


*Game by Savage Worlds, Jump by Aehriman*

The lands of Morden are full of mystery, on the planet Saturnye, nestled between the Discord Sea and the monster-filled, nigh impassable mountain range called the Darkwall. Legend has it the first tribes of men came to Saturnye on a lightning bridge - the timing is vague but at least 1200 years ago. Magic is rare here and few believed in witches until the Bane War many years ago, when the thirteen greatest witches in the world formed a Grand Coven and invaded through the Darkwall at the head of a vast army of Bane (monsters) and Accursed, those marked by the witches, twisted and corrupted into monstrous footsoldiers. Also mercenaries from Nordheim and the distant Sakurada Shogunate.

For forty years after losing the outlying kingdoms and banding together, the Armies of Light managed to hold the line until a desperate gambit, where the Seelie Fey agreed to join and then betray the Witches, letting an elite force jump one in the Summerlands and hopefully end the war. It worked, if not as they'd hoped. A massive explosion consumed most of the force, some people shifted in and out of the Summerlands rapidly and when the dust cleared the Witches had lost the Djin, but the Army had lost all leadership.

In a sense, both sides lost. Half the Witches returned from whence they came, while the remainder reign in whatever part of the continent they care enough to claim, with few areas having even nominal independence. The grand armies used in the war were disbanded, and thousands of Accursed like you turned loose. Not as many are needed for keeping order, or the games the Witches play against each other. You are one such Accursed. Will you fight against your monstrous form, or embrace the power it gives you? Strike back at the Witches or keep your head down? The choices are yours, as is the responsibility.

Have a **thousand curse points** (cp) and keep your powder dry.

# LANDS OF MORDEN

*Where will you begin? Choose a location, or take +100 cp for a random roll with a d8.*

1. **Cairn Kainen** - Once called Caer Kainen, the Fortress Unbroken, until the Morrigan seduced High King Gaelan and had him murder his family. Now the highlands and fens consist only of feuding clans and the walking dead. The Morrigan leaves the clans to their own affairs, as long as they pay a tribute in sacrifices, stay out of Blackroot Wode, don't try to rebuild the fortress-capital of Shieldhaven, and obey her every command.
2. **Hebron** - Once the most welcoming and friendly people in the world, the Hebronites had a military coup against the ineffective Council of Elders and is now a xenophobic military dictatorship - but it seems to have worked out so far, as they remain free.
3. **Hyphrates** - The first civilization on Morden, along the banks of the Iteru. Where thanks to a wager, each Pharaoh was entitled to a Wish from the Djin. However, the tight control over their society did eventually lead to a revolution and a consul elected by the wealthiest merchants in Hyphrates. Only now the Pharaohs are back, and fighting a civil war for their lands, well, one pharaoh.
4. **Manreia** - The furthest realm from the frontlines of the Bane Wars, the least affected, able to 'honorably' surrender. Also a center of industry, with their boundless coal and new locomotives and factories. Some say Manreians are a bunch of sell-outs, others seem as a strong base for eventual revolution against the Witches. Unknown to the public, hundreds of vampires stalk the night to keep people honest.
5. **Steppengrad** - A sprawling land, home of vast timber forests, ice-plains and the steppes for which they are named. Previously ruled by a Tsar, now by Baba Yaga. They're hard folk hereabouts.
6. **Valkenholm** - Most central of the kingdoms, once the jewel of Morden with bountiful resources and solid trade routes. Valkenholm was devastated in the war and is now the sole domain of the Blood Witch, Countess Sanguinia and her byzantine and increasingly vampiric court, the countless knightly orders of Valkenholm disbanded save her enforcers, the Knights of the Redhawk, a secret police called the Watch keeping the peasantry in line.
7. **Outlands** - Once a variety of kingdoms, the Outlands were hit first and worst by the Witches and their Banes, beset by plagues and poor weather and a hundred curses, what remains is a blasted wasteland, but home to many Accursed who returned to the ruins of their villages or had nowhere else to go. Some dream of founding a kingdom of their own…
8. **Winterlands** - Bad luck, you start in the otherworldly realm of the Unseelie Fey. Try to find a path back quick, accept no gifts or favors and don't eat the food.



# WITCHLINE

*What manner of Accursed are you? Choose one.*

**Dhampir** - The Blood-Witch Sanguinia turned countless residents of Valkenreach into vampires, her powers over blood and passion warping them into creatures of the same, but a few resisted, gaining reduced vampiric strengths (grace, hypnosis) for reduced weaknesses and their own sense of self. Obligatory Hindrances: Blood Hunger, Weakness (Wood) & Witchline Enemy.

**Golem** - The legends of the Hebron people speak of a protector shaped from clay. The Crone must have liked the idea, as she overran their lands with men of clay, bone, iron, glass, straw and even stitched together flesh full of lightning fluid. A human soul bound to an artificial body, Golems tend to be strong but ponderous. Obligatory Hindrances: Deliberate, Weakness (Fire or Blunt Force) depending on organic/flammable material or not.



**Mongrel** - The mysterious Witch called the Chimera is engaged in a constant cycle of self-improvement, swapping out various animal parts for better functionality, and theMongrels are her experiments, people abducted into her shifting tower with animal parts scaled up or down and grafted on. Usually the most reliable of Witchmarked, some can turn only because of a special elixir which, with regular dosing, can keep the agony of their existence at bay. Obligatory Hindrance: Agonizing Pain.

**Mummy** - The Hyphrates desert was the cradle of civilization on Morden, back when the lands were lush and green. An ambitious official summoned the wish-granting Witch called the Djin to restore lost glory, which she twisted into raising all their dead as mummies to serve her. Most mummies are quite mindless, but some were protected by a particular cartouche to ward off evil magics, which mutated into their witchmarks, preserving consciousness. Mind, they still have to rest in their sarcophagus, but several clever mummies have turned their coffins into armor.
Obligatory Hindrances: Hideous Visage, Inveterate Pawn.

**Ophidian** - The Gorgon Melusine, mistress of the cold magics of stone and reptiles, has always admired serpents, once vanishingly rare in Morden. Her mark corrupts and twists people into snakemen, the Ophidians, who serve as spies and assassins. They are fantastically stealthy with paralyzing venom, but don't handle the colder northern climate well. Melusine also fears her creations turning on her, so any renegades will be hunted with special fervor. Obligatory Hindrances: Caustic, Cold-Blooded, Witchline Enemy.

