maker who got in trouble for drawing demons in his comics and using profanity in my fiction. How did you get introduced to Elric?

Dane:

I came to Elric a bit late, myself. I also would have loved it when I was young, but I'm not sure I even knew about these books. As far as I can recall, I never saw them on the shelves at Waldenbooks... at least not here in the States. I think it was more popular in the UK.

I was in my 30s and considered Alan Moore one of my favorite modern writers. I was reading an interview with him, and he mentioned somewhere what a profound influence Michael Moorcock had been on him, and he mentioned Elric. He gave some description of the book and its leftist-anarchist perspective, and I was instantly curious. So I ordered an old paperback copy of Elric of Melniboné and was hooked almost immediately.

Mike:

I think my first exposure was all the references people made to Elric from D&D. And of course, the Brom paintings of Elric, which led me to the Michael Whelan paintings of Elric. Which me so much goes back to the art, and Elric seems especially perfect for my angsty gothic/metal aesthetic of my teens (and maybe a bit still to this day?).

I can see how the themes of Elric would interest you. The idea of Chaos versus Order, which in the Elric universe seems to lean towards Chaos=Evil and Order=Good, is in direct opposition to how you normally like to set up a universe. Is this something that bothered you, or did it work for Elric's fiction?



Elric by Jeff Dee

Dane:

I don't think it's true that chaos = evil in Moorcock's work.

The powers of chaos are dark and destructive in his novels, but not evil, and in fact, he seems to believe that chaos is necessary for renewal and improvement. The Chaos Lords do seem evil at a glance, but the fundamental message of these books seems to be that balance is necessary. When the forces of order become too stringent, chaos is needed. A world without chaos is stagnant, with no freedom, novelty, or change. But too much chaos would lead to complete destruction. He saw the two as being locked in an ancient cosmic struggle, and neither can or should ever win. He called it the Cosmic Balance.

Keep in mind that he conceived of a multiverse early on (he popularized the term). On some worlds, the Chaos Lords are seen as devils, and on others, they're worshiped as gods.

A lot of people probably recognize the chaos symbol—an 8-sided star of outward-pointing arrows—from D&D, chaos magick, and elsewhere. That was a Moorcock creation when he first started writing Elric. Law also has its own symbol. He has respect for both, so long as neither takes over completely.

Mike:

OK, so I see why you connect so well with his work. And mentioning the Multiverse, we, of course, have to talk about the eternal champion. I know you have been drawn to this idea, an dots a recurring theme in many works and we'll as some myths unless I am mistaken. What do you think is so attractive about an eternal champion?

Dane:

This one might be a little harder to answer because I think there are several components. I can only speak for my own attraction to the idea.

When I was around 17, I created a character named Milentus. His life began in our D&D campaign. Then he was in a couple of long-lost stories I started writing. Then we played Everquest, and my character was Milentus. Then I started the science fiction story that has been in the works for the past 23 years, and Milentus lives there, too (under a different name). That was when I decided Milentus lives in different forms in different worlds. I wanted it all to be connected. Milentus is born on a world in need, subject to some cosmic law to keep things in balance.

I kept bringing Milentus back because he always felt unfinished. There were more sides of him left to explore.

So when I discovered Moorcock, I realized I wasn't so original. And he conceived of this idea in the 60's—and had put a whole lot more thought into it than I had.

I think the reason I'm so attracted to this idea is that it takes the hypothetical existence of an eternal soul (which I don't believe in, but I enjoy speculating about), and it gives a vehicle for exploring different sides and possibilities.

Hardly a day goes by when I don't think about little butterfly effect scenarios. I like to trace monumental things that have shaped me as a person back to insignificant causes. For example, one night in the 90s, some friends were going to a rave, and for specific reasons, I didn't want to go. But a friend talked me off the fence—barely. Had I not, my daughter would never have been born.

Who would I be today if I hadn't gone with them that night? It's not just that my life would be different. I would be very different.

So imagine if I'd been born into a different culture. Is it possible I could have become a violent person? A hateful, prejudiced person? Is there some essence inside of me that prevents those things, or was it the fact that I lucked into the right parents and friends? I don't know, but I lean toward thinking that it was luck. There's nothing in my genes making me this way. My genetics just give me vague dispositions. But it would still be me looking out through these eyes, experiencing and navigating whatever world I'm in.

