

## FORWARD

Welcome to our first Shaintar anthology. We've been asked time and again if we could bring together the material from all the guidebooks, Black Lantern reports, and short adventures. Well yes we can.

Inside you'll find a wealth of detail about some of the most iconic places in all of Shaintar. Many of those details can help flesh out a character who grew up in those places, or equally make a GM's life much easier when creating adventures for your group of heroes. Whether you're a player or GM, there's a lot for you here.

This volume is all about the Southern Kingdoms - those shining beacons of light. These nations have always stood against the forces of evil that desire power in Shaintar. They've promised to stand with each other when the need arises. In the realm of Shaintar, the need arises a lot.

The following guidebooks are contained within this tome:

**Dwarven Clanhomes** - Visit the massive underground caverns of this race. The dwarves have caverns that seem to indicate the mountain rearranged itself as a favor to them. Their smiths are without equal and they mine ore and gems throughout all the kingdoms. There's more to the dwarves though, a society rich with lore and tradition as much as gold and jewels.

**Elvish Nation** - The beautiful fae are the artistic ones, their architecture and woodworking showing a deep love of nature. They tend to be the scholars, mages, and druids. After all, their long lives allow for generations of study. Learn about the Life Bond, a spiritual connection binding fae, and about The Becoming, the greatest punishment of the elvish nation.

**Galea** - Long thought to be the original of the free kingdoms, Galea was settled by those fleeing the horrors of the Kal-A-Nar Empire. A bastion of true equality and ruled by a king who is strong and fair,

Galea has a proud heritage. Many brave adventurers have come from the noble houses, as have many great quests.

**Mindoth's Tower & Archanaya** - The Druids and Church of Light would seem to have little in common yet they work very well together. Each stands in the light and follows the paths most open to them. The tree Mindoth changed into a massive tower stands today as a place of learning and Archanaya stands as a place for the true exchange of ideas.

**Olara** - Tough, strong warriors defend the North against any who would attempt evil against the Kingdoms. They pay special attention to Shaya'Nor to the North and Kal-A-Nar to the West. Olarans are the backbone of the defense... and the defense of the South rests on their broad shoulders.

**Serenity** - The City of Secrets is at a crossroads in the Wildlands, where merchants meet and whispers of adventure are in every tavern. Written by roleplay legend Ed Greenwood, Serenity's mix of politics and religion, trade and adventure has something for everyone.

**The Freelands** - A true experiment in freedom! Individuals or groups each choose for themselves how they will live and somehow this strange collection of people works together to ensure everyone has a chance to make their own choices. Guarded by the Freelords of Lone Keep, whose mandate is to uphold the law, the area is represented to the rest of Shaintar by the city-state of Lanthor.

**The Wildlands** - There are a few settlements in the Wildlands, one duchy, and Kithros. For adventurers and heroes, that's quite enough - Kithros is home of Grayson's Grey Rangers! The rest of the Wildlands contains widely dispersed townships, farmsteads and lots and lots of wilderness. There's plenty of space for adventure here.