**Revenant** - The Morrigan had little interest in her Witchmarked, and automated the process with her Black Cauldron. Dump a corpse in, Cauldronborn zombie comes out, simple. A few, though, managed to hold on through the unimaginable torments of twisted resurrection, to a vow, often of vengeance, and came out the other side. Revenants are still walking corpses bearing the wounds that killed them, but are accepted by the forces of light as fervent, obsessive witchhunters. Obligatory Hindrances: **Animated Corpse, Overriding Goal, Restless Dead, Weakness (Cold Iron).**



**Shade** - It was the Dark Queen, Hecate who found the paths through the Darkwall used for invasion. This is appropriate as she has long obsessed over ancient secrets allegedly hidden in the mountains. The mistress of spirit and entropy, her servants are the rarest, only a few hundred Witchmarked were made, and those pseudo-ghosts who turn immaterial at will, the better to find hidden chambers and buried ruins as well as to spy. As a Shade you will be pale and ethereal with black eyes and ghostly powers, but cannot cross a line of salt nor seawater, and find it difficult to move things. Obligatory Hindrances: **Unnatural Aura, Limited Presence, Weakness (Salt).**

**Vargr** - The shocktroopers of Baba Yaga, warriors of Steppengard turned into berserker werewolves. The moon cycle increases their power but does not force a transformation, nor can they become entirely a wolf. Vargr can become quite wolf-like even in their human shape and are fierce fighters, but must beware the touch of silver. Obligatory Hindrances: **Insatiable Hunger, Weakness (Silver).**

# WITCHMARK

*Every Accursed and Bane created by the Witches has the Mark. At its most basic a ring the size of a hand containing an outer ring of mystic glyphs and a few symbols denoting their type and core abilities, like the title image. As an Accursed gains in experience, their Mark increases in size, complexity and power. Marks may burn, or glow or bleed in the presence of other Witchmarked and strong magic.*

*Dhampirs have their marks in elegant tattoos, Vargr in crude warpaint like markings. Mongrels have their original flesh tone stitched on, Golems' marks are carved into their new forms, Revenants' are scarred, Shades are entirely transparent, and Mummies have a gold cartouche that becomes ever larger and more elaborate jewelry/armor.*

*Each includes all previous levels and might in time grow to this level. The points are to skip the waiting.*

**Basic** (free!) The footsoldiers of the Accursed legions bore these marks, a simple palm-sized circle with a few glyphs depicting the Witchmarked's origin, witchbreed and allegiance. The Mark allows you to sense other Accursed of the same line at close ranges, so Dhampir can find Dhampir and Vampires, and so on. If you oppose the evil forces, your mark lets you sense nearby people in danger, far stronger if a Bane is involved, with at least a vague idea of direction and distance.

**Seasoned** (-50 cp) The Marks were made to help coordinate armies. After some experience with the curse, it grows to cover half a limb or a prominent space on the torso. Glyphs appear on the initial circle describing key personality traits and attributes, while a large outer ring depicts connections to other Accursed, friends and foes. At this level, the Witchmark can translate for easy communication and allows Witchspeak, where you whisper and each Accursed of your Witchline within a mile or so, and any others you know of and include, can hear your voice as if right outside their ear. The downsides being anyone of the same Witchline in range can overhear, and you must actually speak aloud.

**Veteran** (-100 cp) Your Witchmark now covers an entire limb, or most of the front or back of the torso, with new rings depicting significant battles and milestones, and the new outer ring depicting one's deepest hopes, fears and loves. Now the Witchmark is more sensitive, and reacts to magic (like lingering curses or wards) and to other Accursed within a hundred feet or so.

**Heroic** (-150 cp) The Mark now covers roughly half your body, with additional rings reflecting your beliefs, your friends and allies, while the inner circle adds glyphs for your most hated foes and significant achievements. Where before your Mark reacted to danger and monsters as a simple binary, there or not, now you can sense the type of Bane or Accursed, their rough power-level, direction and distance.

**Legendary** (-200 cp) A Mark meant for the generals of the great horde. Your entire life is written out in runes covering most of your body, if you could but read them, along with mysterious glyphs scholars believe hint at your ultimate fate. You now have a palpable aura of authority and power appropriate to a great warlord, and your toughness and raw power have increased some.

# FATE

*The Accursed state is not inherently stable. As you incline more towards your humanity or your monstrous form, so do you become slightly more human or monstrous. As you defy the curse, you shed powers and weaknesses, as you embrace and revel in your new form you gain greater powers, but enhanced weaknesses. This is more or less a seven-point scale, all writings outside this section assume a neutral position. At the extremes of acceptance or defiance you permanently either become a monster or shed your curse and become a human with a small boon. With A for acceptance and D for defiance, The scale may be represented thus:*

FD—2D—1D—N—1A—2A—FA

**Saints:** *There have ever been rumors and legends of Accursed who thoroughly mastered their curse from the depths of despair to total serenity, gaining all the strengths of full acceptance without losing themselves, keeping the human appearance and lack of weaknesses, and generally having every positive of the scale with no downsides. This shall be your Fate once your time has passed and you choose to remain, move on or go home.*

*In the meantime, be aware you might slide up and down the scale some.*

**Dhampir:**

FD - Lose the enhanced speed and grace, but also the fangs and cravings for blood. Pure blood is immune to powers which would affect it, including emotional manipulations.

2D - Touching wood is merely uncomfortable, but loses the keen senses.

1D - Halve the effects of the wood weakness, lose the ability to see in the dark.

N - As baseline.

1A - Your speed increases, but the sun becomes blindingly bright and makes your skin itch, a constant annoyance and distraction in the daylight hours.

2A - You give in to bloodlust and now must survive off blood. Your speed increases yet more, letting you dodge a shot between the pull of a trigger and the fall of the hammer. Wood now causes blisters to the touch and deals far more damage.

FA - More speed and dexterity, a bonus to any powers or magics involving blood. The sun is now almost unbearable and you cannot enter a home uninvited.

**Golem:**

FD - False body crumbles to dust and the revived human steps forth. A bit tougher than most, but lacking most of the strengths of the Golem form.

2D - Lose the weakness entirely, but also the boosted strength and resilience.

1D - Increased speed, halves the effects of the obligatory weakness.

N - As baseline.

1A - You become more aware of your unnatural body, less of the world about. You miss important details more, but become immune to electricity.

2A - Your soul bonds tighter to the Golem body. Your resilience is doubled, but so is the effect of your Weakness.

FA - This body becomes yours entirely, your strength is vastly increased, but your heavier body moves slowly.

**Mongrel:**

FD - Fully human, but experience with constant agony has steeled the mind and body against lesser torments. Discomfort and pain are just sensory data, an awareness that one should act, never overwhelming.

2D - Lose an animal component, looking more human and a smidge luckier.

1D - Lose an animal component, better at hiding what remains. Unlocking the Mark lets them start picking away at the curse a little at a time.

N - As baseline.

1A - Gain a new animal bit and related edge, literally magically swapping bits with a nearby creature.

2A - Your components integrate better, looking like a real part of you and a cohesive whole, but hurt even more.

FA - An extra animal component but increased influence of animal instincts. Most Mongrels are purely feral at this point.

