

30010

# SUNDERED SKIES

## COMPANION



DAVE BLEWER & KEVIN L. ANDERSON



# SUNDERED SKIES

## COMPANION

BY DAVE BLEWER & KEVIN L. ANDERSON

EDITING & PROOFREADING: MATTHEW POOK

COVER, GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

ART: GONG CREATIVES, CHRIS KUHLMANN

SHIP DECK PLANS: ANDREW DOBELL

**Playtesters:** Kevin Anderson, Percy Enriquez, Luis Enrique Torres, Alex Le Bienvenu, Aldo Malca, Jens Nielsen, Miguel Orihuela, Peatrick Schlaefli, Simon Scott, Daniel Tunbridge, Piotr Korys and Gavin Watts

**Dedication:** This book is dedicated to all those who patiently waited for it.

If you think this means you—you're right!



[WWW.TRIPLEACEGAMES.COM](http://WWW.TRIPLEACEGAMES.COM)

© 2010 Triple Ace Games. Sundered Skies Companion and all related marks and logos are trademarks of Triple Ace Games. Savage Worlds, Smiling Jack and all related marks and logos are trademarks of Pinnacle Entertainment Group. All rights reserved. Used with permission. © 2010. All Rights Reserved.

Produced under license by Cubicle 7 Ltd. The Cubicle 7 logo is a trademark of Cubicle 7 Ltd. ©2010. All Rights Reserved.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at [www.peginc.com](http://www.peginc.com). Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

# CONTENTS

PLAYER'S SECTION .....	3	Savannah .....	43
Life in the Sundered Skies .....	3	Foothold .....	44
Traditions & Superstitions .....	4	New Relics .....	45
New Elven Heritages .....	7	Miscellaneous Items .....	46
New Wildling Fleshforge Abilities .....	7	Potions & Consumables .....	46
Naming Conventions .....	7	Cults & Secret Societies of Sundered Skies .....	47
New Hindrances .....	8	The Athenaeum .....	47
New Edges .....	8	The Boughbreakers .....	48
Background Edges .....	9	The Bright Cabal .....	49
Combat Edges .....	10	Church of the Splintered Soul .....	49
Power Edges .....	11	The Circle of Nine .....	50
Professional Edges .....	11	The Courier's Guild .....	52
Weird Edges .....	12	The Cracked shield Clan .....	52
Legendary Edges .....	13	The Grim Troupe .....	53
New Gear .....	13	The Heart .....	53
Dwarven Munitions .....	13	The Heralds of the Light .....	54
New Skyships .....	16	Kinsailors .....	54
More Magic & Religion .....	16	Oakthorn .....	55
The Beautiful One .....	16	The Requiem .....	55
Spell Trappings for Sundered Skies .....	17	The Sons of Spire .....	56
Voidomancy .....	21	The Trade Council .....	57
New Spells .....	22	The Vigilant .....	60
Additional Setting Rules .....	26	Savage Tales .....	61
Dragon Breath .....	26	Leech Fodder .....	61
Politeness .....	26	Frozen Iron .....	61
Expanded Gazetteer .....	27	Lair of the Bitchbeast .....	62
GAME MASTERS SECTION .....	29	Hunting Trip .....	63
A Few Words on Glowmadness .....	27	The Rage .....	64
The Mystery of Flight .....	30	The Galley Hoard .....	67
Ritual & Tradition Game Mechanics .....	31	The Nest .....	68
The Sundered Gods .....	33	The Burning .....	69
Holy Days .....	35	Famine .....	70
Expanded Islands of the Skies .....	38	Feast of Death .....	70
Aria .....	38	The Cure .....	72
Dragon's Spine .....	39	Stampede .....	73
Deepsky Citadel .....	39	Family Ties .....	75
Draining Sea .....	39	The Rotting King .....	75
Firsthome .....	39	Naming the Dead .....	76
Freedom Isle .....	39	The Doppelganger .....	77
Gateway .....	40	The Calling .....	79
Heartland .....	40	Unrest .....	80
The Ice Isles .....	40	Madness in the Dark .....	81
The Meeting Place .....	40	Egg Hunt .....	82
Mount Ore .....	40	The Grateful Dead .....	83
Plenty .....	40	Despair! .....	84
Shadowhaven .....	40	Ale Wars .....	86
Star Crater Isle .....	41	The Hapless Bard .....	87
New Islands of the Skies .....	41	Expanded Trap Generator .....	87
Atrium .....	41	Bestiary .....	89
Firstrock .....	42	SHIP DECK PLANS .....	108
Remorse .....	43	INDEX .....	112