A multiverse expands this sort of speculation to its ultimate playground. You can even imagine what a character might be like if they were born in a world with different physics.

And as a creator, imagining a multiverse helps connect everything. I decided long ago that everything I create is going to be connected in some way. Even my music lives in my fictional worlds. It's purely a practical cognitive exercise because it helps me take disparate projects and pull them together so I don't get so confused and overwhelmed.

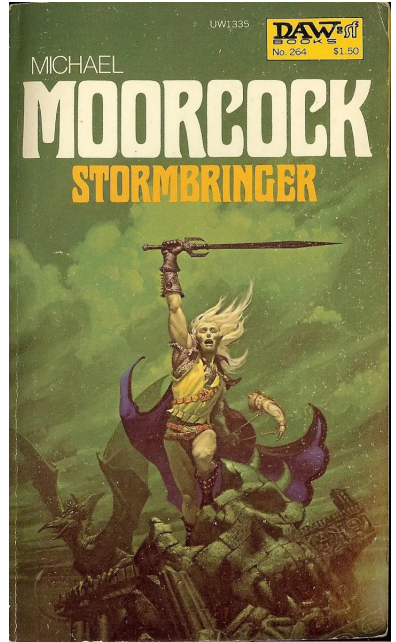
Mike:

I can see how it would be attractive to have those connections.

I recently did some research on Stephen King and the strange connections between all of his works. On one hand, it makes it easier to excuse using some of the same vehicles, and the same code, to tell different stories. I sometimes feel like in my tabletop adventure design, I keep treading the same stuff, but then I remember it is the characters that change it. I am just laying out the board for the game to be played on.

And while I see an eternal champion as a fun myth, but I have not used that yet in my creative endeavors. I have always leaned more into archetypes that have a core that may be shared, but the outside is always different. Maybe that's just the gamemaster in me, always playing 100 different characters.

So back to Elric. There has always been this rumbling, or a cult want for, an Elric TV or movie series. Do you think this, if it sticks to the original struggle and feel, would work in modern-day media?



Stormbringer by Michael Whelan

Dane:

I think Elric could make an incredible movie or show. Preferably a show so we could see him taking on different challenges. But it'll never happen.

Moorcock was working on a series, but from what I understand, they canceled it after The Witcher came out because it would be too similar. Elric could have been so much better than The Witcher, but I guess it doesn't have the same commercial appeal.

Mike:

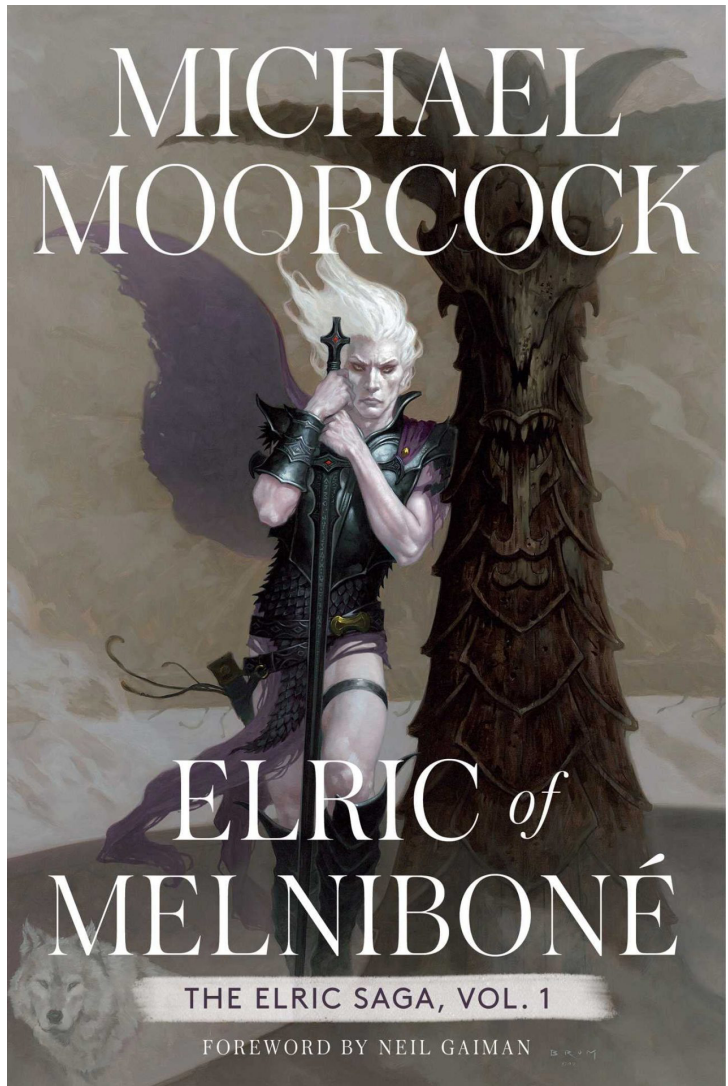
So if you were pitching Elric to a producer (movie, TV, or game),