**Mummy:**

FD - Sarcophagus shatters, fully rezzed. The final flickers of the Djin's magic powering the curse let the former Mummy make a single highly limited wish. (Imagine the most restrictive D&D Wish, then add a limit against affecting things more than five miles away or across.) In future Jumps you get one of these.

2D - Sarcophagus becomes too brittle to make an effective weapon as the soul no longer reinforces it.

1D - Lose some supernatural resilience, but face is smoothed over, no longer quite so horrifying.

N - As baseline.

1A - The Mummy loses some knowledge of the modern world, but their sarcophagus is considerably tougher.

2A - The Mummy becomes far tougher, but must now sleep ten hours a day.

FA - The Mummy must find or build a "proper" tomb and can only leave it for six hours a day. However, the tomb is mobile, either teleporting as the great pyramids of Hyphrates, or walking like the sphinxes.

**Ophidian:**

FD - Shed skin a final time, revealing a human. Can befriend any snake.

2D - Lose the inhuman flexibility of Disjointed, but also shed the slow burn of Caustic

1D - Lose some venom potency, gain the ability to generate your own body heat.

N - As baseline.

1A - Increased boldness but decreased ability to relate to humans as your more reptilian mindset takes hold.

2A - Slim down and maybe have legs fuse into a serpentine tail. Significantly faster and better at dodging, but less resilient to harm.

FA - Gain regeneration, but the cold is extra debilitating.

**Revenant:**

FD - Normal human, but able to come back from the dead once per Jump.

2D - Lose superhuman resilience, but also cold iron weakness.

1D - Lose Restless Dead.

N - As baseline.

1A - Accepting being a revenant means accepting the truth of one's own demise. Your stiff joints slow you down, but you gain a vague sense of the direction and distance to the next import person/location/event on your quest to fulfill your vow.

2A - Embracing the curse despite nightmares of the cauldron, you can see in the dark but your weakness to iron gets cranked up.

FA - The walking corpse starts withering and rotting in a manner of days unless they eat a pound of human flesh (doesn't have to be fresh) but can "share" their curse, raising a corpse long enough to answer a single question.

**Shade:**

FD - Normal human, but fearless. Aware of danger, but never stopped by dread.

2D - Fear aura is less effective, but so is salt. Can cross a line of salt with some effort.

1D - Lose the resistance to environmental effects, gain increased empathy and the ability to suppress your Unnatural Aura for a bit.

N - As baseline.

1A - Increased otherworldly nature freaks people out a little too. Fear Aura is more powerful and much easier to use.

2A - Triple the amount of time you can spend phased, but moving objects is harder.

FA - Now belonging to the spirit world, tougher and phased by default. Increased salt weakness and it is even harder to move material things.



**Vargr:**

FD - Fully human, expel the wolf within to become a loyal lupine companion.

2D - Harder to transform, half the effects of silver weakness.

1D - Weaker wolf, weaker hunger.

N - As baseline.

1A - Embrace the wolf within, double the sensitivity of senses, but also the silver weakness.

2A - The Wolf becomes bigger and stronger, with more pronounced and damaging fangs and claws. You are now compelled to transform the nights of the full moon, and a night before and after.

FA - You become a wolf that is sometimes in the shape of a person, instead of the reverse. Your appetite quadruples, but your beast form's fangs and claws now always count as your foes' weakness, wood against vampires, silver, kryptonite, etc.

# EDGES

*Except for the relevant discounted sections, you can discount two Edges at each price tier. Discounted 50 and 100 cp Edges are free.*

**Common Knowledge** (free/50 cp) You are fluent in three of the common tongues of Morden, and generally know at least as much as any decently-educated person on the street about current events, politics, science and so on. For fifty CP, this knowledge updates in future Jumps, including a couple of common languages.

**Ambidextrous** (-50 cp) You can use either hand as easily and skillfully as the other.

**Athletic** (-50/100 cp) You lived an athletic life. Besides being physically fit, you are very coordinated and an expert in running, climbing, swimming, jumping, etc. For an extra fifty cp, you are one of the greatest in the world.

**Fighting** (-50/100 cp) Whether you were trained in the army or just spent a life in tavern brawls, you can more than hold your own in fisticuffs and when blades come out. Three to one is fair odds if they're only decent fighters.For an extra fifty cp, you are one of the greatest fighters in the world, a match for Sir Azriel the vampire knight..

**Gambling** (-50/100 cp) You know all about the many games of chance played in Morden, and win more often than you lose. Especially if you cheat. For an extra fifty cp, you are one of the greatest gamblers and cheats in the world. Unless you're really blatant, no one will ever catch you stacking the deck.

**Guts** (-50/100 cp) You're a brave one, for sure, and hardened to horror. Many a man will be overcome after seeing the aftermath of a Bane attack, for you this is every day. For an extra fifty cp, you are one of the greatest in the world, hardly anything can rattle you.

**Healing** (-50/100 cp) You've had enough medical training to be an above average doctor. You know how to bind wounds and prevent infection. For an extra fifty cp, you are one of the greatest surgeons in the world, though even you might be beleaguered by some of the supernatural plagues running rampant.

**Intimidation** (-50/100 cp) You know all about how to loosen a tongue or keep people in line with threats both veiled and blatant. For an extra fifty cp, you are one of the scariest people in the world, a man might well charge down a bloodwurm's gullet rather than risk your wrath.

**Investigation** (-50/100 cp) You know how to use libraries and newspapers for effective research, and the most rudimentary forensics of this time. For an extra fifty cp, you are one of the greatest detectives in the world, the smallest clues practically screaming for your attention.

**Knowledge** (-50/100 cp) Pick a single academic field not mentioned, and you are well educated in it with above average skill. For an extra fifty cp, you are a luminary of the field, and your name well known in academic circles. This can be taken multiple times.

**Persuasion** (-50/100 cp) You know how to charm someone, and convince or trick them into getting you what you want. For an extra fifty cp, you are one of the greatest courtiers in the world, able to juggle a dozen plots, insinuate yourself into any court and have your enemies dance to a profitable doom convinced it was all their idea.

**Repair** (-50/100 cp) You have something of a mechanical bent, and know enough engineering to fix most machines when they break. For an extra fifty cp, you are one of the greatest in the world, a match for Doktor Franken Von Nachtmaden who invented the locomotive.

**Riding** (-50/100 cp) You are a skilled rider of horses and can drive a coach with aplomb. For an extra fifty cp, you are one of the greatest in the world, a match for any Steppengrad cossack born in the saddle.

**Shooting** (-50/100 cp) With a bow or a rifle you are a skilled marksman, able to hit a moving man-sized target at surprising distance, even with a pistol. For an extra fifty cp, you are one of the greatest shots in the world, and hardly ever miss without interference.

