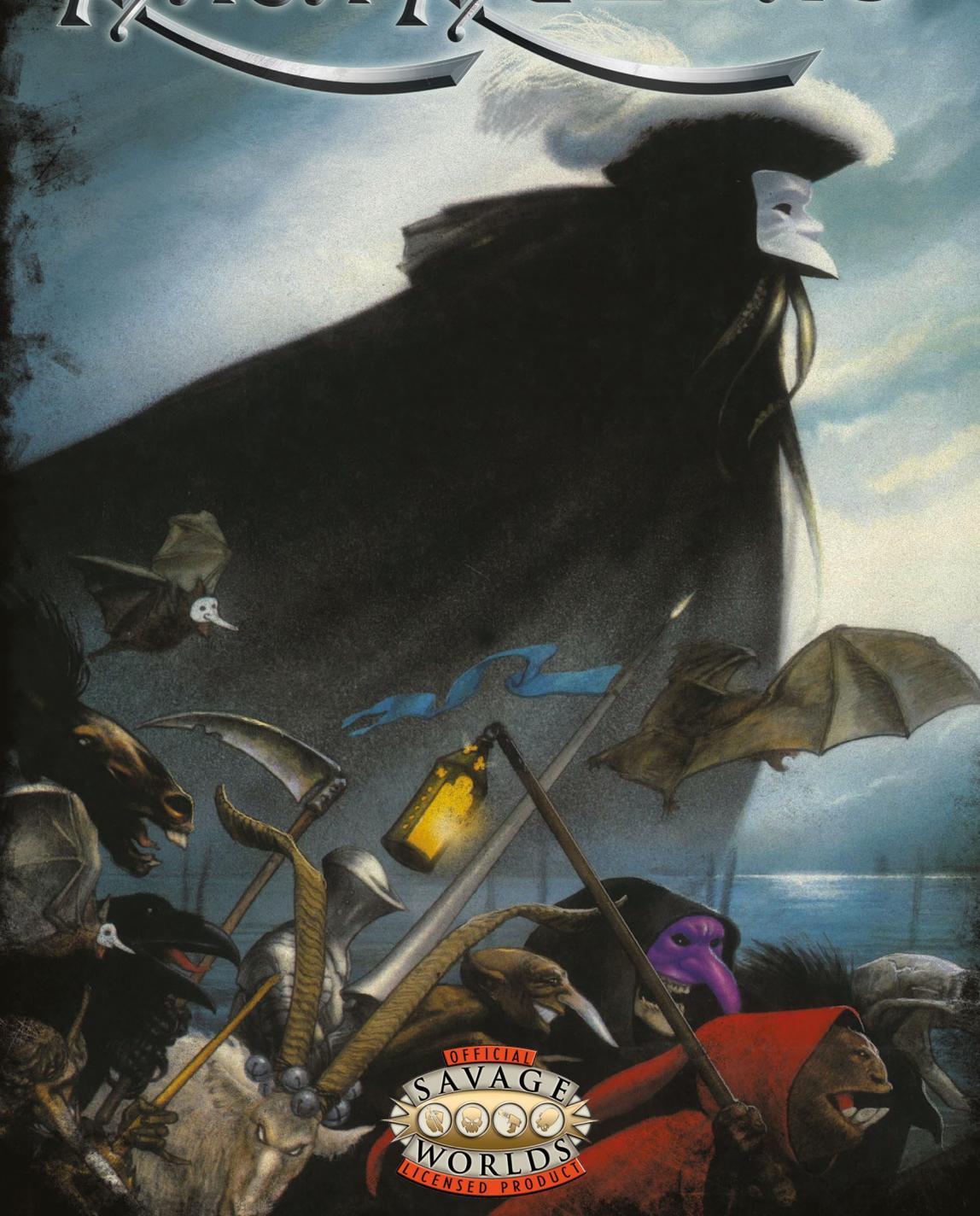


UMBERTO PIGNATELLI

KAZA KUMBAS



A Savage Worlds Mediterranean Setting



Monti Freddi

PORDENZO

Landa delle Furenti Viole

ANTENORIA

TERRANOVA

AMMILAIA

ITTATAR Sgra

SEVINCA

Sarcone

Regno di Ammilaia

TURICO

BELLOVESO

GRANZUCCA

Selva Grande

Gelatodia

Terra dei Tre Tonni

STURPIONE

INCHIVIO

Eridano

Monti Sacanti

Montagna di Fumo

SALASSIA

TAURIA

Via Lepida

BELFIORE

Brumia

Allala

Alta Svoda

POREDIA

Bramoldia

Sacanto

PELOPIA

Mar d'Emmar

MARO

Tempione

AURIATE

INGAUNA

Via Poranica

ZENA

Gruilia

Mare Missogeo

LA I



KATA KUMBAS

Kata Kumbas

A Mediterranean fantasy setting for Savage Worlds

by

Umberto Pignatelli

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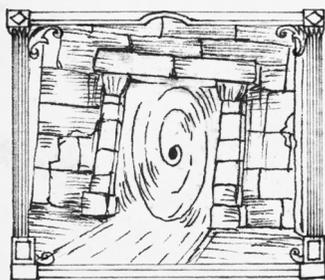
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— WELCOME ON RARTE —