and the person was unfamiliar with Elric, pitch it to me like I was that producer.

Dane:

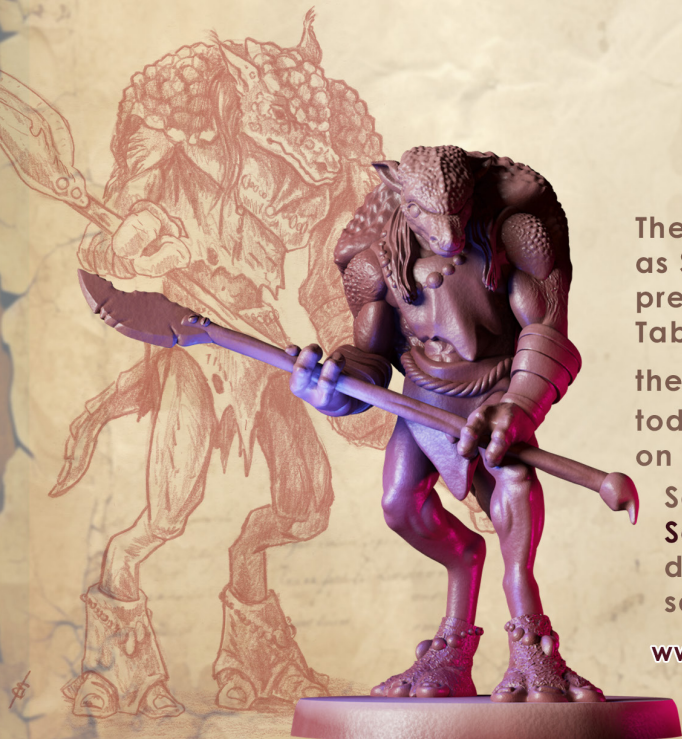
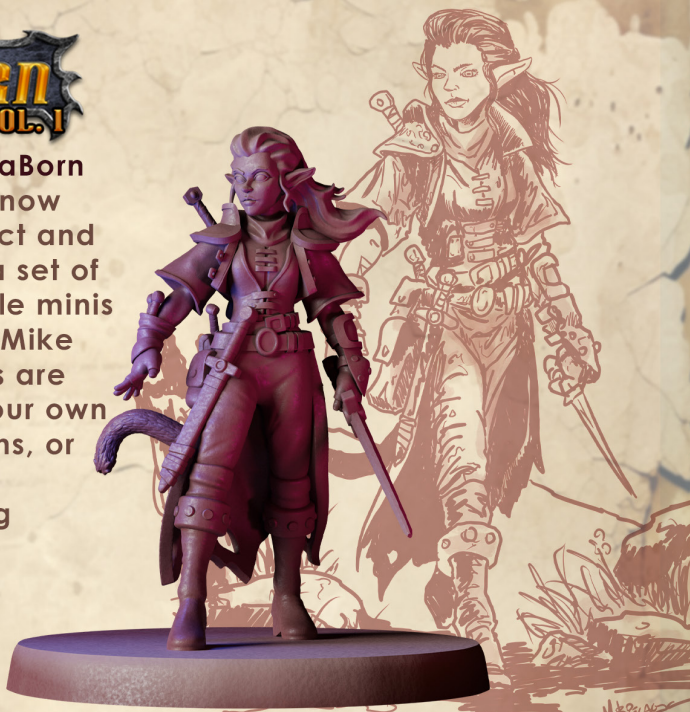
Otherworldly magic. Parallel universes. Political intrigue. A soul-drinking black sword. Demons. A compelling antihero who is doing his damned best to be good, but often makes things worse because of the demonic and magical deals he has to make. An iconic character who has been copied repeatedly while never being matched.

