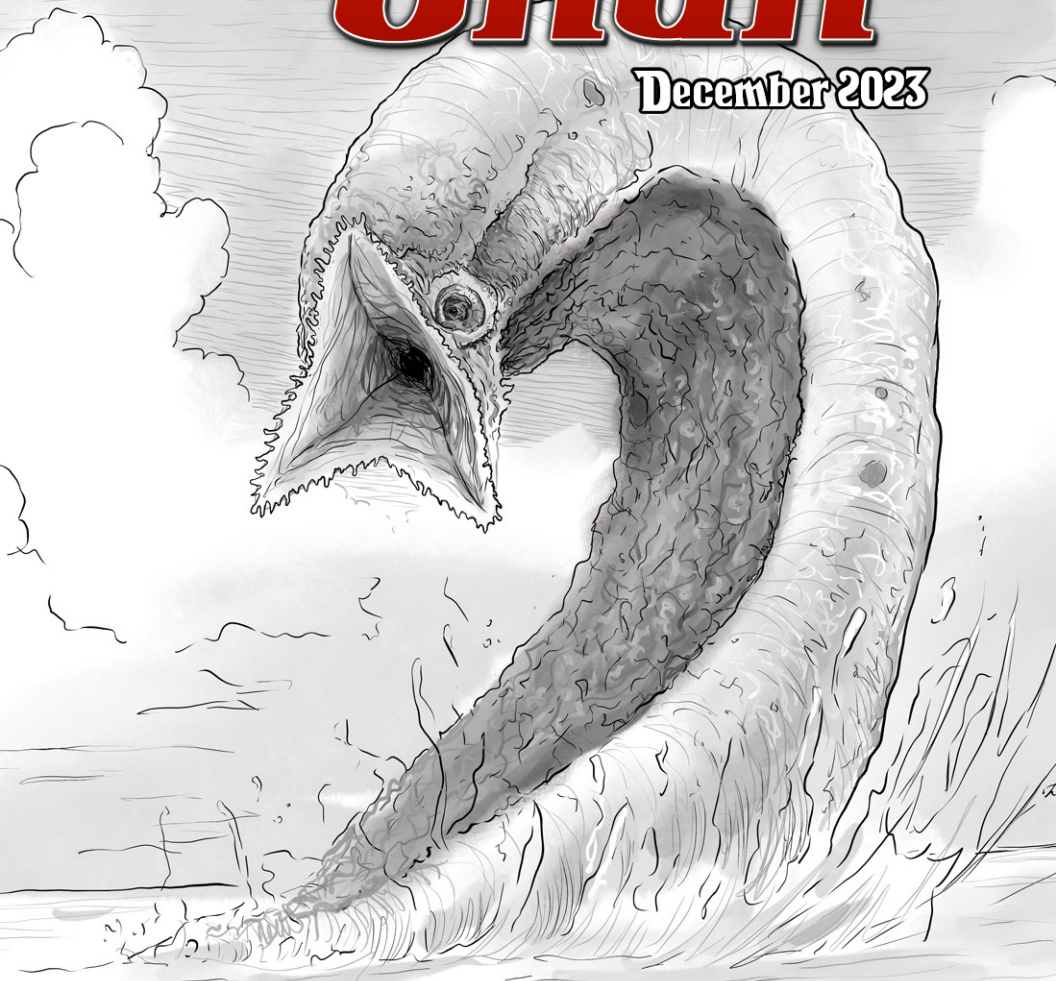


# THE SAGA

December 2023



**The Dunes of Sand,  
Allies and Enemies,  
Downtime,  
Stronghold Events,  
City of Kowal,  
Creature Compendium: The Great Worm**



# THE SAGA

December 2023

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Cover Art: Michael Bielaczyc

Frost Worm, Digital

“A giant creature of the northern tundra, some say other variants have evolved throughout Atheles.”

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A horizontal banner image with a dark, atmospheric background. On the left, a tall, dark, spire-like structure is silhouetted against a bright, orange-hued sky. The sky is filled with soft, glowing clouds and a crescent moon is visible on the right side. The text 'Table of Contents' is overlaid in a large, stylized, blue font with a white outline and a slight shadow effect.

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# Appendix: i (magination)

## The Sands of Dune

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.

Dune has influenced so many of our sci-fi and fantasy worlds since its publication. I know my world has definitely seen some influences from it, especially in the depth of history and people that Herbert's world is known for. Let's take a trek across the sands and see how deep the Sandworms have burrowed.

### **Mike:**

There is so much to cover with Dune, I hope we don't end up with a novella worth of discussion here! So let's start with the basics: why did Dune resonate with you?

### **Dane:**

I've always had a love/hate relationship with technology. I love the function it offers. It helps solve problems. It's responsible for all of our livelihoods. But I noticed from a young age that the more technology advanced, the more I sensed a mass delusion developing in society. The real world is out in nature, and it's with one another. But we're becoming more and more immersed in this manufactured reality while shutting out nature and one another.

So the idea that people might eventually rebel against it and instead improve themselves was fascinating to me. Of course, that brings

its own set of problems: human breeding programs/eugenics, castes, etc. I didn't find the feudal society of Dune appealing, but I found it fascinating to explore.