KATA KUMBAS PRIMER

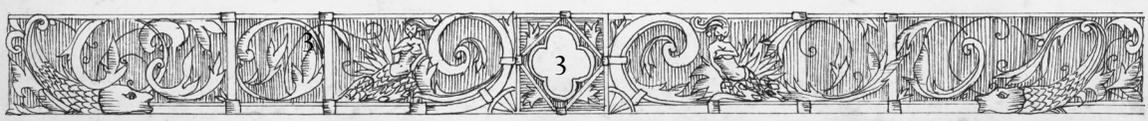


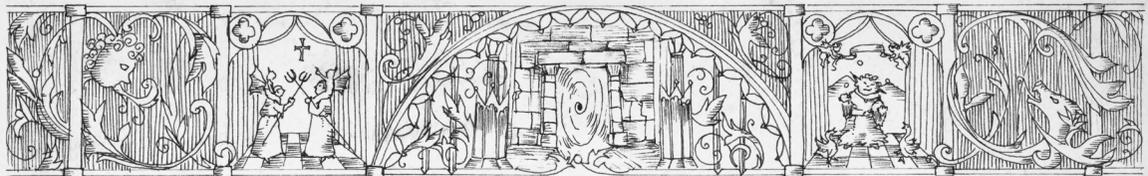
I am in the fog, alone apart from my closest friends, you. And we are naked, but this doesn't cause us any problems. There is something in front of us, a sort of big, tall, gate, made of stone. It is engraved, but the signs are too old to be recognizable. Cautiously, I touch it, and the massive door opens, creaking. On the other side it is day, full afternoon probably, and a silhouette stands out against the light. He is an old man. Old, but still vigorous. He wears a long tunic and a strange silver circlet shimmers on his head. "Hail strangers, and well met. Don't be afraid," he says "I am Gero, an Evoker of the Old People, and Keeper of this Gate. You are going to enter Rarte, in the beautiful land of Laitia. I am here to guide and help you, to give you another shape and identity to travel safely. But you have to take one last step to enter my world. Are you ready?"

I wasn't, but as if guided by an unknown force, I moved through the gate, and everything around me suddenly changed... I was in Laitia.

- From the Diary of Betus, a World Traveler







INTRODUCTION

Kata Kumbas (*KK*) is probably the oldest Italian RPG, published in 1982 by Massimo Senzacqua and Agostino Carrocci. Its name means, in ancient Greek, “near the caverns” and it is a **fantasy game**, set in an **alternate Medieval Italy**, in a country called Laitia (an anagram of “Italia”). **Light-hearted in tone**, it is infused with classical culture. If you have ever seen the movie *Brancaleone* or read *The Name of the Rose*, well, you know what *Kata Kumbas* is about.

In 2015 *Kata Kumbas* was published again in Italy, totally reworked and re-designed, as a *Savage Worlds* setting.

WHAT KATA KUMBAS IS ABOUT

KK is a setting with a strong old school vibe. In it you'll play a band of adventurers, often rag-tag, lecherous and greedy scoundrels, who wander across a medieval Italy filled with silver-nosed devils, sly friars and enigmatic Roman-like deities.

Many types of stories and trials await you; will you explore the catacombs of Maro, filled with ancient treasures, but guarded by the Hooded Covenant, a sect of renegade friars notorious for their deadly riddles?

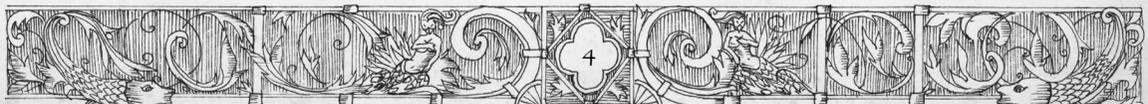
Or perhaps you prefer finding a way to beat all other suitors of Countess Morbidella, an enormously rich widow, and marry her despite the rumors of her incredible appetites?

Or, alternatively, join Friar Ricino in his rag-tag crusade against the Threat from Beyond the Sea, looking for riches, glory and beautiful women?

Be ready, because adventure takes a number of forms in Laitia, some of them merry and sensual, others simply deadly!

PROJECTION GAME AND INTEGRATION SPELL

The main theme of *KK* is that you play as yourself; connecting Earth and Rarte (the alternative Earth where *KK* takes place) there are magical Gates, through which people like you and me can pass. Visitors to Laitia are welcomed by Gate Keepers, who cast upon them the Integration Spell, a special magic which “transforms” them into Laitians, granting them the capacity to speak the local tongue, and making them knights, alchemists, rogues and so on, but keeping the memories and the identity of the player. These types of characters are called **Integrated Ones**.