# PLAYER'S SECTION

## BACKGROUND EDGES

### CLAN BORN

**Requirements:** Novice, Orc

You were born amongst the orcs of the Cracked Shield Clan, zealous protectors of the Battlelord's secrets and privacy. You might have turned your back on their beliefs at a later age, but the lessons that they taught you remain.

Clan born orcs gain a +2 bonus to Survival skill rolls, and Vigor rolls to resist the effects of a cold environment. Their birthplace also allows them to take the Swimming skill if they wish. Those who wish to have maintained good relations with the Cracked Shield Clan should also take the Connections Edge.

### GOD KISSED

**Requirements:** Novice, Arcane Background (Miracles)

You spend the first year of the campaign particularly blessed by your god. In order to regain this blessing you must complete a ritual on a day holy to your god, as detailed below.

*The Alpha:* You marked the day of your freedom by slaying a Wild Card elf loyal to the Willow Court. For the next year you gain a +2 to oppose rolls inflicted upon you by elves. You must slay another Willow Court elf on the anniversary of your freedom day to keep the benefits of this Edge for another year, but that day is almost a year away yet.

*The Artificer:* You presented your tools for the Artificers inspection on the anniversary of the day you learnt the full history of your given name—or the day you dedicated your life to the Artificer if you are a non-dwarf. You gain a +2 on all Repair rolls for the next year. To keep the benefits of this Edge for another year you must present your tools for further inspection by the Artificer on the next anniversary, but that day is almost a year away yet.

*The Battlelord:* You spent the anniversary of your first defeat in deep meditation at a temple, considering the folly of the fateful conflict. Or you might have alternatively spent the anniversary of your first major victory extolling worshippers with tales of your battle prowess—you cannot have done both. The former grants you a +2 bonus to Persuasion rolls for the next year, and the latter grants a weapon of your choice an element from another such as the flails ability to ignore shields, a spears reach, a rapier's Parry bonus, or the Armor Piercing rating of a great axe. These abilities cannot enhance an already existing weapon element. You must slay spend the next anniversary of your victory or defeat in contemplation to



keep the benefits of this Edge for another year, but that day is almost a year away yet.

*The Lady of the Winds:* You attended the holy ceremony dedicated to the aspect of the Lady that you venerate above the others. You must attend the next dedicated ceremony to keep the benefits of this Edge for another year, but the ceremony is almost a year away yet.

The Daughter means you attended the weeklong celebration known as the Eddy Days, and you can add +2 to attempts to disrupt or *dispel* magical effects and abilities—not to the damage done, but the target number the spellcaster must beat, see Disruption in *Savage Worlds*.

Those who revere the Matriarch attended the Still Days, a week where winds around Bridgeways are completely absent. Consequently you can inflict a -2 penalty on a ship attempting to either pursue or escape yours.

Attending the Storm Days is an attempt to appease the Mistress for another year, and so you can halve the cost when casting *wind wall*.

Those who favor the Mother attend the Rain Days, and can spend a Power Point to ensure their localized area is bathed in rain.

Cowering in fear before the Queen during the ceremony known as the Terrible Days gives a Windpriest the

# SUNDERED SKIES COMPANION

## ◆ NEW SKYSHIPS ◆

Detailed below are several new skyships, which can be encountered or purchased by the heroes.