In particular, I was interested in the Bene Gesserit. When I was a kid, I got into martial arts, but not because I wanted to fight. It was because I was obsessed with the idea of chi. I was attracted by the idea that I could condition my mind and body in ways that would allow me to channel my strength by quieting my mind. I got into tai chi, chi gung, and meditation. So when I read Dune as an adult, the Bene Gesserit seemed to be what would happen if you followed that path, generation through generation, perfecting the art over centuries. Their art seemed magical, but it resulted from practice and conditioning rather than requiring belief in something supernatural and ineffable.

And then there was the spice. A psychedelic substance that offers higher awareness and sometimes prescience. The fact that it turned the eyes blue was secondary, but added an interesting aesthetic that made the Universe feel more alien and futuristic.

I prefer sci-fi when it's less about advanced technology and more about exploring philosophies to their futuristic conclusions and exploring how human beings interact and relate with one another in these settings. That's what Dune was.

How about you?

**Mike:**

So my introduction to Dune was through the David Lynch film. At the time, I was young and wanted more Star Wars. It was not that. But the film and the themes haunted me. And while that film wasn't the book, it did have a...feel for the universe that was captivating. So many things that left me uncomfortable as a kid are the things I constantly came back to. Like Bladerunner leading me to Do Androids Dream of Electric Sheep, or the Martian Chronicles leading back to constant rereads of the book. There are

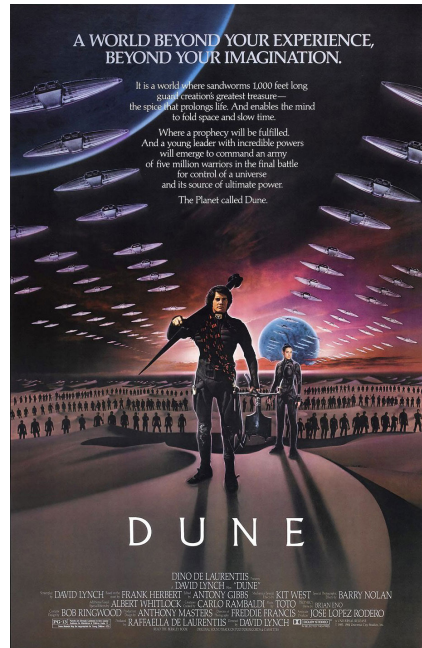
things that hit deeper than entertainment, and while I may have been dissatisfied at first exposure, they kept wiggling their way deeper and lasting in my mind much longer.

Dune had something to say about many things, but it wasn't mindless propaganda; it was a story first, built on the philosophy of Herbert. It's something I think is missing these days in a lot of our mass-consumed media. An example, which also has to do with deserts and was probably very much influenced by Dune, is Dark Sun. When you listen to Troy Denning talk about the origins of the setting, he tells you how he worries about climate change and excessive lifestyles, which can be seen written directly in his world-building. Dark Sun 4th edition seemed much more... designed by committee. It is hard to say how much, but I feel like so many things these days are sanded smooth for better consumption. Dune wasn't that way.

So back to the 80's. The movie haunted me, so I had to get to the book. When I did, it reminded me of Tolkien's work. It felt complete. It was scary, harsh, and no fairy tale, but it all made sense. I love when complicated fiction tells a good story, and the world feels so deep.

I would say the other thing that Dune did was break down the "everything is going to be good at the end" that I had gotten used to in stories.

Sure, in Lord of the Rings, the Hobbits come back to the scouring of the shire, but it still felt happy in the end. At the end of Dune,



Poster for David Lynch's Dune

Paul became the chosen one, but was it a good thing? It was better than what could have happened. So I would say Dune was the first series that really stuck with me and didn't have the fairy tale ending. And while that can be unsatisfying to a kid, I think it sets up a mindset for looking at the world in a better way.

**Dane:**

You know, I didn't see that movie until after I read the books. I remember a friend having the Betamax version when I was a kid. He brought it over to my house to watch, but I had a VHS machine (this was when the two technologies were still fighting it out). So we weren't able to watch it, and when he watched it on his own later, he said it was boring. So, I never watched it.

I wasn't exposed to the story until I was an adult. The book was recommended by a friend, so I checked it out, and three weeks later, I was reading book 6. It really hooked me. Most people like each book a little less than the last in that series, but for me, it was the exact opposite. It kept getting better. Weirder. More alien.

Then I finally watched the David Lynch movie and loved it. I understand why people hate it, and the changes from the book are confusing (I never figured out the point of changing how the spice helps the Guild Navigators, for example), but it was weird and interesting. It could reasonably be called a terrible movie (and most people did), but it felt right to me. It pulled me in.

What do you think of the new movie, by comparison?

**Mike:**

The new movie was entertaining. I enjoyed it. I thought Villeneuve checked a lot of boxes with his version. I enjoy his style of filmmaking. I did have a hard time getting totally in the mood with the film. There were lots of big "War of the Worlds" noises followed by important dialogue that was whispered. Almost every character was played by a well known actor, and for me, most never turned into the characters for me. It became a little

distracting, especially in my latest rewatch. So I really liked it, but I didn't get lost in it like I did, say, *Bladerunner 2049*.