In *KK*, you will discover the world around you!

But this is only one way to play *KK*, two others exist.

The second one is as **Wanderers**, characters coming from Earth, who for one reason or another don't receive the Integration Spell. They don't know the language, customs and so on... but they are also free from the bounds of Fate and the other powers of Rarte. Do you remember *Three Hearts and Three Lions* by Poul Anderson? Well, if you do, you know what a Wanderer is.

The third way to play *KK* is as a **Native**, an adventurer indigenous to Laitia, making it no different from other fantasy settings.

These three modes of game can be mixed in the party (with players being Integrated Ones, Wanderers or Natives).



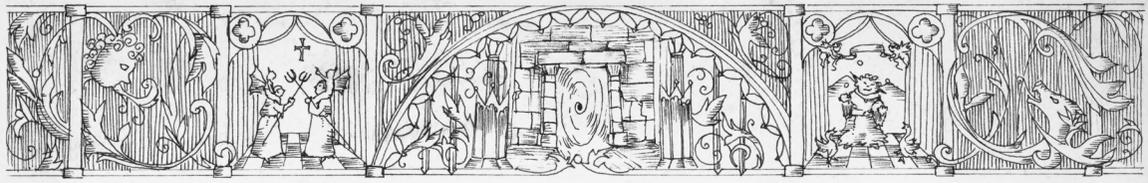
A Different World

Days are called Round-Days, each of them divided into twenty Hourglasses. The Hourglasses from the first to the eleventh are day, while those from twelfth to twentieth are night. Distances are measured in cubits (more or less two feet each) and weight in pounds (yes, like in the Imperial System, even if the Natives call them "Pondo").

But the most marvelous thing is the moons: there are two of them, Vestia and Vanestia, shining in a sky filled with alien constellations, and they influence the tides and the seasons. There are only two of these, winter and summer, divided by brief transitional periods.

Finally, a note on Bennies. In *KK*, given their strong connection with Fate, they are called Sortes (Sors, in Latin, means "fate").





RACES

Heroes in *KK* are mainly human, and they belong to one of the three races: **Hyperborean**, a proud breed of passionate warriors, the wise **Ancient People**, who knew the elder gods before they went away, and the **Dom**, a race which wanders in multicolored wagons, who are mainly thieves, swindlers, and acrobats.

A fourth “race” exists, the **New People**, which includes all the members of the previous cultures who abandoned the old cults and joined the new religion of the Timeless Lord (see below).

CHARACTER TYPES AND CHARACTER CREATION

Heroes in *KK* can be whatever you want, from mighty barbarians to cunning rogues, but several archetypes exist, taken directly from the old edition of the game.

So, if you speak of martial heroes, we have stout hearted **Equilibrium Guardians**, powerful warriors dedicated to preserve the peace of the world, **Paladins Absolute**, knights in shining armor following some quest, and **Hunters**, masters of the woodlands and of tracking.

If you prefer scoundrels and the like, in *KK* you’ll find **Thieves**, expert in

every type of appropriation, **Jugglers**, acrobats capable of amazing feats, and **Hedge Wizards**, masters of the evil eye and love potions, who know an ancient and unpredictable form of magic.

But, if you are interested in knowledge and esoterism, in *Laitia* there are **Mages**, who know the True Names of All Things, **Evokers**, who still worship the ancient gods and can ask for their help, and finally the enigmatic **Alchemists**, experts in transmutation, calcination and many other mysteries of Matter, including the fabled **Philosopher’s Stone**.

Finally, if you feel mysticism flowing in you, you surely belong to the **New People**, as a cunning **Preacher**, who wanders the land trying to convert people to the Timeless Lord, or as a **Mystic**, a poor hermit, living in communion with the world and nature, or finally as a strong and merciless **Knight of the Faith**, a crusader and a warrior.

Character creation in *KK* has three important features.

First, it is **narrative** and actually played. The GM narrates for the players their arrival, naked and ignorant, in *Laitia*, and their meeting with the Gate Keeper. According to their behavior, the players will be **Integrated Ones** or **Wanderers**.

Second, soon after leaving the Gate, heroes will meet their **Mentors**, important figures helping them during their stay on *Rarte*.

Third, heroes receive from their Mentors a set of **Heirlooms**, very special and unique items, some of them weird, others powerful, to create a real “bond” with *Laitia*. (*Heirlooms are in italics on the character sheets of the pregens you’ll find at the end of this booklet*).





MAGIC AND RELIGION

Laitia is a magical world. The heroes have five Arcane Backgrounds at their disposal, each of them deeply characterized for role-play, and with small modifications to the rules.

As mentioned above, they are: **Alchemy, Magic, Evocation, Hedge Magic and Faith.**

Faith, which is part of being a member of the New People, is the most changed; every faithful one, in fact, is also devoted to a particular Holy Protector, a sort of Saint, whose Motto he must strictly follow, or suffer the consequences.

