

# ANCIENT WORLD (CORE SETTING GUIDE)

The following is a conversion guide that details the revisions necessary to make the *Ancient World* second edition core setting guide compatible with SWADE. Changes are highlighted in red.

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**Assassin:** In a world of politics and subterfuge, assassinations are a somewhat frequent occurrence to hush the loudest opposition or resistance. Assassins are skilled in stealth tactics and understand how to hunt their prey without getting caught. **Suggested Skills:** Athletics, Fighting, Stealth, Survival

**Barber:** Barbers are the most common type of medical practitioner across the Known Lands. They typically perform the most basic medical functions even though they're not as well received as a physician (and definitely not as respected as a surgeon). **Suggested Skills:** Healing, Persuasion, Research

**Charlatan:** There are many who look for the quick coin and love to cheat others out of those hard earned. These charlatans use trickery and guile to make their way through life, becoming masters of their trade. **Suggested Skills:** Fighting, Gambling, Persuasion, Stealth, Thievery

**Crusader:** The noblest of all warriors is the crusader, or at least they think so. They are part of the mission to "reclaim Dhuran" in the hopes of bringing the supposed life written about in the ancient texts back to the Known Lands. **Suggested Skills:** Fighting, Persuasion, Research, Survival

**Farmer:** Farmers are the hardworking laborers ensuring everyone's survival by providing food and drink. Their way of life is continually threatened by the many creatures across the Known Lands and desire little more than the protection of their families. **Suggested Skills:** Common Knowledge, Riding, Survival

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**Gypsy:** Urban centers are always home to bands of gypsies. These semi-nomadic people love to move about through civilization fleecing whatever they can from its residents. The biggest difference between them and charlatans is that gypsies provide obscure services, such as fortune telling, where people willingly hand over coin. **Suggested Skills:** Gambling, Persuasion, Stealth

**Inquisitor:** While crusaders try to bring back ancient times, inquisitors have launched a region-wide campaign against all denizens of the deep. They care very little about hurting indigenous creatures, no matter how dangerous they are, and see the true threat as anything associated with the chaos realm. **Suggested Skills:** Fighting, Intimidation, Shooting, Survival

**Marshal:** Large urban centers have a full watch to guard the city, while smaller towns have marshals. Marshals are charged with keeping the peace and often serve as every aspect of the law known to the town. **Suggested Skills:** Fighting, Persuasion, Research, Shooting, Survival

**Mercenary:** Mercenaries are highly skilled, and highly prized, warriors for hire. They fight bravely and overcome many odds, as long as they're paid handsomely. **Suggested Skills:** Fighting, Notice, Shooting, Survival

**Miner:** The mountains are filled with deposits of ore and many miners toil away day after day extracting precious minerals. Most metals are used for creating tools, household goods, and weapons. **Suggested Skills:** Athletics, Notice

**Noble:** Nobles run the Known Lands. They serve as the heads of every political body and vie for power amongst their kind. They rarely make quality warriors as they're busy being wrapped up in house politics, but some spend a lot of money to be educated in hunting and fighting. **Suggested Skills:** Academics, Fighting, Persuasion, Shooting

**Seneschal:** Seneschals are the masters of a noble house, just beneath the nobles themselves. Few decisions are ever made without the consultation or direction of the seneschal and little is ever executed that doesn't come from their command. **Suggested Skills:** Common Knowledge, Fighting, Intimidation, Persuasion

**Scholar:** Scholars have become increasingly important throughout the past years given the discovery of ancient documents detailing an unknown history. With the increased need to protect the civilized lands, scholars are also busy cataloging the Known Lands vast collection of indigenous flora and fauna. **Suggested Skills:** Academics, Persuasion, Research

**Thief:** Charlatans may try to swindle through subterfuge, but thieves will steal using little more than a dagger and intimidation. Many of them join the bands of warriors to escape the wrath of a marshal. **Suggested Skills:** Fighting, Persuasion, Stealth, Survival, Thievery

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### GUTS

~~Ancient World is a dark fantasy setting where Fear and Terror are frequent. It is suggested to add the Guts skill, but not required.~~

### UNUSED SKILLS

Electronics, Faith, Focus, Hacking, Occult, Psionics, Spellcasting, and Weird Science are not used.

## ACADEMICS

The following Academic familiarizations may be helpful to the characters.