**Streetwise** (-50/100 cp) You know all about life on the streets, in even a strange city you have little trouble finding the local watering hole and plugging into the rumor mill. You also know which neighborhoods to avoid and how to blend in. For an extra fifty cp, you are one of the greatest street rats in the world, able to set up networks of contacts and gain information without difficulty.

**Subterfuge** (-50/100 cp) You know how to walk unseen, pick a pocket or a lock, clamber up to a window, and fence stolen goods. Generally anything you'd need to succeed as a thief. For an extra fifty cp, you are one of the greatest thieves in the world.

**Survival** (-50/100 cp) You can build a shelter, navigate and forage for food effectively in hostile terrain. For an extra fifty cp, you are one of the greatest in the world, able to survive and thrive anywhere, even dragging a party of useless city-slickers.

**Throwing** (-50/100 cp) You are deadly with knives, throwing axes, even a rock in an emergency. For an extra fifty cp, you are one of the greatest in the world, and pretty much never miss, you can also throw with blinding speed.

**Tracking** (-50/100 cp) You're an experienced hunter, capable of reading spoor and tracking all manner of beasts and men across the wilderness. For an extra fifty cp, you are one of the greatest in the world.

**Brawler** (-100 cp) Turns out you're quite experienced in fighting. All your blows do more damage than they otherwise would. Say about 20% if you need a hard number, but life rarely works out so clean and neat.

**Clarity of the Draw** (-100 cp) The Accursed are one and all drawn to people in distress. With a moment's focus you can identify at least the Witchline of the threat and often the specific Bane involved. In future Jumps this applies to other forms of danger.

**Common Bond** (-100 cp) The strongest friendships are forged in fire. People you save or fight alongside are far more likely to feel favorably towards you, and form lifelong friendships. This doesn't work if you arrange to put people into danger.

**Enochian** (-100 cp) You are a cleric in the most widespread faith of Morden. This doesn't actually give you any special powers, but it does grant access to church resources and, as long as you comport yourself as a priest should, neatly counters the social debuff of just being Accursed. In future Jumps you can find a similar position waiting for you in the local religion.

**Knave** (-100 cp) Some prefer a sharp tongue to a blade. You are incredibly skilled at identifying someone's social weaknesses, the pressures upon them, how they must react to some events to maintain authority.



**Sound Mind** (-100 cp) Lesser men go mad all the time, just from the natural stress and anxiety of living in a world where humans are routinely prey. You, however, have learned to cope with the terrors you must face. Know that no matter what horrors you see, or are inflicted upon you, madness is not an outcome that will happen to you.

**Take the Hit** (-100 cp) You're really good at rolling with punches, drawing back from a blade, and so much less likely to take serious damage.

**Dead Shot** (-200 cp) You aim well for vitals. All ranged attacks inflict twice as much damage.

**Dodge** (-200 cp) You're a slippery one, incredibly hard to hit while in motion.

**Jack of All Trades** (-200 cp) You know at least a little about every common skill and field of study, enough to not embarrass yourself and do alright if suddenly you need to sail or stitch your coat back together. This updates in future Jumps, making you at least competent in all common skills, but not magic.

**Mighty Blow** (-200 cp) Your melee attacks deal twice the damage they otherwise would have.

**Tower of Will** (-200 cp) You have an iron will, and cannot be tempted, bewitched or controlled.

**Witch Hunter** (-200 cp) You have taken great pains to familiarize yourself with every type of bane and foul sorcery in these lands. Their lore, their habits and weaknesses, equivalent to a world class education in monster hunting. In future Jumps this knowledge updates with local variations.

**Champion** (-300 cp) Your attacks and defenses both are twice as effective against creatures of darkness… which is most enemies here.

**Lucky** (-300 cp) Some people just seem beloved by the gods, or karma, fate, whatever you want to call it. It's not that you always succeed at everything or will find fortunes lying on the ground, but you pull off the impossible with a regularity that will have your enemies tearing out their hair, to say nothing of all those times nobody could have *possibly* survived that.

**Tactician** (-300 cp) Your mastery of small unit and group tactics would have made you a wonder of the battlefield, almost a shame there's no war on. You know when to flank and when to dig in, how to set a trap or ambush, make the most of the available terrain and weather.

**Visions** (-300 cp) You regularly have visions of impending disasters, enemies before they threaten you and so on. These never come at an inconvenient time.

**Chosen Fate** (-400 cp) Some say you die as a man or eventually become a monster. Some say all the Accursed are damned. But they don't get a say in your fate, only you do. Once a month, you can move your Fate tracker one step in either direction, even if committed. Your fate cannot be read or dictated by outside forces, including in future Jumps.

**Alchemy** (-400 cp) A science that doesn't quite color inside the lines, alchemists can treat materials in a variety of ways, like making wood as tough and strong as iron. Or moonsilver, a distilled essence twice as potent as the regular thing. You can brew a vast array of potions capable of astonishing feats, from matching a vampire's strength to liquefying stone. With the right combination of acid baths, salts and some time to work, you can transmute up to five pounds of matter into any other substance. Besides duplicating a vast array of spell effects. However, each potion requires at least one exotic and hard to obtain ingredient.

**Witchcraft** (-400 cp) A dangerous power, often held to lead inevitably to damnation. Still, White Witches exist who try to use their powers for good. This won't make you a match for the true Witches by any means. While there are countless magical traditions in the world, practical witchcraft is a mix of invocation, sympathy, and sigil magic. The first involves a short poetic incantation to call upon the spirits or the elements to perform a task, usually how you get your basic combat spells, attack and shielding done. Sympathy involves voodoo dolls and the like, using a bit of a thing to simulate and control the whole or a similar thing, like using a bearclaw to gift a man with bear's strength. Sigil magic is usually ritualistic, creating elaborate circles of runes or symbols meaningful to the caster, you can create very strong and long-lasting effects, the most obvious example being the Witchmarks that turn men and women into monsters.

Beware, each time you use Witchcraft there is a small but non-negligible chance of drawing the attention of evil spirits, or even one of the Witches.

# WITCHLINE EDGES

**Dark Charm** (-100 cp, free Dhampir) The Witchmark transforms a subject both physically and mentally. In the case of the Dhampir, their form becomes that of an idealized person - as seen by Sanguinia, anyways. You have a haunting and ethereal beauty, the better to draw victims in.

**Graceful** (-100 cp, free Dhampir) A Dhampir has excellent balance and far more fine control than a mere human.

**Keen Senses** (-100 cp, free Dhampir) Meant to be the Blood Witch's eyes and ears, the Dhampir have superhuman senses and are very difficult to sneak up on.

**Low Light Vision** (-100 cp. Free Dhampir) Creatures of the night, Dhampir are quite capable of operating on the smallest glimmer of starlight or a candle.