In addition, every hero is linked to one of the five **Heavenly Signs**, the mysterious constellations of Rarte, each of them influencing the life of every person (except Wanderers) in unpredictable ways.

The CREATURES AND FEEL OF The GAME

Laitia abounds with strange creatures, many of them taken from Mediterranean traditions and liberally elaborated: from fauns, satyrs and dryads, to the cunning **Munaciello** (a smart, tricky fairy dwelling in monasteries) and the wise

Colagogo (an intelligent, wise centipede), the cannibal **Murias** and many others.

Unlike traditional RPGs, the approach to creatures in *KK* is slightly different; often, fighting isn't the best way to deal with them, but instead talking, bargaining and good role-play will get you the best from a situation.

This doesn't mean combat is absent (there is a lot of it!), but often a silver tongue will serve you better than an iron sword...

READY FOR ADVENTURE!

The best way to learn to swim, they say, is to jump in the water. *KK* is no different. Next you'll find a brief scenario, **Dragon Hunt**, designed to introduce characters to Laitia. The GM will describe the arrival of the players through a Gate (see narrative at the beginning of the booklet for inspiration) and will show the players the four pregen character sheets to choose from.

If you are ready to face adventure, turn the page!





ADVENTURE

DRAGON HUNT!

*A Short Adventure for Kata Kumbas, the Mediterranean Savage Worlds Setting,
for 2-6 Novice Characters*



REAL WORLD REFERENCES

This scenario is set in the Sea of Emmar, the large swampy area which is the Laitian version of the Maremma. The character of Mancino the Hunchback is inspired by the famous Manciano of Bella Insegna, a mythical Italian scoundrel, while Sir Gagliardo of Magnocavallo is inspired by Saint George and Saint William, both famous dragon hunters...

The STORY SO FAR

In the middle of the Sea of Emmar, in the Sàcanto, there is a Level Gate, an ancient stone circle, from which some time ago an enormous metallic monster emerged. It was simply an excavator with caterpillar tracks, but the Gate Keeper, terrified, cast the Integration Spell on it. The

magic, made for living beings, worked only partially and the machine, half-transformed, killed the poor sod, before fleeing to the swamp.

Some days later Mancino the Hunchback, the young and unfortunate gardner of the Tinasaba Castle, found it by accident. Always mistreated by his liege, Count Baccinello, Mancino hates him and wants to exact his vengeance on him; using the manual found in the dashboard of the "beast" he learnt to drive it.

From that day the terrible Pillarone Dragon (the excavator) has terrorized the country and demanded offerings in a metallic voice; more importantly, it wants Clarossa, Baccinello's daughter, with whom Mancino is secretly in love.

The Tinasabans are terrorized, but before submitting to the blackmail, Sir Baccinello decided to ask for the help of Sir Gagliardo of Magnocavallo, proud Dragon Hunter, famous throughout the land.





But Mancino, who overheard Baccinello talking of his plan with the castle's master of arms, has arranged things so that Sir Gagliardo won't reach the castle alive...

A TRAVELER IN TROUBLE

This scenario supposes the heroes have just arrived in Laitia through a Level Gate. The Gatekeeper (who replaced the previous one, killed by the "dragon") tells them his predecessor was killed by something that came through the Gate before them, and to be careful because "a dark evil lurks in this land".

The adventurers are on a path in the middle of the boundless Sea of Emmar,

hoping to reach a village or some other civilized place. While they are advancing, they hear the sounds of battle nearby.

"Ah, vile ones! By the name of Magnocavallo, you won't get me!"

On the side of one of the many rivers crossing the swamps, there is a terrible combat going on. A lone knight, unhorsed from his warhorse, is fighting for his life with mace and shield, against some half-naked, pot-bellied beings, which shout a single high-pitched battlecry: "Biro Biro! Biro Biro!"

The swamp Biro Biro (this is the name of the strange monsters) were sent by Mancino to ambush Sir Gagliardo! The heroes are supposed to help the bold knight. The battle begins at 12" distance and the Biro Biro escape when half of them are defeated.



A Couple of Tricks for the GM



Here are a couple of tricks to make this game really memorable.

First, the scenario supposes the heroes are sly enough to go to the castle pretending to be Sir Gagliardo and his retinue (to obtain the rich reward promised in the letter!). If they don't, Baccinello, who isn't very smart, wrongly supposes that one of them is Sir Gagliardo, creating an interesting misunderstanding...

Second, during the banquet, Baccinello doesn't reveal the real nature of the "help" he is requesting till the end of the meal. Be sure the fact the party must face a dragon scares the hell out of them!





During the second round of combat, Sir Gagliardo falls into the river (no roll is required). The heroes can look for him, but the poor sod cannot be found: the murky, insidious waters dragged him away.

The Drowned One's Possessions. The knight is dead, but his goods remain: a nice warhorse (called Magno), a shield emblazoned with a horse's head, a big sword carved with esoteric symbols and a very important letter (give the players the Handout – Baccinello's Letter).