A great example of this is Rabban. Every time I saw him, he just seemed like Bautista in make-up. In 2049, Bautista disappeared into the lost replicant farmer. Maybe this is just me.



Paul Atreides and Jessica from *Dune* 2021

I will say this is the best I think we can get to having *Dune* made into a movie. It did feel like the books, just with a mild Hollywood gloss over it.

**Dane:**

I thought they nailed it. I only had a few minor issues. First, I couldn't help but compare it against the Lynch movie, and I do miss the weirdness of that one. The new one looked like standard science fiction with maybe a bit more sophistication.

At first, I took some issue with the portrayal of Jessica. She showed emotion throughout the movie. In the books, her emotions put her at odds with the other Bene Gesserit, but that doesn't mean she was regularly succumbing to those emotions. She was still a trained Bene Gesserit.



But when I watched it again, I noticed little moments where she was able to shift her emotions as needed. Maybe it's too subtle since it took me two viewings to notice, but it's there.

I realized that, as a writer/director, if you're not going to use thought bubbles like the original movie, and you're trying to avoid long exposition, then you have to get these ideas across in the action. So if I were directing the movie, I might do the same thing. Jessica lets herself feel more emotion—particularly love—than the others of her order. You show that by having her show some emotions, even if it didn't quite look like that in the book. Then you demonstrate that she's still in control of them. So something I didn't care much for the first time I watched became something clever that I appreciated the second time.

A lot of my final opinion depends on Part 2.

I think it's perfect timing to have these movies come out now, right before the real-world Butlerian Jihad begins.

**Mike:**

I guess that is always a sign of good fiction when almost 60 years later, it still echoes what's happening in our culture.

So we have discussed what we like about the books and movies, but how has Dune shaped your creativity, and why do you think it is so important for people to keep reading this series?

**Dane:**

I can remember a few very specific moments in my development as a writer. I read my first adult novel (Psycho) when I was 9 and was amazed that someone could create something that affected me the way it did with just words. Then a friend turned me onto fantasy books, and I discovered Raymond Feist's Riftwar Saga, and I thought how amazing it would be if I could create an entire world and write about it. Then I read Clive Barker's fantasy works

(Imajica, The Great and Secret Show, etc) when I was 17 and decided I was going to try writing...but I didn't know what to write.

Then I read Dune, and I knew what I wanted to write. It wasn't that I wanted to write something specifically like Dune, but I wanted to write genre fiction that transcended the genre. Something with some human depth. Something that dealt with larger issues in a way that could still be entertaining. Something sophisticated in its weaving of layers of themes, worldbuilding, and characterization. It showed me that interstellar science fiction doesn't have to be tech porn but can explore philosophies into the distant future in order to contemplate possible results. Reading Dune was why I went to college and majored in physics and soon switched to philosophy—I needed to educate myself on those things before I could write the novel I wanted to write.

As for its importance, I don't know if it is. It was important to me, but there are lots of great stories. Do people need to keep reading this one? I don't know. What do you think?

**Mike:**

I think so, I think it holds up. I am not a read-every-classic type person, but if you are interested in sci-fi and fantasy, I think it is a must. I know for some, it seems a little too familiar, but that's because we have been stealing ideas from it for decades. I think there is a depth to the book that is missing from many others. I think there are some good solid philosophies that can keep you thinking well after you finish the book. I know it has imprinted on my creative journey, and I still think it is worth reading today and, maybe, for quite a bit longer into the future.

# Codex Dominum: SagaBorn Expanded



## ALLIES AND ENEMIES

The goal of this is to create simple rules for players and NPC factions to have NPC allies in their control to aid in their personal quests, crafting, and more.

### WHY HAVE THESE RULES?

As you adventure, you will meet many different people. Many of these will aid or hinder you in one way or another. Some may become regular fixtures in your life and could even become valuable allies.

### ALLY TYPES AND COSTS

- Diplomat: Gives bonuses to negotiations.
- Guard: Protects your stronghold.
- Knowledge Keeper: Bonuses to knowledge checks, specific crafting.
- Spy (informant, infiltrator): Gains knowledge about enemies or factions.
- Worker: A worker can do odd jobs or craft items in crafting rooms.

Each unit has an Armor Class, Hit Points, Skills, Attack, and Damage

## Hirelings and Freelancers

There are two types of Allies; freelancers and hirelings.

Freelancers are NPC allies who can be hired for odd jobs when they're around. Freelance allies often charge more for jobs but do not have any weekly upkeep costs.

Hirelings are allies who work full-time or part-time for the heroes, often residing in their stronghold. Hirelings can do any job assigned to them by the heroes with no costs beyond their weekly upkeep. Hirelings can not be higher level than the heroes.