### CATAPULTER

These skyships are converted island hoppers. Their hulls are specially shaped and enchanted to harness the capture field (*Sundered Skies* page 54) around an island and use it to propel the craft towards the island. The catapulter accelerates very quickly towards the island until it runs aground—often causing the ship to be damaged, and the need for it to be towed from the island. The crew aboard the ship can do little more than “aim” the ship. Most are fitted with a single forward firing weapon. Outside of a capture field a catapulter behaves like an island hopper, but once the ship enters the capture field, the crew loses control of the boat’s speed and direction.

**Acc/Top Speed:** 8/25 (1/2); **Handling:** +0; **Toughness:** 8 (2); **Crew:** 1+3; **Guns:** 1; **Cargo:** 0; **Cost:** \$2,000; **Rarity:** Rare

**Notes:** --

### FLAME DANCER

These extremely rare, experimental dwarven ships are able to travel in the Flaming Skies for several days before they succumb to the heat and the pressure. Completely encased in metal, they look more like a pellet or bullet than a ship. Like most dwarven ships, they are propelled by a steam engine.

**Acc/Top Speed:** 3/10; **Handling:** +0; **Toughness:** 15 (4); **Crew:** 6+10; **Guns:** 2; **Cargo:** 1; **Cost:** \$250,000; **Rarity:** Very Rare

**Notes:** Heavy Armor, Flame Resistant

### LONGSHIP

Smaller, faster, and more maneuverable than a sky galley, these skyships resemble the much bigger craft in everything but scale.

**Acc/Top Speed:** 3/10 (2/8 under sail); **Handling:** -1; **Toughness:** 14 (2); **Crew:** 60+10; **Guns:** 2; **Cargo:** 1; **Cost:** \$15,000; **Rarity:** Uncommon

### SKY SKIMMER

Designed to provide as little resistance as possible to the inherent drag of both the void and the winds, the sky skimmer sacrifices cargo space for speed.

**Acc/Top Speed:** 4/12; **Handling:** +1; **Toughness:** 13 (2);

**Crew:** 6+10; **Guns:** 4; **Cargo:** 1; **Cost:** \$35,000; **Rarity:** Uncommon

**Notes:** Heavy Armor

## ◆ MORE MAGIC & RELIGION ◆

In this section we introduce a newly discovered god, the goddess of love, and a new Arcane Background (Voidomancy), which uses magic taken from the void itself to cast spells.

Also included is an extensive list of spell trappings for priests of all the gods of the Sundered Skies—including The Beautiful One. These trappings help to reinforce the themes of gods.



### THE BEAUTIFUL ONE

The Beautiful One is a new god within the pantheon of the Sundered Skies, the goddess of love. She directly opposes both The Bright Cabal and The Heralds of the Light.

Although she represents all that is positive through the power of love, she can also represent the darker side of obsession. Love can be a terribly destructive force, driving those already unbalanced or psychotic to commit murder or acts of mutilation.

The Beautiful One has only manifested herself fully before a handful of people and at present, the worship of her remains a fringe faith as people are reluctant to believe in a goddess who is so reclusive, suspecting that they are being duped. Nevertheless, members of her priesthood do manifest miraculous powers, and do nothing but good wherever they go. Slowly, but surely her worship is spreading across the Skies.

**Symbol:** A Broken heart

**Powers:** *armor, beast friend, boost/lower trait, channel Glowmadness, deflection, dispel, fear, god-touched, greater healing, healing, light, puppet, soothe anger, speak language, stun, zombie*

**Duties:** Combat Glowmadness wherever it can be found. Oppose The Bright Cabal. Bring the healing power of love to the people of the Skies.

**Sins:** (Minor) Inflicting a wound upon a living non-glowmad being when other options are available, refusing to heal someone in need, promoting violence or hate through word, deed, or inaction. (Major) Taking the life of a living creature. (Mortal) Betraying someone’s love or using it to harm them.

# GAME MASTERS SECTION

and discarded by the worshippers of The Rotting One is something that Kinsailors cannot stomach, as they often become very close to their ghostly crew.