The sword has, carved on the blade, its name in the Hyperborean tongue: *Firekiller*. It is a Dragonbane (deals double damage to dragons) and it is a family heirloom of Gagliardo's.

(E) Swamp Biro Biro. (1 per Hero +1). See page 17.

TROUBLE AT THE CASTLE

When the adventurers understand there is nothing they can do for the poor knight, they can only go along the path, bringing with them the warhorse Magno. The path goes on for another half Hourglass among reeds, muddy fields and meadows, till the party sees, on the top of a hill, a small castle, towering over the flat swamp.

The castle looks well-tended, but one of the towers has been recently destroyed (it was shattered by Pillarone, as they'll soon discover).

This is the castle of Tinasaba. To reach it, the heroes must cross an orchard. While they do this they hear a squeaky voice coming from a tree.

"Noble knights and beautiful dames, I beg you! Help! Help!"

A Strange Fruit. The speaker is a manling, with a very prominent hunch. He says he climbed the tree to gather "girl's leg pears" (very popular in the area) for his master. But during the daring climb, he slipped down and now he is hanging from a branch, which is dangerously close to breaking.

He is Mancino the Gardner, who in fact is here to be sure Sir Gagliardo doesn't reach the castle. The heroes' arrival is bad news for him, but he'll try to mask the fact. Helping him to get down from the tree requires a Climbing or Agility (-1) roll. In the case of failure Mancino falls in the mud, getting dirty (for which Baccinello will later scold and mock him). Mancino makes the best of a bad situation and tries to pry whatever info he can from the heroes about their presence at the castle, while he leads them to it.

The heroes are welcomed as heroes at the castle: one of the guards at the drawbridge bows, while the other runs to alert his master.

Sir Baccinello, the castle's lord, meets them in the court. He is a bearded, fat-bellied fellow in his forties, in the company of his beautiful but aloof daughter, Clarossa, and Wulfang, the master-at-arms of the house, a middle-aged Hyperborean.





Baccinello sends Mancino away angrily, especially if the unfortunate fellow fell in the mud, calling him "horrible half-man", "dim-witted mongrel" and other similar names.

The little fellow slumps his shoulders, and limps away. With a Notice (-2) roll, the hero closest to him becomes aware that Mancino stares intensely at Clarossa before going, but the lady snorts with contempt in answer.

Dragon Hunter. Baccinello obviously takes the heroes for Sir Gagliardo and his hirelings and takes for granted the reason for their presence (see box), delaying any "business" talk to the evening banquet.

The heroes, if they want, can poke around for a couple of Hourglasses in the castle, before supper time.

The feast is held in the main hall. Everybody eats at his ease. If the heroes want they can Tuck In (this is a KK Setting Rule: heroes doing it may, once per session, gain a Sortes), but this causes them -2 to Charisma with the castle dwellers.



At the end of the feast Baccinello speaks.

"Sir Gagliardo, your arrival is a great relief! The strength of your arm and your sword are famous throughout the land! We know you'll face the enemy's flames without a flinch! We thank you for this!"

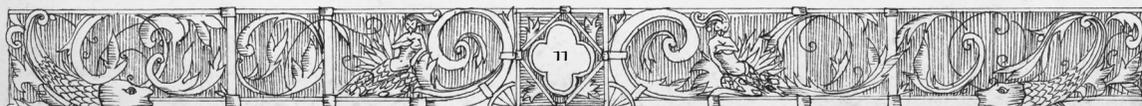
At these words he raises his cup to toast. It is a good moment to ask who Sir Gagliardo is going to fight. The answer comes from Wulfang:

"Well, against the terrible Pillarone Dragon, of course! Aren't you the greatest dragon hunter of all the known lands?" (Applause follows.)

At this point, the heroes will ask for more info (maybe to gain time to escape!).

Here is a summary of what is happening around Tinasaba. Feel free to reword it to better suit the NPC speaking.

"A month ago (the date is consistent with the death of the previous Gate Keeper) the dreaded Pillarone Dragon appeared in the swamp, killing, razing and destroying. It is an enormous beast, evil and cunning; it is even able to speak. We tried following its tracks, but it hides in the swamp. Seven Round-Days ago the beast came to the castle, destroyed the small tower and asked, in a metallic voice, for three things: first, all the gold in the castle; second, the three best cows; and third, our dear Lady Clarossa, to be delivered tomorrow night, chained, at the edge of the swamp, otherwise Tinasaba will be destroyed and all of us killed!"





A Troubled Night. The feast and talking go on till late. During the night the adventurers are abruptly awakened by a terrible crash, followed by a low grumble. Then there is a shrill scream of terror and finally a roar fading into the distance, all within a few heartbeats.

The castle dwellers wake up terrified: the Pillarone Dragon, despite there still being a Round-Day before the end of the ultimatum, attacked and with one paw plucked out the window of the western tower, where Clarossa sleeps, and kidnapped her! Mama Antona, the old nurse sleeping in the same room confirms the story (after the heroes wake her up with a Healing roll).

