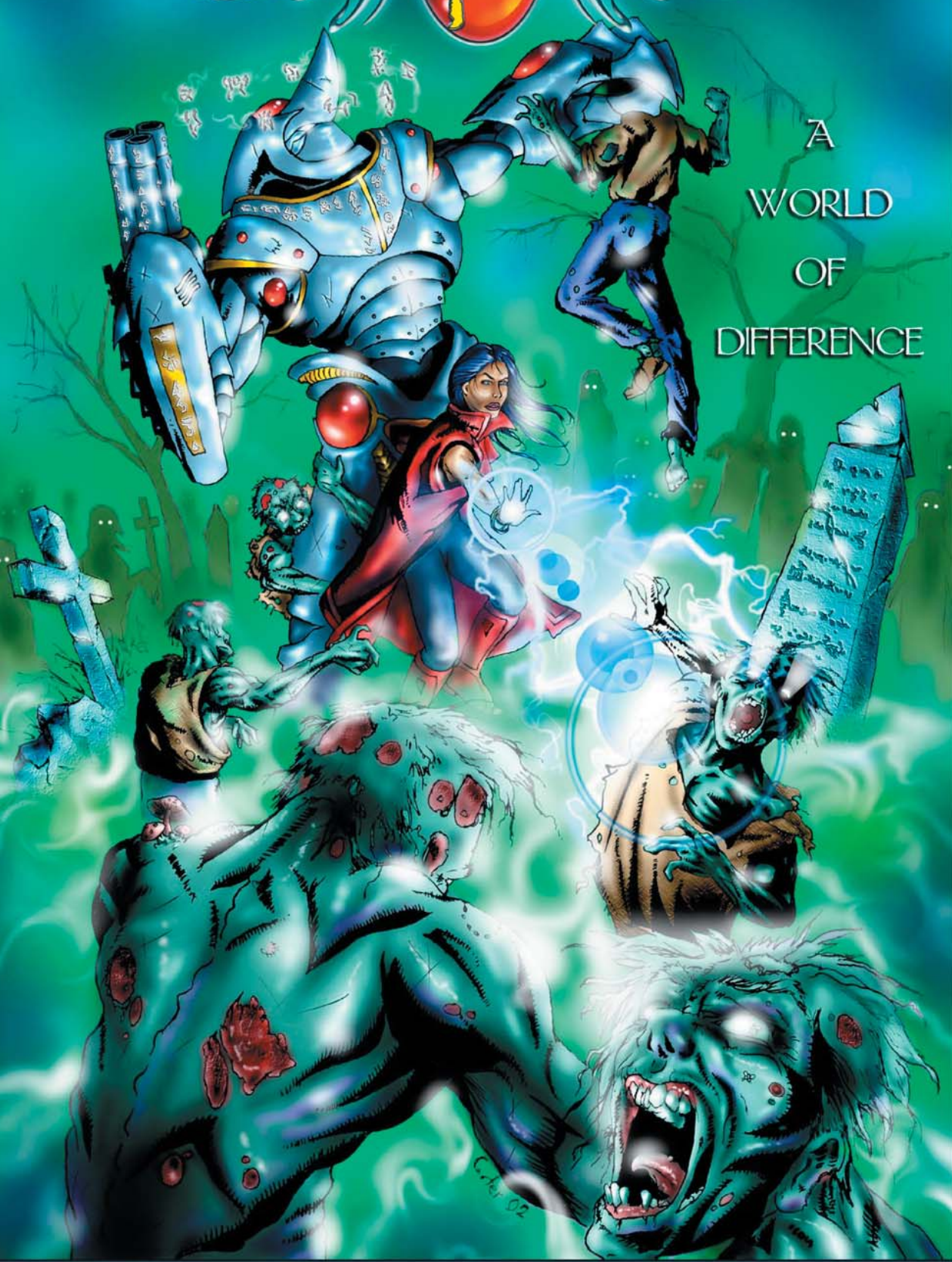


Cannith Companion

A
WORLD
OF
DIFFERENCE



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Lannith Companion

Welcome to our first issue of the Lannith Companion. This companion is for use with the Everstone: Blood Legacy book. Although it follows many of the basic d20 rules and terms, there are enough rules adaptations that playing without the Everstone book may prove difficult.

The online Companion is a way for Game Masters and Players to explore the world of Lannith in greater detail. In this Companion we have provided you with some pretty useful stuff that can be thrown into any Everstone game. As the world expands and grows the Companion will continue to provide material for the ever widening picture that is Lannith.

If you have read through and played a few games of the Everstone: Blood Legacy game you may have a few adventure ideas and resources of your own making which you have found useful. Such as a good local (shop, tavern, etc), NPC's and what have you. The Companion is for just such a purpose. If this interest you visit our website at

www.irongolemgames.com/Pages/Lannith%20Companion.html

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COVER ART

Carter Reid

MAPS

Jason Moon

INTERIOR ART

Carter Reid

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WAKE OF DESTRUCTION

Smoke billowed upward like a black tower reaching toward the sky. Sullivan stopped and held out a hand to warn the others. He had not seen the Moon Magi yet and hoped that when he returned Fulton might have more information about the unnatural, dark cloud ahead.

"What's wrong?" questioned Kardston.

"I am not sure, but keep your eyes open for Fulton. I think we may be in for a surprise." Sullivan pointed to the pillar of smoke that was still rising above the trees.

"Smoke, that usually means fire," the almost monotone voice of the golem interjected.

Sullivan sometimes wondered about the golem's deep intellect. "That's a bright deduction my friend. And if smoke means fire what does your great machine brain tell us is on the other side of these trees?"

"Stop, calling him a machine," it was Fulton. The Moon Magi had a way of appearing from nowhere and seemed to have this intuition to do so whenever Sullivan forgot his manners around Cleaver.

"I am not offended, in fact I am rather flattered that Sullivan values my opinion," Cleaver moved closer to the Moon Magi as he spoke and Kardston coughed loudly trying to stifle a laugh. Cleaver continued when he reached the Magi's side. "I do believe that we shall find the village in a state of destruction and carnage."

Kardston became serious, "I fear the golem is right. We may be too late. Hokkum may not be standing when we arrive."

Sullivan shrugged his pack strap back onto his shoulder, "No need in waiting here and talking about it. If it is indeed burning then maybe we are not too late to stop whoever may be the cause of it."

"He is right. We need to make haste," Cleaver began to move up the road at a quickened pace. The others followed.

The site was worse than any could have dreamed. Hokkum had not only been burned but the entire village had been leveled to the ground. The adventurers choked as hot ash filled their lungs with every breath. Fulton walked slowly passed the smoldering stumps that once stood as a proud wall of defense around the village. Just passed the gate the ground was littered with a macabre patchwork of bodies. The dead were sprawled out in a collage of burning flesh and broken bones.

"Who could have done such a horrific thing?" wondered Kardston to no one in particular.

"I do not think it is a question of whom, but of what?" Cleaver's deep voice almost sounded sad. The irony that the golem had been the one to speak these words was not lost on the company.

"We need to look for survivors," Kardston stated as he drew closer to the actual village.

Sullivan looked around and noticed that Fulton was gone again. He shrugged. "At least he is on our side," he whispered.

"I am glad of that as well," Cleaver added as he lumbered up to the Lore Hunter.

"I wish you wouldn't do that," Sullivan whined.

"My apologies," the golem shot back.

Sullivan was not sure but he could swear he heard a laugh in the golem's voice.

Now it was Kardston's turn to halt the group with a raised hand. "Do you feel that?" he asked quietly.

"Feel what?" inquired Sullivan.

"The ground, it is vibrating" the storm guard was now squatting with a hand on the ground. "More like shaking," he added.

"I can feel it as well," commented Cleaver. The golem had not even moved but had felt the change in the ground with his sensitive sensory runes.

Sullivan couldn't feel anything, and was just about to express his lack of the sensation when the trees to the side of the road began to literally pop out of the ground.

The lore hunter was rocked from his feet and nearly fell prone on the ground. "Alright already I feel it, I feel it," he yelled.

Kardston had kept his feet and had lowered his thunder rifle at the path ahead of him. Sullivan managed to look ahead as he dragged himself to his feet. The earth of the road had formed a large mound and was moving forward like a giant wave. Boulders and trees were thrown aside like playthings. The lore hunter grabbed for his thunder pistol and realized it had fallen from its holster. Frantically he searched the ground blindly, unable to take his eyes off the ever-closing mound of rock and dirt. His hand found something hard and he was about to try and lift it when it moved from his grasp. Startled, Sullivan chanced a glance to see what had eluded his grip.

Just then Cleaver's foot rushed close to Sullivan's head as the golem moved with quickness and agility toward the oncoming tide of earth.

"Damn, Cleaver, you almost stepped on me." Sullivan griped.

"Had I wanted to smash you I would not have missed, now get to your feet," the golem's massive hand dropped quickly and laid the Lore Hunter's thunder pistol on the ground in front of him. "You may need that," Cleaver candidly remarked.

The ground shook again and the mud and dirt exploded just ahead of the companions. From the mound of broken earth rose a massive creature, an earth titan. The sharp sound of Kardston's thunder rifle broke the odd moment of awe struck silence. His attack was immediately followed by the horrendous bark of Cleaver's thunder cannon.

Sullivan grabbed his weapon, "Ok Fulton, now's a good time to do a little of that moon magic."

SMUGGLER'S ROOST

This is an adventure for four to five characters from 5th to 7th level, in the Everstone Campaign setting. This adventure is suitable for any class type. It occurs in any place the GM would like to set it, but it is meant to be somewhere close to Cinder and the surrounding area. The hideout itself could be around the Spiral Mountains to the south of Cinder across the outlet of the Lund River.

This adventure also shows how the rulebook and the Lannith Companion can be used together to make fun and interesting adventures.

PREPARATION

You (the Game Master) need only the Everstone, Blood Legacy rulebook (EBL) to run this adventure.

To get started, read through the adventure completely and make yourself comfortable with the non-player characters (NPCs). When you are familiar enough with the adventure then feel free to make it your own and add as much detail and extras as you want. This adventure also allows the PCs the chance of gaining a base of operation and a vehicle. If you as the GM do not want them to obtain either of these then you can have the ogres come back, have the explorer destroyed, or even have Seandra escape with it. Another option is to have the explorer damaged and the PCs have to pay to get it functioning again.

ADVENTURE BACKGROUND

Upon a craggy hill sits the ruins of a once tall tower. Long ago the watchtower served some long forgotten master as a lookout point. Anyone on its high battlements could see the approach of friend or foe by land or water. Now, it is in ruin and the walls have crumbled even more since the Night of Terror.

Later, a family of cave ogres found that the ruins sit on the edge of a steep cliff that house many caves which lead into the ancient tower's cellars. This was the perfect area for their homes. An adventuring group later drove out these creatures, except for two brothers who were hunting at the time of the raid.

The sorceress, Seandra, sees this as the perfect take off point for her banditry and dark dealings in slavery.

She and her muscle, a group of eight smugglers and a semi-devoted sun magi, found the aged ruins and the adjoining caves a few months ago. Seandra easily persuaded the two ogres, whom she calls the Black Dog Brothers, into joining the outlaw band and sharing the caves. The sorceress also found the caves to her liking because she found a large cavern that will hold, and keep her explorer land ship, the Black Witch, out of sight.

Seandra has made many trips into Dysis and the Shroud looking for lost treasure and ancient artifacts of power. She has learned of a great item of magic that is hidden in the Shroud and needs to upgrade her land ship with a few weapons in order to make such a trip feasible. It was during their travels that Nerro learned a way they could make the money they needed. The Sun Magi found out that the Roogadin pay 1000 silver guilders for human children. Having no problem with the selling of slaves Seandra immediately began to raid the local villages and farms, taking the children in hopes to make the money needed for her expedition.

Just days ago the brutish smugglers ravaged the village of Hokkum. They have taken the children and are preparing the explorer for the trip to the Roogadin. It is at this time that the adventurers come into the story.

ADVENTURE SYNOPSIS

The PCs are hired by a Border Marshal, from one of the territories near Cinder, to investigate some disappearances dealing with children and the robbery of some merchant caravans. They will soon find themselves near the ruined village of Hokkum. Here they are forced into battle with an earth titan. After the fight they notice that there are no children among the dead. However, they find Sulah. She informs the PCs about the attack and a bit about the capture of the children. Footprints are found leading from the village into the surrounding forest. The PCs track the footprints deep into the woods. The prints just disappear and leave the PCs lost for answers. They soon find Camille and learn about the smugglers hideout and their intentions to transport the children. The escaped child shows them the hideout and the way to sneak in. After making their way past the ogre guards they find their way to the final confrontation and the freeing of the children slaves.

ADVENTURE HOOKS

You know your players better than anyone and will know best how to get them into this adventure. But here are a few ideas that might help get the Player Characters (PCs) involved.

Option 1: The PCs hear about the job in The Pitt and look for the Triumvirate to get the job.

Option 2: The PCs have heard rumors of marauding cave ogres and have come to Cinder to gear up before looking for the bandits, when they hear of the disappearances.

Option 3: One of the PCs is from Hokkum and is returning home for a break after a hard adventure. One of the missing children could be a sibling to make it more personal.

BEGINNING THE ADVENTURE

The PCs begin the journey in Cinder. The best place to have them learn about the job is in The Pitt. For descriptions of Cinder and The Pitt refer to the later sections of this book, as well as Chapter 12 of the Everstone Blood Legacy book.

The PCs will either read about the disappearances on the message board or someone in the bar can approach them. Either way the adventure starts when they meet with Border Marshal, Falco Grimshaw (see EBL page 52 for his stats).

You find yourselves standing in an elegantly decorated room that is guarded by two large and impressive looking Golems. The walls of the room are covered with rich tapestries, as well as a remarkable collection of military arms. The floor is made of a rich wood and is shined to the point you can see your reflection. A large fireplace rests on the far wall with a blazing fire roaring within it. There are but a few pieces of furniture, though each one is made of stylish dark brown leather. All in all you feel a bit out of your realm here.

You have no time to discuss your discomfort before the large iron bound double doors open with a soft squeak. From the new opening two men appear; one is dressed in regal clothes while the other is clothed similar to yourself.

The finer dressed man walks up to you and bows slightly and introduces himself as Constantin, Sun Magi and Triumvirate member. Then pointing to the ragged man next to him he introduces the man as Border Marshal, Falco Grimshaw.

From here the players are asked if they will investigate the disappearances and raids that have been occurring in the lands under Grimshaw's direction. Constantin is willing to pay up to 50 silver guilders a day for the work, as well as 100 silver guilders a head for the bandits,

and a final 500 silver guilders for the return of any children and putting an end to the raids.

The PCs are instructed to leave the next day and to head for the village of Hokkum to re-supply and start their investigation.

ON THE ROAD TO ADVENTURE

However the PCs get involved they will eventually be on the road to Hokkum. They should travel about three days from Cinder before they come upon the ruins of Hokkum. These three days are up to the GM to either pass by quickly or to throw a few wandering monsters at the group to test their skills and readiness.

As they near the village they will notice a large column of black smoke billowing over the tops of the trees.

As the road takes you closer to the village you cannot help but see the smoke that is curling into the sky. You are well aware of what the smoke most likely means. With new energy you begin to quicken your pace toward the village site, fearful of what horrific scene might meet your eyes.

As you near the outskirts of Hokkum your fears come true. Where once stood the tall stockade only charred stumps can now be seen, standing now as a mere mockery of the protection it once provided to the villagers. Everything in the village is black with curls of dark smoke smoldering from off their surfaces. A hot ebony ash fills the air around you.

Without warning the ground begins to vibrate and a wave of earth pushes itself in the direction of your group. The actual trees are being uprooted as the tide of destruction picks up momentum and rushes in a horrendous earthen mound toward you.

This wave of destruction comes from an earth titan (see EBL page 88). An unseen enemy has already hurt the titan, now it is mad and about to wreak destruction on anything it can. All of its stats are the same except it only has 70 Hit Points left and its Energy Points are reduced to 15. The characters should be able to get off one free action on the titan before Initiative needs to be rolled. After that, the earth titan will attack with a merciless vengeance, only finding peace with its own death.

After the earth titan is taken care of, the PCs can enter the devastation that was Hokkum.

ENTER THE DESTRUCTION

The PCs now are free to look around the village remains. There are a few things hidden about, and a good amount of time searching is needed to find all of it. However, Sulah is the main event that is to occur in the ruins. Also important are the footprints leaving the village.

The village is no more than a ruined pile of ash. Bodies litter the ground in a macabre patchwork design. Smoke fills your lungs with each breath. You feel the death and horror of the people who once lived and worked in this small lumber mill community. It seems that no one was spared from the horrific assault that leveled the community.

A Spot skill check (DC 20) can be made to reveal that none of the bodies are of children. If any one asks specifically to look for this they will automatically make the check.

The characters will most likely want to search the village and there are a few things that can be found. A list below shows what is found with each level of the Search check.

Search check (DC 10)

The PC finds a crowbar and eight feet of chain.

Search check (DC15)

The PC finds a bag with 15 pieces of three-toed frog jerky (see EBL page 196 for details).

Search check (DC20)

The PC finds Sulah hiding in the ruins of the lumber mill. (See below for more on her.)

Search check (DC 25)

The PC finds a set of lock picks in a leather case. They have avoided the flames and are in perfect condition. On the leather case the letters LM can be made out in fine gold inlay (these fell from one of the ogres' pockets during the raid. He stole it from one of the other smugglers the day before).

OUT OF THE ASHES

If the PCs found Sulah read the following paragraph below. If they did not find her have her come out on her own after they search the area.

Under the charred boards and broken metal you see a blackened face with fear filled eyes staring back at you.

Before you can react the slender form of a young woman leaps from the rubble and swings a long kitchen knife with wild ferocity.

The PCs should be smart enough to notice that this is not a bad guy and they should try to sooth her.

A Diplomacy skill check (DC 18) will calm her down enough to lower the knife. A second Diplomacy skill check (DC12) will calm her enough to begin speaking. One final Diplomacy skill check (DC 10) will bring Sulah to her senses and recognize the PCs as rescuers.

Sulah has some information about the attack and can answer the following questions.

Who did this?

A pair of vicious cave ogres.

Where are the children?

I don't know. My husband threw me in here and then the mill collapsed around me. All I heard were cries and screams of terror.

How long ago did this happen?

The ogres came yesterday in the early morning hours.

Have you seen any other survivors?

No, I am afraid I am the only one.

How many people lived here?

There were about 28 adults and nearly 20 children.

Do you know what direction the ogres came from?

No, I was cooking morning feast for my husband when the alarm went up. He grabbed me and hid me in the mill before he went to fight.

Do you know what direction they left in?

I heard them close to the mill and was sure they had come to search the ruins for survivors but then the sounds of their feet began to fade and I realized they were leaving the area. I also heard the sound of crying children close by, but I found no one when I looked later.

No matter what alternative the PCs give Sulah she refuses to go to a safer place or to follow them in pursuit of the ogres. She wishes to stay behind and bury the dead. She urges them to hurry and save the children before some evil befalls them as well.

FINDING A CLUE, THEN LOSING

IT

A Survival: Tracking skill check (DC 10) or a Search skill check (DC 15) will reveal the footprints of two large cave ogres and around a dozen or more smaller prints that fall very close together. A General Knowledge skill check (DC 18) will allow a PC to deduce that the footprints divulge that the

children were tied closely together in a line. The prints lead off into the forest.

The PCs can easily follow the footprints once they have been located. The trail leads into the forest for about four miles before it opens into a clearing.

The footprints lead you into a large clearing in the woods. The ground is covered with wild flowers and a fine yellow grass. The meadow is rather large and you fear you may lose the tracks. Looking at the ground you notice the tracks become jumbled as you near the center of the clearing. They seem to be joined by other prints and then they abruptly stop.