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# CONTENTS

<b>Dwarven Clanhomes</b>	<b>3</b>	<b>New Light Magic</b>	<b>74</b>
Hearth, Home and Forge	4	<b>Olara</b>	<b>75</b>
Overview of the Dwarves	4	The Kingdom of Olara	76
A Few Notable Clanhomes	11	The History of Olara	76
Who's In Charge?	12	Geography	80
Imports & Exports	13	Society	83
Dwarven Edges	16	The Monarchy	89
Dwarven Apprentice Wright One-Off Devices	17	Olaran Military	92
<b>Elvish Nation</b>	<b>19</b>	Kingdom of Stahlheim	96
Sun, Moon and Star	20	New Olaran Hindrances	98
The One True Elf	24	New Olaran Gear	100
Government	26	New Olaran Enemies	100
Law	27	<b>Serenity, City of Secrets</b>	<b>103</b>
Elf Cities	28	Serenity In Brief	104
Fragments of the Stars	31	The Road To Now	108
Elven Edges	33	Social Life In Serenity	109
<b>Galea</b>	<b>35</b>	Secrets Of Serenity	119
Knights and Castles	36	The Rule of Sixes	122
An Overview of Galea	36	Game Play	123
The History of Galea	37	Background Edges	123
Government - Titles and Ranks	45	Professional Edge	123
The Noble Houses	47	What's Afoot In Serenity	124
The Armed Forces of Galea	48	Arming For War	125
Travelling Through Galea	50	Denizens Of Serenity	125
Adventure Hooks	53	<b>The Freelands</b>	<b>127</b>
New Galean Edges	53	The Freelands	128
Gear	54	Overview of the Freelands	128
<b>Mindoth's Tower &amp; Archanaya</b>	<b>55</b>	Titles - Positions of Authority	131
Mindoth's Tower	56	All the Pretty Flowers	134
The Tower	58	Dangers of the Freelands	135
A Few Short Adventure Hooks	63	Places in the Freelands	138
Druidic Edges	64	Games in the Freelands	144
Druidic Gear	65	<b>Wildlands</b>	<b>145</b>
New Druidic Magic	65	A quick overview of the Wildlands	146
The Church of Light	66	Nature's Whimsy	151
Archanaya	67	Danger in the Wild	153
A Few Short Adventure Hooks	72	Important Places	156
New Light Edges	73	The City of Kythros	160
Weapons and Armour of Light	74	Shards of Adventure	162





# THE LIVISH ATION

**RULES: SEAN PATRICK FANNON**

**ILLUSTRATION: BIEN FLORES, ALIDA SAXON**

DESIGN: AARON ACEVEDO, JASON ENGLE & ALIDA SAXON

**LINE MANAGER: GAYLE REICK**



# HEARTH, HOME AND FORGE

*"Welcome, welcome to my hearth, my home, and to my anvil. I bid you greetings on this day, this day of days where the stone sings of your coming to my humble home."*

~ Clanchief Armstrong Shalebreaker.

## THE DWARVEN CLANHOMES OF SHAIN TAR

Welcome to Hearth, Home, and Anvil - the guidebook to the Dwarven Clanhomes of Shaintar. The dwarves of Shaintar are a diverse lot, practical in their approaches and honor-bound to the concepts of clan and family. They have many clanhomes which stretch under the continent, burrowed deep into the living earth or nestled around mountains, where they have a rich connection to the ebb and flow of energies bound to the land of Shaintar.

In this tome you will find a quick overview of the dwarves of both the northern realm of Olara and the rest of the Southern Kingdoms -- including aspects which are universal to both sub-sets of the dwarven people, then you will be taken deep into a detailed look at the Iron Song, clanhomes of Clan Shalebreaker, one of the many dwarf clans which reside in the Eastern mountain region of Galea known as the Fallon Peaks.

## OVERVIEW OF THE DWARVES

Olara, the Prelacy of Camon, and the Northern Gathers in the north and Galea, the Freelands, and the Wildlands in the south all support various dwarven clans and their homes. The dwarves of these places adapt to the cultures which surround them, yet they also provide guiding influences and advanced technology to the other peoples around them. The exception to this is those who live in the Prelacy of Camon. Dwarves feel a deep, strong bond to humanity, looking after the places which form their protectorate and providing goods, trade, and labor in the form of work crews, skilled builders, and weapon smiths where they can.

They pursue many avenues of their chosen craft, stalwart and resolute in everything they do. Once

they set their minds upon something, they often seem as immovable as the very mountains in which they make their homes.

Dwarves of great cleverness or intellect often follow the path of the Wright or the Lore Warden, though some serve the clans as druids and a few those in turn branch into the specialty paths of the Stone and Steelsinger.

## ARCHITECTURE

Dwarven architecture tends to be influenced by the area the clan lives in as well, so in the north they adopt a style incorporating strong lines and sharp turns, intricate carvings and beautiful detailing on all the stonework, which is culled from the various sources found near the settlements. The stone coming from places such as the Forges or the Southern Range produces some beautiful if grim looking structures.