If that doesn't work, I can pull out some Brom art prints.



SAGA BORN MINIS VOL. 1

The STL Minis of SagaBorn Vol. 1 Kickstarter is now live! Back the project and get your hands on a set of THIRTEEN 3D printable minis based on the art of Mike Bielaczyc. The minis are perfect for use in your own SagaBorn campaigns, or for use in any other tabletop roleplaying game.



The minis are available as STL files, including pre-supported files by Tableflip Foundry. Back the **KICKSTARTER** today to get your hands on these amazing minis!

Search 'STL Minis of SagaBorn Vol. 1' to download a free sample mini!

www.celestlminis.com

The top of the page features a detailed illustration. On the left, a scroll with intricate patterns is partially unrolled. In the center, a lantern with a diamond-patterned body and a glowing light sits on a surface. To the right, a single die is visible. The background is dark and atmospheric, suggesting a medieval or fantasy setting.

SagaBorn Inklings

QUICK BUT DETAILED NPCs

One of the things I always want to make sure I have ready is well-rounded NPCs for my heroes to interact with. One of my shortcomings is my memory for details, so it's much easier for me to keep a few bullet points in mind and improve from there. I have found that three details can lead to a believable NPC for almost all interactions. These details are a simple history, a desire, and a secret. Everything can be built out from there.

HISTORY

Don't get too detailed; use broad brush strokes that define how they interact with the world and people around them.

Example History:

Arnexi, who goes by Arn, is the duke's first son and a magic user. He was caught using ravaging magic by the Ministry of the Arts and has been silenced.

WHAT THEY WANT

Write with both broad brushstrokes and only what is important to the hero's stories. If the NPC grows in importance, we can always add more as they continue to be a part of the campaign.

Example Want:

Arn wants to bring freedom to Kowal from the rulership under Uthgard and the Ministry. He also wishes to rule the city.

AND A SECRET

This is always a nice touch to have for each NPC. You never know when this may come to be important in a story.

Example Secret:

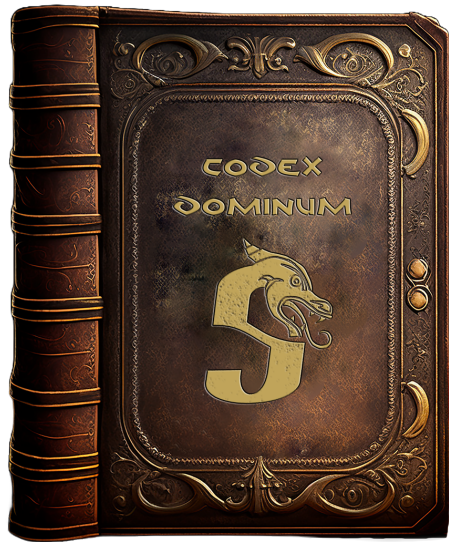
Arn believes that anything can be done to “save his city”, including ravaging magic, violence, or ancient artifacts.

GET MORE FROM YOUR GAME

The Codex Dominum, Master Book of Stories, contains all the knowledge needed for a Gamemaster to run the best tabletop games for their players.