Where the Kinsailors do behave like a formal organization is during the Conclave. Once every three years Kinsailors gather at the Meeting Place, the Orcish floating city in the Ice Isles. The Conclave is a bustling, happy time where information, gossip and knowledge is exchanged. While any exchange of information is free between the Kinsailors, outsiders are allowed to attend The Conclave and can purchase information either with salvage, coin, deeds, or knowledge of their own.

The Conclave appears to be a happy occasion on the surface, as families re-discover ancient ties, and friendships are renewed and strengthened. However, knowledge brings with it danger and darkness, as there are some who would do anything to ensure that their secrets remain uncovered. Beneath the jolly veneer of The Conclave lies knives, poison, and deceit.

## OAKTHORN

**Membership:** Membership of the Oakthorn is only available to elves. Youngsters are sold to the mercenary group when they are only toddlers. The Oakthorn seed is implanted into the child's flesh and over the next few years grows to become the distinctive Oakthorn armor known throughout the Skies. One in ten of the children suffers a severe allergic reaction and will die a horribly painful death, but the Oakthorn commanders consider this an acceptable loss.

Current membership of the Oakthorn is not possible for a Player Character, but an elven hero can be an ex-member of this much feared mercenary group. Those who take the Ex-Oakthorn Edge suffer not just the suspicion of most non-elves, but also the enmity of the Oakthorn. However, they retain the distinctive bonded wooden armor.

**Organization & Goals:** To all intents and purposes the Oakthorn are a mercenary group who can be hired by anyone with enough coin. In truth, they refuse any and all contracts not offered by the Willow Court. The Oakthorn are the de-facto elite warriors of the Elven nation. This is in direct opposition to all the rules laid down by the Trade Council, but such is the political clout of the Willow Court that this remains unchallenged.

The Willow Court owes much of its political power to the Oakthorn and wherever the Willow Court has business, the Oakthorn will be present to act as guards and enforcers for their elven paymasters. Usually accompanying any Oakthorn troops are its feared feral auxiliaries. With their deadly blend of savageness and discipline,

these creatures have the reputation for being so dangerous that few have the courage to face them in battle.

The current High Commander of the Oakthorn is the brilliant Jilua Oakfist. She has the ear of the Willow Queen herself and is always present when major elven policy decisions are made. Such is Oakfist's confidence in her worth to the elven queen that on several occasions she has disagreed openly and directly with the queen's decisions, even going so far as once provoking her liege to a fit of rage which had all present quaking in fear. Yet the High Commander of the Oakthorn still lives.

Oakfist serves the queen, and the Oakthorn serve Oakfist, and on the face of it their goals are inextricably entwined, but Oakfist has her own plans—ambitious plans wherein she wrests control of the court away from the queen. Presently she must tread carefully, acting through unknowing proxies—such as the Player Characters. She knows that before she can act, the queen's magical and physical power must somehow be neutralized. To that end, the High Commander of the Oakthorn takes an interest in any rumor of a powerful magical item, and while she cannot always investigate such rumors herself, there is nothing to stop her hiring others to do it for her.

With the death of the Willow Queen (see *Sundered Skies* page 133) and most eyes turned to the final battle at The Heart (*Sundered Skies* page 110), Oakfist will make her move to grab control of the confused and tattered Willow Court.

## THE REQUIEM

**Membership:** Those who belong to The Requiem are called to it following a religious awakening rather through making a conscious choice. Such are the chaotic goals and methods of this heretical church that membership—even past membership—is not available to Player Characters.

**Organization & Goals:** The origins of The Requiem lie within the insane dances of Festival. Those touched by his divine inspiration during such times are occasionally seized with an incredibly focused insanity.

As briefly explained on page 119 of *Sundered Skies*, The Requiem is a cult of bardic assassins who view every finite event—such as a life—as a song. They believe that they have both the authority and the duty to decide when every song should end. Usually this takes the form of a violent attempt on someone's life, but very occasionally they decide that someone must be protected at all costs. The person targeted for such attention is just as likely to be a lowly islander living in the poorest area of Shadowhaven as they are a Trade Council member. There is neither rhyme (so to speak) nor reason that can be discerned by outsiders to explain The Requiem's actions.