### Cost for Hirelings

Level	Cost per week
Green (Level 1)	5 sp
Average (Level 3)	1 gp
Trained (Level 5)	3 gp
Expert (Level 7)	10 gp

## ALLY TYPES

Allies are classified as a type, making it easier for the players and Storyguide to track and handle them. They are based on classes from the Character Gallery, with only select stats used. If you wish, you can pull the complete character sheet from the Character Gallery based on the named NPC class. The ally is not limited to this class; it is just a base class for the given stats. The choice of ally class and path ultimately should be between an SG and the player.

These allies can also help fill the ranks of NPC factions.

## Diplomat (Bard)

A diplomat can be many things. They can be a messenger to other local organizations. They can be a house manager and herald. They could be a performer spreading the saga of the adventurers. A diplomat is the social ally of the adventurers, helping them in tasks of negotiations, public relations, and stronghold management.



### Diplomat Attributes

Level	AC	HP	Attack Bonus	Dmg	Skills
Green (Level 1)	15	11	+4	8	Acrobatics +4, Athletics +6, Awareness +3, Endurance +3, Knowledge 0, Persuasion -1, Survival +3, Thievery +2
Average (Level 3)	19	28	+6	9	Acrobatics +4, Athletics +6, Awareness +3, Endurance +5, Knowledge 0, Persuasion -1, Survival +3, Thievery +2
Trained (Level 5)	19	43	+9	11	Acrobatics +4, Athletics +6, Awareness +4, Endurance +7, Knowledge 0, Persuasion -1, Survival +4, Thievery +2
Expert (Level 7)	20	57	+11	11	Acrobatics +5, Athletics +6, Awareness +4, Endurance +7, Knowledge 0, Persuasion -1, Survival +5, Thievery +2

## Knowledge Keeper (Luminar)

A knowledge keeper can aid the adventurers in study and research. They can also craft items in the artificer's laboratory if they are a spellcasting class.



### Knowledge Keeper Attributes

Level	AC	HP	Attack Bonus	Dmg	Skills
Green (Level 1)	15	6	+1	5	Acrobatics +3, Athletics +1, Awareness +3, Endurance +1, Knowledge +6, Persuasion +1, Survival +4, Spellcraft +4, Thievery +2
Average (Level 3)	15	16	+3	6	Acrobatics +3, Athletics +1, Awareness +3, Endurance +1, Knowledge +7, Persuasion +1, Spellcraft +8, Survival +4, Thievery +2
Trained (Level 5)	15	25	+6	7	Acrobatics +3, Athletics +1, Awareness +5, Endurance +1, Knowledge +8, Persuasion +1, Spellcraft +11, Survival +6, Thievery +2
Expert (Level 7)	15	33	+8	8	Acrobatics +3, Athletics +1, Awareness +5, Endurance +1, Knowledge +8, Persuasion +1, Spellcraft +12, Survival +7, Thievery +2

## Spy (Rogue)

A spy is the eyes and ears of a faction. They can infiltrate other factions to find out secrets or try to steal artifacts.



### Spy Attributes

Level	AC	HP	Attack Bonus	Dmg	Skills
Green (Level 1)	15	6	+1	5	Acrobatics +3, Athletics +1, Awareness +3, Endurance +1, Knowledge +6, Persuasion +1, Survival +4, Spellcraft +4, Thievery +2
Average (Level 3)	15	16	+3	6	Acrobatics +3, Athletics +1, Awareness +3, Endurance +1, Knowledge +7, Persuasion +1, Spellcraft +8, Survival +4, Thievery +2
Trained (Level 5)	15	25	+6	7	Acrobatics +3, Athletics +1, Awareness +5, Endurance +1, Knowledge +8, Persuasion +1, Spellcraft +11, Survival +6, Thievery +2
Expert (Level 7)	15	33	+8	8	Acrobatics +3, Athletics +1, Awareness +5, Endurance +1, Knowledge +8, Persuasion +1, Spellcraft +12, Survival +7, Thievery +2

## Worker (Commoner)

A worker makes the day-to-day tasks happen. They can craft in most crafting rooms (minus the artificer's lab). A worker at level 5 can become specialized. Specialized workers can only work in their chosen specialization, but they gain discounts (5%) in that craft.



### Worker Attributes

Level	AC	HP	Attack Bonus	Dmg	Skills
Green (Level 1)	10	3	+0	4	Acrobatics (Reflex) 0, Athletics 0, Awareness +2, Endurance (Fortitude) +2, Knowledge 0, Persuasion -1, Spellcraft -, Survival (Will) +2, Thievery 0
Average (Level 3)	10	6	+2	4	Acrobatics (Reflex) 0, Athletics 0, Awareness +2, Endurance (Fortitude) +2, Knowledge 0, Persuasion -1, Spellcraft -, Survival (Will) +2, Thievery 0
Trained (Level 5)	10	9	+4	4	Acrobatics (Reflex) 0, Athletics 0, Awareness +2, Endurance (Fortitude) +2, Knowledge 0, Persuasion -1, Spellcraft -, Survival (Will) +2, Thievery 0
Expert (Level 7)	10	12	+6	4	Acrobatics (Reflex) 0, Athletics 0, Awareness +2, Endurance (Fortitude) +2, Knowledge 0, Persuasion -1, Spellcraft -, Survival (Will) +2, Thievery 0



## USING YOUR ALLIES

Each in-game week, a hero may use an ally to perform a job.