A free resource at:

SAGABORN.COM



DARK RETURN

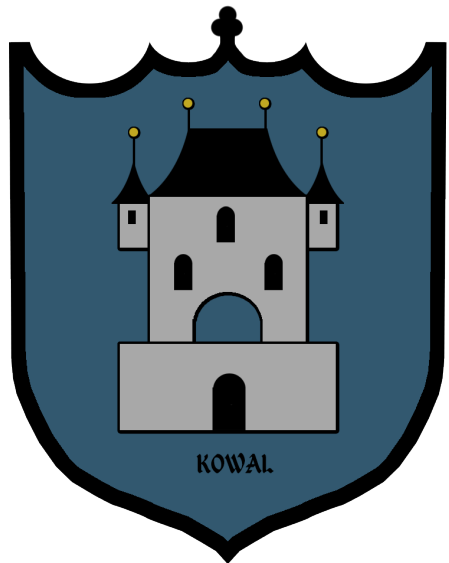
INTO THE WORLD

THE CITY OF KOWAL

Statistics (out of 10): Crime 6; Danger 5; Economy 3; Law 5;
Knowledge 3; Magic 1
Size: City, Seat of Duchy of Kowal
Government: Aristocracy
Economic System: Feudal capitalist
Population: 46,800

Kowal the Grey City. Once the jewel of the East, a city of iron and gold. The chimneys of the forge district spewed forth smoke from dawn til the late hours of the night. The factories toiled day and night, forging metalworks sought after in all kingdoms in Atheles. During the last age, Kowal was one of the most prosperous cities of the lands.

But long has it been since those glorious days.



ABOUT

Kowal, the Grey City, is a large settlement in the Eastlands. It is the capital of a city-state that claims a large swath of land along the Weron River. It was an independent city-state separate from Endamas and Uthgard until the latter part of 5707 when it joined the Uthgard Kingdom.

The city of Kowal has reigned over its barren lands in the East since the end of the Great War. Ruled by the Zadeku family for years beyond memory, the city has been content with its own business for hundreds of years.

Government

The city is led by the Zadeku family, once called Baron, but now promoted to Duke. The ruling body, called the House, consists of lords and ladies, those of prominent families or riches, and Union leaders. Currently, 47 people sit on the council in the House.

Places

Land ownership in the city-state of Kowal is based on individual deeds and stakes, which are surveyed and taxed by the Kowal chancery. It is modeled after the old system of estate in Uthgard. An individual owns land and is taxed based on the size and estimated worth.

Industries

Kowal produces a lot of corn during the summer season, feeding its citizens, and allowing trade with our settlements. But it's main export is metal. Before the great war giant foundries were established and Kowal provided much of the arms and armament for Uthgard. This factories and know how have survived, and Kowal's factories work day and night smelting ore and producing metalworks for Tyr, Uthgard, and Endamas. While the roads in and out of Kowal are dangerous, they are guarded well for incoming shipments of ore and exported goods. It is a rough life in the factories of Kowal, but one can scrape by with a decent living by working in them.

HISTORY

4558 - Olaekin Baleband conquered most of the North as a warlord and builds the city of Pardalor. He claims the surrounding lands and names his kingdom Uthgard.

4731 - The iron-rich hills are found beyond the Urtgen forest, and a land rush ensues. The largest settlement builds up around a place where the Weron River narrows, allowing for easy ferrying back and forth.

4892 - Kowal is founded as a barony in the Uthgard Kingdom.

4944 - Tritium is discovered, and a way to mine and shape it is soon devised. The super-strong metal allows for better tools and weapons, making Uthgard a powerful, and rich, kingdom.

5054 - Uthgard begins its war to control Atheles by invading Tiren (The Great War, The Aradan War)

5132 - The Great War ends. Magic has ruined many lands in the East. Uthgard falls as a kingdom. And the Disappearance happens, with magic and many peoples and creatures vanishing.

5133 - Years of hardship follow as the remnants of the Uthgard army are still strong and cause problems all along the North and Westlands. The Ishian Empire becomes solitary, allowing no traffic to and from their country. Kowal asserts its independence, but with it comes a loss in income.

5368 - The empire of Zhou invades over the Eastern Sea.

5379 - Many of the lands of the Eastlands (Old Aradan and Uthgard) fall under the control of Zhou. Kowal stays independent, and the sale of metal to Zhou brings a fresh influx of prosperity to the city.

5402 The beginning of the Plague. The Zhou Empire falls in disarray. Many return back over the sea, and have not been heard from since.

5575 - The Zadeku family rises to prominence as the rulers of Kowal. They take the old title of Baron, but actually rule as the head of the city-state.