The south is a different matter; in Galea they have adopted a brighter, breezier approach to their building design for example. It is here you find terraced houses with flat roofs, which are usually set around the valleys and dips of a large mountain. A splash of color, a dramatic Clan Banner fluttering over an arched stone bridge is the first thing you see when exploring the Clan Shalebreaker mountainside clanhomes in the Fallon Peaks, situated close the capital city of Galadrea.

Even in the underground cities of the dwarves, the southern dwarven peoples can't lose their architectural roots entirely, so here you have a mix of terraced rooftops seamlessly integrated with stylish, sometimes threatening-looking buildings.

All dwarven homes have a shrine in the shape of an anvil so they can keep the spirit of hearth and home beating in their hearts. The anvil helps them to remember who they are, where they came from, and connects them to the living stone.

## NAMES

The Dwarves closer to the surface tend to adopt the names of those humans who are close to them, picking a favorite and sometimes adopting the surname as a favored first or middle name.

It is not uncommon for example, to see a dwarf known as Anya Brightforge from Olara, or even Glimmer Anya-Brightforge crop up when exploring these regions and meeting many of the dwarves who have acclimated in and around the various settlements and cities. Some dwarves go as far as to make a favorite place part of their name, so Conrad



Tarrowrock or Conrad Tarrow-Stormshield might well be found near the village of Tarrow in the Wildlands.

Those dwarves who live outside of human communities, who are more traditional in their ways adopt the names of their ancestors. Those names show their connection to Shaintar.

### Male

Agate, Armstrong, Auger, Bevel, Bicks, Boulder, Clay, Cole, Cork, Diamond, Dragan, Flux, Forge, Gate, Grinder, Hammer, Hematite, Hob, Iolite, Ingot, Iron, Jasper, Jig, Kerf, Kirth, Lode, Moonstone, Quicklime, Ore, Pit, Pitch, Punch, Roke, Quartz, Sapphire, Sard, Steele, Tongs.

### Female

Adit, Agate, Amethyst, Bell, Beryl, Chalcedony, Crystal, Dendrite, Diamond, Emerald, Ferrite, Garnet, Goldie, Hearth, Hitch, Jade, Lacey, Lanterna, Lime, Mica, Opal, Pearlite, Pillar, Pyrite, Quartz, Quicklime, Rivet, Ruby, Sapphire, Silver, Slurry, Temperance.

### Surnames

Bedrock, Bulkhead, Crucible, Crusher, Firedamp, Fissure, Granitehead, Highwall, Hogsback, Kickbrace, Lanyard, McCleaver, Mindril, Mudcat, Rockbolt, Slagger, Slickenside, Thunderarm, Timberset.

## PHYSICAL APPEARANCE

Dwarven women resemble a shorter, stouter form of humanoid women, are just as pretty (if somewhat dour looking at times) and often have as much muscle as the men. They have a wide range of hair colors, strong copper and garnet red, with a mix of browns, golds, and darker colors depending on their parents, all the way down to as black as pitch.

Their features are heavier than humans, yet they are proportional. The women tend to eschew makeup in favor of a cleaner face though some women in certain clanhomes may use a henna-style makeup to accentuate their faces, usually applied in intricate patterns, to celebrate particular events in their society. Those who spend a lot of time underground are given to paler skin, whilst those from the more surface based clanhomes are tanned by exposure to the sun.

They stand at two-thirds human height and there is little to no difference in height between men and women, no more so than in other humanoids.

A dwarven man or woman's hair is styled in a similar fashion, with intricate braiding and beads made from metal and gemstones woven in. Male dwarves sometimes cut their hair shorter than do female dwarves, but the beard is always kept immaculate, it is a sign of a poorly kept dwarf if his beard is straggly and out of control. It is also dangerous when standing at a forge or any sort of clockworks, as the famous ballad of Grinder 'Singebeard' Hammerson points out. Besides, a woman appreciates a man who takes the time to care for his beard. It means he will pay the same attention to the rest of his life.