- **Cryptozoology:** Cryptozoology is a new area of study implemented by gray elf scholars. This area of study was in response to the demands of the inquisitors to document the various diseased, plagued, and undead beings encountered on a hunt. **It is useful when identifying these types of creatures along with understanding their basic taxonomy.**
- **Demonology:** Demonology is the study of the chaos realm and the demons and demonic beings that exist within it. It was the basis for the creation of the first inquisitors and is used to better understand the chaotic beings they hunt. **It is useful when identifying demons along with understanding their basic taxonomy.**
- **History:** After the discovery of Drak'tau and the many ancient texts it contain, the need for historical studies became vital. History is what drives the crusaders as they attempt to "bring Dhuran back to its former glory" according to those ancient texts. **History is still very blurry and very little of it is properly understood, it can be used to better understand Dhuran's ancient (and recent) past according to the ancient texts.**
- **Runology:** Runology is the study of the symbols found in ancient places, such as Drak'tau. It forms the basis for runicism and appears to be a form of symbology. **It can be used to decipher what those symbols mean, or at least theorize what they mean as most have yet to be properly identified.**
- **Spiritualism:** Spiritualism is the study of the spirit realm. It forms the basis for shamanism and allows scholars to better understand the ethereal beings dwelling in the spirit realm. **It can be used to identify ethereal beings and better understand the purpose of the spirit realm.**

## SCIENCE

The following Science familiarization may be helpful to the characters.

- **Chemistry:** Chemistry is the study of how and why substances combine or separate from other substances and how they interact with energy. **It is useful for studying alchemical ingredients and concoctions.**
- **Medicine:** Medicine is the study and practice of diagnosing and treating diseases. **It is useful for studying new herbs and understanding their medicinal properties.**
- **Zoology:** Zoology was one of the first gray elf areas of study as they began investigating and documenting Dhuran's indigenous animals. **It can be used to identify these types of creatures along with understanding their taxonomy.**

## LANGUAGE

The only spoken language amongst the civilized areas of the Known Lands is Tradespeak. However, uncivilized humanoids have their own languages, such as giants and harlocks, as do those hailing from the Land of the Barbarians and the Land of the Pharaohs. Additionally, the ancient texts discovered in Drak'tau exhibit a previously unknown language, now referred to simply as the "ancient language." **Characters can use these Language skills, such as Language (Giants), Language (Harlocks), and Language (Ancient), to somewhat translate those languages.** However, no one can be considered fluent as none of those languages have been fully translated by any scholars in the Known Lands.

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### FALSE FAITH (MINOR)

The character has chosen to pursue the scholarly studies regarding the beliefs of ancient, greater beings as written about in the ancient texts. Very few amongst the Known Lands share her beliefs and instead accuse her of having faith in something completely absurd. **When dealing with those who don't believe in religion, the character suffers a -1 penalty to Persuasion.**

### ALCHEMIST

**Type:** Professional

**Requirements:** Novice, Arcane Background (Alchemy), Smarts d8+, Science d8+, Transmutation d6+

Alchemists use their knowledge of chemicals to create an art form for changing one ingredient into another. They gain a +2 bonus to Transmutation rolls when creating alchemical mixtures. Additionally, each Raise on a Transmutation roll reduces the Power Points required by 1, to a minimum of 1.

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### APOTHECARY

**Type:** Professional

**Requirements:** Novice, Arcane Background (Herbalism), Smarts d8+, Compounding d6+, Science d8+

Apothecaries use their knowledge of herbs to create medicines that aid or heal their allies. They gain a +2 bonus to Compounding rolls when creating herbal mixtures. Additionally, each Raise on a Compounding roll reduces the Power Points required by 1, to a minimum of 1.

### DIPLOMATIC

**Type:** Social

**Requirements:** Novice, Charisma 0+, Persuasion d8+

The character knows how to befriend others using natural charm and her friendly personality. Her soothing words not only reduce anger, they have a natural tendency to persuade others in believing what she has to say. She receives a +2 bonus to Persuasion when dealing with members of another race.

## EDUCATED

**Type:** Racial

**Requirements:** Gray Elf, Novice, Smarts d8+

Gray elves are known for their ability to educate their youth. Most gray elves are provided with specialized in-home education from a gray elf professor, embracing their natural ability to understand things better than others. Gain a +1 bonus to Common Knowledge, Academics, and Science rolls.