5629 - The Third plague ravages Atheles, leaving the cities and kingdoms separated and superstitious.

5648 - Mediev Zadeku was born.

5673 - A sickness grips Kowal. People get a high temperature and a deep cough. About 25% of the population succumbs to the “Red Cough.”

5674 - Mediev Zadeku took the throne of Kowal as his father fell sick to the sickness.

5677 - The first recorded instances of the Return.

5703 - The Baron’s son, Arnexi, returns from travel, where he has been silenced for being a Ravager.

5704 - The Red Night. Novro 27th. After a riot and fire in the city, Kowal falls under martial law, and the Red Guard searches house to house, looking for mages.

5706 - Catastrophe of the Greystone. The Greystone is burned to the ground in a strange event that none can remember clearly.

5707 - Ces the 5th, Kowal officially joins the Kingdom of Uthgard.

5708 - Current Day





THE MONSTER HUNTER PATH

The monster hunter path is a SagaBorn multiclass built with the idea of doing just what the title says, making a PC that hunts monsters.

It is a multiclass path but stays with the Ranger path most. This gives the best benefits for a focused hunter, but a single level in Archeon gives them the Magebane ability. This allows them to roll 2 x d20 versus anything that uses magic, including monsters! The combat build is balanced between melee and ranged, building with Rapid Shot for extra shots. They also level in Knowledge and soon have a Creature Compendium, which gives an expertise bonus to monster lore. As for Legacy items, I would first do a standard weapon legacy, then a wondrous item like the Hunter's Boots. For the final Legacy item, I may do standard legacy armor, or maybe a mix of armor/wondrous item.

Hunter's Boots

Level 2- +1 to Initiative

Level 4- +2 to sneaking/hiding

Level 6- *Cat's Grace* mana 1

Level 8- *Haste*

MONSTER HUNTER 1

Class/Level: Ranger 1

Challenge Rating: 1/2

Size: M

Initiative: +3

Defense

Hit Points: 9 (1d8+1)

Armor Class: 15 , touch 13, flat-footed 12(+3 DEX, +2 Armor)

Offense

Speed: 30 ft.

Base Attack: +1

Melee: Short Sword +3 (1d6+2)

Ranged: Short Bow +4 (1d6); or Rapid

Shot 2x Shortbow +2 (1d6)

Special Attacks: Sneak Attack 1d6

Statistics

Abilities: STR +2, DEX +3, CON +1,

INT 0, WIS +2, CHA -1

Skills: Acrobatics +5, Athletics

+2, Awareness +4, Endurance +2,

Knowledge +1, Persuasion 0, Survival

+3, Thievery +5

Talents: 2 points or: Rapid shot

Special Qualities: Expert Tracker, Track

Equipment:

Leather Armor, Short Sword, Short

Bow, Dagger, Healing Kit

MONSTER HUNTER 2

Class/Level: Ranger 2

Challenge Rating: 1

Size: M

Initiative: +3

Defense

Hit Points: 15 (2d8+2)

Armor Class: 16, touch 13, flat-footed 14 (+3 DEX, +3 Armor, +1 Shield)

Offense

Speed: 30 ft.

Base Attack: +2

Melee: Short Sword +4 (1d6+2)

Ranged: Short Bow(Composite)

+5 (1d6+2); or Rapid Shot 2x

Shortbow(Composite) +3 (1d6+2)

Special Attacks: Sneak Attack 1d6

Statistics

Abilities: STR +2, DEX +3, CON +1,

INT 0, WIS +2, CHA -1

Skills: Acrobatics +5, Athletics

+2, Awareness +4, Endurance +3,

Knowledge +1, Persuasion 0, Survival

+3, Thievery +6

Talents: 2 points or: Rapid shot

Special Qualities: Artful Dodger,

Evasion, Expert Tracker, Track

Equipment:

Studded Leather Armor, Short Sword,

Short Bow (Composite), Buckler,

Dagger, Healing Kit, Salt

MONSTER HUNTER 3

Class/Level: Ranger 3

Challenge Rating: 2

Size: M

Initiative: +3

Defense

Hit Points: 21 (3d8+3)

Armor Class: 18, touch 14, flat-footed 14(+3 DEX, +3 Armor, +1 Shield, Dodge +1)

Offense

Speed: 30 ft.