A Search skill check (DC 15) or a Survival: Tracking skill check (DC 10) will confirm that new adult human sized prints are mingled with the other prints. Another successful check with the same DC will also verify that there are no tracks leading away from the center of the meadow. They seem to just disappear.

WET AND TIRED

The PCs may wish to search the area or to head back to Hokkum. Whatever the PCs decide, before they get far the weather turns ugly and a sudden downpour makes things pretty nasty. The rain is so fast and heavy that it washes away any of the tracks, and the characters should realize that if they continue they may become lost. Their best bet is to seek shelter or make their own and quickly! If they try to escape back to Hokkum the trail is lost and an hourly Survival skill check (DC 35) is needed to make it back to the village. If they fail they become hopelessly lost.

The downpour lasts for nearly two hours and the trail is completely washed away. Even if they tried to make it back to Hokkum they will not make it before the next encounter.

The rain finally lets up and you are soaked to the bone. The weather has also ruined any chance that you might follow the trail back out of the forest. You have had time to discuss the disappearing tracks and have decided that some other force was obviously involved. What exactly you are not sure. You decide that you had better scout the area and see if you can get your bearings.

Have the players make Listen skill checks (DC 21) to hear the sound of movement. If they hear it have them make another Listen skill check (DC 13) to locate the direction it was coming from. If that is successful, have them make a Spot skill check (DC 18) to see the approaching threat. If this last check is made then read the text below and roll Initiative. If any of these are failed then the threat becomes real all too quick.

Out of the trees burst what looks to be a walking mound of foliage. The woody creature has massive limbs that look like they could take you down in a single blow.

This creature is a thickset shambler (see EBL page 147 for stats). If the PCs failed the checks then the creature gets one free action before Initiative is rolled. The beast has been awakened by the rain and was forced to move to avoid a flash flood. It will attack the PCs as intruders but will try and flee if it is reduced to less than 15 Hit Points.

A SMALL BUT HELPING HAND

After about an hour of walking and searching for the right path allow the PCs to make a Listen skill check (DC 15) to hear the small cry of a child. If they fail, then have them move a bit further before making another Listen skill check (DC 18). If either of these are made the PC must make another Listen skill check (DC 10) to pinpoint the sound. If this is a success they can rush to the aid of Camille.

A small cry is heard in the distance and you are sure it sounded like a human child. Listening again you can tell that it came from not too far away. Quickly, but cautiously, you move to the location your senses tell you the cry came from. As you move in closer you see a tattered young girl fighting off what looks to be four bat-like monkeys. The girl is swinging a heavy branch as a weapon, but with little success.

The creatures are a family of eight tree devils (see EBL page 234). The small creatures see Camille as a meal. They will defend their food source until five of their number have been killed then they will try to escape into the trees.

The girl is Camille. She escaped last night from the smugglers stronghold. She is frightened, tired, and very hungry. She will shriek when she sees the PCs. Nothing will seem to calm her but if she is offered food she will stop screaming and will eat ravenously. After she has eaten the food she will want more, if the PCs feed her well she will talk and tell them all she can.

Camille escaped when the children were allowed to empty the chamber pots. There are 20 children in the cells. She also knows the way to the old tower and knows that two ugly giants guard it. She will also disclose that the leader of the bandits is a mean woman who has a man with her. They fly around in a ship and speak about selling the children to some other creatures as slaves. If asked how many people are in the ruins Camille will say that she knows of only two or three other mean people, other than those mentioned.

Camille also knows a secret way into the caves. Following Camille's trail will lead the PCs to the edge of the forest. The ground is littered with the remains of hundreds of bones from a large assortment of animals. About 200 yards from the end of the trees sits the re-

mains of a once tall tower. The ruins hang on the out stretched end of a cliff that juts out over the lake. With a Spot skill check (DC 11) the PCs will notice movement inside the base of the ruined tower. The movement comes from two cave ogres (see EBL page 197) arguing over the carcass of a tree devil.

The two ogres are quite a fight for the party and may be too hard to take on in a frontal assault. Besides, the PCs should realize that any noise of battle above might bring out other combatants and turn the favor against them even more.

Camille will tell the PCs that she used a cave in the back to sneak out of the ruins. She shows the PCs the way. They can use the distraction of the fight to help cover their movements, but make them roll Hide and Move Silent skill checks just to keep them on their toes. If someone completely botches the roll then have the ogres come out and look around (make some fake rolls) but don't see the PCs. If the PCs want to go right out and attack them then let them do it. The noise will bring three of the other smugglers in 1D6 rounds after the fighting starts and the rest in 1D6 more rounds. Nerro will arrive after all other smugglers have arrived and he will see how the battle is going. If they are losing he will leave and tell Seandra and the two will escape on the Black Witch.

If they choose to wait until night the cave ogres will sleep just inside the entrance and a Move Silently skill check (DC 18) must be made to move past them.

If the PCs are wise and follow Camille continue with the following.

You look over the cliff edge and see the white waves smash into the jagged rocks far below. A small cave sits on the cliff face about 50 yards away. The small girl smiles as she points to the dark hole in the rocks and says, "It's just right over there. It is not hard if you just hold on tight." You think that maybe fighting the ogres doesn't sound that bad after all.

The climb is not an easy one and the PCs must make two Climbing skill checks (DC 15) before they can make it to the cave entrance. If either of these checks fail then the PC must make a Reflex save (DC 10) to catch a handhold on the way down. If this succeeds then the PC must make two more Climb skill checks (DC 15) to make it back to the cave. If the Reflex save is failed then the PC falls to the lake below taking 15D6 damage.

The cave takes you into **room 12**, the well room.

The Tower

1. Lair of the Ogres

This was once the ground level of the tower. Now it is where the ogres eat, sleep, and fight. The whole place is littered with bones except where they sleep and where the trap door leads down to the floor below. Scattered across the floor are the remains of a few dinners. The rubble consists of the bones of a number of huge animals; some are large enough that the ogres use them for chairs and clubs. There are enough boulders about from the ruins to keep the ogres in supply if they have to start lobbing them about.

Lower Levels of the Tower

2. Mess Hall

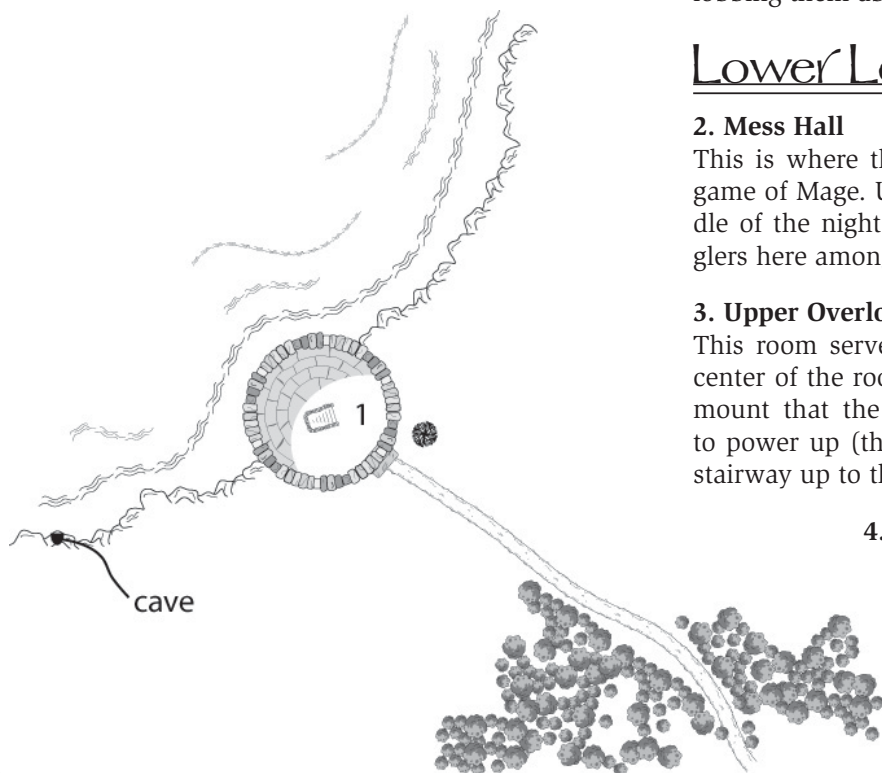
This is where the smugglers gather to eat and play a game of Mage. Unless the characters attack in the middle of the night there are usually at least three smugglers here among the four tables and benches.

3. Upper Overlook

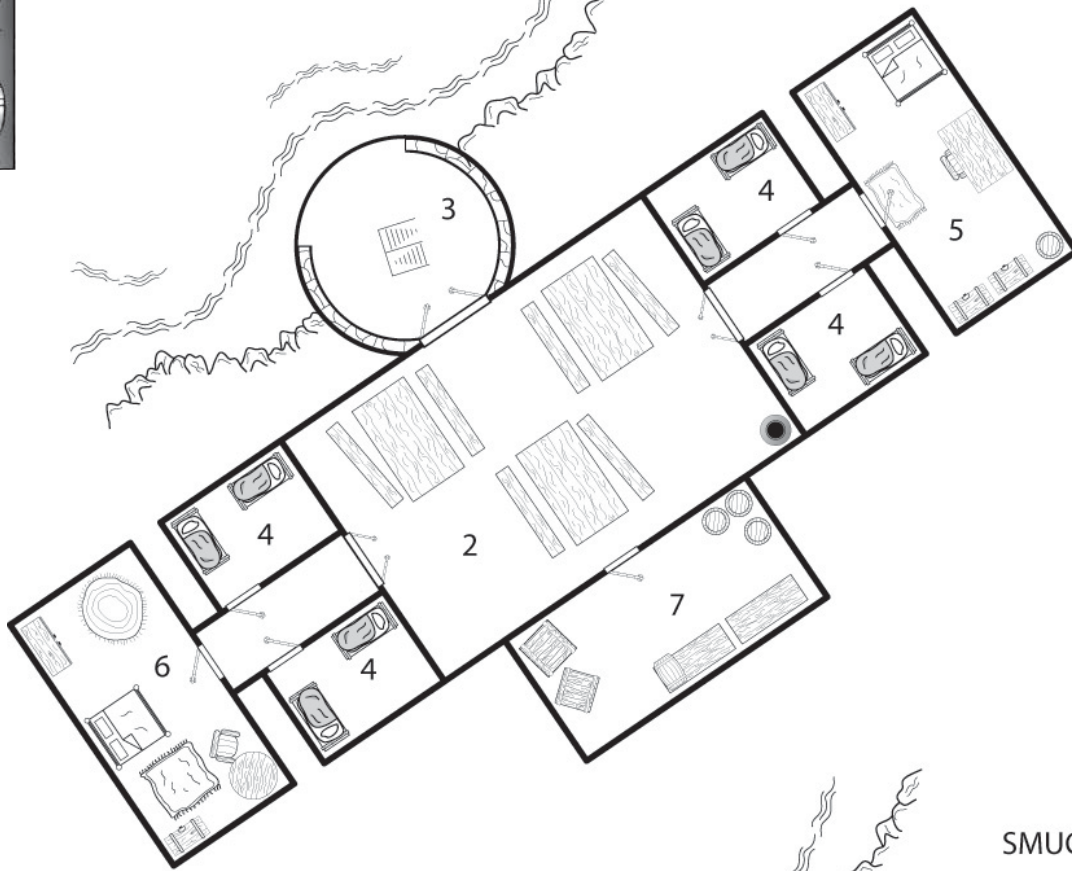
This room serves as an outlook over the lake. In the center of the room is a large blaze cannon on a swivel mount that the smugglers have not figured out how to power up (they need a mana-generator). There is a stairway up to the ground level and down to **room 10**.

4. Sleeping Quarters

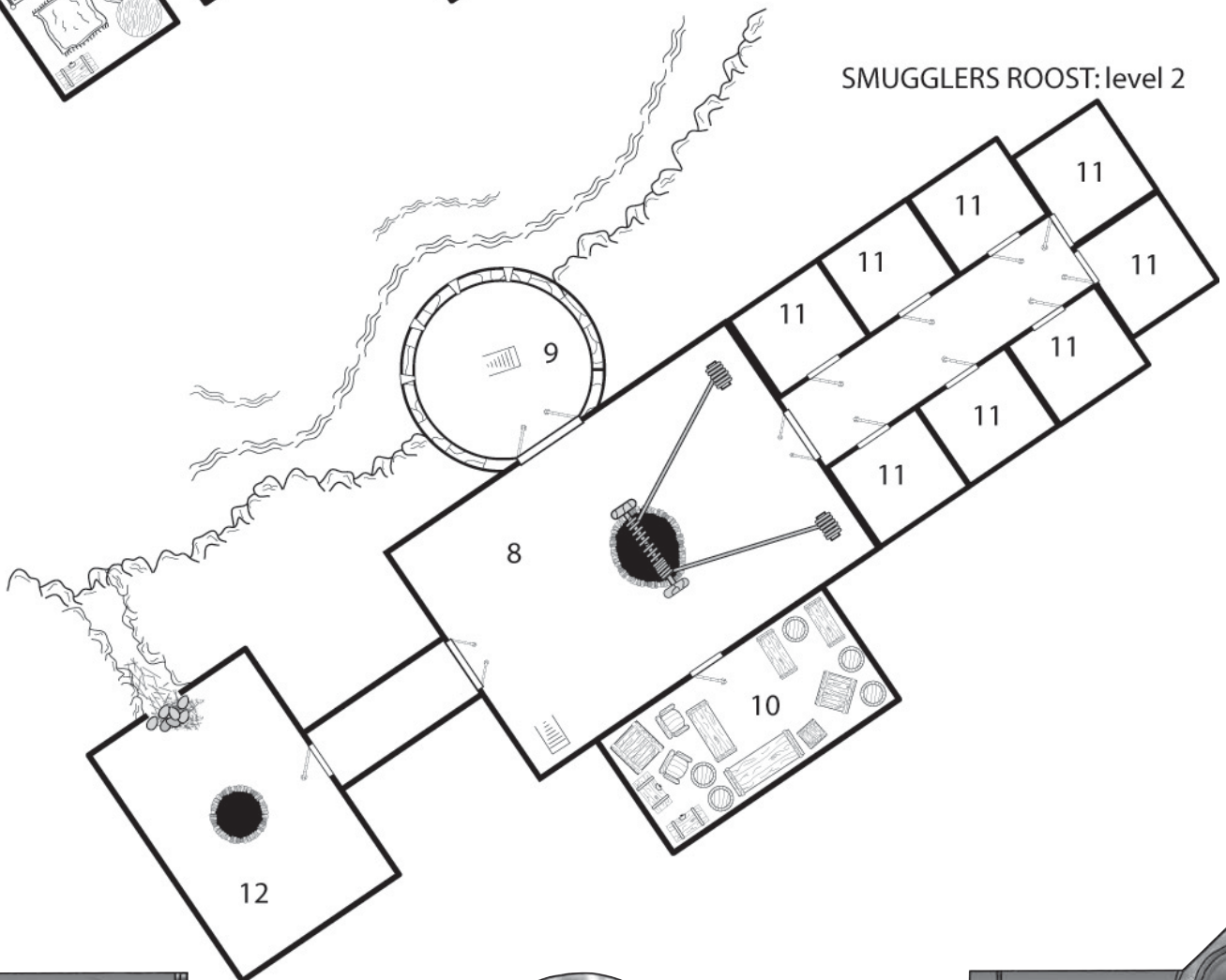
This is where the smugglers sleep. In each room are two beds and a chamber pot. If the characters use a Search skill check (DC 12) in all the rooms they come up with 10 gold guilders and 500 silver



SMUGGLERS ROOST: level 1



SMUGGLERS ROOST: level 2



guilders tucked away in personal chests, under mattresses, or on the smugglers bodies.

5. Nerro's Room

This is Nerro's personal room. However, he is rarely here. There is an old, full-sized bed, wooden desk, and armoire filling most of the room's space. Nerro has a journal in the desk that relates his struggle within himself to try to withstand the torment of Seandra. He abhors all that he has done and wants nothing else but to end his life. He misses his wife and three daughters back on Sanctuary, and pleads with anyone that reads this to tell them that he really does love them and is sorry for all that he has done. The journal also relates how Seandra seduced him and then used blackmail to persuade him to do her bidding. Nerro also believes that Seandra has taken one of his daughters and will kill her if he does not follow her orders (this is in fact not true, but Seandra uses the threat to her advantage).

6. Seandra's Room

Seandra's personal bedroom has an elegant four-post bed, large desk, and a huge wardrobe. In a trapped chest kept at the bottom of her wardrobe can be found; 500 silver guilders, 250 gold guilders, and an assortment of gems equal to 500 silver guilders.

Trap: Search skill check (DC 18) to detect the needle. And a Disable Device skill check (DC 20) to disarm it. The needle is laced with red spice poison (see EBL page 126).

On Seandra's desk rests the explorer's log. In it she tells about various trips into Dysis and the Shroud. If a character makes a Gather Information skill check (DC 15), they would have enough information to lead an expedition into some very dangerous but rewarding ruins. The latest entry explains how Seandra desires to go back into the Shroud in search of a great and ancient magic item. However, she needs a stronger ship to hold up to the punishment of the Vor. She knows this will take a lot of money and this is why she has been selling the children to the Roogadin. The Roogadin pay a very handsome price (1000 silver guilders per child) for healthy children that they can use deep in their mines.

7. Kitchen

This room is used to store a lot of the dried food, along with opened kegs of ale. There is no cooked food prepared here because there is no fire pit. The kitchen of

this tower used to be above ground but was destroyed during the Night of Terror.

8. Loading Hall

In this room there is a pulley system that lowers a platform down to the loading dock. From here cargo can be stored in the storage room. The platform is made of old ironwood and is attached to thick chain links. A stairway leads to the docking bay.

9. Weapons Room

Various rusted weapons lie about the room. Nerro can often be encountered in this room either practicing his technique or looking out through the arrow slits longing for a chance at freedom. There are arrow slits in the wall over the lake and stairs lead up to **room 3**.

10. Storage Room

This room has crates and barrels of food (flat breads, sausages, and hard cheeses) and ale. Also, the PCs will find the missing merchant goods that have been stolen from the raided caravans. A PC that has contacts with the merchants or has a good Diplomacy skill could sell these items back for around 300 gold guilders.

11. Cells

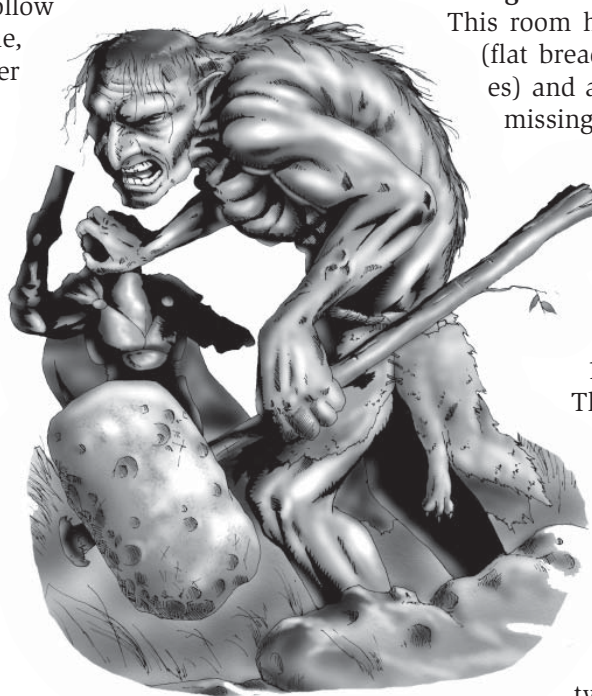
There are eight cells in this area and all are full with the children of Hokkum tightly packed into them. After Camille escaped, none of the children have been released to empty their chamber pots. Hence, there is a strong odor of sewage. There are at least two smugglers in this area (one has the keys to all the cells).