There is no time to lose: "Sir Gagliardo" and his comrades must find the beast and kill it before the monster devours the girl!

What about Mancino? The Hunchback cannot be found anywhere (in fact he is driving the "Dragon"). His quarters are a dark and smelly basement, where at one time his father, the castle's alchemist, lived. The door is locked (but a Lockpicking or Strength roll is enough to pry it open). Inside is a mess, Mancino never threw away his father's alchemical apparatus. With a Notice roll, the heroes find a Healing Potion (cures a Wound), labelled "Caramel Mentholated Contra Omnia Mala". With a raise they find something even more interesting: a booklet made of very fine and thin parchment, covered in weird paintings, representing the interior of an even weirder dragon!

The title is "Excavator Operation and Maintenance Manual" (see box).

Operation and Maintenance Manual

This booklet from Earth contains the secret to driving the Pillarone Dragon. To successfully read it the heroes must roll Smarts (-4) or Knowledge (Arcana). With a success or better, the heroes discover a weak point of the monster, its "under-tail" (see page 18): blocking it prevents the creature spreading its obnoxious intestinal gas, and it faints.

Having this book grants +1 to Repair rolls, and the same bonus is applied to the dispel Power, because it is full of an arcane knowledge called "Scientific Thought".

Wanderer heroes (characters which didn't experience the Integration Spell) are advantaged and can easily read the booklet without any need to roll.





TRACKS IN The SWAMP

Following the Dragon's track is at first really easy; the monster leaves an obvious trail on the ground (due to its tracks), which goes directly into the Sea of Emmar. Below are some encounters the adventurers can have before finding the Dragon's lair, at Giannella's Threshing Floor (see next scene). It is up to the GM whether to play some or all of them.

From second encounter on, the tracks become confused and the party needs a Tracking roll (which can be cooperative) to follow them, in the case of failure they end directly in the Quicksands (see below).

The Farting Fungi. Emmar's swamps are a peculiar and largely unexplored place. The adventurers stumble into a foggy area, filled with sulfurous vapors, where trumpet-shaped, giant fungi grow up to four feet tall. They are dangerous Farting Fungi, very sensitive to sound; if someone passes nearby without being silent (with a Stealth roll) they emit a sort of fart, followed by a cloud of Spores (it covers a LBT). Whoever is caught in the template must roll against Vigor or be Shaken and suffer a level of Fatigue till the next scene. In addition, the spores leave big, persistent orange stains, which cause -2 Charisma till the next adventure (or until the heroes find a soap strong enough to clean them away). Recognizing the fungi requires a Survival roll; a good alchemist can, with an Alchemy (-2) roll, cut a fungus off at the base, tie the mouth

firmly with a piece of rope, and use it as an improvised spore thrower (consider it as the stun Power, cast with arcane skill d8, and using the conical template). Up to four fungi can be picked up. Avoiding them is possible, but if the heroes do so, they automatically end up in the Quicksands.

The Naked Cat. While the heroes move through the reeds they hear an angry hiss and fighting sounds. If they go poking around they see two beasts fighting savagely on a half-sunken branch; a big marsh otter and a horrible female cat, totally hairless. If the adventurers don't intervene, the otter gets the upper hand. It bites the cat which cries out in a surprisingly human-like voice, before slipping away and escaping into the swamp. If the party attacks the cat (possible only with ranged attacks at -4, Toughness: 5), the beast reacts by saying a terrible curse before disappearing into the marsh. The target of the curse must roll against Spirit or lose a Sortes and suffer the Bad Luck Hindrance till the end of the scenario.

If the heroes attack the otter (ranged attack at -2, Toughness: 4), the beast escapes, leaving the cat on the branch, staring at the adventurers. The Naked Cat is a swamp spirit, often malicious, but if saved, she owes a favor to her saviour so she reveals where the Dragon hides, and gives an important clue on how to defeat it.

"If you want to trap a big mouse, bring it to the middle of the court."





The meaning of the phrase is that Giannella's Threshing Floor is very thin in the center, and will collapse under the weight of the Dragon.

Saying this, the animal disappears into the swamp. The Naked Cat is an unpredictable spirit and could appear again in future if the heroes stay in the Sea of Emmar.

Dragon's Claw. If the heroes advance cautiously, check for surprise, otherwise the encounter happens as described below. A small group of swamp Biro Biro (the survivors of the previous encounter) are gathered around something lying on the ground, among the Dragon's tracks. They attack on sight and fight to the death, apart from the last one who surrenders (remember the Beg for Mercy Setting Rule). The survivor, if questioned, says his name is Bir and he is a chosen servant of the mighty Pillarone Dragon.

Bir doesn't understand the "dragon" is a mechanical device, but he can lead the heroes to the Giannella Threshing Floor (see below), skipping all the other encounters. The mysterious item the Biro Biro were examining is a "claw" of the Dragon (in truth a piece of broken track).