### Income

You can use your allies to bring in income. The higher the risk, the higher the income. Most income-raising tasks take one in-game week to perform unless decided otherwise by the SG.

## Crafting

An ally can craft items for the heroes. Crafting costs the same as for characters, and the ally level requirement is equal to character levels.

Allies can craft items based on their Type.

### Crafting by Type

Type	Alchemy	Artificing	Black-smithing	Carpentry	Cooking	Leather Working	Poisoner	Tinkerer
<b>Diplomat</b>	X	X			X		X	
<b>Guard</b>			X	X	X	X		
<b>Knowledge Keeper</b>	X	X			X		X	X
<b>Spy</b>	X				X		X	X
<b>Commoner</b>	X		X	X	X	X	X	X

## TASKS

Allies can be used to complete any sort of task within their power. Knowledge Keepers could help research, and Spies could, well, spy. The benefit of keeping up with allies is that they can help the heroes with various tasks the heroes may not be able to do.

### Adventuring

Allies may travel with the adventurers if agreed upon by the SG and the players. This can change the balance of the party, combat, and story. The addition of allies to the adventuring party should not be taken lightly.

If Hirelings do travel with the adventurers, they usually require their normal fee plus a percentage of any treasure found. The percentage is between StoryGuide and player and should be used to grow the story.

### **Non-payment**

If allies are not paid, they will become unhappy. After a month, the ally leaves employment.

## **LEVELING YOUR ALLIES**

As you grow in power, you may wish for your allies to gain in power as well. To level your allies to the next level, there are costs. These costs cover training, materials, and equipment. A hireling ally level can never be higher than the party average.

<b>Level</b>	<b>Cost to level</b>
Green (Level 1)	0
Average (Level 3)	200 gp
Trained (Level 5)	400 gp
Expert (Level 7)	800 gp

## **USING ALLIES AS ENEMIES**

Depending on how detailed you want to be, Factions aligned against the adventurers can be used in all the same ways. While a StoryGuide may not spend the time figuring out what tasks a faction's allies may do, it can add to the world to set up a Stronghold and Ally structure for opposing factions.



# SagaBorn Inklings

## USING ALLIES IN DOWNTIME

Having allies is more than just having some warm bodies back at the stronghold; they can be beneficial during downtime for a multitude of tasks.

### **Missions**

Having allies do things in the background can be beneficial for the party. I don't leave it to the players to come up with all of the ideas as well. As a StoryGuide, we spend a lot of time thinking about the adventure, things the bad guys are doing, and what the players may want their characters to do. The players often have much less time to think about this, so I have no issue giving them pointers.

In my Craven's Hollow Campaign, during one downtime, I knew they wanted to know more about some strange happenings, but they had not thought about sending out some of their allies to spy for them. After a quick reminder of their "infiltrator" ally, they had her off for some cloak and dagger spy work. I had the rogue in the group roll some d20 rolls. Normally when I do skill checks like that, I base the results on how high the rolls were. In this case, Saret rolled well as the ally, so she returned with a lot of interesting information and was not detected.

Two things I try to keep in mind. One is not everyone likes this, so I try not to bog down the table with too many rolls. And two, I like to keep it as streamlined as possible. If in doubt, I fall back to the ever present DC12.

## Leveling

During downtime, the allies can be leveled with time and money. I often get through this with a wave of a hand; allies are supposed to be a small bit of flair, not a whole night's work. Unless that's what your table likes. This is also a great thing to deal with on a nongaming night.

## Roleplay

If your group enjoys this, some downtime with your allies can be great. Use this time to show the players how their adventurers have changed the world. Show them that they have made the characters in their lives better or worse off.

Allies can also help with things other characters normally do, like train or help remove corruption or horror.

## Crafting

Probably the most popular thing for my players to use allies for is crafting. First, be warned, a power gamer can come in and quickly set up a craft farm, and the group can start making a whole lot of money. Crafting takes three things - a crafter, a place to craft, and gold. Seeing that any craft can make 150gp worth of goods per week while only spending half that in gold, the group can quickly accumulate lots of gold. This can be balanced by events that happen at the stronghold, like storms damaging a building or the dreaded Taxman showing up.

It can also be overwhelming if the party has many allies, so I often tell the group to pick one ally per week and tell me what they do.

### ***Example:***

*Saret, Nevarth, and Entroth all have a week of downtime. They were unsure of what to do during the time, but I knew it would just need a little StoryGuide prodding.*

*Saret wanted to craft some poisons but also wanted to spy a bit on a noble lady the group didn't trust. I pointed out that they had a*

*Level 3 Infiltrator Ally who could help. Saret decided he would stay and make the potions and send the ally out to spy. I had him roll a few rolls for Awareness and Thievery, both high, so the ally came back with a wealth of information.*

*Nevarth never took much prodding for crafting, so he already had a plan. He had two allies among vodka for their caravan trade routes, and he personally worked on studying some new spells.*