## CLOTHING

Dwarves are a practical people so they adopt clothing, both male and female styles, which echoes this. When not armored for battle, they prefer furs and leathers with metal adornments, usually with protective plates to ward off any sudden blows which might happen when they're out drinking, brawling or even just exploring locally. They will often wear a thick shirt, with a pair of leather or metal bracers over the top, a heavy leather jerkin or coat along with rugged trousers and heavy boots.





Gloves are optional, as some dwarves dislike them for they feel they lose connection to the stone if they can't reach out and touch it with their fingers. Many dwarves also adorn themselves with finely crafted amulets, rings and necklaces which show off their family's skill with metalwork and gemcraft. Generally they don't go overboard with this, but they will layer on some of their best pieces when trying to impress an outsider or even one of their own. Such adornment is, naturally, minimal while working, both to avoid injury and to protect the intricately worked pieces of jewelry.

Jeweled accessories are quite popular among both men and women. The southern dwarves are even more interested in these accessories than those in the north. There is a recent upsurge of deep copper-colored circular amulets with shimmering green stones (cut in a triangle shape) in Clan Shalebreaker at the moment.

## FOOD

Dwarves have taken to farming the depths for their nourishment, using many areas of their clanhomes to cultivate produce: smaller animals (a few lizards, snakes, moles, and other burrowers here and there) along with a staple diet of fungus, root vegetables and edible moss provide all the dwarves need to sustain them. Some of the surface based dwarves have taken to regular farming, growing crops in sheltered locations around the mountainsides. Many of the surface dwarves still pine for the fresh smell of home-cooked badger with a mushroom stew, garnished with a layer of slightly fluorescent moss.

## DRINK

Alcohol is incredibly important to dwarves; they treat drink with the respect it deserves and know if you don't, you suffer afterwards and spend much of the following day finding the deepest and darkest place to hide your eyes and avoiding the laughter. Fortunately they are hardy people who can sup some of the most frightening brews upon the planet, brews that would likely strip metal, peel paint and downright kill some humans where they stood, though a hearty flavor is generally of greater import than the amount of alcohol involved. Their brews become part of their daily social life; many of them leave their doors wide open for each other so a friend can drop in, drink a beer or two and talk of the day's events. They'll even go so far as to invite a stranger into their home, human or otherwise to partake of one of the safer beverages. This is a mark of trust, respect and understanding - one which is best adhered to and

not abused, because woe-betide the idiot who abuses a dwarf's Hearth Invitation.

They serve a variety of beers, ales, and ciders with some wine now and then. Wine is not as favored with the deep-dwelling dwarves, though some of the dwarf clans in the south have begun to experiment with small vineyards and various techniques, viewing the art of wine making as just that, another art to add to their growing list of cultural experiences.

## SOCIAL LIFE

When they are not working or exploring the caverns- dwarves tend to socialize with each other in various areas of their homes or at the Clan's drinking halls. Food isn't really a special occasion so they rarely gather their friends and family at mealtimes, due to their self-imposed busy schedules, driven nature, and the desire to get out and about rather than spend an hour or two stuffing food into their mouths, dwarves like to keep company and talk flowing.

You can't do that when you're chewing a lizard

Drink is another matter altogether. The social meal of the dwarven people, they will gather huge numbers of friends and family for this. They'll spill out into the streets, invite close neighbors and passerby as an evening progresses and turn even a quiet shared beer or two into a full blown party. Some of these events can get a little out of hand, but never resorting to violence or bad manners - once again this ties into their respect for the drink in question and that their friends could be just as destructive as they.

When out and about in a city up top, they will pop into the various taverns, ale houses, beer gardens, and establishments which cater for their love of the good stuff. They will visit markets and talk trade-talk; they will listen to their favorite bard and watch a Stone or Steelsinger at work.

## ART AND CULTURE

The dwarves love to create, they love to make things and there is nothing finer to a dwarf artisan than the sound of a hammer ringing against a steel anvil, or the song of a Steelsinger as she brings to life the vision in the metal, creating something useful or beautiful, often both, from a cold block of grey. They love to compose songs and ballads and have a deep affection for wind instruments, which often remind them of the voice of the mountain.

They also love to create elaborate stonework with their architecture and find delight in the simplest