The Requiem cannot be contacted by an individual



# SUNDERED SKIES COMPANION



## THE REAPER

A dwarven member of the Grim Troupe who has taken his hatred of the glowmad too far and believes that there is some flaw either physical or mental in those who succumb to the glow. Worse, he believes that this flaw also exists in the relatives of those who have gone glowmad, and has taken to stalking them. In order to prove his theories, he will observe, examine, and even eviscerate these relatives.

Before he took up his present grisly calling, the Reaper was a scavenger who found a demon influenced musical instrument called "The Discordian." Whether this is what finally tipped him over into insanity or just allowed him the means to pursue his true goals is unknown.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d12

**Skills:** Boating d6, Climbing d8, Faith d12+2, Fighting d10, Intimidate d12, Guts d10, Lockpicking d10, Notice d8, Persuasion d8, Stealth d12

**Charisma:** -8

**Pace:** 5; **Parry:** 7; **Toughness:** 12 (2)

**Hindrances:** Bloodthirsty, Cautious, Delusion, Mean, Vow

**Edges:** Arcane Background (Miracles), Combat Reflexes, Grim Troubadour, Improved Arcane Resistance, Improved Trademark Weapon (dagger), Great Luck, Level Headed,

Low Light Vision, Master (Faith), Reputation (Bad), Song-priest, Thief

**Gear:** Magical leather armor (+2), dagger (str+d4), the discordian, elven potions (armor), dodge, leaping, sprint x2, stealth x4, regeneration x2, wall crawling x4).

**Spells:** (30 Power Points): *bolt*, *deflection*, *fear*, *puppet*, *speed*, *stun*, *summon muse*

**Salvage:** Goods

**Special Abilities:**

- \* **Insane:** +2 Toughness, ignore all Wound penalties.
- \* **The Discordian:** This hellish object appears to be an accordion constructed from bone and skin, while the keys of the instrument are carved from teeth. When played, it screams and groans like a woman in enormous pain. The Reaper can cause it to improve or augment his already impressive spell casting power. More than one augmentation can be spent on a spell *Area of Effect* (+2 Power Points): The area effect of the spell is doubled.
- Armor piercing* (+1 or +2 Power Points): The spell ignores either 1 or 2 points of armor, this augmentation can be used on non-damaging spells to overcome any arcane resistance.
- Bolster* (+3 Power Points): The Reaper's muse is infused with power from The Discordian and manifests as a Wild Card.
- Duration* (+2 Power Points): The base duration of the spell is doubled. Obviously this cannot be used on powers with duration of Instant.
- Enhance* (+1 Power Point per bonus): When using a spell that results in an opposed roll, the Reaper can add either a +1 or a +2 bonus to his Faith roll.
- Fear* (+2 or +3 Power Points): For 2 Power Points, the Wild Card targets are treated as extras and must roll on the Fear Table. For 3 Power Points, the targets must roll on the Fear Table and add +1 to the roll.



## THE ROTTING KING

The Rotting King is an intelligent zombie, capable of creating zombies with a single touch of its rotting hands, and is particularly beloved of The Rotting One.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d12

**Skills:** Faith d10, Fighting d8, Knowledge (Arcana) d8, Notice d8, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 10