12. The Well

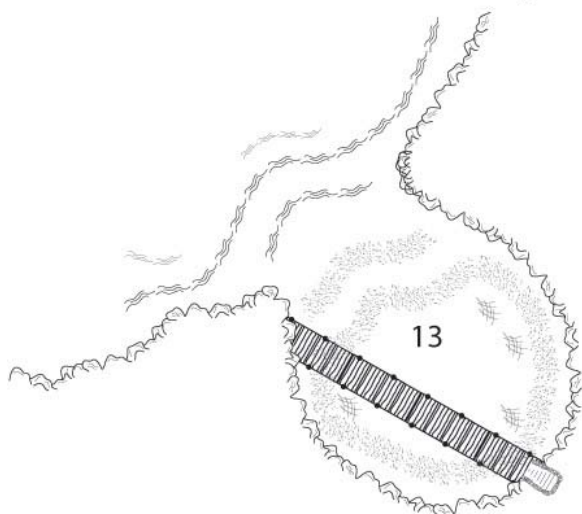
In the middle of this room is a well with an overhanging bucket. It goes down at least thirty feet but there is plenty of cold fresh water. On the far wall is a boarded up hole that leads to the caves. There is a small hole (large enough for Camille to fit through) in the boards, which emits a breeze that smells of fresh water. The cave on the outside leads to this room.

13. The Dock

During the Night of Terror, Lannith was ripped apart as large mountains fell and level plains rose to the sky. This ruin rose that night, and the earth near the lake fell to the boiling waters below. A great cavern of immense size was left in the wake of the destructive force. If a character notices the recent stonework, he will realize that the platform, the stairs going into the bay, and the



SMUGGLERS ROOST: docking area



docks themselves are all newly built. Seandra had all of this constructed when she realized she could hide the Black Witch, her explorer, within this great cavern. In the bay is a fully equipped and operational explorer. Also in the bay are three to four smugglers, as well as Seandra and Nerro (if not found in the weapons room), either on the ship or in the bay area.

STATS OF ADVASARIES

SEANDRA

Sorcerer 9th Level

Race: Everstonian, **Hit Points:** 45, **Energy Points:** 107, **Initiative:** +2, **Speed:** 42, **Defense Bonus:** +4, **Attack Bonus:** +2, **Saves:** Fort +3, Ref +5, Will +8, **Abilities:** Str 10, Dex 14, Con 10, Int 16, Wis 16, Cha 16.

Skills: Concentration +10, Gather Information +8, Handle Animal +4, Heal +6, Knowledge: Arcana +12, Knowledge: Nature +8, Listen +8, Poisons +6, Rune Device +10, Sense Motive +6, Speak Language: Faerie, Roogadin, and O'grom, Spellcraft +15, Spot +8.

Attributes: Analyze Magic 2, Craft Magic Item 5, Disintegrate 2, Energy Bonus 5, Globe of Light 3, Rolling Fog 3, Sleep 3, Spell of Slowing 3, Walk on Air 1, Willpower 2.

Equipment: Leather bag filled with random herbs and spices, bracelet (worth 20 gold guilders), and 250 gold guilders.

Weapons: A matching set of +1 magical daggers.

Equipment: Cloak of Armor (provides 3 points of armor protection).

NERRO

Sun Magi 7th Level

Race: Everstonian, **Hit Points:** 85, **Energy Points:** 48, **Initiative:** +2, **Speed:** 42, **Defense Bonus:** +2, **Attack Bonus:** +7/+2, **Saves:** Fort +2, Ref +2, Will +2, **Abilities:** Str 16, Dex 15, Con 18, Int 10, Wis 10, Cha

12.

Skills: Climb +5, Concentration +6, Intimidate +5, Jump +7, Language: Roogadin, Listen +4, Ride: +6(gintii), Rune Device +11, Spot +4, Survival +2, Swim +7.

Attributes: Armor Proficiency 2, Attack Combat Mastery 4, Blade of the Sun 2, Damn Healthy 2, Extra Defenses 1, Sun Knives 2, Whirlwind Attack 2.

Equipment: two empty sacks, whistle, 4 iron spikes, water skin,

Weapon: Blaze Pistol, Rune-strings: armor puncture 3, striking 3.

Armor: Combat Shell, Rune-strings: blur 1, free movement 3, reinforcement 2.

8 SMUGGLERS

3rd level Warriors

Race: Everstonian, **Hit Points:** 18, **Energy Points:** 12, **Initiative:** +1, **Speed:** 36, **Defense Bonus:** +3, **Attack Bonus:** +3, **Saves:** Fort +3, Ref +3, Will +1, **Abilities:** Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills: Climb +3, Intimidate +2, Jump +3, Ride +3(gintii), Spot +1, Swim +3.

Attributes: Armor Proficiency 1, Attack Combat Mastery 2, Brawl 2, Defense Combat Mastery 2, Reflex 1.

Equipment: basic thieves tools, lock pick kit.

Weapons: Club, dagger, short sword.

Armor: Leather Armor.

THE BLACK WITCH

Class: 2 (huge), **Rune-Helm RDR:** 10, **Mana-Modulator RDR:** 8, **Seer-Scope RDR:** 6, **Ceiling:** 1,000 ft. **Speed:** 175/70, **Hit Points:** 110. **Cargo:** 6 tons, **Armor:** 10, **Handling:** -2, **Passengers:** 10, **Energy Points:** 48, **Weapons:** Blaze Cannon (large).

The Black Witch has hardly any upgrades and can be as beat up or "new" as the Game Master desires. For an example map to use for the Witch see The Oracle, later in this books

ENDING THE ADVENTURE

If the PCs kill the smugglers and free the children they are paid by the Triumvirate of Cinder and have the friendship and gratitude of Falco Grimshaw. They also have the option, if all the bad guys were driven out, to have the hideout and the Black Witch as their own. The raids stop with the death of the smugglers, and the merchants are pleased to have their goods returned. The children are taken to orphanages in Cinder until other accommodations can be worked out.

Where the adventure goes from here is up to you as the GM. The options are endless and open for you to flesh out and expand to make a fun and enjoyable campaign in the world of Lannith.

INTO THE WOODS

It hurt, damn, it hurt. But Sullivan knew he had to let it go and focus. His empty hand reached for his throbbing ankle and he felt the sticky warm blood as it spilled out of the wound. The animal's tusk had left an impression on Sullivan that would last him a lifetime. Sullivan's other hand opened and closed slowly on the grip of his thunder pistol. With almost no effort he focused his mind and activated another rune-string on the weapon. He feared that he would need more than that to finish off these creatures.

Sullivan pulled himself to the base of one of the many trees and glanced around. The monstrous animal would be turning around and heading back to finish the job and Sullivan had to stay alert. As his eyes darted around the battle, he caught a glimpse of Fulton, the Moon Magi, sliding behind trees and preparing to surprise the gor hog that had just skewered his leg. Sullivan could hear, rather than see, the team's golem, Cleaver, dealing out a barrage of bullets from his thunder cannon, into one of the charging gor hogs. There was no sign of Kardston, the Stormguard. The lore hunter hoped that the gor hogs first attack had not killed his friend.

The beasts had attacked them in a frenzy that could only mean they were running from something bigger and meaner than they were. Sullivan was thankful he did not have the time to ponder what that something might be. Although, it was easy to hear the creatures as they approached it was almost impossible to pinpoint the direction they were coming from in the dense forest. Sullivan had thought he had it narrowed down when one of the boar like animals broke through the trees and smacked into Kardston with a dull thud that sent the man spinning into the trunk of a large tree.

Sullivan had seen Kardston stagger to his feet just as the second gor hog emerged and tore into his ankle. The team was quick to respond and the other members were all in the action before the first drop of Sullivan's blood had hit the ground.

In a flash, Fulton appeared before Sullivan and raised his blaze pistol into the air. The Moon Magi took aim and let fly a hail of bullets into the oncoming monster that had turned quicker than Sullivan would have guessed. The gor hog ducked its bony head as the balls from the gun tore large sections of meat from it side. Fulton grabbed Sullivan's arm and pulled him to the other side of the tree just as the beast's head smashed into the roots where Sullivan had just been.

Just then, the familiar crack from Kardston's thunder rifle rolled across the forest and a large red mist exploded in the side of the gor hog and then another burst of red sprayed the tree as the bullet exited on the opposite side. The heavy body of the gor

hog fell and slid to a halt at Fulton's feet. The Moon Magi stood with his gun pointed at the creature's bloody head, just in case it decided to not be dead.

Sullivan looked over and saw Kardston wave from his position propped against a tree. The Stormguard lowered his rifle and then slumped to the ground. Sullivan stood to rush to his friend's aid, but had forgotten his own wound and fell in a rush of pain.

"Hey, hey, where are you trying to go?" asked Fulton who had finally accepted the gor hog was dead.

"Kardston, he's wounded," sputtered Sullivan.

"So are you, and you'll make it worse if you try to move. Now calm down and rest, I will play mama to the both of you," Fulton smiled as he said the last part and patted Sullivan on the head.

"What about the other hog?" questioned Sullivan.

"Oh, nothing to worry about. After Cleaver filled it with balls he smashed it to a pulp with his fist," the Moon Magi shrugged his shoulders as he opened the healing kit he carried and removed some of the bandages. "I wish sometimes I had the power of that thing."

"Yeah, but would you want to be a machine?" the question had just left his mouth when Sullivan knew he would regret it.

"I am not just a machine," interjected Cleaver who had just arrived carrying Kardston's unconscious form in his massive arms. "I am a free thinking and emotion feeling artificial intelligence. Though I, myself, dislike the name artificial, for I do not feel that I am any less real than any of you."

"True, but could it not be argued that you are not real because you function only because of runes and magic," Sullivan winced as Fulton tightened the bandage around his ankle.

"But, is it not also true that your body runs on oxygen and blood. And if either of these are stopped does not your body cease to function?" Cleaver carefully laid the Stormguard on the soft grass.

Sullivan winced again but this time it was not from the pain in his leg. He knew he should not have said what he had.

"I meant no offense Cleaver, I am sorry". Sullivan knew that the golem would not hold a grudge for it was not in his nature to do so, but Sullivan knew the guilt he felt would be punishment enough. Cleaver had helped pull the team out of a tight spot many times in the past and, Sullivan knew that if anything, he owed his life to the golem.

"None taken," Sullivan heard the gears wine softly as the massive iron structure turned his head and the Lore Hunter could have sworn he saw a smile on the golem's face.

The party of adventurers knew they had little time to waste. So, with Kardston's ribs bound tight and Sullivan's ankle wrapped, the group marched on hoping to not lose any more time before dark.

Sullivan could not help but wonder what the merchant company of House Turmal wanted in this forest. He knew that Maximus, the house's head, had told them the family business wanted the trees for lumber, but Sullivan was skeptical. The trees were nice, but House Turmal had sent a few scouting parties into the woods to learn more about the forest and the latest had failed to return. That was part of their job, locate the lost team and find out any information about the forest. Sounded easy enough, of course that was before a gor hog had swiped him in the leg. The other thing that kept creeping up was the fact that the Magi Guilds had denied House Turmal the logging rights to the Tangle Vine Forest a number of times. There had to be a reason for the Guilds to not want the merchants in the Tangle Vine, and Sullivan doubted that it was merely the conservation of the trees.

Sullivan's thoughts were interrupted when Fulton seemed to materialize from thin air and emerge from the thick trees.

"There is something ahead," the Moon Magi whispered.

"What kind of something?" asked Kardston as he reached for his rifle.

"Stones, old stones, with writing on them. I can't make out what they say, but Sullivan might be able to," Fulton looked at the Lore Hunter as he spoke.

"Take me to them," remarked Sullivan as he pushed passed Kardston.

Fulton led Sullivan through the dense trees into a clearing that was a few yards across. In the center of the clearing stood to sets of stones. The first was an archway made of two stone standing upright with a third lying across the top. The other was a solitary stone that stood a few yards from the arch and was positioned in the center of the archway. Both stone figures were covered with a strange script.

At last Sullivan was in his niche, when it came to dealing with history or ancient writing the Lore

Hunter was right at home. He moved from structure to structure and looked at the runes that lined the sides and covered nearly every inch of the huge monuments. At last, he found a place that looked like the beginning and started to study the script. It was indeed old and had some similarities to other ancient writings he had studied, but there were differences too. Sullivan knew this might take a while, so he made himself comfortable.

The Lore Hunter was so engrossed in his work he did not hear the others enter the clearing nor did he see them searching. The words were beginning to make sense to him now. They spoke of a door or a gate, and a key. What was this key they needed? He looked deeper and tried to make more out of the symbols.

It was then he heard the sound of Kardston's voice calling the others to him and then something about dried blood. Blood, that was it. He shivered. He knew what the writing said and what they called for. They needed blood, fresh blood from a new kill. How would they get fresh blood here?

Sullivan stood and turned to his friends, who were all hunched over looking at something in the grass. "I know what we need," his voice cracking as he spoke. "We need blood."

"For what?" inquired Kardston.

"To open the doorway," Sullivan pointed to the archway with a trembling finger. Blood magic was bad and it looked like they were about to get stuck in the middle of something of the sort.

"Where are we going to get fresh blood?" asked Cleaver. "I doubt any of you are willing to donate some of yours."

"Well, we will have to try and find some," uttered Fulton. His words had barely left his lips when a growl ripped the afternoon air with its deep, thirsty sound.

White teeth dripping saliva became visible as the head of a large wolf-like creature moved in closer. The companions could see more of them following close behind the first.

"Well, it looks like we will have plenty of blood in a few minutes," Sullivan muttered. "I just hope it's not ours."

DECEIT IN HOUSE TURMAL

This is an adventure for four 3rd to 4th level characters, in the Everstone Campaign setting. This adventure is suitable for any class type. However, a Lore Hunter would be very helpful along the way.

PREPARATION

You (the Game Master) need only the Everstone, Blood Legacy rulebook to run this adventure.

To get started, read through the adventure completely and make yourself comfortable with the non-player characters (NPCs). When you are comfortable enough with the adventure then feel free to make it your own and add as much detail and extras as you want.

ADVENTURE BACKGROUND

House Turmal, one of the three great trading houses in Everstone, has been trying for sometime to get the logging rights to the Tangle Vine Forest. So far the Magi have thwarted their efforts, stating that it is too dangerous due to the fact that the forest has not been thoroughly investigated by the Guilds.

The forest sits upon rolling hills and is filled with many streams and small ponds. The trees are mostly valley forge maple, but it is the rose hickory that has the eye of House Turmal, as well as the ancient secrets that the forest may be hiding.

The house patriarch, Maximus Turmal, is an elderly man who hovers around in a small, personal version of the land runner, called a runechair. He lost the ability to walk many years ago, but that has not hindered his ambitions in the slightest measure.

Maximus is the great great-grandson of Lucius Turmal, the founder of the family business. Maximus has sent a few scouting parties into the forest and has learned that the wood would make a fine investment, however, his scouts have also confirmed the rumor that the forest also contains ancient ruins. Maximus wants the lumber rights to allow his company to move in and cover up the real incentive behind his actions. One of the scouting parties brought back samples of an ancient text that spoke of a lost item which could give Turmal powers beyond that of the Magi. He wants the item bad enough, so he sent an illegal force into the Tangle Vine to search out the ruins and learn what oth-

er treasures the Tangle Vine may be hiding. The force included Maximus' grandson, Cassius Turmal, a rogue Sun Magi, and a house golem, Smash.

The party has yet to return and are feared lost. House Turmal needs answers and they need them fast, before the Magi Guilds start asking too many questions.

Maximus has decided to hire outside the Trading House to find the lost party and find the answer to what he really wants to know, does the Book of Blood Magic really exist?

ADVENTURE SYNOPSIS

A member of House Turmal approaches the party and invites them to meet with his boss, Maximus Turmal. The characters enter the office of Maximus where he gives them only part of the story and offers a reward for the job. The party is flown to the sky-hold Sanctuary on one of the house's potbellies. From Sanctuary they are taken to the edge of Lady's Lake. They are given small boats in which they sail to the edge of the Tangle Vine Forest, where they run into some trouble and a few monsters along the way. The characters will finally come to the ancient stones. By reading the runes that cover them they learn how to open the gate that reveals an ancient tomb. After they clear out the bad guys they meet Cassius Turmal, the grandson of Maximus. They learn that he is not the nicest of people and may have to kill him to escape. The PCs will also learn about Turmal's real plans. They will then find the evil Book of Blood Magic and have to decide what to do with it.

ADVENTURE HOOKS

The Player Characters (PCs) may find themselves in Telegrona (see page 216 of the EBL book for more on the city) for a number of reasons but here are a few ideas to get the adventure rolling.

Option 1: The PCs are in the city looking for some exotic goods that another client has asked them to find and bring back to him when Shem approaches them.

Option 2: The PCs are visiting a friend that lives in the city and have come to visit or ask advice from their acquaintance.

Option 3: They may be looking up information in one of the many libraries in the city, while working on another case.

However you want the characters to get involved is up to you but Shem must approach them to begin the adventure.

BEGINNING THE ADVENTURE

The adventurers find themselves in the tavern Elixir and Stone having a few drinks before they go about the rest of their business in Telegrona. Just as they are about to leave a well dressed gentleman walks up to their table and introduces himself as Shem, servant of House Turmal.

A man dressed in fine merchant clothing approaches your table and asks you to remain seated. He introduces himself as Shem, of House Turmal and he has been instructed to give you a message from the Master of his House. He offers to buy a round of drinks if you will hear him out.

If the players accept they are treated to a round of free drinks and hear the tale below. If not, then Shem will try to get them to listen to him one more time, but after that he looks for more willing help.

Shem tells the PCs the following:

"I am a servant at House Turmal, a great merchant guild that holds much of the trade in the southern lands. The head of House Turmal has sent me to arrange a meeting with you here in the city. He has need of people with your skills and talent. He will pay you well for the use of those skills. If you accept his offer to meet with him I assure you that it will be worth your time. Come tonight to this address and you can decide from there."

Shem hands the PCs a note with an address to a warehouse in the trade district of the city. He then excuses himself and leaves the tavern.

AT THE WAREHOUSE

When the PCs arrive at the warehouse they are greeted by Shem, who takes them into the office area behind a large storage area filled with wooden crates. Behind a desk hovers a man with gray hair and stunning green eyes. He is hovering in a runechair and the desk seems to be part of the chair itself. When he notices the PCs Shem introduces them to the man, who is Maximus Turmal. The elderly man reaches to the side of the desk and pushes a small button that detaches the desk from the runechair and glides over to a large couch. Maximus then motions for the PCs to have a seat in front of him. He asks if anyone needs a drink and tells Shem to fetch it for them. He then settles down at eye level with the PCs and begins his speech.

The man before you smiles and his green eyes glitter in the light. He nods for you to be seated. He asks if there is anything you would like to drink or eat and sends Shem to fetch it. When he sees that you are comfortable he begins to speak.

"I have called you here in hopes you will aid me in a crisis that I have found myself in. I have had my eye on the Tangle Vine Forest for some time now. It has the greatest potential for my lumber mills. However, the Magi have declined my offers because so little is known about the forest. So, I have sent scouts into the forest in hopes of finding out more, and therefore easing the conscience of the Magi. Well, as of late I have run into a bit of a problem. You see I have lost a scouting party and need help finding them. I have heard that you are a group of brave adventurers, and have the skills I need to find the information that I am looking for. Is the forest worth looking into, and where is my lost expedition? Oh, and you must bring me whatever you find, is that clear?"