**Blood Fury** (-200 cp, discount Dhampir) Some Dhampir learn to master one of the more annoying attributes of a full vampire. Once per day, after drinking at least a mouthful of blood, you can boost one of the Savage Worlds stats (Smarts, Vigor, Strength, Agility and Spirit) roughly doubling the effect. This boost is negated upon the next sunrise or sunset.

**Call the Blood** (-200 cp, discount Dhampir) Sanguinia is the Witch who manipulates emotions, something vampires realize in hypnotism. You can sway the emotions of those around you. Not enough to make a mortal enemy your best friend, but you can charm anyone who is inclined or at worst neutral towards you, make hostile people just neutral and influence moods. Too heavy a hand is likely to make people suspicious, so this is best used with subtlety and discretion.

**Call to the Wild** (-200 cp, discount Dhampir) Pick a type of animal, such as rats, bats, insects, wolves, or such. Once a day, you can summon a few animals (or a few swarms in the case of insects) to aid you. They will assist only until the next sunrise/sunset and will flee if injured. This can be taken multiple times for multiple animal types.

**Graceful Leap** (-200 cp, discount Dhampir) You can draw on your Mark for extreme grace, jumping up to twice as high and four times as long. You are never injured by falling.

**Constructed** (-100 cp, free Golem) You have an artificial body which has issues, you cannot heal normally. On the other hand, you are immune to disease and poison and your "vital" organs are largely optional.

**Hulking** (-100 cp, free Golem) Between their large size and reinforcement, Golems are incredibly tough, as are you.

**Expand the Senses** (-200 cp, discount Golem) You can project your consciousness for up to a few hours to inhabit (but not animate or control) an object of the same substance, acting as an observer. This could be a doll, a bale of hay, even an animal for flesh golems. Again, you can only observe, and if your motionless body is harmed or destroyed while your spirit is gone, that's a big problem.

**Disembodiment** (-200 cp, discount Golem) Your limbs and body parts remain in your awareness and control, even if separated.

**Thunderclap** (-200 cp, discount Golem) A mysterious, lightning charged fluid is used to animate the bodies of Golems. Some can retain an awareness and control over this, at least enough to add a hefty jolt as a touch attack.

**True to Its Origin** (-200 cp, discount Golem) You have learned to make the most of your unfortunate origin. Whether a man of stone, meat, bone, clay or straw, you can regenerate yourself by absorbing your base material.

**Animal Components** (-100 cp, 3 free for Mongrels) You have had one or more animal parts grafted on or replacing one of your own by the Chimera. Choose a suitable benefit, like enhanced strength from a bear or gorilla arm, the ability to inflict injury with fangs, claws or horns, an enhanced sense, armored carapace, gills or so on.

**Bear the Pain** (-200 cp, discount Mongrel) Those who live with the Mongrel Witchmark for an extended period can become numb to any lesser pain, pushing themselves through injury and exhaustion.

**Bestial Connection** (-200 cp, discount Mongrel) There is a minor supernatural connection between a Mongrel and the animals making up their enhancements. You can exploit this connection to summon an example of these animals to help you in a crisis, provided one is within five miles or so.

**Hybrid Survival** (-200 cp, discount Mongrel) Some Mongrels learn to tap the instincts of the animal used for their enhancements. Those who can find it much easier to get by in the wilderness, you know how to survive in any environment a component species is native to.

**From the Tomb** (-100 cp, free Mummy) The mind-body connection for mummies is imperfect, creating a great resilience, while their unliving organs are resistant to damage and not susceptible to disease or poison, just as with the Golems.

**Sarcophagus Shell** (-100 cp, free Mummy) A Mummy must sleep in their sarcophagus, and many are thus bound closely to their tombs, but you have fashioned yours into stone armor and a death-mask, letting you roam at will and providing the usual benefits of thick metal or stone armor.

**Multipurpose Sarcophagus** (-200 cp, discount Mummy) Your Sarcophagus has an alternate mode it can be shifted into. Perhaps a small boat or cart, a complex wheel-and-bully system, a rugged lever or drilling machine. This can be taken multiple times.

**Royal Tradition** (-200 cp, discount Mummy) Your fancy articulated and lavishly decorated sarcophagus makes you seem - still inhuman, but more regal than terrifying, and people react to you accordingly.

**Disjointed** (-100 cp, free Ophidian) With their flexible and loose joins, Ophidians can slip their bodies into any space large enough to fit their skull.

**Serpent Senses** (-100 cp, free Ophidian) Ophidian tongues are always flickering out, tasting the air, making it easy to track by scent and accordingly hard to surprise.

**Serpent Strike** (-100 cp, free Ophidian) Ophidians always strike first, even when attacked from behind. This applies only to melee combat, however.

**Venomous Bite** (-100 cp, free Ophidian) Ophidians have a paralyzing venom which lasts two hours.

**Constrictor** (-200 cp, discount Ophidian) Utilizing some memory of the serpentine form, or a quirk of your transformation, you can wrap around and crush a single person.

**Deadly Venom** (-200 cp, discount Ophidian) You can at will change your paralyzing venom into a highly lethal version.

**Speed of the Serpent** (-200 cp, discount Ophidian) You strike like the ideal cobra, blindingly fast, and run just as swiftly.

**Whiptail** (-200 cp, discount Ophidian) Many Ophidians have tails, but not all. Some no longer have legs. Whatever the details, you have a long, fully prehensile and powerful tail.

**Dead Already** (-100 cp, free Revenant) A Revenant may or may not have been particularly religious before, but having died once already they have little fear of death or physical danger.

**Power of the Crypt** (-100 cp, free Revenant) A Revenant combines the resilience of the cauldronborn with the will to spit in the faces of eldritch horror while enduring unimaginable torment. Your toughness is legendary.

**Undead** (-100 cp, free Revenant) Like a Golem, or a Mummy, Revenants aren't really susceptible to heart-shots or poison or disease. As long as they remain reasonably intact, they will survive. Er… in a manner of speaking, that is.

**Beyond the Flesh** (-200 cp, discount Revenant) A proper Revenant wouldn't blink at dislocating a joint to escape a tight spot. Or hacking off a limb for that matter. Your ability and willingness to hurt yourself makes you a peerless contortionist, escape artist and even leads to some unusual fighting moves. As long as you aren't actually delimbing yourself, these all quickly heal with no lasting consequences.

**Boundless Perseverance** (-200 cp, discount Revenant) Your dedication to your goal allows you to endure all manner of wretched conditions and acts, and power through with injuries that should incapacitate you.

**No Need For Light** (-200 cp, discount Revenant) Some Revenants can sense their surroundings without sight, exactly, and are unbothered by darkness, smoke, fog, polluted water, glare and other things that make seeing difficult. So is it with you.

**Strength of the Grave** (-200 cp, discount Revenant) Many Revenants are far stronger than their skeletal frames suggest. You have the strength of five men, and can take this multiple times to keep adding five men's strength to the total.