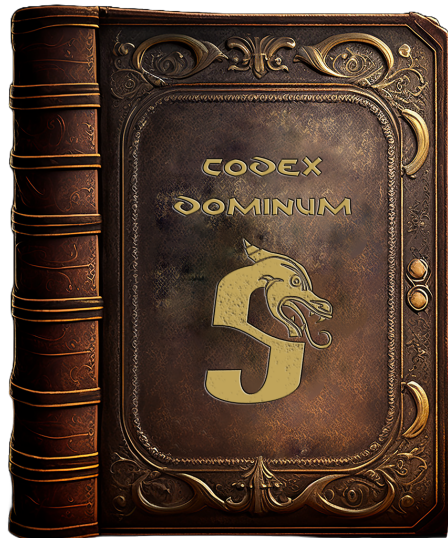
*Entroth wanted to build some defensive walls (this was a money cost, not a time cost, for the character), but also spend the week training some locals in defense. This raised one local Guardsman to level 3.*

Sometimes as Guides, we forget that we spend more time in the world than the players get to. So a little help from us can be needed to remind them of all the great stuff they can do, even in downtime.

## 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.**

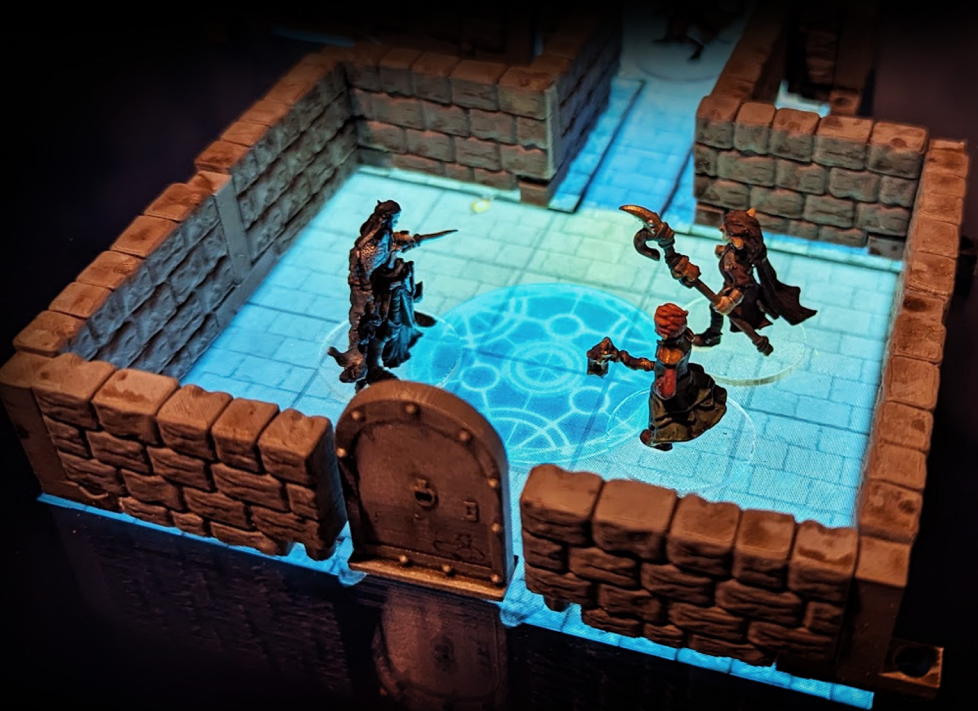
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# Dungeon Clix

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Dungeon Clix is a 3D dungeon terrain system made to enhance tabletop maps. These easily configured walls and terrain click together quickly to give any map a 3d look. Download the Free Dungeon Starter Kit @ [SAGABORN.COM/DUNGEONCLIX](http://SAGABORN.COM/DUNGEONCLIX)

# STRONGHOLD EVENTS AND HAPPENINGS

Stronghold Events are to add flavor to having a home. These should be used as fun events or a start to a story, not viewed as punishment. The scale of these events is up to the StoryGuide, but they should be scaled to make the events engaging.

Roll 1d100	Event
28-100	Nothing of note
27	Great crafting - all crafting is x2
26	New settlers
25	A traveling show
24	A bard
23	A merchant selling the right items
22	A merchant looking to buy
21	Strange Visitor
20	Good deal on supplies.
19	Need new furnishings.
18	Storm Damage
17	Upkeep needs attention
16	Crops are damaged
15	Food contamination
14	A common illness infects the community
13	Baby animal
12	Pest infestation
11	Argument with someone from a neighboring community
10	Arguments between inhabitants
9	An inhabitant owes money to someone powerful
8	Flood
7	Acid Rain Storm Damage
6	Taxman
5	Governmental officials
4	Aggressive monster attack
3	Raiders
2	Demon attack
1	Fire

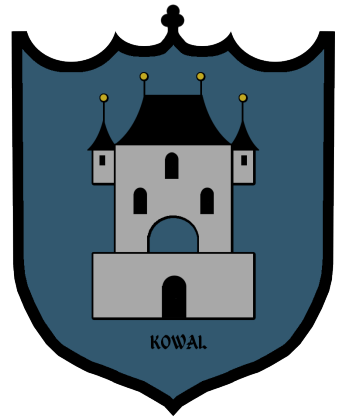
# DARK RETURN

## INTO THE WORLD

### THE CITY OF KOWAL

- Statistics: Crime 6; Danger 5; Economy 3; Law 5; Knowledge 3; Magic 1 (Highest Stat is 10, lowest 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.*

*Tybalt Garner's, Notes on the City*

### 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.

An individual must be able to show they can maintain and defend the land, or the deeds may be declared forfeit.