**Salvage:** Mother Lode

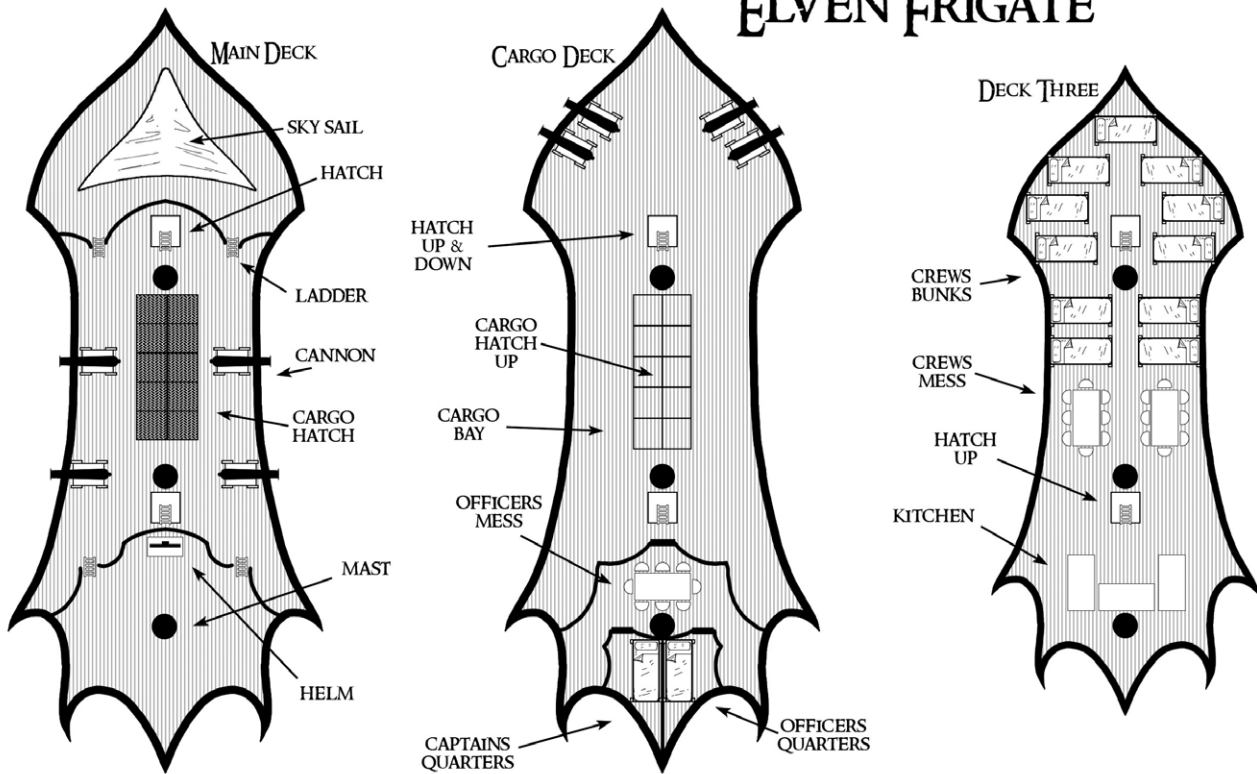
**Special Abilities:**

- \* **Death Touch:** The touch of the Rotting King can drain the life of its victims. Instead of a normal attack, he can make a Touch Attack. For each success and raise that he makes on his Fighting roll, the Rotting King automatically inflicts one wound to his target.
- \* **Fear:** Anyone seeing the creature must make a Guts roll or roll on the Fear Table.