**Fear** (-100 cp, free Shade) You can manifest an aura of overwhelming terror that will cause the vast majority of people to flee in a panic. Experienced soldiers and witch hunters, and those of similar will can resist.

**Out of Phase** (-100 cp, free Shade) You are not entirely present in the world. You leave no tracks, your weight is halved, you are far more resistant to environmental effects like pressure and temperature, and gain bonuses to dodging and stealth.

**Phasing** (-100 cp, free Shade) The big ticket one, you can turn intangible for as long as you like. You can surprise enemies by bursting from the ground, but must become fully corporeal to attack. While phased you are still vulnerable to magical attack and any weaknesses you possess.

**Spectral Camouflage** (-200 cp, discount Shade) In dim light you can summon shadows to mask you, making any guess where to aim speculative at best. This effect is broken by any significant improvement in lighting conditions, of your moving any faster than a brisk walking pace.

**Spectral Chill of the Grave** (-200 cp, discount Shade) You can manifest a powerful chill as a field that freezes and harms all within, save you. This requires intense focus on your Witchmark and cannot be maintained for more than a few seconds.

**Spectral Constitution** (-200 cp, discount Shade) You are even less connected to the world, taking half damage from environmental effects. You also gain some damage reduction on physical attacks by reflexively phasing at the moment of impact.

**Spectral Flight** (-200 cp, discount Shade) More and more out of phase, you are no longer tethered to the Earth but can float freely about as fast as you can run, though changing altitude happens slower.

**Bestial Form** (-100 cp, free Vargr) Vargr can change at will into a hulking wolfen form, in which their physical strength and resilience are doubled. This is easily accomplished in daily life, but in stressful situations like combat may take a few seconds.

**Lupine Senses** (-100 cp, free Vargr) Vargr have a fine sense of smell, rendering sight of lesser importance and letting them track their prey over great distances.

**Natural Weapons** (-100 cp, free Vargr) In bestial form, your fangs and claws can shred armor and deal immense damage.

**Rapid Recovery** (-200 cp, discount Vargr) All Vargr are bonded to a bestial spirit of pure rage, but this can be focused and harnessed in some unusual ways. If you take a minute or two to focus on nothing else, your wounds seal up with visible speed and you're back in the hunt. This doesn't work on wounds inflicted with any weakness of yours.

**Strength of the Motherland** (-200 cp, discount Vargr) The Steppengrad Grikgni are deeply attached to their home, no less so the Vargr. This manifests in an unusual way: when transformed your strength and vigor are not doubled, but tripled.

**The Wilding** (-200 cp, discount Vargr) The berserker battlelust of the Vargr is particularly strong in you. You enter a sort of trance where you move with lightning speed and heedless of wounds, but still mostly rational.

# GEAR

*Have +400 cp just for this section. At each price tier you may discount two items. Discounted 50 and 100 cp Items are free.*

**Clothes** (free) On the one hand there's a wide variety of cultures and traditional clothes in Morden, on the other hand most people are a lot more suspicious of outsiders these days. Just in case, have some local clothes that will fit in nicely. Don't say we never gave you anything.

**Greatcoat** (free) Armored lightly, comfortable in the rain or snow, with big pockets. A favorite of hunters and travelers.

**Familiar** (variable) You have an animal friend! One who will never ditch you or (permanently) die. For free this can be something small, a rat, a bat or a cat. 50 cp will buy you a serpent, a wolf or a clever raven. 100 cp for a bear or an eagle. For 200 cp, any Bane. With time, you may learn to speak with your familiar.

**Canteen** (-50 cp) Half a gallon of water, replenished each sunrise and sunset.

**Grapnel Launcher** (-50 cp) This gun fires a hook attached to a cord, which it can rapidly retract, allowing you to rapidly ascend or catch yourself should you fall.

**Lantern** (-50 cp) An otherwise mundane lantern that never breaks or runs out of oil.

**Leather Armor** (-50 cp) A trusty friend, whether rugged and practical leather clothing with some stiffer bits, a heavy coat, or an outlandish costume.

**Melee Weapon** (-50 cp) From a sturdy truncheon to a cavalry saber, brass knuckles to a sledgehammer or the refined sword-cane, you can seldom go wrong with a trusty weapon. You can always pull yours out when it's needed.

**Oil** (-50 cp) A flask containing a pint of highly flammable oil. Replenished each sunrise and sunset.

**Rations** (-50 cp) A bag of jerky and trail-mix. Not the most delicious, but it will keep you alive and refills each sunrise and sunset.

**Rope** (-50 cp) Twenty yards of quality rope, able to lift six hundred pounds easy. Always available when needed, as is a block and tackle.

**Signet Ring** (-50 cp) A ring marking you as the member of a noble house, or a person of great importance. May come with actual obligations, or not. If nothing else, such a ring is great for forging deals from important people or bluffing your way past guards.

**Soap** (-50 cp) A wonder of the modern world, able to scrub off the stubbornest stains. Yes, it's a bar of soap that is replaced whenever used up or lost and yes, sooner or later you'll be glad you took it.

**St. Vitus Medallion** (-50 cp) The patron saint of forgiveness, this gold medallion marks you as a Penitent, entitled to ask any Enocian church for shelter, sanctuary and food, no matter how monstrous in form. Works on other religious groups in future Jumps.

**Toolkit** (-50 cp) A generic toolkit containing everything needed to fix a steam boiler, patch a balloon, or perform carpentry, or whatever else you might need to do.

**Wooden Stake** (-50 cp) A sharp piece of wood, in many cases a nearly useless weapon. Against a few specific foes? Priceless. Just fish in your pockets and you will always find one.

**Alchemical Reagents** (-100 cp) Whatever exotic ingredients you might need to whip up rare potions, from powdered vampire fangs to a basilisk gizzard, even a little hair of the dog that bit you.

**Chainmail Vest** (-100 cp) Anachronistic, some might say, but a fine thing to have between your vitals and a were's claws.

**Crossbow** (-100 cp) A helpful means of ranged attack. Reloading can be a hassle, but not as much as a firearm.



**Dark Glasses** (-100 cp) A pair of alchemically treated, very dark green-tinted spectacles, which allow the wearer to see perfectly well in scant or absent light. However, more than an hour or two at a time can lead to eyestrain and headaches.

**Gorget** (-100 cp) An armored neck covering. Very popular in Valkenholm for denying easy access for vampires.

**Witchkiller Rounds** (-100 cp) A catch-all for quarrels and bullets made of a particular Bane's weakness. Choose a Witchline, such as the creations of Sanguinia or the Gorgon, and you will have ammunition fit to fight their Banes and minions. About twenty rounds, replaced each sunrise and sunset. In future Jumps you can name an enemy for these rounds to be particularly effective against, and gain ones for more advanced firearms. This can be taken multiple times.