## HISTORIAN

**Type:** Background

**Requirements:** Novice, Smarts d8+, Academics d6+

The character has joined the ranks of scholars digging deep into Dhuran's history to recover any minute pieces of knowledge capable of unlocking the secrets of its past. He hopes one day to reclaim Dhuran as described in the ancient texts. He gains a +2 bonus to all rolls, including Common Knowledge rolls, relating to recalling or understanding history.

## MARSHAL

**Type:** Leadership

**Requirements:** Veteran, Command, Natural Leader, Smarts d8+, Charisma 0+

Marshals are known for their leadership prowess on the battlefield, especially when facing down the Denizens of the Deep. They may share Bennies with any allied companion within their command radius.

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## MERCHANT

**Type:** Professional

**Requirements:** Novice, Charisma 0+, Persuasion d8+

The markets rule the urban centers and only the best merchants survive the seemingly cutthroat trade industry. The character knows how to properly buy and sell, always managing to get the best deals. He gains a +2 bonus to all rolls related to mercantile activities within the Known Lands, including negotiating with another merchant.

## RUNE PRIEST

**Type:** Professional

**Requirements:** Novice, Arcane Background (Runic), Smarts d8+, Academics d8+, Scribing d6+

Rune priests are trained to harness what little power comes from the runes they discover during their travels. They gain a +2 bonus to Scribing rolls. Additionally, a Raise doubles the duration of the power.

## SHAMAN

**Type:** Professional

**Requirements:** Novice, Arcane Background (Shamanism), Spirit d8+, Academics d8+, Invocation d6+

Shamans tap into the spirits contained within their fetish, unleashing havoc upon those threatening Dhuran. All rolls on the Retaliation Table are reduced by -2, to a minimum of 1.

## TRADER

**Type:** Professional

**Requirements:** Novice, Charisma 0+, Persuasion d8+

Merchants sell goods within the marketplaces, but it's the traders who provide goods from foreign lands. The character often travels great distances to buy and sell goods from various locations, keeping all of the Known Lands connected no matter the distance is between them. She gains a +2 bonus to all rolls related to mercantile activities outside of the Known Lands, including negotiating with merchants.

## TRADESMITH

**Type:** Professional

**Requirements:** Novice, Smarts d8+, Academics d6+

The character is particularly skilled at crafting items desired by townsfolk or required by warriors. Her craft may provide them with quality weapons and strong armor. She gains a +2 bonus to all rolls related to her chosen craft. This Edge may be taken multiple times with a different craft chosen each time.

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Buckler	+1	-	d4	8	25
Round	+1	-2	d6	12	50
Kite	+2	-2	d8	20	200

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## UTILIZATION

Utilizing an alchemical concoction truly depends on the target and how it's being delivered as follows:

- Thrown alchemical concoctions have a Range of 3/6/12. When the concoction lands, its housing shatters and its effects occur.
- **Throwing an alchemical concoction at an enemy requires a successful Athletics roll.** Failure means the object misses the target by d4" in a random direction. Then roll a d8 to determine the direction of the missed attack whereas each result on the die moves the direction clockwise 45° starting with the direction farthest from the alchemist. Critical failure doubles that distance.
- Applying an alchemical concoction to an enemy (effectively touch Range) requires a successful Fighting roll. Failure means the alchemist missed the target, but the concoction is reusable. Critical failure means the alchemist missed the target and the concoction is ruined.
- If the target is an ally (or the alchemist himself), no roll is necessary if the target is within Short Range. **Past Short Range requires an Athletics roll with the standard range increment penalties.** Failure means the concoction misses the ally by d4" in a random direction, but only has a 50% chance of breaking, becoming unusable. Critical failure doubles that distance and the concoction's housing shatters.