Maximus will offer 500 silver guilders each for the accomplishment of the task. If the PCs try to haggle with him he will not be intimidated and will become hostile toward the PCs if they try this skill on him. However, if they make a Diplomacy skill check (DC 20) he will increase it up to 1000 silver guilders each. He will pay half now and half on their return if another Diplomacy skill check (DC 15) is made.

Maximus informs the party that Shem will arrange their travel plans and fill them in on all other needed information. They leave tomorrow morning.

The PCs may now take this time to buy any items that they think they may need, and to talk to Shem about the travel plans.

If the PCs do a Sense Motive skill check (DC20) on Maximus they learn that he is not telling them all he knows. If pushed he becomes offended that they would think that he has not been upfront with them, but he will add that he may have forgotten to mention that there may be minions in the forest.

When the PCs speak with Shem, he informs the PCs that they will fly to the sky port Sanctuary in one of House Turmal's potbelly merchant vessels. From there they will be taken to Lady's Lake and travel to the Tangle Vine Forest by boat. The rest will be on foot. They will return by the same means meeting the transport on the lakeshore and returning to Telegrona.

If the PCs do a little information gathering on the Tangle Vine or House Turmal here are some things they can learn.

Gather Information (DC 15)

House Turmal has tried to trade with the Fey but have not been successful. Or, Tangle Vine Forest is ancient to the things most people consider ancient.

Gather Information (DC 20)

House Turmal has traded with Goblin Town in the past and has also dealt in the Black Market. Or, Tangle Vine is said to have primeval ruins that make the other ruins look like new.

Gather Information (DC 25)

Lore Hunters that have returned from the Tangle Vine Forest speak of evil magic that lurks in the trees. Or, there are rumors that House Turmal is trying to build a small army of their own to protect their assets from rival merchant companies.

If the PCs try to re-contact Maximus and ask him about any of the information they have found, they learn that he is no longer at the warehouse and has gone back to South Harbor.

ONBOARD THE MAXIM

The PCs are taken to a landing port owned by House Turmal and are put on board the large potbelly, Maxim.

Before you, resides the largest land ship you have ever seen. The ship's great sails rise above you into the bright blue sky trying to catch the wind. The large hull glistens in the sunlight. It amazes you that such a large behemoth is able to fly at all. Unfortunately, before you are able to take in the entire glory of this beautiful ship a crewman welcomes you and shows you to your quarters.

The PCs are given fine quarters that houses all four in elegant comfort. After they have unpacked they are introduced to the ship's captain. The person who meets their gaze is a tall, slender, attractive woman with red-brown hair and dazzling green eyes. She introduces herself as Captain Rebekkah Turmal-Crassus. She is the youngest daughter of Maximus. Rebekkah invites the PCs to dine with her this evening in the captain's chambers and then departs to tend to her duties. The PCs are allowed to roam through most of the ship unattended. They receive a few odd looks from the crew but nothing more. No one onboard knows any important information about the Tangle Vine Forest and none of them would be caught dead gossiping about House Turmal.

That night the dinner is fantastic and the host even more so. Rebekkah has some of the crew sing for entertainment and has wine afterwards by a large fireplace. She speaks little of the adventure, saying she is just a means of transport, but she knows a great deal about trade and merchants and can tell quite a yarn about pirates.

The PCs are excused at last to get rest and prepare for the next leg of the journey. The night goes uneventful and the PCs sleep well. If they decide they need a watch then skip the next section and go on to Docked on Sanctuary. If they do not set a watch then continue with this section.

When the PCs awake have them make a Spot skill check (DC 15). If they pass they notice something is odd about the room they are in. Have them make a Search skill check (DC 20) to realize that someone has been in their room. This is just a red herring and has nothing to do with the story. However, if you as the GM want to flesh it out more feel free. The break in was by a crew member/thief that knows adventurers carry money and expensive equipment. His name is Gillan and he takes a small amount of money from the PCs. If asked about it, Rebekkah knows nothing and denies any involvement. Any Sense Motive skill checks will show she is telling the truth. If they push it, an investigation can be made and you as the GM can do with it as you wish. This is more to keep the PCs on their toes.

DOCKED ON SANCTUARY

The next morning the PCs arrive on the sky-hold of Sanctuary. Rebekkah says that she will be dropping off some goods as well as picking up other things. The PC's have the entire day and night to wander around and see the sites (for more information on Sanctuary see page 38 in the EBL book).

One place the PCs are sure to go is the tavern in Sky Town. The **Golden Dawn** is a great place for adventures to hang around. They can hear about jobs and rumors from the surrounding lands, or they can find seclusion and a hard drink to help them hide the pain of lost comrades. One person they will meet is Kade Gunner. Kade is a Lore Hunter of some renown, and he is rather boastful of his deeds as well. Kade's stats are as follows:

Kade Gunner

Lore Hunter level 5

Race: Everstonian, **Hit Points:** 46, **Energy Points:** 31, **Initiative:** +3, **Speed:** 48, **Defense:** +3, **Armor:** 3, **Attack:** +4, **Saves:** Fort +3, Ref +5, Will +4, **Abilities:** Str 12, Dex 16, Con 14, Int 12, Wis 16, Cha 10, **Skills:** Balance +5, Climb +3, Decipher Script +11, Escape Artist +5, Knowledge All +10, Research +6, Rune Device +8, Search +6, Sense Motive +6, Spot +5, Tumble +7, **Attributes:** Charge Bloodstone 1, Obscure Knowledge 1, Attack Combat Mastery 2, Architecture Awareness 2, Luck 1, Appraise 1, Reflex 1, Defensive Roll 3, Armor Pro 1, Adrenal Burst 2, Evasive Target 1, Attack on the Run, **Flesh Rune:** Mental Shield, **Equipment:** Explorer's Pack, Climbing Gauntlets, Everfull Water Container, Bedroll, Flint and Steel, 50 feet of Hemp Rope, 3 Empty Bags, Scissors, Looking Glass, Ink, Quill, 10 Pieces of Paper, Pocket Dial, Healing Kit, 2,250 silver guilders, **Weapons:** Thunder Pistol (x2) – Flaming

1 and 60 shots, Short Sword, Thunder Rifle - Flaming 2, Speed 1, Crush 1, and 80 shots. **Armor:** Buckle - Blur 2, Reinforcement 1.

An interesting looking man walks over to your table and looks over your gear and clothing. He is dressed similar to you and has the gear of an adventurer as well. His face holds scars of past ordeals, but also has a happy-go-lucky quality about it. The man nods and introduces himself as Kade Gunner, Lore Hunter Extraordinaire. He asks if he can sit with you and talk shop. He asks where you are going and what other adventures you have been on. Upon hearing you are headed to the Tangle Vine Forest he is at first shocked and then he seems to go quiet.

Kade knows a little bit about the Tangle Vine Forest and for a few drinks he is willing to tell anyone all about it. Kade tells the PCs that nearly five years ago he was on an exploration expedition for the Magi. He entered the forest with a large force of nearly 15 men. He tells of trees that attacked them and wild boars that skewered some of the men. He gets really quiet when he tells about the ruins they found and the Vor that killed the rest of the men. He was the only survivor and that was because the Vor mistook him for dead and left him wounded and dying. He recommends that no one should go to the Tangle Vine Forest. If the PCs use Diplomacy (DC 25) they may change Kade's mind enough to try and convince him to go with them, calling for another Diplomacy skill check (DC 25). If they offer 500 silver guilders it lowers the DC to 20. If they offer him 1000 silver guilders the DC is lowered to 15. Kade does not have to go with the PCs but he is there if they need a good Lore Hunter.

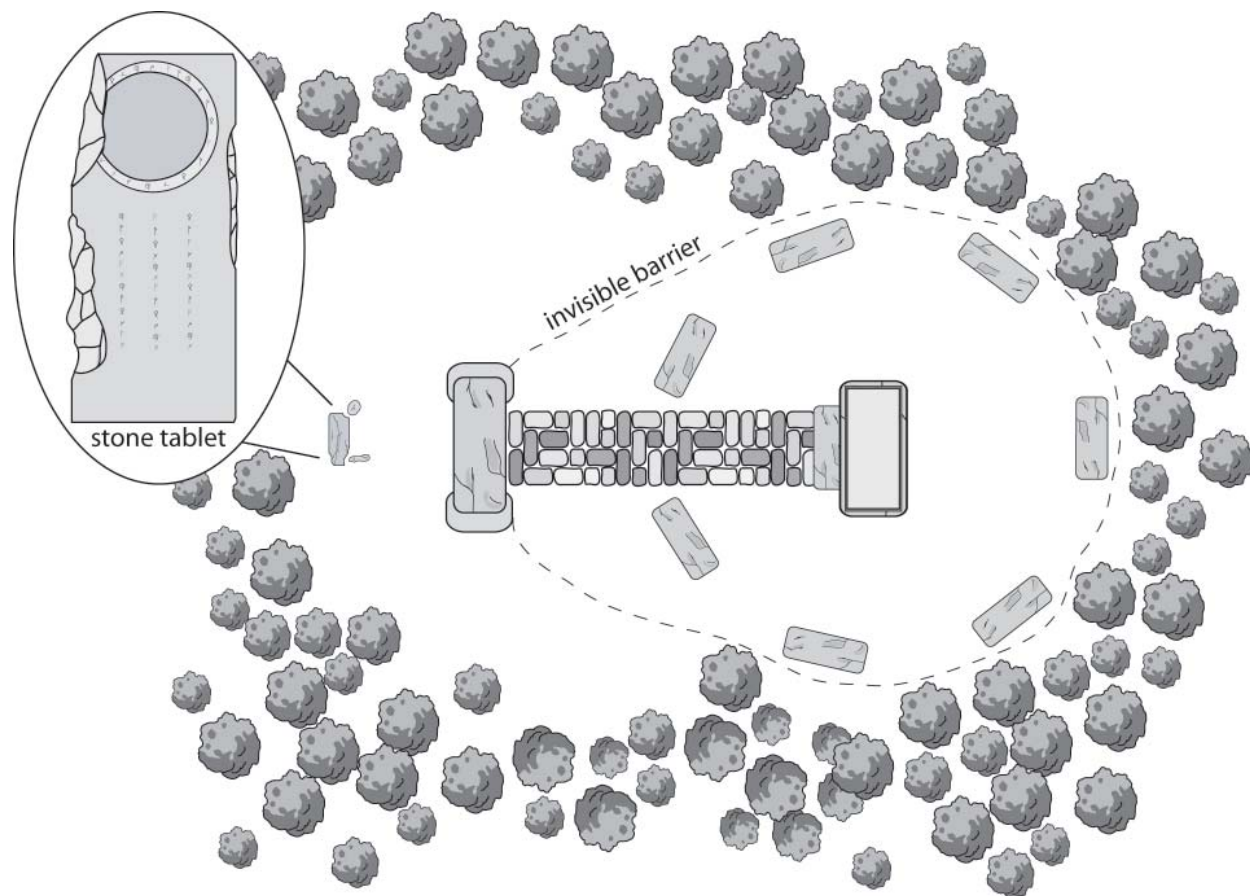


The PCs can find most equipment here in Sky Town and at the same cost as listed in the book. Also, while they are on Sanctuary they are invited to spend dinner once again in the presence of House Turmal. This time they eat in the house of Cornelius Turmal, Rebekkah's older brother. He is a large man with a large grin and happy green eyes. He tells a great joke and loves his wine. Rebekkah seems fond of her brother and speaks highly of his merchant skills. The food is divine and the night goes uneventful. The PCs are allowed to sleep in the inn or in Cornelius' home. Either way the night is uneventful.

WATERS OF THE GOLDEN RIVER

The drop off on to Lady's Lake goes smoothly and the team is now alone, in a small hover boat on the end of the Golden River, and miles from any aid. The first day the sailing is easy and things go well until just before dusk. Just as the last rays of the sun fall the PCs are attacked by two winged lurkers (see page 173 in the EBL book for details). The creatures became lost and are hungry for food. They will attack to the death fearing starvation more than the PCs.

The next day goes well until once again near dusk trouble comes again. The PCs find themselves at a fork in the river. The southern fork heads to the Tangle Vine Forest while the other heads to the deadly Elbe Lake. A Knowledge: Area skill check (DC 15) or a general Knowledge skill check (DC 20) will reveal that Elbe Lake is a dangerous place and nothing survives a night on the lake. It is just as they are in the middle of the fork that the boat kills and stops moving. Just then a wind picks up and begins to blow the craft up stream toward Elbe Lake. A Rune Device skill check (DC 15) will indicate that the engine was tampered with in some way. A Repair skill check (DC 20) will have the engine up and going again in an hour. Which is just enough time to avoid being on the lake at night.



If none of the PCs have a repair skill let them be creative in fixing the engine, because if they fail they end up on Elbe Lake at night and none of them survive to tell what happened.

Once again this is a red herring the GM can elaborate on if you want to. The dead engine may be due to faulty wires or it may be someone wants the PCs to fail. Either way they hopefully fix the engine and are on their way.

INTO THE WOODS

The PCs arrive at the next location just before noon the third day. It is not hard to see where the other exploration team left the river. A similar boat is pulled up on shore and the remnants of a camp are very obvious around the boat. Successful Search skill checks will uncover a few items left behind by the last team.

In a box on the boat (Search DC 15) there is one pair of goggles of moonlight vision (see page 135 in the EBL book).

Near an old fire is a bedroll that holds (Search DC 20) 30 balls for a thunder pistol.

And in a torn and fallen tent can be found (Search DC 10) an explorer's pack with 2 days of rations inside and a mage light lantern (see pages 134 and 136 in the EBL book).

A successful Survival skill check (DC 12) will locate the footprints where the team entered the forest. They are easy to follow at first but another Survival check (DC 20) must be made every half hour or the PCs become lost and must make a successful Survival check (DC 25) to locate the trail again after an hour search.

The forest is thick and movement is halved in most areas. The PCs can be making Spot and Listen skill checks along the way. Continue to fill them with suspense as they see something dart quickly behind a tree or they hear an eerie sound made by some unknown animal. When it seems almost mundane to be hearing something have them make a Listen skill check (DC 10) to hear something moving through the forest at a quick speed. If they hear the sound and react this time then allow them to make another Listen skill check (DC 17) to pin point the direction the sound is coming from. If they do not react then the three gor hogs (see page 217 in the EBL book) get a free charge. If they do pin point the sound then a Spot skill check (DC 15) will allow them to see the gor hogs before they get too close. The gor hogs have been frightened by something and will trample and attack anything in their way. They will fight until reduced to less than 10 hit points at which time they will try and flee.

INTO THE VINES

Thorn-vine ferns (see page 199 in the EBL book) plague the next part of the journey. Three of these nasty plants are hidden along the path the PCs are on. They wait and ambush the PCs as they pass by. If they catch a PC they do their best to kill or incapacitate one PC and then try to capture another.

These plants hide the remains of some of the scouting parties dead. On a successful Search skill check (DC 18) the PCs find the following;

A dagger, 30 feet of silk rope, flint and steel, one leather boot with 42 silver guilders inside, and a blaze pistol with armor puncture rank 2 and striking rank 2.

Near the end of the day the PCs can make a Spot skill check (DC 12) to see a campsite a short distance off the path. The place looks hospitable and inviting.

You notice a small clearing that has been hacked out of the forest. The remains of a small fire sits in the middle and the smashed down ground gives evidence that someone spent what looks to be a peaceful night here.

If the PCs choose to spend the night here they feel safe until they are attacked in the middle of the night by a misplaced and very upset kelm tree (see page 204 in the EBL book for details). This encounter may be too hard for the team and they may learn that better part of valor is to run away. If they destroy the kelm tree a successful Search skill check (DC 16) reveals a small chest hidden under the roots. The box is locked and needs a successful Open Lock skill check (DC 20) to open it. Inside the PCs find 400 silver guilders.

FOLLOW THE STONE

After a good nights rest, the PCs pick up the trail again and it takes them into a dark foreboding area of the forest. It is here that they see the standing stones. One of the stones in an archway made of three stones, one resting on the top of the other two. It stands nearly 40 feet high. The other stone is a solitary stone 30 feet high. It stands 25 feet from the archway and is lined up directly in the middle of the open part of the arch. Both stones are covered with a strange script of glyphs.

A Spot skill check (DC 11) will expose a pool of dried blood on the ground near the solitary stone. Another Spot (DC 10) or a Search (DC 5) will reveal there is dried blood in some of the runes on the archway.

A Decipher Script skill check (DC 20) allows the PC to make out part of the script. It reads as follows;

Theblood the power we are. .. it ...the way the door the the great hero Bloodthe dead, spilt fresh, ... the key.

A Decipher Script skill check (DC 25) allows the PC to read the entire text.

The lifeblood holds the power to all that we are. Thus, it is the way of opening the door to the tomb of the great hero of our people. Blood from the dead, which is spilt fresh and new, is the key.

If only the first DC is made the PCs can think about it and have a Wisdom check (DC 15) to realize that the key to opening the door of the archway is fresh spilt blood of the dead. If they figure this out it also does not take them long to realize what the dried blood on the ground may have been used for.

The PCs are now going to try and figure out a way into the gate. If they try to cut themselves and place blood on the door it will not work. It must be blood from a fresh kill. Unless one of the PCs is willing to die to let the others in, they are at a stand still for a while. That is when the next attack comes.

A BLESSING IN DISGUISE

As the PCs are trying to figure out how to use the portal doorway have them make a Listen skill check (DC 21). If they are successful they hear the sound of something moving closer. The sound is a pack of 8 hussgar (see page 77 in the EBL book for more details. Their stats are important for the rest of the encounter so make sure you know them) that are trying to sneak up on the PCs. The first hussgar's Move Silently was rolled for you, but the rest you will need to make opposing checks with the PCs Listen and Spot skill checks against the hussgar's Move Silently and Hide skill checks. If they are spotted before they can get close enough to surround and surprise the PCs the PCs can take one action before Initiative is rolled. If the hussgar sneak up on the PC, then they get one free action before Initiative is rolled.



When the attack comes read this text to the players.

Emerging from the trees you see the large form of a canine-like beast with large sharp teeth bared and ready for a fight. There are more following their leader and soon the animals swarm around you and begin a vicious attack.

The pack will attack until there are only four left. Then no longer having the PCs outnumbered, they will attempt to flee. The dead hussgars can provide the needed blood to open the doorway in the arch. The PCs may need to rest and heal themselves a bit before they open the doorway, but a Wisdom check (DC 12) will remind them that the runes stated that the blood must be fresh. They have little time to wait.

THROUGH THE DOORWAY

When the PCs place the blood on the archway the space between the pillars begins to blur and become almost like water. If a player walks through the gateway the players that are still outside the entrance will no longer be able to see them. Even if they try and walk around the archway the PC who entered the arch is gone. However, if a PC that has walked through the doorway looks for his friends he will be able to see them though he cannot talk to or touch them.

As the PC enters the doorway the forest around him remains pretty much the same except that before them now stands a circle of standing stones, all of which are covered with the same strange script that adorned the outer stones. In the middle of the circle rests a tomb like structure of stone. It is almost three feet high and seven feet long. The sides are covered with strange carvings and markings. The top of the structure has the relief of a person in very disturbing armor lying on the top with a large sword held to his breast.

The PC will also notice a man and a golem both pointing their weapons at him/her.

The man is Cassius Turmal, the grandson of Maximus Turmal. He is a rogue Sun Magi. The golem is his friend and guardian, Smash.

