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By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

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Wrantin and Raven

Wrantin Kullslug is a deadly assassin of Legendary rank who was hired by Jehnu-Hyshu to kill Emperor Liungesh of Therwyndia. When payment to the *Maestro Kwellin* guild of assassins went unpaid by Jehnu-Hyshu, Wrantin returned to the Fortress of Osklabnidia and killed Jehnu-Hyshu. In an act of cunning, King Wanzhi of Hua Shan took on the debt of Jehnu-Hyshu and negotiated the hiring of Wrantin to accompany the party of adventurers on their quest when he paid the debt.

Wrantin Kullslug's Trademark Weapon is one of the Five Shapeshifting Wereswords of the Sorcerous Blacksmiths of Bolmmerone. For more on Wrantin and the *Maestro Kwellin*, see the documents *Pangaea Gazetteer* and *The Outlandish Adventures of Wrantin and Raven*.



Figure 1 Wrantin Kullslug with his Shapeshifting Sword Raven and the cleaver he took from *The Reaver of Skulls*

[WC] Wrantin Kullslug – Master Assassin of the Maestro Kwellin

Wrantin Kullslug can join the quest at virtually any point of the entire campaign. It's quite easy to make his point of entry into the party happen when he is able to journey from the West and catch up to the party.

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

Skills: Climbing d10, Fighting d12, Healing d8, Intimidation d10, Knowledge (Poison) d6, Lockpicking d10, Notice d10, Riding d10, Shooting d12, Stealth d12, Survival d10, Swimming d8, Taunt d8, Throwing d10, Tracking d10

Charisma: -2; **Pace:** 6; **Parry:** 10; **Toughness:** 9 (2); **Reputation:** -21 (Fierceness +1: +1 to Intimidation, Streetwise, and Taunt rolls as well as Spirit and Smarts rolls when resisting Test of Will attacks; Connection: Maestro Kwellin); **Sanity:** 7

Hindrances: Enemy (major), Outsider (minor), Wanted (minor)

Edges

- **Assassin:** +2 to Damage when attacking unawares; includes Ranged attacks.
- **Block/Improved Block:** Parry +2
- **Combat Reflexes:** +2 to Spirit roll to recover from being Shaken.
- **Frenzy/Improved Frenzy:** Gains one free attack; roll 2 Fighting Die and Wild Die.
- **No Mercy:** May spend a Benny to reroll Damage.
- **Thief:** +2 to Climbing, Lockpicking, Stealth, as well as Notice and Repair rolls when related to traps or similar devices.
- **Trademark Weapon/Improved Trademark Weapon (Raven):** +2 to Fighting
- **Quick:** When dealt a 5 or lower for an Action Card in combat, redraw.

Gear

- **Dagger:** Str+d4

- **Maestro Kwellin Black Leather:** +2 Toughness
- **Raven:** Upon Wrantin's command, Raven can transform between a sword and a raven. In sword form, it does Str+d8 Damage. When in raven form, Wrantin can send the bird to scout and then converse with it when it returns. Wrantin also likes to incorporate its shapechanging into combat maneuvers (e.g., having the raven dive-bomb foes and then change into a sword just before impact).
- **Reaver's Cleaver:** Wrantin killed the Reaver of Skulls and took his large cleaver. It functions like a battle axe (Str+d8) and Wrantin uses it when Raven is away scouting.

Special Abilities

- **Subluminal Vision:** Wrantin suffers no penalties for darkness and dim lighting due to his eyes having been surgically altered by the *Maestro Kwellin*. If no light is present at all, Wrantin suffers half the penalty.