(E) Swamp Biro Biro. (1 per Hero). See page 17.

(E) Biro Boss. (1 per Hero). As Swamp Biro Biro, raising Fighting to d8 and adding the Command Edge. See page 18.

Quicksand! Use this encounter if the heroes start wandering aimlessly in the swamp or if they miss the Dragon's tracks

(see above). All the adventurers roll on Notice (-4). Anyone who misses the roll stumbles into quicksand: he starts sunk by a third of his height, and he sinks by another third every round. When the unlucky adventurer is totally submerged, use the Drowning rules. Getting away from this deadly trap requires a Strength (-2) roll, which can be cooperative. For each success and raise, the hero emerges by one third of his height. Using ropes, staves and so on grants +2 to the roll.

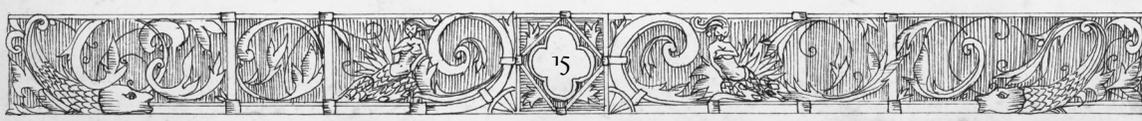
A DRAGON ON The ThRESHING FLOOR!

The tracks of the Dragon end near the ruins of an old farm, built on a small hill surrounded by the swamp on three sides. This is the Gianella Threshing Floor. Gianella was a woman farmer, who died many years ago. The hill was once taller, but being made of tuff (a very soft rock), and full of holes like a Gelatodia cheese, it has now partially sunk into the mud.

In the courtyard, cluttered with fallen branches, brambles and brushwood, is poor Clarossa, tied to a tree. In front of her, boasting of his evil deeds, stands Mancino.

"You're not looking down your nose at me now, are you? You'll be my wife and I'll be the king of all the Sea of Emmar, I, the lord of the Pillarone Dragon!"







Despite his bad-guy tirade, Mancino is quite observant and notices there is someone spying him.

“But what do I hear? Enemies nearby!”

Saying these words the hunchback runs, as fast as his short legs allow, toward the granary on the opposite side of the courtyard. Inside the ruined building is the terrible "dragon". Before the heroes can free Clarossa the mighty monster comes out, growling. From its metallic throat comes the excited voice of Mancino. *“You’ll die! The Lord of the Dragon will kill you all!”*

The battleground is a square 18” by 18”. Clarossa is tied to a tree in the middle of it. The Dragon is a very powerful opponent, but there are a number of ways to defeat it.

The battle ends with Mancino's defeat.

(WC) Pillarone the Dragon. (1). See page 18.

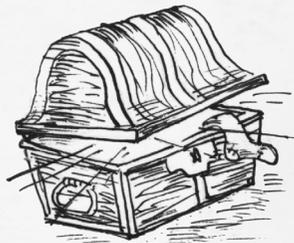
(WC) Mancino the Hunchback. (1). See page 18.

Special Rules, Terrain and Props

• **Dragon Hunter:** If things go very badly for the party, they receive unexpected help: out of the swamp comes Sir Gagliardo, who somehow survived the river, and joins the heroes to kill the Dragon (use the Experienced Soldier stats in the Savage Worlds Core Rules, adding the Noble and Brawny Edges – he wears heavy armor (+3) and fights with a mace (Str+d6, AP 1)).

• **Open the Hatch:** Mancino is in the “belly” (in truth the cockpit) of the Dragon. A hero can reach the hatch with an Agility roll (in the case of failure he falls down and is Shaken). After reaching it, a Strength (-4) roll is necessary to open it.

• **Treacherous Ground:** At the center of the courtyard the tuff is very thin and cannot sustain the weight of the metallic Dragon for long. When the monster is within 6” from Clarossa, draw a card from the Action Deck every round; on a face card the ground collapses, trapping the Dragon! Both the beast and Mancino are Shaken. The Dragon cannot move anymore, and suffers -4 Parry and -2 to Fighting rolls. If one of the heroes received the clue from the Naked Cat, at the beginning of the second round he, and only he, hears again the voice of the swamp spirit, repeating the clue.





THE END AND FURTHER DEVELOPMENTS

Once the Dragon is defeated, Mancino, who is a coward at heart, surrenders. Many years in Tinasaba's dungeons await him. The Dragon, which is revealed to be a machine, lives on a strange smelly liquid (the magical book calls it "fuel"), which has almost run out. Once the fuel ends, the creature becomes a worthless mass of metal, which the local smith breaks down to melt and forge into useful items.

A delighted Baccinello hosts the heroes for three Round-Days at his expense (then, as the saying goes, the guest who stays too long, wears out his welcome...), then he sends them away, well furnished with food and gold (at least two Alchemical Golds, and enough food for Tucking In once).