CASSIUS TURMAL

Sun Magi Level 6

Race: Everstonian, **Hit Points:** 55, **Energy Points:** 40, **Initiative:** +3, **Speed:** 42, **Defense:** +3, **Armor:** 7/8 with helm, **Attack:** +6/+1, **Saves:** Fort +4, Ref +2, Will +1, **Abilities:** Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 12, **Skills:** Concentration +10, Diplomacy +8, Heal +5, Knowledge: Area +5, Rune Device +9, Search +5, Sense Motive +4, Spot +8, **Attributes:** Charge Bloodstone 2, Attack Combat Mastery 3, Blade of Sun 1, Sun Knives 2, Armor Pro 3, Danger Sense 1, Hurl Melee Weapon 1, Solar Shield 2, **Flesh Rune:** Cat's Grace, **Equipment:** Explorer's Pack, Goggles of Moonlight Vision, Everfull Water Container, Bedroll, Flint and Steel,

Healing Kit, Mage light, 3,000 silver guilders, **Weapons:** Two-Handed War Blade – Armor Puncture 1, Frost 2, Slicing 2, Striking 1, Blaze Pistol – Armor Puncture 2, Striking 2: Thunder Rifle – Flaming 2, Inferno, and 80 shots: Rune Glaive – Slicing 1, Striking 1, **Armor:** Full Shell – Warding 2, Free Movement 2, Missile Warding 1.

SMASH

Golem Level 5

Race: Golem, **Hit Points:** 62, **Energy Points:** 32, **Initiative:** +0, **Speed:** 20, **Defense:** +1, **Armor:** 4, **Attack:** +6/+1, **Saves:** Fort +4, Ref +2, Will +1, **Abilities:** Str 20, Dex 10, Con 16, Int 10, Wis 10, Cha 8, **Skills:** Intimidate +3, Repair +5, Rune Device +7, Spot +5, **Attributes:** Self Repair 2, Reinforced Armor 1, Armor Warding 3, Combat Attack Mastery 3, Defense Mastery 1, **Equipment:** Golem Tool Kit, **Weapons:** Thunder Cannon – Armor Piercing 2, Shock 1, Inferno, and 160 shots, Crushing Fist – Crushing Force 1, Eruption 2.

When Cassius sees the PCs he realizes that they are not monsters and lowers his weapon, though Smash keeps his Thunder Cannon up and ready. Cassius will wait until all the PCs are in the tomb then he will flash his wicked smile and walk towards them while speaking.

“Well, well, it took long enough for you to get here. But I am glad to see you. You see, Smash and I have been stuck here for a while and we need your help to get out.”

A Spot skill check (DC 12) will bring Cassius' sparkling green eyes to their attention. If asked if he is a relative of Maximus he will reply. “Does it Matter?” If pressed he will admit to being Maximus' grandson.

If asked how the PCs are to help him Cassius replies. *“Well, actually there's two things I need your aid in. The first is I can't seem to get this lid off the sarcophagus. And the other.....lets just say that the doorway you just passed through works only one way. Now, let's see about getting the lid off this thing.”*

The PCs may have different reactions to Cassius' words, but it should not take them long to realize that his mentioning the “one-way door” means they need fresh blood to leave the tomb. They may do things in a different order than is presented here so as the GM familiarize yourself with Cassius' reactions to the PCs and have him react appropriately.

If they approach Cassius about the use of one of the party members to open the door he smugly replies with, “Well, Smash here is a Golem and can't bleed or I would have been out long ago. So, you have been sent to help us get out of here. You don't expect me to die to let you out now do you?”

If provoked he will attack with Smash fighting by his side to the death.

If the PCs look to the sarcophagus they will see with a successful Decipher Script skill check (DC 12) that it has the same kind of lock on it as the archway. Which means it needs blood from a fresh kill to unlock the lid and be opened. This is the reason Cassius has not been able to open the door.

To open the sarcophagus Cassius will also attack the PCs in hopes he kills one so he will have the blood he needs to use on the lid and the archway.

If asked how he got in or about the blood near the stone pillar outside the door way Cassius replies with; "My servants are willing to give their all for House Turmal. Unfortunately, I only had one servant left by the time we arrived to this point. I did not know that I would need another to leave as well."

The PCs must now make a choice. If they are going to be able to leave the tomb they will need blood. They either sacrifice one of their own or they kill Cassius, who wants one of them dead anyway. It is inevitable that a fight will happen and Smash and Cassius are in it to the bitter end.

If the PCs do nothing for a while then Cassius takes the initiative and starts the attack with a surprise attack from his Blaze Pistol directed at the character he deems to be his biggest threat. He will then command Smash to attack the same character with his Thunder Cannon and then close with his fist. After Initiative is rolled Cassius' will try to shoot as many shots as he can before he draws his sword on the character that is causing him the most harm.

If the PCs win the fight they can take Cassius' equipment. However, a Wisdom check (DC 10) will remind them that they are working for his family and they most likely will recognize his gear.

Cassius' blood can be placed on the tomb to unlock the lid. A Strength check (DC 20) is needed to push the lid aside.

INTO THE TOMB

When the lid is pushed aside, read the following.

As the lid slips off it makes a horrific grinding sound as stone rubs on stone. A gray powder falls to the ground as the two stones pulverize everything between them.

From the open area a gas explodes into the air around you.

This is a poisonous gas that has been rotting in the tomb for centuries. The gas will affect all the characters within a 10-foot radius. To avoid the effects a Fortitude save (DC 18) is needed or the PC will lose 2D6 Constitution points temporarily, secondary effect requires another Fortitude save (DC 18) for an additional 1D6 Temporary loss of Constitution points.

Inside the tomb you see the remains of a massive being. It was dressed in the same disturbing armor that decorated the top of the sarcophagus. There is little left of the man that once wore the armor. Some dust and bone fragments can be seen amongst the pieces of armor.

Next to the body on the left side lies a sword. This is a magical +2 long sword. On the right hand side of the body lays a black book made of thin metal plates and hooked together by three large rings. This is the **Book of Blood Magic**.

An electrical trap protects the book. This trap can be detected if a PC makes a Search skill check (DC 30) and disarmed with a Disable Device skill check (DC 25). If the attempt fails or the book is moved without the trap being disarmed the players are hit with a disastrous effect.

Electrical trap: This trap deals 6D6 electrical magic damage to the first character that touches the book. An electrical arch then jumps to the next character within 5 feet and deals 5D6 electrical magic damage. It continues to jump from character to character unit it reaches 0D6. If there are no other player characters in the area it will bounce back and forth from as many as it can reach, hitting the same character over and over again if needs be. A Reflex save (DC 22) is needed to take half damage from each attack that hits a character.

Once the trap has been set off the players can take the black book. In the tomb a Search skill check (DC 13) will uncover 200 old coins. A Knowledge: Appraisal or Knowledge: Antiques skill check (DC 15) will reveal that to a collector each would be worth a gold guilder. The black book radiates evil and it is evident that it is a book of vileness. If a PC tries to read the **Book of Blood Magic** they must make a Will save (DC 18) or lose 1D6



temporary Wisdom points and be knocked unconscious for 2D6 hours. If the check is passed a Decipher Script skill check (DC 15) will show that the book contains wicked spells and rituals that deal in blood and sacrifice. It is not a book that should fall into the hands of men with the desire for power.

A NOT SO SAFE TRIP HOME

Cassius' blood may also be used to open the portal and allow the players to escape the tomb back into the Tangle Vine Forest. When they exit the tomb they will be met by a strange growling noise and a Spot skill check (DC 12) will disclose that the clearing with the stone pillar and archway is surrounded. A group of four young Vor'kon (See page 228 in the EBL book for stats and information on the Vor'kon. As GM you can create them anyway you want to better personalize the attack) was drawn to the clearing by the release of the **Book of Blood Magic**. The Vor have been looking for the book for some time now and this patrol has been alerted to its presence. The Vor'kon will attack as soon as the PCs are out of the doorway.

As you step from the doorway your senses tell you that all is not well. You glance around and catch a glimpse of smooth gray skin and the flash of yellow teeth and claws. The air around you is filled with a gurgling snarl that you know can only mean one thing; something wants you for lunch.

The Vor'kon will fight to the death but will make sure at least one can get away to relay the message and get reinforcements. If one of the scouts gets away then the PCs are in for a hard chase out of the forest. If they can kill all of the Vor'kon then they have a few days head start to get out before reinforcements come. The reinforcements will include 2D4 young Vor'kon and one experienced Vor'kon (see page 228 in the EBL book for details). If the one scout escapes, reinforcements will arrive one day after the PCs left the doorway. If none of the scouting party survives then the reinforcements will arrive at the archway 2 days later and begin tracking from there.

ENDING THE ADVENTURE

Now, the PCs face many options and where the adventure goes from here is up to you as the GM. Do the PCs take the book back to Maximus Turmal? Do they try and hide it from their employer? How do they return home? Will they use the boats and meet the crew of the Maxim as planned, or will they steal the boats and try to make it out on their own? Do they give the evil book to the Magi Guilds or try and sell it on the Black Market?

The answer is up to the PCs and you. Maximus and House Turmal could make a great reoccurring antagonist for the PCs to face again. Or they may investigate House Turmal and find that it is not all corrupt, but has been infiltrated by evil. The options are endless and open for you to flesh out and expand to make a fun and enjoyable campaign in the world of Lannith.



THE LOST TEMPLE OF SERQUAN

This adventure is developed for four to five characters of 8th to 9th level. It is located in the Crimson Valley of the Everstone Blood Legacy campaign setting. This adventure is suitable for all class types.

PREPARATION

To run this adventure you only need the Everstone, Blood Legacy rulebook (EBL).

Before you begin, read completely through the adventure and familiarize yourself with the NPCs, monsters, and events that take place in the story line. When you feel comfortable with the adventure then you can add more details, NPCs, or whatever you feel like adding in to make it your adventure.

ADVENTURE BACKGROUND

Max “Salamander” Jack is a bad man. He will stoop to all kinds of low dealings to achieve any goal he sets his mind to. Stealing, cheating, and even killing are not things Jack shirks at. Recently, Salamander Jack has come across a guide to a mysterious temple.

Jack got the mysterious guide from the body of an adventurer. The adventurer was Lyle Carious, a lore hunter, who Jack overheard telling a tale in a tavern not too many nights ago. Lyle spoke of a temple that had strange statues and weird magic. It was during this tale that he showed a large eye made out of a single large ruby. Lyle told the tavern members that the ruby acted like a guide, and that it would glow the closer he got to the temple.

Jack and his men ambushed the man later that night, killed him, and took the large gem. Taking his new treasure Salamander Jack and his motley crew headed for a new place to find some adventures from which he could commandeer some equipment.

Jack has found himself in Cinder, sitting in The Pitt. It is a long way from his destination, The Crimson Valley, but he has decided to lose no time in acquiring the things he and his men will need to attempt to search out the whereabouts of the mystifying temple. Jack had made a fake map of the valley that shows the location of the lost temple. He has also devised a plan to lure treasure-seeking adventurers into following him on the quest.

It is in The Pitt where the PCs will meet up with Salamander Jack. Jack has already spotted the adventurers and has had his eye on them. They obviously look strong enough to handle a great deal, and are very well equipped. Jack wants nothing more than to convince the characters to join him in the quest to find the temple. After he convinces them he will have them follow him out of town where he can ambush them and steal all they have.

ADVENTURE SYNOPSIS

The adventure begins with the PCs hearing Salamander Jack’s fascinating tale, and being convinced to join him in his quest. Jack allows the PCs to prepare any way they wish and then will lead them out of town. Jack and his men then ambush the PCs.

Once the bandits are dead and the PCs retrieve the map and the ruby, it does not take them long to realize that the map is bunk while heading towards the Crimson Valley. But, they do notice the ruby is getting brighter the closer they get to the valley. After a nasty run in with the locals the PCs will hopefully be heading in the right direction. By following the rubies lead, they will soon find the canyon and the temple.

From here they see odd statues and set the now humming gem to rest in its place. They follow a long stairway up to the temple. They enter the temple and find the great treasure and fight off the temple guardian to gain more than wealth alone.

ADVENTURE HOOKS

As the GM you know your players better than anyone and can get them into this adventure easily. But, here are a few ideas to get the ball of thought rolling.

Option 1: The PCs have finished Smuggler’s Roost (one of the adventures included in this companion) and find themselves resting in The Pitt when they hear the tale of Salamander Jack.

Option 2: The PCs have heard about the mysterious death of the lore hunter Lyle Carious and are investigating his death when they hear about a man telling a similar tale that Lyle had told just before his death.

Option 3: The PCs could have stumbled across the gem in another adventure, and Jack is trying to steal it from them.

However you want to place the PCs in the adventure is fine. It is your game and you can change this adventure to suit your campaign as needed.

BEGINNING THE ADVENTURE

The PCs are enjoying the atmosphere and comfort of The Pitt. The tavern allows them the ability to feel at home, and this is as close to home as they may get for sometime. The night is just about perfect and the food even better when a weather worn man buys a round of drinks and begins a tale that will change the lives of the characters forever.

You find yourself lost in the comforts of the tavern. The light smell of smoke from the fireplace is soon overpowered by the fragrant smell of the food that is brought to your table. The ale in your mug is nearly gone when a man standing at the bar turns and calls out "Free drinks all around. I have a tale to tell and am in need of a captive audience. As the barmaid fills your mug you decide a free drink may be worth listening to a good tale of adventure.

The man is Salamander Jack. He has been watching the group and has chosen them as his next victims. He will relate the following story to all those in the bar.

"My companions and I were deep in the Crimson Valley, looking for treasure and adventure. Unfortunately, we found a lot of one but very little of the other.

As we traveled along the red flowing waters of the Crimson River we saw very little life. Of course, that was before the rains came. A downpour of horrendous proportions suddenly hit us. We could hardly move in the torrent, the mud was thickening around each of our steps and the air was thick with heat and moisture. It was then that the worms came out. These giant worms attacked with a vicious intensity that we could not stand against. We lost two in a single confrontation.

Running as fast as we could in the mud we tried to evade another encounter with the worms by dodging into a cavern that jutted out from the red cliff wall. Inside the makeshift shelter we found the body of a man, he had been killed by some creature we did not wish to see. In his pack we found this."

At this point Jack pulls out the ruby eye. Jack shows it to those around him, then hides it again quickly, takes a sip of his ale and continues the story.

"At first we had thought that the gem was a good payoff for our hardships but we realized that it was much more than that.

As we began the march out of the valley we noticed the eye would glow brighter when we walked in certain directions and dimmer if we changed directions. We became intrigued and began to follow the path the gem laid out for us.

We followed the eye to a thin canyon that only allowed us to travel in single file. The gem was ringing with an intense sound that was getting louder the closer we got to the end of the narrow walls.

At last they opened up into an entrance hall which was guarded by two large stone statues of a strange nature. Even the lore hunter of the group was unable to identify the creatures the statues depicted. It was here that the rest of my companions met their deaths and I barely escaped with my own life.

All I have to show for my trouble is the gem and this map. I drew it with my own hand and it shows the path to the strange statues and the treasure they guard."

Most of this tale is true. It is the same story that Lyle told the night Jack heard it. He has added a few of his own details and added the map. Other than that he only knows the above. If Jack is asked more about the trip, he will have to make them up (use his Bluff skill) on the spot.

MAX "SALAMANDER" JACK

Lore Hunter level 8

Race: Everstonian, **Hit Points:** 61, **Energy Points:** 42, **Initiative:** +1, **Speed:** 42, **Defense:** +3, **Armor:** 3, **Attack:** +7/+2, **Saves:** Fort +4, Ref +6, Will +5, **Abilities:** Str 11, Dex 14, Con 14, Int 14, Wis 16, Cha 16, **Skills:** Balance +3, Bluff, +5, Climb +3, Decipher Script +11, Escape Artist +6, Knowledge All +10, Research +8, Rune Device +11, Search +6, Sense Motive +6, Spot +8, Tumble +8, **Attributes:** Blind Sight 2, Charge Bloodstone 1, Obscure Knowledge 1, Attack Combat Mastery 3, Architecture Awareness 2, Luck 1, Appraise 1, Reflex 1, Defensive Roll 3, Armor Pro 1, Adrenal Burst 3, Evade 2, Evasive Target 2, Attack on the Run 2, Move Quickly 2, **Equipment:** Explorer's Pack, Water Skin, Bedroll, Cloak of Warming, Flint and Steel, 50 feet of Hemp Rope, Looking Glass, Ink, Quill, 4 Pieces of Paper, Pocket Dial, Healing Kit (2 uses already taken), tent (3 man), grappling hook, 1,100 gold guilders, **Weapons:** Thunder Pistol (x2) – Flaming 1, Speed 1 and 60 shots: Magi long dagger – Agile Striking 2, Armor Puncture 1, Defending 1, **Armor:** Buckle – Disguise 1, Reinforcement 1, Warding 1.

THE BAIT

From this point Jack raises his glass in a toast to his lost companions and then walks over to the PCs table. He asks if he can join them and then lays down the bait to get the PCs to join him in the quest to find the lost ruins. If the PCs try and make Sense Motive skill checks

against Jack they can feel pretty confident that Jack is telling the truth. However, if a check is made at (DC 35) they will notice that Jack is hiding something. If asked about it he quickly says that he is hiding the fact that the creatures they ran into were so horrible that he did not want to frighten them from joining him on the expedition. Another Sense Motive skill check (DC 30) is needed to spot this as not truthful as well.

The lure should be enough to get the characters excited enough to follow Jack into the Crimson Valley. If the PCs are having a hard time use Jack's great Charisma and have one of the characters really taken by the Lore Hunter's tale.

Jack will explain his plan to the PCs and inform them that he has transportation that will take them to the Crimson Valley. It is on the way to this make believe ship that Jack's men will ambush the characters.

By this time the PCs may already have their own form of transportation, if this is so then Jack will agree to travel with the companions. Jack will arrange for the ambush to occur on the way to the characters' ship.

Either way the trip is planned to begin early the next morning. Allow the PCs time to purchase what they may need for the adventure the evening of the meeting and have them enjoy a peaceful night sleep.

Jack will stay at The Pitt and will have no contact with his men if the PCs stay with him. He will attempt to leave early in the morning to speak to his men before the PCs awaken.

If he is allowed time on his own he will meet only with one member of his band in secret to inform them about the PCs strength and plans they need to make.

AMBUSH AND BETRAYAL

The night passes uneventfully and the PCs are ready to start on the great adventure. Salamander Jack also looks rested and excited to begin the journey. As the PCs are headed toward the chosen form of transportation they are attacked in a lonely street by thugs. These men are Jack's band of outlaws.

As you are walking through the still dark streets of Cinder you find yourselves in a quiet and deserted street. Just as your common sense begin to warn you that trouble is near, you see a group of five men in black cloaks emerge from various hiding places along the street. Relying yourself, you turn to your companions in time to see Salamander Jack running to an alley screaming, "They want the map and the gem. We have to run!"

Jack rushed into the alleyway and one of his thugs emerges just in front of the opening to block off any pursuers. Jack will then turn and fight the PCs from a distance for as long as he can before he has to close in

for melee. The five thugs will attack with full intent to kill all of the PCs.

THUGS

Mundane Fighter Level 5 (see later in this book)

Race: Everstonian, **Hit Points:** 30, **Energy Points:** 20, **Initiative:** +1, **Speed:** 36, **Defense:** +5, **Armor:** 3, **Attack:** +6/+1, **Saves:** Fort +3, Ref +3, Will +1, **Abilities:** Str 13, Dex 12, Con 14, Int 10, Wis 10, Cha 10, **Skills:** Climb +5, Gamble +2, Intimidate +4, Hide +2, Jump, +2, Move Silent +2, Swim +2, **Attributes:** Attack Combat Mastery 4, Armor Pro 1, Brawl 2, Defense Combat Mastery 4, Reflex 1, **Equipment:** Explorer's Pack, Water Skin, Bedroll, Flint and Steel, 50 feet of Hemp Rope, 50 gold guilders, **Weapons:** Thunder Pistol – Flaming 1, 40 shots, Club, Short Sword, **Armor:** Buckle – Reinforcement 1.