Base Attack: +3

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

Ranged: Short Bow(Composite)

+6 (1d6+2); or Rapid Shot 2x

Shortbow(Composite) +4 (1d6+2)

Special Attacks: Sneak Attack 2d6

Statistics

Abilities: STR +2, DEX +3, CON +1, INT 0, WIS +2, CHA -1

Skills: Acrobatics +5, Athletics

+2, Awareness +5, Endurance +3,

Knowledge +1, Persuasion 0, Survival

+4, Thievery +6

Talents: 3 points or: Dodge, Rapid shot

Special Qualities: Artful Dodger,

Evasion, Expert Tracker, Favored

Enemy, Favored Terrain, Track

Equipment:

Chain shirt, Short Sword, Short Bow (Composite), Buckler, Dagger, Healing Kit, Journal, Manacles, Salt, (3)

Wooden Stake

MONSTER HUNTER 4

Class/Level: Ranger 3, Archeon 1

Challenge Rating: 3

Size: M

Initiative: +3

Defense

Hit Points: 28 (1d10+3d8+4)

Armor Class: 19, touch 14, flat-footed 15(+3 DEX, +4 Armor, +1 Shield, Dodge +1)

Offense

Speed: 30 ft.

Base Attack: +4

Melee: Long Sword +7 (1d8+3); or

Sword Staff +7 (2d6+3)

Ranged: Short Bow(Composite)

+7 (1d6+3); or Rapid Shot 2x

Shortbow(Composite) +5 (1d6+3)

Special Attacks: Sneak Attack 2d6

Statistics

Abilities: STR +3, DEX +3, CON +1, INT 0, WIS +2, CHA -1

Skills: Acrobatics +5, Athletics

+3, Awareness +5, Endurance +3,

Knowledge +2, Persuasion 0, Survival

+4, Thievery +6

Talents: 3 points or: Dodge, Rapid shot

Special Qualities: Artful Dodger,

Evasion, Expert Tracker, Favored

Enemy, Favored Terrain, Track, Magic

Sense, Mage Bane, Second Wind

Equipment:

Breastplate, Long Sword, Short Bow(Composite), Swordstaff, Buckler, Creature Compendium, Dagger, Healing Kit, Journal, Manacles, Net, Salt, (3)

Wooden Stake

MONSTER HUNTER 5

Class/Level: Ranger 4, Archeon 1
Challenge Rating: 4
Size: M
Initiative: +3

Defense

Hit Points: 34 (1d10+4d8+5)
Armor Class: 19, touch 14, flat-footed 15(+3 DEX, +4 Armor, +1 Shield, Dodge +1)

Offense

Speed: 30 ft.
Base Attack: +5
Melee: Long Sword +8 (1d8+3); or Sword Staff +8 (2d6+3)
Ranged: Short Bow(Composite) +8 (1d6+3); or Rapid Shot 2x
Shortbow(Composite) +6 (1d6+3)
Special Attacks: Sneak Attack 2d6

Statistics

Abilities: STR +3, DEX +3, CON +1, INT 0, WIS +2, CHA -1

Skills: Acrobatics +7, Athletics +3, Awareness +5, Endurance +3, Knowledge +4, Persuasion 0, Survival +4, Thievery +6

Talents: 4 points or: Dodge, Nimble, Rapid shot

Special Qualities: Artful Dodger, Evasion, Expert Tracker, Favored Enemy, Favored Terrain, Track, Magic Sense, Mage Bane, Second Wind

Equipment:

Breastplate, Long Sword, Short Bow(Composite), Swordstaff, Buckler, Creature Compendium, Dagger, Healing Kit, Journal, Manacles, Net, Salt, (3) Wooden Stake

MONSTER HUNTER 6

Class/Level: Ranger 5, Archeon 1
Challenge Rating: 5
Size: M
Initiative: +3

Defense

Hit Points: 40 (1d10+5d8+6)
Armor Class: 19, touch 14, flat-footed 15(+3 DEX, +4 Armor, +1 Shield, Dodge +1)