### UTILIZATION

Utilizing an herbal concoction truly depends on the target and how it's being delivered as follows:

- Thrown herbal concoctions have a Range of 3/6/12. When the concoction lands, it bursts out and its effects occur.
- **Throwing an herbal concoction at an enemy requires a successful Athletics roll.** Failure means the object misses the target by d4" in a random direction. Then roll a d8 to determine the direction of the missed attack whereas each result on the die moves the direction clockwise 45° starting with the direction farthest from the apothecary. Critical failure doubles that distance.
- Applying an herbal concoction to an enemy (effectively touch Range) requires a successful Fighting roll. Failure means the apothecary missed the target, but the concoction is reusable. Critical failure means the apothecary missed the target and the concoction becomes degraded and unusable.
- If the target is an ally (or the apothecary herself), no roll is necessary if the target is within Short Range. **Past Short Range requires an Athletics roll with the standard range increment penalties.** Failure means the concoction misses the ally by d4" in a random direction, but only has a 50% chance of bursting, becoming unusable. Critical failure doubles that distance and the concoction bursts out.

### FAIRBURN FOREST

From the edge of the Fairburn Forest, the undead minions' path cannot be fully discerned. **Following them requires a Survival (-2) roll, but there are other options than simple tracking.** One thing that should stand out to the PCs, possibly prompted by the GM, is that there are no signs of encampment in the forest. There are no telltale signs of a campfire, no clearings where tents could have been placed, and no remnants of food thrown on the ground, all indicating they are on the trail of something not human. The characters, on the other hand, will need to rest at some point of their journey and can reach the other side of the Fairburn Forest by nightfall. Once there, they can find a place to make camp and continue their search the next day.

### 7. KITCHEN

The kitchen is no longer used and has been stripped bare of furniture and everything a kitchen needs to prepare a meal. The only thing that remains is a large counter set into the wall. Implements of torture are scattered about and days-old blood stains the floor and counter. The GM may optionally call for a Fear roll due to the carnage present.

There is a usable door between the kitchen and the southern range of rooms. **It's typically locked, but the lock can easily**

**be picked with a standard Thievery roll.** There used to be a door between the kitchen and the dining room, not only an open archway remains. Adjacent to the counter is a large open window where minions appear to throw humanoid remains out of. A large overgrown tree blocks the window, but blood and humanoid chunks of flesh can be found just below the window from the outside. No glass remains on this window.

### ETHRAMESH

*Ethramesh was once a dark elf assassin who sold his eternity to chaos in exchange for becoming a powerful darkspawn.*

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d10

**Charisma: +1; Pace: 8; Parry: 7; Toughness: 11 (2)**

**Skills:** Entropy d8, Fighting d10, Intimidation d8, Notice d8, Stealth d10, Taunt d8

**Armor:** Chaos armor (all 2)

**Weapons:** [2] Long sword (Str+d8)

#### Special Abilities

- **Demon:** +2 to recover from being Shaken; immune to disease and poison; half damage from non-magical attacks.
- **Four Arms:** Darkspawns have four arms. They can make two attacks each round without incurring any multi-attack penalties.
- **Powers:** Ethramesh has 40 Power Points and, using Entropy, knows the following powers: *animate, blast, zombie*
- **Size +2:** Ethramesh is about 10ft tall.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror:** Ethramesh is a horrific demon warrior.
- **Weakness (Cold Iron):** Normal damage is dealt by cold iron weapons.

### GHOULS

*Ghouls are animated bodies of the dead that have either been preserved throughout time or have yet to reach the states of putrefaction.*

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Pace: 6; Parry: 5; Toughness: 8**

**Skills:** Athletics d8, Fighting d6, Notice d8, Stealth d8, Survival d8

#### Special Abilities

- **Bite/Claws:** Str+d4
- **Blood Feast:** Ghouls feast off the blood of their victims, causing exsanguination. If a ghoul successfully Wounds a target with a bite attack, the victim must make an immediate Vigor (-1) roll or gain one level of Fatigue.
- **Burrowing:** Can move at half its Pace underground.
- **Fear -1:** Forces fear checks to be made.

- **Fearless:** Immune to Fear and Intimidation.
- **Scent of the Living:** Ghouls can sense the blood of the living. They gain a +1 bonus to Notice and Survival rolls made against living targets.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

#### **SKELETON, RAGE**

*These rage skeletons have been animated by Ethramesh's manipulation of chaotic energy. The skeletal remains come from previous residents of the priory.*

**Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d10, Vigor d8

**Pace:** 6; **Parry:** 6; **Toughness:** 8

**Skills:** Athletics d8, Fighting d8, Notice d10

#### **Special Abilities**

- **Supernatural Vision:** Ignores all penalties for lighting.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.