Jack will fight to near death, 10 or less Hit Points, but will order his men to fight to the last man. Jack will attempt to run if he is able to get out of the combat before he is killed.

If Jack survives and is captured by the PCs he will use all of his Bluff skill and Charisma to talk the PCs into letting him go with them and that he will turn all control to them. If he can convince them then have him accompany the PCs with the intent that he will turn on them at any time he has the advantage.

If Jack is dead then the PCs have the gem and the map and no extra baggage. Hopefully they decide to continue with the adventure.

The time spent traveling and the events that occur are up to you as the GM. The players may fly or ride to the Crimson Valley, or they may have to face the trip on foot. However they attempt the trip, you will know how best to handle the encounters along the way. No matter the form of transportation they take make sure they notice that the gem does begin to glow ever so slightly the closer they get to the valley.

RED VALLEY, RED BLOOD

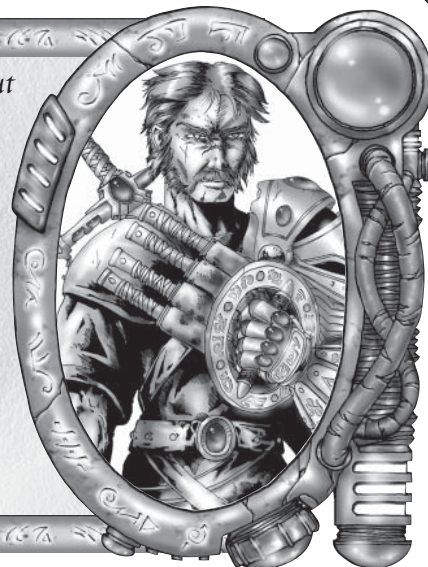
The PCs finally arrive at the Crimson Valley and are amazed at the beauty and strangeness of the cliffs and the Crimson River that runs the length of the valley.

Your eyes glare upward to the tops of the towering cliffs that wall you in on two sides. The red granite turns to red veined marble here and there with white veins that make the canyon resemble raw meat. The sound of the river fills your ears with an almost peaceful rushing sound. Unfortunately the rivers luring sound does little to ease the gripping sense that something is not right.

It is here that the characters should notice that the map is complete bunk. The pictures Jack drew look nothing like the real valley and none of the landmarks are even

At times it seems like we know more about far off lands than we do about the next valley over. One might take a gander over a nearby hill and see more amazing things than you hear told in them sage scrolls one reads. Being spent like they are, the Magi don't have the time to look into every hidden knock and out of the way yank of land. I guess that's what we Marshals are for but you know their just aren't enough of us to go around. I try to get out and do my fare share of mapping, but its going to take a long while before we Marshals figure it all out. Most the valleys still wild and rough so I doubt I'll ever see the whole of it by the time I pass on.

-Falco Grimshaw, active Border Marshal-



closely accurate. They do, however, notice that the gem is glowing much brighter.

Glancing at the map and looking around at the valley and its landmarks you realize that the map is worthless. Jack's map is as fake as he was. Dismayed that you have been duped again, you worry that the trip may have been in vain. It is then that you notice the unmistakable glow of the eye shaped ruby. It is much more intense than it has ever been on the journey. Maybe, just maybe, Jack's entire story was not a lie.

The PCs need to search and travel around the valley for a day or two before they can get a good bearing on the direction that causes the gem to glow the brightest. On the second day in the afternoon the weather turns malicious. Rain begins to pour down in sheets. The ground begins to turn to mud making PCs move at half speed. The rain is so intense that all Search and Spot skill checks have a -5 modifier and vision is limited to 30 feet. The sound of the rain is so loud that any Listen skill checks have a -10 modifier.

As the mud begins to thicken and the river swells, the PCs will also notice that the river begins to run thick with a dark crimson color that closely resembles blood.

This first major rainfall is what the hibernating mud worms have been waiting for. The water seeps into the parched earth and awakens the sleeping creatures.

The rain seeps into your clothing and drenches you to the very core. You have to struggle to get your feet out of the thick mud with every step. You nearly slide into the now swollen banks of the river as you reach for any handhold on the cliff face.

At last you are able to trudge into a wider area that the rains have turned into a bog. You pull yourselves in against the canyon wall to try and cut down the torrents of water that shower endlessly over your already water-

logged clothes. Just when you think you may have found a small relief from the storm, the mire around the clearing bursts into a gush of scarlet sludge. From out of the mayhem rears the segmented bodies of four giant worms with rows of sharp teeth glistening from a gaping maw that could only be their hungry mouths.

These creatures are the feared mud worms of the Crimson Valley and the rains have awakened them to feed and to mate. They will attack the PCs relentlessly because they are hungry and need energy to mate.

OUT OF THE BELLY AND INTO THE CLAWS

After the battle the PCs may need to rest. Unfortunately, they will find very little of it. The rain continues and the threat of mud worms continues as they try to follow the gem's glow. After another day of travel the ruby eye will become very bright. The PCs will feel that they are close. What they may not know, is that the rain not only starts breeding time for the worms, but also brings out their biggest predator.

As the characters are walking along in the wet, muddy swamp they will notice the signs of more mud worms coming for the attack.

You are tired and soaked to the bone. The fight with the worms the day before has taken its toll on you. If the radiation of the gems glow was not becoming more and more intense, you feel that you might turn around and forget you ever heard of the Crimson Valley.

As you are entertaining the thoughts of a warm fire and good food back at The Pitt, the ground in front of you begins to boil. Mud and water ripples in a line that is headed directly towards your group. You ready yourself for another battle with the massive worms, when suddenly the ground becomes still and almost calm.

MUD WORMS



Mud worms make their home mainly in the Crimson Valley. They are seen almost exclusively between the months of Springs Awaken and Springs Bloom. It is between these months that the rains are the heaviest and the Crimson River floods over its normal shores turning the valley into a swampy bog. The mud worms live for these rains. The water awakens them from hibernation and kicks in their instincts to eat and mate. The worms live together in small pods, ranging in number from three to twelve and hibernate wrapped in a large ball. When the rains cause vibrations on the surface the worms begin to stir. If one worm senses any movement they can communicate this to the other worms by an unknown method. From a writhing mass the pod will quickly unravel into a group that hunts and attacks together. Most pods are made up of mud worms of the same sex and the males will hunt for a pod of females after their first feeding. After breeding takes place a clutch of 4d6 eggs are hidden in a nest buried in the mud (see EBL page 198 for more on mud worm eggs). Mud worms are a dark blue to deep purple in the males and a bright maroon in the females. They are fifteen to twenty feet long and made up of segmented scale like plates. Their bodies are anywhere from four to five feet in diameter and can swallow a victim in a single gulp.

Type: large parasite, **Level:** 9, **Hit Points:** 80 (d10), **Energy Points:** 50, **Initiative:** +0, **Speed:** 40, burrow 20, swim 20, **Defense Bonus:** -1, **Armor:** 5, **Attack Bonus:** +6/+1, **Attack:** bite (2d8+10), **Qualities:** grab, hibernate, poison bite, regeneration, swallow, vibration sense, **Saves:** Fort +9, Ref +1, Will -1, **Abilities:** Str 30, Dex 10, Con 24, Ins 3, **Skills:** Listen +14, Swim +20.

Grab: If a bite attack is successful, then the mud worm may choose to entangle the victim with its body. This counts as a free action. The victim must make a Strength versus Strength check to overcome the hold. If the victim fails then they become entangled (see EBL page 170).

Hibernate: During the summer the mud worms gather in pods and dig deep into the bottom of the Crimson River and hibernate. As the rains begin to increase in the spring the water becomes saturated and the river rises. This causes the worms to awaken and hunt for food for the energy needed for mating.

Poison Bite: If a mud worm's bite attack deals damage, then there is the chance that the bite will also cause poison effects. Mud worm saliva is very toxic and can infect a victim that has been bitten, unless a Fortitude save (DC 15) is made. If the save is failed then the victim is paralyzed. **Poison:** mud worm saliva, Type: injected, Initial Damage: paralysis (see EBL page 170) for 1d6 rounds, Secondary Damage: none, Price: 750 silver guilder per dose.

Regeneration: Each round the mud worm may spend 3 Energy Points to heal itself 1d4 Hit Points.

Swallow: By spending 4 Energy Points a mud worm may attempt to swallow a victim that is at least one size category smaller than itself. The worm must make a successful bite attack but deal no damage. The victim must make a Grapple check (see EBL page 166) or be swallowed. The victim takes 2D6 points of squeezing damage and 1d6 points of acid damage. The victim is considered to be entangled (see EBL page 170). To escape, a swallowed victim must deal at least 15 points of damage to the worm. He may only use a small slashing weapon to cut himself free.

Vibration Sense: For an expenditure of 5 Energy Points a mud worm can sense any slight movement upon the surface up to 1,000 feet. For every extra 5 Energy Points the distance can be increased by another 1,000 feet.

The PCs will need to make a Listen skill check (DC 15) including the modifier for the rain. If they do pass the check then they hear the sound of something big moving through the water at a fast pace. If they do hear the creatures they might have time to react before the attack comes.

The world around you becomes strangely tranquil and the water ceases to writhe and boil. Then the sound of splashing comes from somewhere nearby. As you turn to find the source, the curtain of water is split open as the sharp features of a clawed monster appears.

The attack comes from two land rippers (See EBL page 215) who have been following the mud worms. If the PCs fared well with the mud worms then you can add another land ripper to make this a hard fight. The land rippers are hungry and are hunting for worm pods. The PCs are in their way and they will eradicate them completely, by eating them, before they continue the hunt. They are vicious creatures and fight to the death.

A LITTLE BUZZ, A NARROW PATH, AND BIG STAIRS

By the next day the rain has stopped. There is a dramatic change in the ruby, it has become a deep red and has begun to make a low buzzing noise. As the PCs near a dark spot in the canyon wall they realize that it is actually a small crack in the rock wall. The crevice is only eight feet wide and has about a foot of water running through it. Red granite walls tower high above, nearly touching each other at the top. Only a minute amount of sunlight is able to squeeze through to the canyon floor.

As the characters enter the narrow opening the humming of the gem will intensify and become very loud. Each step through the narrow path will make the sound become almost too much to bear. The PCs need to make 4 Will saves (DC 12) to be able to continue. If they fail, they will lose 1d4 temporary Constitution points for each failed attempt. If they reach 0 Constitution points they have become completely drained and will collapse unconscious (not die). They must be removed from the sound of the ruby or the loss will become permanent within an hour and the character will die. Putting something in the ears reduces the save to DC 5. Golems are for some reason unaffected by the gem's sound and need to make no saving throws.

At the end of the narrow pathway the canyon opens into a small grotto. The PCs see two insect-like statues, as well as a long stairway up the cliff wall.

The narrow pathway finally gives way to a small grotto. The sun shines a little more in this part of the canyon and as your eyes become accustomed to the light, you are able to see the forms of two large statues. In front of you extends a long, high stairway. Down the center of the

stairs runs a small waterfall that feeds the stream that you have been sloshing through all morning.

Each of the stone figures resembles some kind of insect. The one on the right stands tall and you notice that the eyes are ruby red. The statue to your left is broken near the middle and lies in pieces on the canyon floor.

Looking closely, you see that the head is missing one of its ruby eyes. The eye that you carry is humming so loudly that it has actually started to vibrate.

If the PCs place the eye back in its place the humming and glowing stop. However, both statues set of eyes begin to glow slightly a few seconds later.

The stairway has 1,000 steps leading up to the top of the cliff. The climb is not easy due to the water flowing down them. The PCs will need to make 3 Dexterity checks (DC 7) or they will stumble down the stairway. If a PC slips they need to make a Reflex save (DC 15) to catch themselves or tumble down the steps taking 3d6 points of damage.

When the PCs are about half way up the stairs they hear the sound of flapping. Their noses are then attacked by a horrendous stench. The noise and smell are coming from a swarm of 5 winged lurkers (see EBL page 173). The lurkers make the ascent very difficult and the PCs need to make Dexterity checks (DC 15) each combat round, with the same affects as above if they fall.

THE TEMPLE ON THE LAKE

When the PCs arrive at the top of the stairs they will see the source of the waterfall. A large rust colored lake sits on a large ridge cutting into the cliff face. The canyon walls continue on all three sides and tower above the water. On a small island, nestled in the center of the lake, sits the ruins of a once grand building.

The stairs finally come to an end and the cliff face gives way to a ledge that cuts deep into the canyon side. Two more statues identical to the ones below guard the pathway in front of you.

The source of the waterfall becomes evident as you gaze out over the rust colored lake. The water seems calm and peaceful, though its color is disturbingly enough like blood that it causes you to feel uneasy. A quick glance around reveals the ruins of a building situated on a small island in the center of the lake. As your try and take in the beauty of the scene around you, your eyes catch the sudden movement of what looks to be a large bird taking flight from the top of the ruined building.

The bird is actually the male half of a mated pair of wyverns, who have made their nest on the ruins of the old temple. The male is looking to get some food for his mate who is sitting on a nest of eggs. The male wyvern will attack in hopes of stealing one of the PCs to take

back as a meal. If the PCs are too beat up, then have the male attack by himself, and then have them face the female on the nest. If they are really hurt then have there be only one female on her nest of eggs (see EBL page 191).

After the wyvern is killed the PCs must find a way to cross the lake to the temple. If they choose to swim they must make two Swim skill checks (DC 14) to make it to the island. Once they pull themselves on shore they will notice that part of the ledge's back wall has collapsed and covered a large portion of the temple. They will also notice the strange hexagonal architecture of the temple.

After you catch your breath, you take a closer look at the temple. The strange architecture glitters in the sunlight as if the walls are made of platinum and gold. You notice a rough and weathered walkway that is lined on both sides by the insect figures. The rubble-strewn path leads straight to a temple door that has been carved into the shape of a hexagon.

As you get nearer to the temple you take a closer look at the golden walls and realize that it is not gold but a type of hardened resin. This alien landscape and odd building seem a bit out of place in your world, but then again you know very little about your world.

When the players begin to walk towards the door they will notice that the insect statues are all in different poses and have just enough character to make them think they all represent different beings. When they reach the doorway they will find the remains of what looked to be a sorcerer. The bones are very old and the clothing lies in tatters and will fall apart if touched. The other gear on the skeleton is also useless. However, the characters will spot a staff clenched in one of the bony hands. The staff is in perfect condition and looks as if it had been made days ago. Also on the woman's body is a pair of boots that also look as if they have been preserved. A Search skill check (DC 18) will uncover a leather sack that holds 1,500 gold guilders and 1,000 silver guilders. The sack will disintegrate if touched but the coins are only a bit dirty.

Staff: This magical staff grants the bearer a +3 to her Attack Bonus. It also contains a crystal in the center of the headpiece that will light a 30-foot circle when commanded. The light can be summoned three times a day for an hour each time.

Boots: These boot will shrink or grow to fit most humanoid feet. They grant the wearer a +10 to Climb and Jump skill checks.

BUZZING IN THE MIST

A closer look at the temple doorway will bring the unique posture of the two statues standing at the entrance. These insects have their front legs extended as if to receive or to hold something. On the door there are some strange markings that a successful Decipher Script skill check (DC 25) will allow the PC to learn that to enter a being must be peaceful and meek. This means that they must take off **ALL** their weapons and armor to enter the door. If a PC tries to enter the doorway before removing these items they will suffer shock damage (8d10). A Fortitude save (DC 20) is allowed to take half damage. There is no way to disarm this barrier, and unless the PCs hang their weapons on the arms of the guardians they cannot enter.

When they enter the doorway they will notice the room is hexagonal in shape. They will also begin to hear a slight buzzing noise as if something were making the sound from a few rooms away. A mist fills the room and they notice that the door way is gone and another one has opened on the far wall.

You walk through the door a bit apprehensive without your weapons at your side. The room you enter is made of the same golden resin as the walls outside. The room is also shaped like a hexagon and you see no other exits or doors.

Your senses pick up a slight buzzing noise that fills your mind even though you are unable to pinpoint the location of its source. While you are occupied with the sound, a mist fills the room. Soon all vision is blocked, then, as fast as it appeared the mist retreats and you notice the door you entered through is gone. However, another door has opened in the far section of the wall.

You also realize that a large brazier has materialized. The metal pan on top holds red-hot coals and a blue fire burns high toward the ceiling.

More old runes decorate the frame of the doorway. A successful Decipher Script skill check (DC 25) will allow the PC to learn that the next section is only accessible by one who is pure of heart. The PCs are supposed to stand on the pan of the brazier and allow the fire to drain 2d6 Constitution points. If they try to resist then allow them a Fortitude save (DC 22) to stop the drain. However, if they resist they will find themselves outside, standing next to the doorway unable to enter again.

If the PCs do allow the Constitution drain then they can enter the next door. They will have the same experience with the buzzing and the mist. Again when the mist clears they will see another door in the far wall. There will also be an odd helmet resting on a small table.

The writings will reveal the next test with a successful Decipher Script skill check (DC 25). The runes state that the next door will only allow the pure in thought to enter.

The PCs must place the helmet on their heads and allow it to drain 2d6 Intelligence points. If they try to resist a Will save (DC 20) is made. If they make the save then they find themselves outside the temple unable to enter again. If they allow the drain to occur they enter the next room.

Again the PCs are subjected to a buzzing in the mist and a new doorway. In the room with them has appeared an insect-like statue holding a bowl in its forearms. The bowl holds a yellow honey-like substance.

A successful Decipher Script skill check (DC 25) reveals that the script on the door says that only those with a pure inner soul can enter the next room. The PCs need to eat the honey. If they do they will lose 2d6 Constitution points. If they try to resist, allow for a Fortitude save (DC 15). If they resist then they will find themselves outside the first doorway unable to enter again. If they submit to the draining they can enter the door.

When the characters enter this last hexagonal room they will notice it is decorated with bizarre carvings and intriguing details of plants animals and insects. In the center of the room is a large gem resting on a velvet pillow. The buzzing seems a bit louder in this room.

This room is decorated with carvings along the walls that picture the world outside. You are amazed at the great minute details of plants, animals, and insects. The scenes depict happiness and harmony. You feel peacefulness in the room that fills your entire body.

The buzzing seems to be a bit louder and as you track down the source of the sound you see a pedestal with a large velvety pillow on its crest. On the pillow sits the largest cut gem you have ever seen.

You move a bit closer and the buzzing begins to sound as if it were words instead of just noise. You feel a bit

dizzy and it takes all you can to stand. Soon the room spins and you feel yourself collapse onto the floor.

When the PCs are all unconscious they have a dream that they may or may not understand. They see the lands of Lannith in springtime. The flowers are blooming and the animals are frolicking through gorgeous forests of tall trees. Majestic mountains sprout waterfalls and lakes while powerful birds fly above their snow covered peaks.

Then it is dark. Lightning shatters the skies. Fire, earthquakes, and death flow over the lands. The balance of nature is uprooted and all is bleak and sad. The PCs now see the lands of Lannith in a horrible state.

Just as despair is about to take over the minds of the PCs they see a small glimmer of life. A green seedling pushes its way through the charred earth. It grows, and soon leaves sprout from the stem. Then a bud forms at the top. Within moments the bud blooms into a beautiful rose. With this the vision ends and the PCs wake up finding themselves in the beginning room with the exit open to the outside. If they succumbed to all three tests, and took part in the vision, they will leave the temple with a permanent +2 to their Wisdom score. If they failed any test they wake up next to the entrance and can never go back inside. Finally, if any PC wanted to steal the large cut gem, was disrespectful to the temple, or wanted to take anything from the temple they leave with a permanent -2 to their Wisdom score.