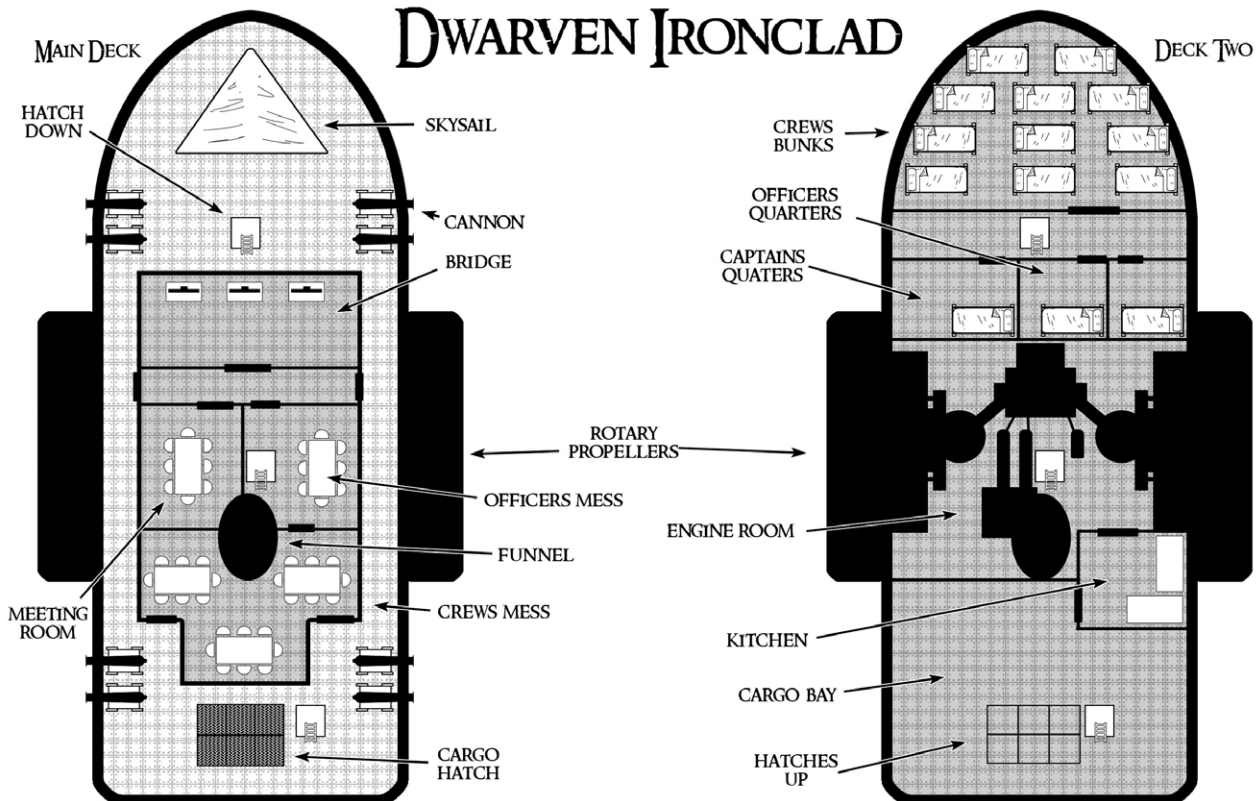


# SHIP DECK PLANS

## ELVEN FRIGATE



## DWARVEN IRONCLAD





\$24.99

30010

## THE SUNDERED SKIES JUST GOT A LOT MORE DANGEROUS...

The *Sundered Skies Companion*™ expands upon and compliments the information found in the *Sundered Skies* core book. Designed to be used by players and Gamemaster's the *Sundered Skies Companion* is bursting with gaming goodness, including;

- \* A host of new Edges and Hindrances.
- \* Detailed information on day-to-day life in the *Sundered Skies*, including superstitions and commonly held beliefs. Game mechanics are included so they can have a direct influence on your game.
- \* Advanced dwarven munitions add even more explosive options to your arsenal of equipment.
- \* Several new ship designs, including the experimental flame dancer.
- \* New magic and spells, including a new goddess, The Beautiful One, and Voidomancy—where the caster draws on the void itself as a source for his spells.
- \* Holy days for god, each one dripping with role-playing and adventure potential.
- \* Expanded information on the isles of the skies, including four brand new island—The volcanic Atrium; frozen Frostrock, the desolate and tragic Remorse, and the mysterious jungle isle of Savannah
- \* 16 cults and secret societies the heroes can join or oppose. Each goals and organisation is fully detailed, including unique Edges available to heroes who join.
- \* Over 25 new *Savage Tales* designed to be used alongside, and within the existing Plot Point found in *Sundered Skies*.
- \* *Sundered Gods*—a guide to what direction your campaign can take once the Plot Point is completed.
- \* A veritable horde of new monsters, opponents, and allies.
- \* And much, much more!

*Sundered Skies*™ is a dark fantasy setting by Triple Ace Games and is designed for use with the award-winning *Savage Worlds*™ RPG.



WWW.TRIPLEACEGAMES.COM