

www.Scaldcrow.com

Join the Murder of Crows (MOC)  
by contacting us through the  
website: www.scaldcrow.com



# SKULLS & CROSSES

www.Scaldcrow.com

Games, news, forum, links and,  
as always: generators

A Renaissance in Pen and Paper RPGs November 12, 2009

## HARVEST FESTIVAL

*Share in a bountiful harvest of gamer delights all month long in S&C.—so grab a plate and dig in.*

## MACE 2009

*Never disappointing . . .*

Scaldcrow Games returned to MACE for for the 3rd year in a row. The Dark Fantasy of Sundrah continues to gain momentum by achieving new fans at each of these powerhouse events. This was evident in the attendance of DFoS games. Each game filled up and each game had to turn folks back.

Though I was happy to be full to overflowing, I am never happy to turn interested players away from the game. I feel that I may need an extra GM next year to better ensure that anybody who wants to play gets to play. Don't worry crows, I'll jump right on that.

Fortunately for the players, there were plenty of other games being played at MACE so they didn't have to go very far to find a game. Players are a resourceful lot and when on the trail of a game, we are certain to succeed in our search.

I had elected to sit back at a table and relax instead of going to the con auction. I usually attend convention auctions but had just finished two back to back sessions of DFoS and was a little pooped, so this time I elected to take it a little easy. It didn't take long for a few wayward players to also take a few moments of respite and join the growing group at the table. What followed was a freely flowing conversation about games, movies, websites, favorite traps, and anything else that jumped to mind. As much fun as gaming is, it is always rewarding to spend a little quality time with the players that keep it all alive. Afterall, no players—no games.

## PILGRIM

*The future doesn't make itself—it must be forged. The land doesn't give up its bounty with ease but with effort and the right tools: know-how, determination, desire, hope and self-reliance. These are the weapons of the pilgrim.*

Presenting a new contour to kick off Scaldcrow Games's harvest festival for your continuing Dark Fantasy of Sundrah campaign.

CR: 5  
ST +1 En +1 Wp +2 IT +1

Abilities by Level  
**L0.** Gain the following skills: Bandage, any 1 defensive skill and any 1 offensive skill, Navigation, Stealth, Survival  
**L0.** Earnest—May add sWP to all starting skill maximums.  
**L5.** Intrepid—May reroll any 1 roll per game, every 5 levels.  
**L5.** Gain +5 bonus with any survival  
**L10.** Against All Odds—This ability grants a +1 bonus to any roll that the character may be asked to make. The use of this bonus is optional and requires the character to expend 1 stamina point. The maximum bonus gained in this way is equal to the character's pWP. Any use of this ability also requires the character to make a save or be penalized with 1 level of fatigue.

Limitations  
**1-2.** The character must have two of the following good traits at creation: Adventurous, Autonomous, Confident  
**3-4.** The character may not change the two traits from above.  
**5-7.** The character may not have any of the following evil traits: Callow, Frivolous or Lazy  
**8.** Must take Defiant as an evil trait  
**9.** Cannot change "Defiant" at later levels.

Starting Income: x1  
Description: When forging a new land,

crafting a new society, there are those strong and humble spirits who dare to first walk into unknown danger and pierce the veil of fear. Nations are born from their spirits and the future is carried on their backs.

## COLONIST

CR: 3  
ST +1 En +1 Wp +1

Abilities by Level  
**L0.** Gain the following skills: Agriculture, Carpentry, 1 Craft or Artisan skill  
**L5.** Roll additional 1d4 per level, added to Stamina.  
**L10.** Gain Community Spirit: May attempt a second save to resist any effects or actions that are in done in the direct defense of the colony.  
**L20.** Gain IT based, Colonial Administration. The character is now considered a community elder.

Limitations  
**1.** Accountable to colonial government  
**2.** Must have Loyal or Follower as a good or evil trait.  
**3-5.** Must have the following skills: a language skill common to colonial region, brewing and bandage.  
**6.** Superstitious

Starting Income: x1  
After the pilgrims came, so came the colonists—the life blood of civilization.



All entries written by T. Glenn Bane