ENDING THE ADVENTURE

The PCs should leave this adventure with the thought that they have been given a hint of some ancient culture of Lannith. If they feel this way they are correct. Where the adventure goes from here is up to you as the GM. Do they find out more about the dead sorcerer and the magical gear she carried? Do they try and learn more about the temple or the Serquan? The answers are up to you. Lannith is a big world. Have fun exploring it.

CINDER & LOCALS

In this companion we are going to target the mining town of Cinder and some of the locals that can be found therein.

STATS

Population: 2,400

Main Exports: coal, myth-stone, barrels & chests.

Main Imports: stone, livestock, foodstuff.

Triumvirate: Constantin (13th level Sun Magi), Denisa (10th level Moon Magi), Victo (11th level Shadow Magi).

THE LAND

Cinder rests on the northern shore of Lady's Lake, just south of the Black Hills. The town itself is a main starting point for those traveling the hills and acts as a crossroads for prospectors and treasure seekers. The northern half of Lady's Lake is mostly brush and grasslands but as one moves further south towards the Lund River the trees begin to thicken up. Cinder rests at about the point where the forest starts to pick up with a splattering of valley forge maples which gets thicker and more lush as one moves southwest of town.

To the northwest, the trees give away to scrag oak and thyer brush as the soil gets more barren and the dark shell rock of the Black Hills becomes more dominant.

Cinder lies at an important junction that will most likely see it thrive for many years to come. Even if the myth-stone mines run dry Cinder rests on the junction of the Lund River and acts as a staging point for over-land travel to the north.

HISTORY

During the Golem War there was a strong need of a constant source of food. One of the most immediate sources was the plentiful Lady's Lake. It had not been

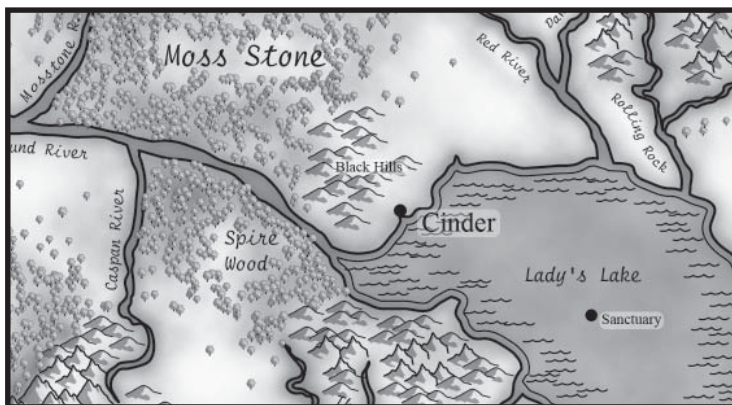
plied in over three hundred years and the people of the Stone-Hold who could not fight (mostly the elderly, children, and women) made crude fishing craft to use for just such a purpose. Although many small fishing communities sprang into existence over the years none became as successful as the town of Cedar Shore, so named for the strong line of Snow Cedars that used to run along the southern Black Hills. Shortly after this, a few families made a living at mining coal and supplying it to other locations around the lake. It was not until the discovery of a rich myth-stone mine that the

village began to grow and form a town.

The long strait wood of the snow cedars was in demand and a few logger companies took cutting and supplying the wood, making a hefty profit. These loggers cut new roads into the Black Hills where they encountered more than their share of danger. The Magi Guilds and Stormguard were

more than busy with the war and so the people of Cedar Shore had to fend for themselves. For awhile the cave ogres became so fierce that it detoured many from settling. Hence, the town formed a small militia to help deal with the ogres. For some time the town experienced prosperity and growth at a steady rate.

Six years ago the large Myth-Stone mine played out and slowly the townspeople began to move away for the lack of work. Two years later the town built of cedar caught fire and a good portion of it burned to the ground. It was too much for many and so they moved on. The town was a broken place with only a few who did not move-on because they knew nothing else. Although there are still more than a dozen coal mines in operation it is nothing compared to the town's once wealthy economy. An attempt to rebuild the town and even dub it with a new name did little to help. The Triumvirate even convinced the Magi to invest in a stone Guild Hall to bring back the moral.





Although the place seems a bit wild for the likes of me, I have to say that the wooden town of Cinder has a quality to it that I have not seen the likes of anywhere else. The people there are a hardy lot and quick to anger and take sides. They either love a fella or they hate em. Its not a lawless place but it is sure a bit rough around the edges. It's a good place to pick up work though. Constantin will pay well for a Border Marshal willing to help tame those wild Black Hills. Not something to be taken lightly though. You ever saw what a cave ogre can do to a soldier with one of those stone clubs? So if you do hire out, make sure you hire yourself a posse at least a half dozen strong.

-Falco Grimshaw, active Border Marshal-

Six months ago a strike of myth-stone has brought new hope to the people. Once again workers are coming to the call of steady pay and a resurgence of prospectors and wealth seekers can be seen at the docks daily. For surely where two strikes of myth-stone were discovered there must be more!

THE PEOPLE

There are more or less two kinds of people in Cinder, the miners and those who are not. Although a good portion of the population lives within Cinder town there are more outside of the walls. Many of the larger mining families find it convenient to have larger estates closer to the Black Hills and their source of income. This has caused a number of families to form their own walled community of sorts. This brings forth the need for a full contingent of guards for protection, as well as a number of bunk houses for miners.

These families create various factions and alliances within the town, and usually when hired by one of the mining families, a person is expected to change their loyalties to other employees of that family. This creates a sort of "us against them" mentality. Not only do the families have their employees but many businesses find it in their best interest to favor one or more of the families. This creates numerous relationship rifts throughout every level of the town. It is not rare for a traveler to encounter a large street brawl involving a few dozen men and women when traveling through Cinder. These "feuds" will often turn violent and Cinder's Triumvirate stays occupied with trying to keep a hostile peace.

MINING FAMILIES

There are dozens of prospectors out searching the dangerous Black Hills for precious ore (namely myth-stone). Some of these prospectors find a good strike and it does not take long for them to register with the local Triumvirate and call for the aid of family and friends to share in the wealth. If the strike is deep and pure, then

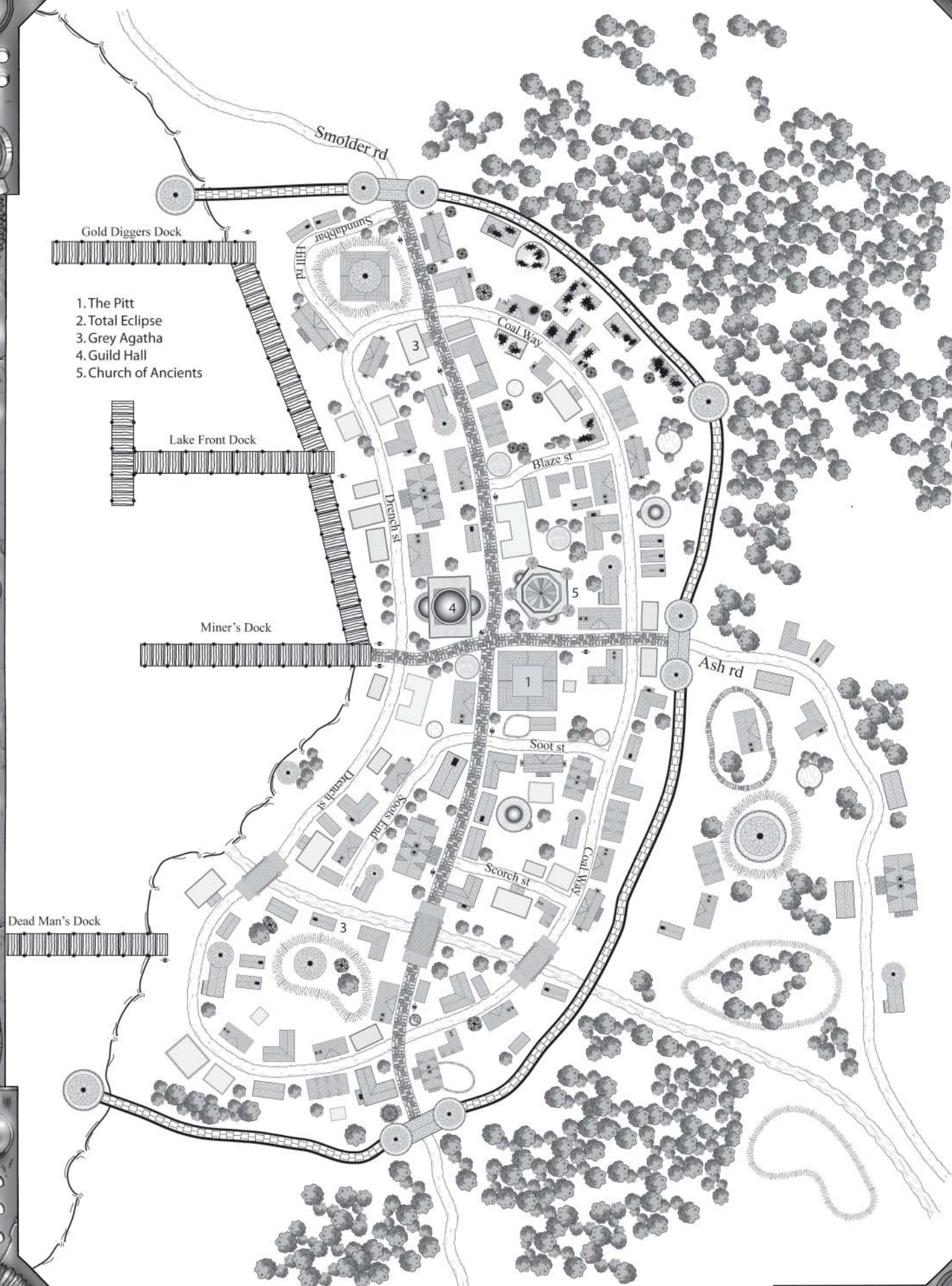
it is not long before the family can begin to hire miners. Rumors of their wealth spread and so the family will usually hire a few guards to protect their claim.

Some of the families are a few generations old and have more than a few mines to their credit. These families will usually have large estates with stone walls and dozens of miners in their employ. Such families have quite a bit of influence in Cinder as their wealth could make or break many of the smaller businesses. Two of the largest families Anitor and Sworren have almost split the town with their constant feuding.

SWORREN FAMILY

A year ago the Sworren family was on its last leg. They had a few played out coal mines that they could call their own and the head of the family, Erick Sworren, died of heart failure. He left behind a brother, his wife, and three children. Erick's brother, Charan, was staying on the family's run down estate with his own wife and son, but when Erick died the estate passed into Charan's hands. Charan used his new found authority to take whatever funds were in the Cinder Bank and left town, never to be heard of again. The ill hearted Charon left his wife and son to fend for themselves, along with Erick's widow and offspring. It was the daughter Sasanita, although only 20 years old, who pulled the family together. Things looked glum and she tried to get the coal mines to show profit again by hiring a few more workers. Six months ago the Sworren family's fortune changed drastically when the coal miners struck a rich streak of myth-stone.

Within a few months, the family swelled its coffers and the newfound wealth has been used to make repairs and organize what used to be a profitable organization. With the aid and support of the flourishing myth-stone mine, their other coal mines are even beginning to see a surplus. The Sworrens' are quickly becoming the wealthiest mining family in Cinder.



ANITOR FAMILY

Although fortune has smiled upon the Sworren family it is unfortunate that such good news comes with a storm cloud hanging over it. The Anitor family was one of the larger families and owns quite a few good size claims along the southern slopes of the Black Hills. When the Sworren's struck myth-stone close to their claims, they quickly researched the borders and with a few well paid surveyors (some say more than "well" paid) they have made accusations that the myth-stone actually falls upon their own land. Denisa of the Cinder Triumvirate has decreed that although some of the mines rich with coal, do in fact run close to the border, the myth-stone mines are well away from any Anitor land. Of course the Anitor strongly disagree and are creating a heated debate over it. Marken Anitor himself, as well as some of his lackeys have dressed up as bandits and made a few attacks against Sworren mining camps. This has caused the Sworren to increase their guard and keep a wary eye on the dirty Anitor, fearing that the worst is yet to come.

THE BOOM

Within the last month, two more strikes of myth-stone have been reported. The first strike was found by a lone prospector and his wife who has brought in a couple of pack marmadon's laden with the precious stone from an unknown location within the Black Hills. A few shady subjects have attempted to follow the old prospector to his find but the old geezer has some luck at losing tails and he has a hussgar pet that is very large for its kind (+ 50% hit points), which makes most keep their distance.

The second strike has been found by the mining family Druggen, three brothers who have been squatting on a piece of family land for years. The Druggen brothers had a run in with some bandits, but to their dismay the oldest brother, Karlon, is a Shadow Magi on a two year leave. The brothers have hired four old miners to help them pry the precious stone from the earth. So far they are doing quite well and the strain of myth-stone looks uncommonly pure and thick. The Druggen mine is uncharacteristic of most of the Black Hills mines as it runs very deep, almost strait down into the earth, with a network of pulleys and platforms.

Although many come to Cinder with a gleam in their eye and the misconception that people are walking around in the hills picking up myth-stone nuggets, they are finding the hard way that the Black Hills is a very dangerous place, full of cave ogres, packs of hussgar, gor hogs, and the like. Those who wander too far north into more wild areas are usually never heard from again. Even the Fey of Mosstone usually keep their distance from the Black Hills, a place that may hold wealth, but also danger.

LAYOUT OF CINDER

Years ago, when the town was Cedar Shore the Triumvirate had come up with enough money to build a stone wall and a Guild Hall. The wall was needed mostly for packs of hussgar that came down in colder winters, as well as to help stem theft from bandits and thieves. A dozen years ago the Temple of Ancients built a stone temple across from the Hall and now these two buildings tower over the other modest wood structures that make up Cinder. Four years ago, when the fire raged through the western part of the city the dry cedar timber caught and went up quickly. Only the presence of Sunndabbar the O'grom Sorcerer kept the fire from spreading throughout the town completely.

Although stone would make for a better construction material, the snow cedars are readily available and makes for the much faster growth rate that Cinder is experiencing. Thus, once again, the town is being mostly built from wood.

Smolder & Ash

Two years ago the Triumvirate put together enough tax money to upgrade Smolder and Ash road to cobblestones. They plan on tearing down an old tower across from the Guild Hall to make a market. The tower and an accompanying building are scheduled to be torn down and Victor (the Triumvirate Moon Magi) plans on starting the demolition within a few months.

Docks

The docks see a lot of traffic from various other locals, such as Harbor, South Harbor, and Telegrona. Cinder does not have any kind of special accommodations for land ships and the like, but it does set aside Gold Diggers Dock for just such traffic. Daily land ships come to and from Cinder and only lately, has a ferry begun to systematically make trips from Cinder to Sky Town. So far the captain, a Gavown by the name of Andan, has made a good living with his ferry and he charges 25 silver guilders per passenger.

Deadmans Dock is smaller and not kept in as good a condition as the rest of the docks. It is used by more private boats, such as fishermen. It also has a strange looking watercraft used by the Sorcerer Sunndabbar. A watercraft that is said to use the power of a water elemental to push it along.

THE PITT

The air is filled with the scent of sweet bread and melted honey. A light hint of cedar smoke filters in from the large fireplace that adds a blanket of comfort to the room. Large vats of ale and other foreign drinks add to the hodgepodge of smells.

The sound of mugs being lifted and then placed back down mingles with the dull mumble of voices that are sharing everything from the day in the fields to the last adventure into some forgotten ruin. A faint sizzle is heard from the kitchen as the grease from a rack of gor hog ribs drips from the spit into the cooking fire below.

In the pantry, barrels of homemade honey butter line the shelves next to sacks of homegrown onions and potatoes. Large chunks of meat swing from hooks and exotic spices hang drying on the wall.

The atmosphere here is friendly and homey. This is a place where people come to unwind, relax, and recuperate. This is The Pitt.

The tension is rising. A high stakes game of “Mage” is coming close to the last hand. Silence fills the room. Eyes stare at the players as guilders are placed down for final bets.

The cards are played and cheers ring out among sighs of disgust. Then the accusations fly, finger pointing, and name-calling fuel the fire. The players rise from their seats and there is a push and a shove. Fists are raised ready to do battle.

A sudden quiet fills the room as a metal hand comes between the two men, and a deep voice breaks the stillness, “This will be settled in The Pitt.”

A chant explodes from the crowd, “Pitt, Pitt, Pitt.....” This too is The Pitt.

HISTORY

The history of The Pitt goes back to before the fire when Cinder was the small fishing village of Cedar Shore. Delick the hand, and ex-Stormguard, settled in the fishing village with his wife and his two children. At first, he just wanted to farm and fish the rest of his life away, but his attitude changed with the luck of the draw in a game of “Mage.”

Delick was playing “Mage” in the run down saloon named The Lotus. The bar’s owner, Crazy Coot, was

likewise playing in the game. Being low on guilders and down on his luck, he bet the bar on one of the hands. Delick won the hand and the bar.

At first, he wondered what he was going to do with the rundown establishment, but after a few months the tavern became his passion. With a few guilders and a lot of time The Lotus became a prominent establishment in the village. Delick’s wife, Shanel, started to bake her family recipe of sweet bread and topped it off with homemade honey butter. The bread became the number one item on the menu. Delick even started to raise honeybees behind the tavern.

Not long after, myth-stone was discovered in the Black Hills and Cedar Shore’s population exploded. Delick had to expand the tavern to accommodate all of the new patrons that began to frequent his bar. He added a few rooms that he could rent out to travelers and increased the size of the gaming and dining hall as well.

Delick also noticed that the nature of his normal patrons had also changed over the years. The lonely miners and fortune hunters were looking to spend their wealth and have a good time. After a lengthy argument with his wife Delick finally won out and added show girls as a form of entertainment. It was also known amongst the clientele that some of the girls would also provide “other services.”

The rune-baths, which could always provide a hot bath, became popular. However, not as popular with some of the patrons who Delick thought needed them the most.

The reputation of The Lotus began to spread through the surrounding areas. From the high stake “Mage” games, to the top quality female entertainment, word got around. These sinful pleasures added to the large quantity of alcohol that was being sold. This caused tempers to flair and fights to break out. Brawls became as much a part of The Lotus as the games of “Mage”

Delick found himself spending most of his profits on replacement chairs and tables. He was about to give up on his dream when he happened upon a strange friend called Cage.

Delick was on a trip to gather supplies for the tavern when he came across the Golem, Cage.

Cage was holding the torn and bloody form of a woman and the splattered remains of a cave ogre. Delick learned that the woman had been a Moon Magi and Cage was her guardian. The cave ogre had ambushed them and killed the Magi before Cage could rip him apart. Cage felt as though he had failed his friend and companion. Delick helped the golem bury the Moon Magi and then brought the golem home.

Since that day Cage has become a permanent resident of The Pitt. In fact, it is the Golem that helped the tavern change to its current name. Cage became the tavern bouncer and stopped many fights before they got out of hand. After nearly a year of policing the bar, the golem told Delick of an idea he had formed. Cage thought, if the patrons wanted to fight, why couldn't they fight in an arena and Delick could charge people to watch the spectacle. Delick loved the idea and immediately began construction on just such a thing.

Two years later the tavern was known more as The Pitt than by the old name, The Lotus. Delick having a mind for good business changed the name of the tavern so travelers could find the now famous fighting ring without asking around.

The Pitt became so well known that many a feud or argument began to be settled in the arena, even fights that didn't begin in the tavern itself. More guilders exchanged hands and Delick was doing very well.