## THE WARDS

- Towerview
- Middleborough
- Grand Heights
- Woodward
- Squats
- Oldtown
- Dworvtown
- Chimneys
- Waterfront





## 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.

## UNIONS

The unions run almost all businesses in Kowal. They in turn have a council which elects three representatives to sit in the House of Kowal. These Union Hands are elected every 3 years.

# KOWAL LIFE PATH

## SOCIAL STANDING

Choose your standing or let fate decide:

Roll 1d20	Result
1-2	Street Urchin - You grew up alone on the streets. Bonus: You have two hidey-holes, places to store valuables, or lay low.
3-6	Nomad - The road has been your life. Bonus: Wilderness Travel; when out of civilization, you gain +1 Expertise to traveling skill checks.
7-15	Working Family - You grew up in a pretty stable family situation. Bonus: Family Backing, you can call on the help of your family for small matters.
16-18	Criminal - Life is hard, and you did what it took to make it. Bonus: Criminal Organization. You are part of a group of other rogues who may aid or hinder you.
19	Dishonored - Your family fell from grace, and life has been tough since then. Bonus: Inner Workings; you understand how politics work and gain a +1 Expertise to skill checks involving politics.
20	Noble - Your family is well off and in good graces with the rulers of Kowal. Bonus: High Life, you gain a +1 Expertise bonus to skill checks involving other nobles or town guards.

Proceed to Table B1



## WHERE ARE YOU FROM?

Choose your current residence or let fate decide:

Table B1

Roll 1d20	Result
1-6	Settlements
7-20	The City

Proceed to B2

## WHAT SPECIFIC AREA?

Choose your area or let fate decide:

Table B2

Roll 1d20	Result
1	Craven's Hollow
2	Secton
3	Seven
4	Graten
5	Tallgarden
6	Yorik
7	Edgewood
8	Eastdale
9	Marne
10-12	Spring Hill
13-14	Feld
15-16	Radzyn
17-20	Overriver

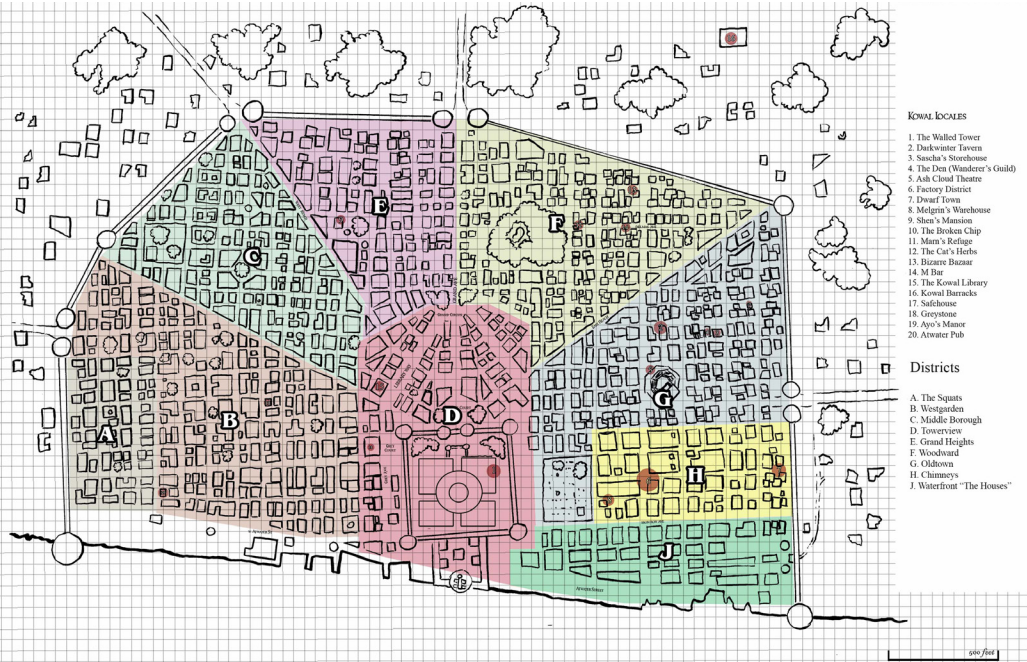
Proceed to B3

# CITY DISTRICTS

Choose your district or let fate decide:

Table B3

Roll 1d20	Result
1-4	The Squats
5-9	Westgarden
10-11	Middle Borough
12-13	Towerview
14	Grand Heights
15-16	Woodward
17-18	Oldtown
19	Chimneys
20	Waterfront



# CREATURE COMPENDIUM

## WURM, GREAT

Tales of the great worms in the wastelands of the south have persisted for years, which I believed to be legends until I saw one myself. It rose from the ground impossibly, its bulk bursting from the dirt and rock as if it were crashing into this plane. In fact, it just might. As it moved off into the distance, I crept from my hiding place and examined the hole it emerged from. A residual magic field vibrated along the tunnel, which only extended about 50 feet into the ground. As I watched, the cavernous hole slowly collapsed upon itself, leaving only a small crater as evidence that it had occurred. My hypothesis is that it uses some sort of plane shift, entering and leaving the in-between to travel large distances through the ground. How it learned to do this, well, that is to be answered after more observation.