**Rich** (-100/200 cp) Each year you get the equivalent of $75,000 in local currency. For an extra hundred cp, a quarter million each year.

**Electric Fluid** (-200 cp) A replenishing (each sunrise/sunset) fifty gallon drum of this wondrous new substance, key to making flesh golems and otherwise a lot of charred corpses. This unstable concoction functionally *is* a lightning bolt in liquid form and is very dangerous, not least because it tends to arc out at nearby subjects. But what a power source if you can harness it!

**Firearm** (-200 cp) A blackpowder weapon. Could be a fowling piece (early shotgun) or the new Model IV breech-loading rifles, a pepperbox, cavalry swivel pistol or even the dreaded Nykoryuk Gun, which has *seven* short, large-caliber musket barrels that all fire together.

**Ship** (-200 cp) A swift ship, room for fifty still small enough for rivers and shoals but weatherly enough to handle a storm on the Discord Sea.

**Spirit Lamp** (-200 cp) A lantern with alchemically-treated glass, this makes an unfortunately bruise-colored light, but does reveal all illusions and magical stealth.

**Artillery** (-300 cp) A volley gun or a cannon, just the thing for doing a lot of damage, if only you can lure monsters into position.

**Balloon** (-300 cp) A newfangled flying contraption. Little more than a toy for the idle rich. This one has a propeller and a boat-shaped gondola, and is theoretically not just at the mercy of the wind.

**Castle** (-300 cp) A secure base of operations, many an old and abandoned fortress dots the landscape of Morden. Yours is hidden, with stout walls, good stores and a well. It also contains arms and armor for a thousand men, which update in future Jumps to match the local tech level.

**Necromancer's Staff** (-300 cp) A tool of dread witchcraft, albeit less potent than the Morrigan's Black Cauldron. Simply tap a corpse and focus to raise it as your undead minion. You can also once a day unleash the bound spirits within as a formidable attack.

# PARTY



**Cath Sarder** (-50 cp) A Revenant of Cairn Kainen, and a masterful hunter. Utterly driven by his vow of vengeance on the Morrigan, he can scarcely bear a day or two of inactivity. It is said his blackbriar rifle never misses, that he can track any quarry and naturally, anyone wishing to slip through the moors and fens unseen would be wise to ask his aid. Is socially aloof, but terribly lonely inside.

**Darcy Isabella Marquis-Vinci** (-50 cp) A Dhampir Penitent, and beacon of hope to the Accursed. Darcy leads the Adherents of Aliyah since their founder's disappearance, a group of Accursed hoping to settle the Outlands as a new homeland for their kind. She is intelligent, quick and sharp and kind-hearted, but sometimes prone to religious zealotry.

**Jassarian** (-50 cp) One of vanishingly few Shades to work with the Order of the Penitent, Jassarian is the chief librarian of Massif Helssen, a dabbler in magic and a scholar without peer. His ghostly abilities, persistence and knowledge are in great demand hunting down lost lore.

**Schander Horatio** (-50 cp) A Mongrel who embraced his curse, a centauroid with his eyes on long stalks. Schander is a cheerful savage, always willing to help anyone who is against the Witches, but brutal and merciless in his tactics and towards any 'collaborators' who live quietly under their twisted regime. He runs a mobile training camp, Pelion, for those who resist the Witches.

**Old Friends** (-100 cp) Bring in any number of friends with 700 cp of their own to spend. Companions get a free Witchline and associated discounts, and the +400 for Gear, but cannot take drawbacks for further points.

**Other** (-100 cp) Feel free to recruit anyone else you might encounter and wish to bring along.

# HINDRANCES

*Obligatory Hindrances grant no points if required by your Witchline, but can be mitigated by your Fate.*

**So Long and Thanks for All the Nightmares!** (+0 cp) Instead of a standard decade, you can duck out after completing the canon campaign, killing or imprisoning Hecate and preventing or aiding in the restoration of the Djin.

**A World to Explore** (+50 cp, incompatible with **So Long**) There is much to be seen and done here. You can stay an extra five years. This may be purchased up to six times.

**Blood Hunger** (+100 cp, obligatory Dhampir) You are drawn to blood, you crave to taste it. Do it often enough, and it will become a true addiction.

**Cautious** (+100 cp) It is said only the careful survive Morden these days, but you take it to an unhealthy extreme, taking your time whenever possible, triple-checking everything and generally avoiding risk wherever and whenever possible.

**Clueless** (+100 cp) You forfeit any knowledge from the Common Knowledge Edge, your memories of this document are erased and you know about as much about the world and your situation as anyone dropped off randomly in the world would.

**Cold-Blooded** (+100 cp, obligatory Ophidian) You do not handle the cold well, at all, The average crisp autumn evening has you entering a torpor.

**Illiterate** (+100 cp) Normally you could be assumed to have learned to read the local language. No longer. If you want to read, you're gonna have to learn how.

**Insatiable Hunger** (+100 cp, obligatory Vargr) You're eating for two you know. Well, maybe not literally, but your caloric requirements have nearly tripled so you'll be wanting to pack extra rations.

**Loyal** (+100 cp) You despise the thought of betraying, or even disappointing your close companions.

**Quirk** (+100 cp) You have a minor, but persistent oddity that can be used to identify you and annoys others.

**Restless Dead** (+100 cp, obligatory Revenant) You easily get impatient when not advancing your goals, making you a lot more likely to snap at dear friends.

**Screamer** (+100 cp) No matter how much you try to fight it, when scared or startled you let out an ear-splitting scream. Besides being very annoying for your companions, it can alert any nearby monsters.

**Stubborn** (+100 cp, incompatible with Weak-Willed) You always want to get your way, hate to compromise and will make your displeasure in such instances well known. At length.

**Tongue-Tied** (+100 cp) You flub your lines, stutter sometimes, get lost in tangents and make other errors of speech. This can make it harder for some people to take you seriously, certainly in an interrogation scenario.

**Unnatural Aura** (+100 cp, obligatory Shade) Animals can sense your approach, that of something dangerous and unknown to the natural world. They will not willingly approach you and if forced will become panicked and flee. Hope you weren't planning on ever riding a horse or taking a coach.

**Hard of Hearing** (+100/200 cp) It's hard for you to make some sounds out. It would really help if people would speak only in the same room, facing you, and speak loudly and clearly. For an extra hundred cp, this is full deafness.



**Obligation** (+100/200 cp) You owe serious favors or have family ties to a major organization. The nobility of one kingdom, the Watch, the Enochian faith, etc. They will call on your services from time to time and you will not refuse, no matter the risks. For an extra 100 cp, you are an active member of said group, heir to their enemies and will be given missions by them on the regular.

**Agonizing Pain** (+200 cp, obligatory Mongrel) Your existence is one of constant, never-ceasing torment. Elixirs can deaden the pain, to an extent and for a time, but it is never less than a nagging distraction even with the best painkillers imaginable.