Offense

Speed: 30 ft.
Base Attack: +6
Melee: Long Sword +9 (1d8+3); or Sword Staff +9 (2d6+3)
Ranged: Short Bow(Composite) +9 (1d6+3); or Rapid Shot 2x
Shortbow(Composite) +7 (1d6+3)
Special Attacks: Sneak Attack 3d6

Statistics

Abilities: STR +3, DEX +3, CON +1, INT 0, WIS +2, CHA -1

Skills: Acrobatics +7, Athletics +3, Awareness +5, Endurance +3, Knowledge +4, Persuasion 0, Survival +5, Thievery +7

Talents: 5 points or: Dodge, Feint, Nimble, Rapid shot

Special Qualities: Advanced Skills, Artful Dodger, Evasion, Expert Tracker, Favored Enemy, Favored Terrain, Improved Evasion, Track, Magic Sense, Mage Bane, Second Wind

Equipment:

Breastplate, Long Sword, Short Bow(Composite), Swordstaff, Buckler, Creature Compendium, Dagger, Healing Kit, Journal, Manacles, Net, Salt, (3) Wooden Stake

MONSTER HUNTER 7

Class/Level: Ranger 6, Archeon 1
Challenge Rating: 6
Size: M
Initiative: +3

Defense

Hit Points: 46 (1d10+6d8+7)
Armor Class: 19, touch 14, flat-footed 15(+3 DEX, +4 Armor, +1 Shield, Dodge +1)

Offense

Speed: 30 ft.
Base Attack: +7
Melee: Long Sword +10 (1d8+3); or Sword Staff +10 (2d6+3)
Ranged: Short Bow(Composite) +10 (1d6+3); or Rapid Shot 2x Shortbow(Composite) +8 (1d6+3)
Special Attacks: Sneak Attack 3d6

Statistics

Abilities: STR +3, DEX +3, CON +1, INT 0, WIS +2, CHA -1

Skills: Acrobatics +7, Athletics +3, Awareness +5, Endurance +3, Knowledge +4, Persuasion 1, Survival +5, Thievery +8

Talents: 5 points or: Dodge, Feint, Nimble, Rapid shot

Special Qualities: Advanced Skills, Artful Dodger, Evasion, Expert Tracker, 2x Favored Enemy, 2x Favored Terrain, Improved Evasion, Track, Magic Sense, Mage Bane, Second Wind

Equipment:

Breastplate, Long Sword, Short Bow(Composite), Swordstaff, Buckler, Creature Compendium, Dagger, Healing Kit, Journal, Manacles, Net, Salt, (3) Wooden Stake

MONSTER HUNTER 8

Class/Level: Ranger 7, Archeon 1
Challenge Rating: 7
Size: M
Initiative: +3

Defense

Hit Points: 52 (1d10+7d8+8)
Armor Class: 19, touch 14, flat-footed 15(+3 DEX, +4 Armor, +1 Shield, Dodge +1)

Offense

Speed: 30 ft.
Base Attack: +8
Melee: Long Sword +12 (1d8+4); or Sword Staff +12 (2d6+4)
Ranged: Short Bow(Composite) +11 (1d6+4); or Rapid Shot 2x Shortbow(Composite) +9 (1d6+4)
Special Attacks: Sneak Attack 4d6

Statistics

Abilities: STR +4, DEX +3, CON +1, INT 0, WIS +2, CHA -1

Skills: Acrobatics +7, Athletics +4, Awareness +6, Endurance +3, Knowledge +5, Persuasion 1, Survival +5, Thievery +8

Talents: 6 points or: Dodge, Feint, Nimble, Rapid shot, Stunning Strike

Special Qualities: Advanced Skills, Artful Dodger, Evasion, Expert Tracker, Extra Attack, 2x Favored Enemy, 2x Favored Terrain, Improved Evasion, Track, Magic Sense, Mage Bane, Second Wind

Equipment:

Breastplate (Tritium), Long Sword, Short Bow(Composite), Swordstaff, Buckler, Creature Compendium, Dagger, Healing Kit, Journal, Manacles, Net, Salt, (3) Wooden Stake



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