Journal found on a skeleton, crushed on a rock outcropping in the wastelands.

## Wurm, Great

Challenge Rating: 14

Size: Colossal (100')

Type: Magical Beast

Initiative: +2

### Defense

Hit Points: 190 (14HD) DR 5

Armor Class: 12, touch 2, flat-footed 10 (-8 size, +10 natural)

Saves: Fort +14 Ref+ 9 Will +6

Weaknesses: Cold (x2 damage)

### Offense

Speed: 30 ft., burrow\* 30 ft.

Base Attack: +14

Melee: Bite +21 melee (2d8+9/19-20 plus 1d8 cold)

Ranged: -

Special Attacks: Breath Weapon, Crush, Phase, Trill

Sanity Effects: First Encounter 2/1d8+1

## Statistics

Abilities: STR +7, DEX +0, CON +5, INT -4, WIS +0, CHA +0

Skills: Acrobatics +4, Athletics +10, Awareness +6, Endurance +5, Knowledge -, Persuasion+0, Spellcraft +0, Survival +0, Thievery +0

Talents: 7 points or recommended; Alertness, Blind Fight, Grappler, Improved Initiative, Weapon Specialty (Bite), Unbreakable Will, Expanded Critical (Bite)

Special Qualities: Darkvision 60 ft., Death Throes, Low-Light Vision, Reach 30 ft., Vulnerability to cold, DR 5

## Ecology

Environment: Plains

Organization: Lone

Treasure: None

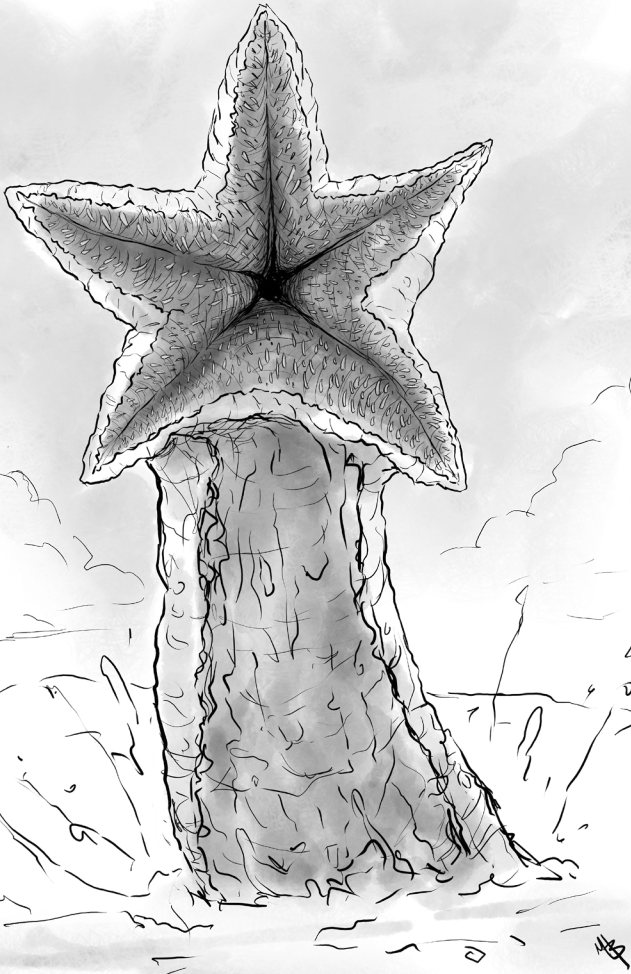
**Trill** As a free action, a great worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than great worms within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same great worm's trill for 24 hours. Maintaining the trill prevents the great worm from using its breath weapon, but it can still bite.

**Breath Weapon** The great worm can issue a 30-foot cone of earth and stone, once per hour, damage 15d6, Reflex DC 17 for half damage. Opponents held motionless by the great worm's trill get no saving throw.

**Crush** A great worm is so big that any within 15' can be crushed by its bulk as a free action from the worm. This does 8d6 worth of damage with a successful attack.

**Phase** When a great worm begins to burrow, it becomes incorporeal as it phases into the In-Between. While phased, a great worm can only be damaged by magic or silver weapons. A great worm can only do this while moving underground, so it can not use this defensively on the surface of Atheles.

**Death Throes** When killed, a great worm turns to stone and shatters in an explosion that deals 12d6 points of damage and 8d6 points of piercing damage to everything within 100 feet (Reflex save DC 17 halves damage).





**The Creature Compendium, A Guide to Hunting the Monsters and Creatures of Atheles is a 100+ page book filled with over 90 creatures for the gloomy lands of Atheles.**



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# Is SagaBorn at your table?



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