**Big Mouth** (+200 cp) You can't keep a secret to save your life, and keep finding yourself owing favors or getting drunk, behaviors that further loosen your wagging tongue.

**Caustic** (+200 cp, obligatory Ophidian) There is an acid or disease eating you from the inside, causing some pain, but mostly weakness.

**Deliberate** (+200 cp, obligatory Golem) Your speed is halved, you can train to increase it, but it will take twice as much time and effort as it otherwise would - training boosters do not apply to this.

**Hideous Visage** (+200 cp, obligatory Mummy, Revenant) You've gone straight past ugly and into openly monstrous, like a rotting corpse. Expect a lot of screaming and mobs armed with improvised weaponry.

**Inveterate Pawn** (+200 cp, obligatory Mummy) Your Spirit, your will and magic, has been halved. You can increase it, but it will take twice as much time and effort as it otherwise would - training boosters do not apply to this.

**Limited Presence** (+200 cp, obligatory Shade) Maybe you're a little bit ghostly, or maybe you didn't play outside enough as a child. Either way, your strength is halved. You can train it back up to where it was, but it will take twice as much time and effort as it otherwise would - training boosters do not apply to this.

**Overriding Goal** (+200 cp, obligatory Revenant) You have gone a little past obsession. You have a goal that spurs you on at all times, that will not let you rest. It all but physically hurts when you turn away from your mission or waste time on something else.

**Weak-Willed** (+200 cp, incompatible with Stubborn) You're a follower, not a leader. You lack the tenacity to make major decisions on your initiative and are more likely to fall under another's sway.

**Weakness** (+200 cp, obligatory Dhampir, Shade, Golem, Revenant, Vargr) You have a weakness, a common substance (wood, fire, salt, silver) that is highly uncomfortable or outright painful to touch, inflicts extra damage and tends to negate any defenses or regeneration.

Obligatory, Dhampirs are weak to wood, Vargr to silver, Revenants to cold iron, Salt for Shades who cannot cross a salt line, and Golems must take either fire (if flesh or straw, etc.) or blunt force (if any other material like clay.)

**Witchline Enemy** (+200 cp, obligatory Dhampir, Ophidian & Revenant) Your entire Witchline, or an entire Witchline, is against you. This means all the Banes created by a particular Witch. Not just loyal Witchmarked, but Banes. So if the Gorgon is against you so will be Ophidians, Hydras, Basilisks, serpents, etc. They will target you in preference to any other enemies whenever they encounter you. This can be taken multiple times. This Hindrance is obligatory for Dhampirs, Ophidians and Revenants, as the Witches creating them are particularly afraid of traitors.

**Enemy** (+200/300 cp) You have a powerful recurring nemesis, such as an officer or a nobleman or a skilled monster. No matter what, you cannot seem to permanently kill or imprison or be rid of them for at least five years. For an extra hundred cp, this foe is a real monster of the setting like the vampire knight Sir Azrael, the undead Horned King, or Jack O'Harvest.

**Habit** (+200/300 cp) You have an extremely annoying personal tic, like whistling loudly and off-key, or badgering everyone with deeply personal questions, which is sure to get on your companions' last nerve. For an extra hundred cp, your habit is upgraded to substance abuse. Whether liquor, tobacco, snuff powder, you cannot function effectively without it, and will go into withdrawal.

**Phobia** (+200/300 cp) You are afraid of something. Darkness, heights, drowning, the undead, Morden holds countless terrors to be afraid of. Whenever you encounter the source of your dread you must struggle not to panic. This may be taken multiple times. For an extra hundred cp, there is no struggle, only panic.

**Wanted** (+200/300 cp) You are a fugitive in one of the large kingdoms, with a significant price on your head and some dedicated pursuers. For an extra hundred cp, you are wanted across the length and breadth of Morden, with a bounty that could make the fortune of whomever captures or kills you.

**Heroic** (+300 cp) You just can't turn your back on people in need. Your constant need to get involved in other people's problems will cause you no shortage of headaches.

**Overconfident** (+300 cp) You know you can take the Witches and free Morden. You can do anything, and you don't need any help.

**Unwitting Tool** (+300 cp) You have an enemy, likely your worst here, who can share in your senses to see and hear all you do without your notice. Likely this is the Witch that made you or a skilled lieutenant of hers. You will forget this drawback.

**Bane War Veteran** (+400 cp) You start during the Bane War, the forty year conflict that shaped Morden into what it is today, when the Witches were unified and twice as numerous with entire legions of Accursed and Banes at their disposal. Best of luck, Jumper, you'll need it.

**Without Advantage** (+400 cp) Your powers, perks and gear from previous Jumps are unavailable to you, as is the shelter of your Warehouse.

**Black Magic Woman** (+400 cp) You have attracted the immense, personal dislike of a Witch who has made your destruction her first and foremost priority. This can be taken up to six times, if you think you can handle it. If you should be feeling rather suicidal and take this with **Bane War Veteran** the cap is raised to thirteen times.

# END

*Your time is up. You collect the* **Saint** *perk that gives you all the strengths of the Accursed with none of the drawbacks. Your hindrances all fall away and in your own right mind you are presented a final choice.*

**Go Home** - Nobody could blame you after this.

Stay Here - It can be a miserable world, in need of a champion. And well, you've put an awful lot of work into it already...

Move On - New horizons and new adventures beckon. Choose yourself a new Jump.

Original game for the Savage Worlds RPG setting. All rights, etc. to them. This is an unauthorized fan game by Aehriman. If you're intrigued by anything you see here, please support the official release.

Special thanks to Cunuroi.

Alchemists can create potions of:
Alchemical Fortitude, Armor, Blast, Blind, Boost Trait, Darksight, Drain Years, Electrolytic Transferal (heal flesh golems with electric fluid) Entangle, Fear, Growth, Intangibility, Invisibility, Lessen Trait, Light, Liquefy Object, Obscure, Quickness, Rejuvenating Draft (instant stamina refill) Shrink, Slow, Slumber, Smite, Speed, Stun, Transmute Element, Transmute Weapon, Wall Walker.

Spells available in Accursed through the Witchcraft perk include:
Beast Friend, Blast, Blind, Bolt, Boost Trait, Circle of Thorns, Confusion, Corpse Sense, Curse, Darksight, Damage Field, Disguise, Divination, Drain Power, Drain Years, Enhance Undead, Entangle, Farseeing, Fear, Feral Form, Fly, Grave Speak, Growth, Havoc, Intangibility, Invisibility, Lessen Trait, Mind Reading, Nightmares, Object Reading, Obscure, Power Negation, Probe, Puppet (Mind Control), Qhickness, Shape Change, Shrinking, Slow, Slumber, Speed, Squall, Steal Wounds, Stun, Transmogrify, Wall Walker, Zombie.