If Sir Gagliardo survived and discovers the heroes impersonated him, calming him down won't be easy, but in the end the proud knight will forgive them and could even become their friend and mentor...

CREATURES AND NPCS

SWAMP BIRO BIRO

A typical Biro Biro warrior: a bald, naked humanoid, with a pot belly and a bad temper.

The Biro Biro are divided into clans, each distinguished by a color. The swamp Biro Biro are the Green Ones.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Gear: Bamboo shield with turtle shells (+1 Parry, +2 Toughness versus ranged attacks), stone and bone axe (Str+d6), one Biro Biro in every five is also armed with a war sling (Str+d6, Range: 3/16/32).

Special Abilities

- **Armor+1:** Rubbery skin.
- **Big, Smelly Feet:** Biro Biro have enormous feet (up to thirty-two inches long) which make them poor runners (they only roll d4 as running dice). They also suffer -1 to Stealth rolls, if upwind, due to the terrible stink.
- **Green Clan:** The Green Biro Biro are poorly armed but they can emit a terrible howl of rage (hence the saying "I am green as a Biro"), which gives them +1 to Intimidation rolls.





• **Low Light Vision:** A Biro Biro ignores penalties for Dim Light and Darkness.

 **MANCINO The HUNCHBACK**

Nobody knows if Mancino was naturally inclined to evil, or if he became evil due to abuses and harassment by Count Baccinello and the other inhabitants of Tinasaba Castle. The unlucky son of Pratolungone the Alchemist, when his father died he was alone and penniless so he was forced to work as a servant. He compensates for his lack of strength and good luck with cleverness and wickedness.

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

Skills: Fighting d6, Notice d8, Persuasion d6, Repair d6, Stealth d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Improved Dodge, Quick.

Hindrances: Ugly, Vengeful (Major).

Gear: Dagger (Str+d4, range: 3/6/12), peasant garb.



 **PILLARONE The DRAGON**

Not a real dragon, this creature is a big excavator, partially transformed by the Integration Spell. Vaguely dragon-shaped, the bucket has been transformed into a sort of long snaky head, and it also has a couple of small vestigial wings, all of metal.

The rest is clearly of Earth origin: it has caterpillar tracks in place of paws and is fitted with a cockpit of toughened, tinted glass, which can be locked, from where Mancino drives it.

Dragon and Pilot: Pillarone, being actually a vehicle, acts on Mancino's Action Card.

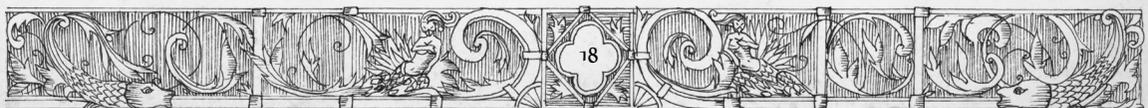
Attributes: Agility d6, Smarts -, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 13

Special Abilities

- **Bite:** Str+d4, Reach 4.
- **Construct:** +2 to rolls to recover from Shaken, immune to poison, illness and Called Shots (except those linked to its Weakness), ignores penalties from Wounds.
- **Fear:** Seeing this creature requires a Fear Check. Wanderers are immune, because they understand the "dragon" is only a machine.
- **Frenzy:** Pillarone makes two attacks per round without any multi-action penalty.





- **Heavy Armor:** Only Heavy Weapons or magic can cause Wounds to Pillarone.
- **Large:** Attacks against Pillarone are made at +2 due its size.
- **Weakness (Under the Tail):** Pillarone has an exhaust pipe "under the tail". If this is blocked in some way, it shuts down the engine. To reach it an adventurer must get behind the monster with an

opposed Agility roll. If the hero loses, the dragon automatically crushes him (Str+d6 damage). Once the exhaust pipe is blocked, the Dragon suffers a level of Fatigue each round, until Incapacitated. Knowing this weak point requires reading the *Operation and Maintenance Manual*, except for Wanderers, who know this info from their Earthly background.





BACCINELLO'S LETTER

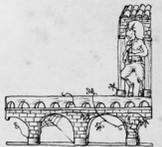
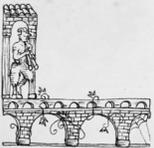


TO THE ILLUSTRIOUS SIR GAGLIARDO OF MAGNOCAVALLO,
I, BACCINELLO, LORD OF TINASABA, THIRD OF MY NAME,
HUMBLY ASK FOR YOUR SERVICES AND SPECIAL ARTS.

IF YOU DEIGN TO AID ME,
I'LL OFFER YOU A GREAT REWARD, FOOD AT YOUR EASE,
AND MY ETERNAL GRATITUDE.

PRAYING TO THE TIMELESS LORD,
I IMPATIENTLY AWAIT THEE AT TINASABA CASTLE

YOUR FAITHFUL SERVANT,
BACCINELLO BOCCASINCERA, COUNT OF TINASABA



Per Volontà di
VISTILIANO,
 Signore di Maro,
 Farscena Baldera fecit.



TIA

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