All this time Cage was building a lasting relationship with Delick's daughter, Ariana. The golem adopted the girl as his new ward, and spent a lot of his free time with the young girl.

Then the rush of myth-stone began to run dry and mines became barren throughout the Black Hills. The population of Cedar Shore dropped as quickly as it had risen. But The Pitt continued to prosper. Merchants, traveling adventurers, and many other curious folk still came to the tavern to taste the sweet bread with honey butter and to see a fight in The Pitt.

Four years latter the tragedy struck. Fire ripped through the city burning most of it to the ground. Many of the inhabitants were killed, including Delick's wife and son. Cage saved Ariana's life by grabbing her and rushing from the burning tavern to a safe place. Rumors ran wild that the fire had been purposely started by rival merchant houses to drive away the remaining miners. Nothing was every proven and many of the old inhabitants still have a bitter taste for merchants.

Delick took the deaths of his wife and child very hard. He began to drink heavily and talk of moving away from Cedar Shore. But, as the new town of Cinder began to rise from the ashes of the ruined city, Ariana took the reigns of the family business and began to rebuild The Pitt.

With the help of Cage and many of the town's people the tavern was up and running sooner than any other business in the new town. People knew that if The Pitt was up and running it would bring people and people brought guilders!

After many months of hard work Ariana was able to get her father to stop drinking and to get a hold back on his dream. A few months later Ariana handed ownership of the bar back to her father, though many people believe that she really runs the show. Ariana bakes the still famous sweet bread and makes the honey butter just like her mother did and even allowed the return of the showgirls. Delick is not the man he once was, but he has come a long way.

Today, The Pitt is a favorite stop for most well traveled people. The games of "Mage" are still something to be seen, as well as the fights in the basement arena. In fact, The Pitt has become home to many adventurers and travelers who find themselves constantly on the road.

MAIN FLOOR

1. The Gaming/Dining Hall

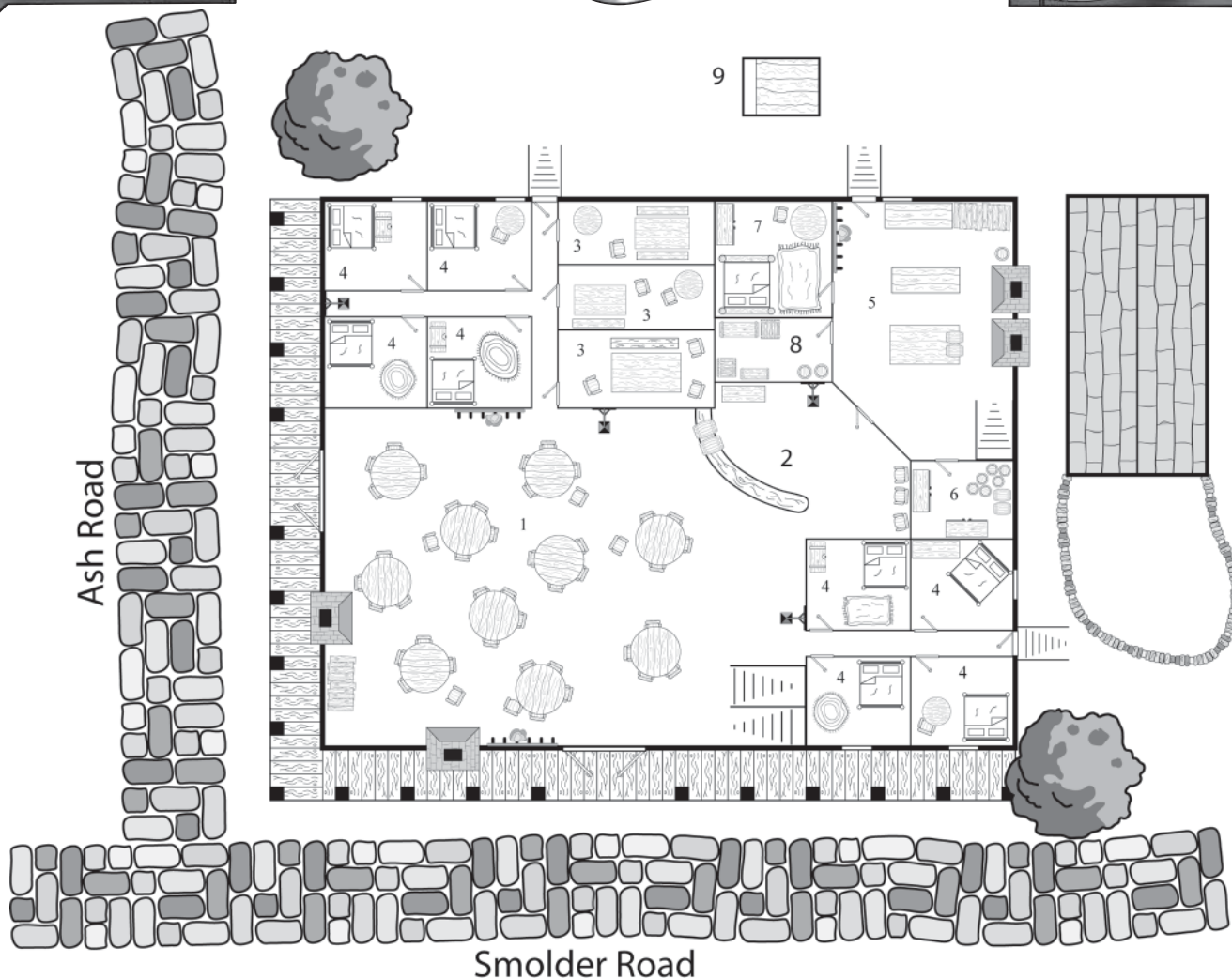
The first impression a visitor will get when entering The Pitt is the smell. The many foods that are prepared cause a magnificent clutter of aromas to waft through the building. One of the more prominent smells is that of fresh sweet bread being baked in the oven.

As you look around the main room you will see over a dozen tables with usually a quarter of them occupied by a game of "Mage." This game is very popular here and is also the cause of many of the altercations that end up in the basement arena. On a good night a character can walk away from a game of "Mage" with a few hundred silver guilders. Near the doors there is a billboard hung on the wall. Here people place all kinds of notices, anything from a challenge for a game to someone looking to hire adventurers.

About the room there are usually four to five showgirls who entertain the customers even when not performing. Some have even come up with other ways of persuading a lonely man to part with his silver.

A site that you cannot miss is the massive figure of a golem. This is Cage, and he will either be standing against one of the walls or roaming about the floor. If anyone gets out of hand by starting a fight or taking an advance too far with one of the ladies, Cage is quick to act by throwing out the offender.

Almost all of the food items found in the Everstone rulebook appendix can be found for sale for the same price listed, although it should be mentioned that the



food tastes much better here than many of the other places in the area.

A room for the night usually goes for 5 silver guilders per person, and entertainment from one of the taverns ladies will usually go for 2 to 5 silver guilders per hour.

2. Bar

The bar is hand-carved from a single piece of rose hickory. It is the pride of The Pitt. Ariana has always had a fondness for this type of wood and after the first inn burned to the ground she decided to build one to her liking.

Delick is usually behind the bar taking peoples orders. Ariana is in the kitchen or serving tables.

If things get too out of hand, they keep two blaze pistols hidden away under the bar.

Blaze Pistol

Range: short, **Base Damage:** 2d6, **Bloodstone:** 12oz, **Weapon Qualities:** accurate 2, affects incorporeal, magic, Rune-Strings: striking (2), stunning (3)

Also, behind the bar there is a locked box used to hold the days take. The lock requires an Open Lock skill check (DC 35) to open. Ariana has the key around her neck at all times. Ariana keeps the box hidden away in her room at night. It will always contain at least 500 silver guilders and 200 gold guilders.

3. Secluded Rooms

When Delick realized that his clientele was changing he found that many of the customers were looking for a place to speak in private. So, he added these rooms for that very purpose.

For 5 silver guilders characters can request a secluded room to discuss confidential material, just to eat in privacy, or to have a game in private. Each room contains a table and two benches.

4. Showgirl's quarters and Bathing rooms

Five of these rooms are the personal quarters of the tavern's showgirls. If they desire to use them for other purposes Delick does not oppose. The other rooms are available for rent to relax in one of the famous rune-baths. A patron has the option to bathe alone or to have the aid of one of the tavern's ladies. However, the bath alone costs 3 silver guilders and with the added

company the cost raises to 8 silver guilders. If the room is rented for the night they are more than normal rooms and cost 10 silver guilders a night.

Each room contains a plush full size bed, a small table with a vase, washbasin, washcloth, mirror, a good size wardrobe, and a rune-bath.

These rune-baths are similar to an everfull water canister (see EBL page 134), but on a much larger scale. To activate one of these, a character needs at least a Rune Device skill rank of 3. Either hot or cold water can be filled up in them and when one is done with their bath, there is a drain that leads from under the tub to outside.

Many of the ladies keep a small locked box (needing an Open Lock skill check (DC 25) to open) somewhere in their rooms that contain 20 to 500 silver guilders.

5. Kitchen

The kitchen is always busy and always filled with the smell of great food being prepared. Ariana is the main cook, but there are a few women in town that help out from time to time to earn an extra silver or two.

In the center of the room there is a large wooden table that is used to prepare meals. Pots and pans are hung on hooks all about the room. Kegs of ale and wine, as well as many types of pickled food are stacked in every corner. Cabinets line both walls on either side of the fireplace. These contain all the utensils, bowls, and mugs used by the cooks.

A staircase leads up to Ariana's quarters. Hidden under the rug below the table is a trap door that leads down to a five-foot by five-foot room. Inside this small room Ariana keeps all of Delick's special items that he no longer uses, hoping that maybe someday he will use them again (see Delick for a description of the items).

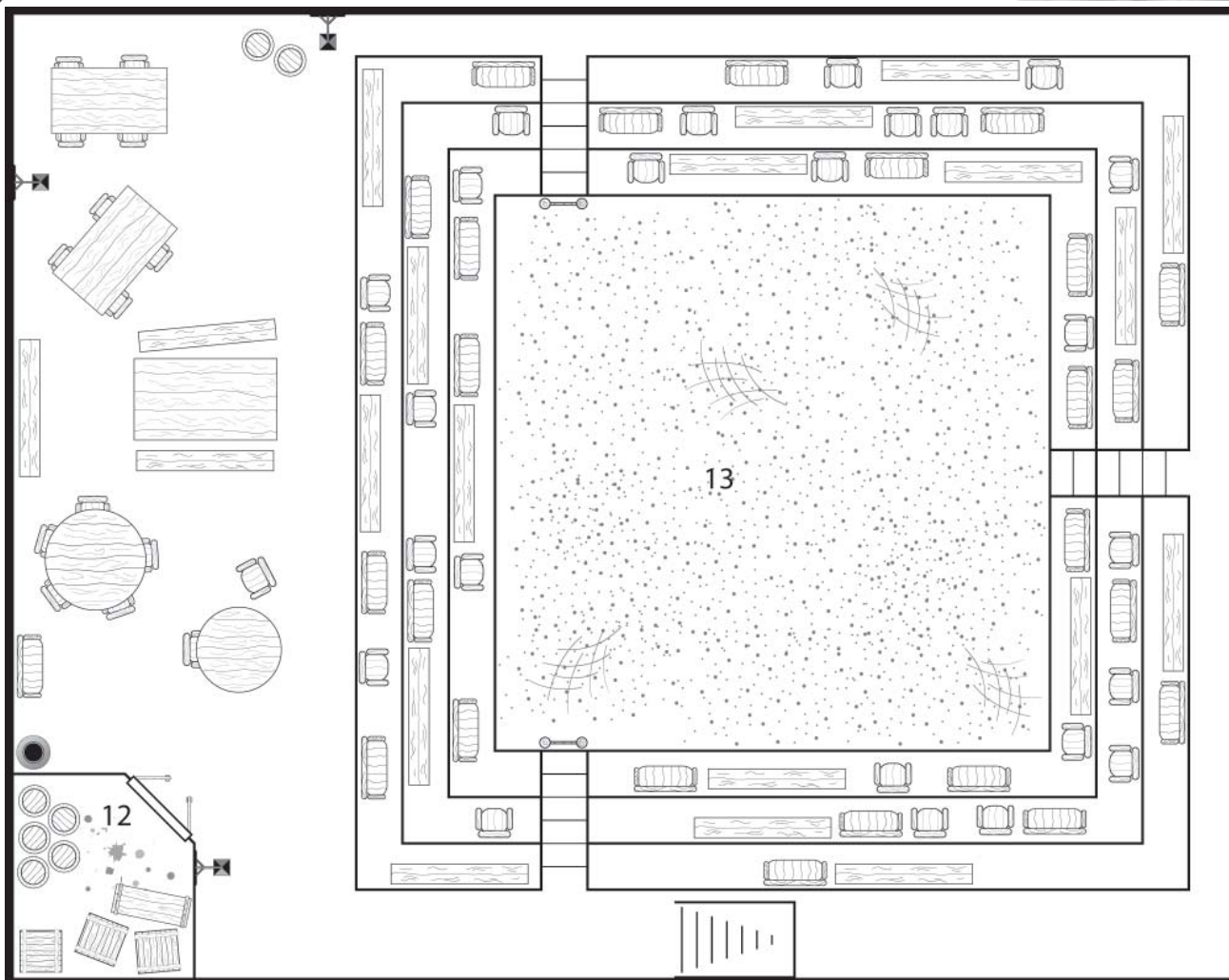
6. Pantry

Kept here in this room are all the unopened crates of food and kegs of ale and wine. Rows and rows of boxes line the walls and floor.

7. Delick's Room

This room serves as the quarters of Delick the Hand. On one wall is a queen size bed. Against the opposite wall rests his wardrobe. On a table sits a razor, washbasin,





and cloth. But none of them have been used for quite a while.

8. Cold Storage.

These doors are locked with fairly good locks; they need an Open Lock skill check (DC 20) to open. They lead to the room where the fresh game is stored. Some crates of vegetables are also kept down here to keep them fresh.

9. Out Houses

These are the exact same outhouses as when Delick had first purchased this establishment. Somehow they escaped the burning of Cedar Shore.

UPSTAIRS

10. Guest Rooms

Each of these rooms contains one or two single sized beds and will have a chest, a table and chair, as well as a modest furnishing, such as a wash basin.

11. Ariana's Bedroom

This is where Ariana sleeps. There is a full size bed in against one wall of the room. She has a number of cabinets where she keeps her personal items, including

one that is completely full of her favorite books. She has been known to trade a room and a meal for a traveler who is willing to part with a book or two. A large cabinet with a mirror, washbasin, vase, silver comb, and cloth reside in one corner of the room. The rug on the floor belonged to her mother and is a rare item that is said to come from a people who live far to the south and are what is left of the Ak-Tobin empire. This is perhaps her greatest treasure (it is worth a whopping 14,000 silver guilders).

THE BASEMENT

12. Supply Room

This room acts as a storage and is kept locked (DC 27). Currently it holds a few crates and a few extra kegs of ale.

13. The Pit

The stairs leading down from the common room above lead down to the infamous Pit. After descending over twenty feet the stairs open up into a huge square room. In the center of the room is a thirty-foot in diameter circular pit that drops down another ten feet. Ladders drop down into the arena to allow the combatants to enter, they are then pulled up when a fight begins.

Wood benches line the room and there are enough to easily seat one hundred patrons.

In the height of its glory The Pitt usually filled this room on a nightly basis. Rune lamps line this room on each wall. Fights still occur on a nightly basis but now only twenty to forty people attend regularly.

REGULARS OF THE PITT

DELICK "The Hand"

3rd level Trader/7th level Stormguard

Delick came from a family of homesteaders. His family was killed when the Vor invaded just before the Battle of Morning Pass. When the reserves arrived to repel the Vor on the eastern front, Delick was all that remained of his family.

The Magi brought him back to South Harbor to be fostered in by another family. This, however, did not work out and he left to live on his own. After running away he spent the first years of his teenage life living off the streets of South Harbor. That is until he met up with a group of young ruffians. He and his new friends became so adept to life on the streets that the six of them formed an organization they fondly named, "The Deck."

However, the Triumvirate found out about this organization's exploits and soon put an end to it. They gave each member a choice of either putting their talents to use in fighting the Hollow Lords and their minions or death. Delick and his friends easily made the decision of life and soon all became soldiers in the Stormguard. His little group had quite a few years of success until an ambush killed all but him. He quickly took to drinking and found himself back in South Harbor. While soaking his sorrows he met a barmaid named Shanel, who became quite fond of him. She was able to help Delick quit drinking and get his life in order. Soon they were married and started a new life in Cedar Shore.

Race: Everstonian, **Hit Points:** 70, **Energy Points:** 72, **Initiative:** +8, **Speed:** 54, **Defense Bonus:** +7, **Attack Bonus:** +9/+4, **Saves:** Fort +4, Ref +9, Will +4, **Abilities:** Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 12, **Background:** City Home (+3 to Gather Information and Move Silently skill checks), **Skills:** Balance +7, Climb +5, Disable Device +5, Disguise +4, Escape Artist +7, Gamble +8, Gather Information +7, Hide +8, Intimidate +5, Jump +4, Knowledge +7 (South Harbor, streetwise), Listen +7, Move Silently +7, Open Lock +7, Perform +4, Profession +5, Ride +9 (gintii), Rune Device +9, Search +5, Sleight of Hand +7, Speak Language (Roogadin), Spot +8, Swim +5, **Attributes:** Appraise 3, Armor Proficiency 2, Attack Combat Mastery 4, Brawl 1, Charge Bloodstone 2, Charm of Hearing 2, Charm of Smuggling 2, Defense Combat Mastery 3,

Extra Defenses 2, Improved Initiative 2, Judge Opponent 2, Suggestion 3.

SPECIAL EQUIPMENT

All of these items are hidden away in his secret room below the kitchen

Magi Long Dagger

Base Damage: 1d6, **Bloodstone:** 8oz, **Weapon Qualities:** magic, muscled powered, **Rune-Strings:** agile striking (2), armor puncture (1) **Cost:** 3,000 silver guilders.

Magi Warblade, single-handed

Base Damage: 2d6, **Bloodstone:** 12oz, **Weapon Qualities:** magic, muscle-powered, **Rune-Strings:** armor puncture (1), defending (2), quick strike (2), speed (1) **Cost:** 5,075 silver guilders.

Blaze Pistol

Range: short, **Base Damage:** 2d6, **Bloodstone:** 12oz, **Weapon Qualities:** accurate 2, affects incorporeal, magic, **Rune-Strings:** armor puncture (2), striking (2), **Cost:** 3,750 silver guilders.

Combat Shell Armor

Protection: 4/5, **Encumbrance Penalty:** -3, **Bloodstone:** 24oz, **Weight:** 30lb, **Rune-Strings:** blur (1), compartment of holding (1), disguise (2), free movement (2), **Cost:** 7,200 silver guilders.

ARIANA

3rd level Trader/3rd level Shadow Magi

Ariana is twenty-two years old and the remaining jewel in her father's life. She spent her first thirteen years entirely in Cedar Shore. Under her father and mother's wing she learned all the trades to being a successful businesswoman. Then, by the age of fourteen she began to trade with neighboring villages on her own (that's if you call having Cage around as a body guard "on your own"). Also during this time Delick taught her the skill of wielding a sword. Delick shared his knowledge and skill for two reasons; first, was in case Ariana ever needed to defend herself, and the second reason was because Delick had wished to pass these skills onto his son.

At the age of sixteen Amaran came into Ariana's life. Amaran was the Shadow Magi of the Triumvirate of Cedar Shore. He charmed her with stories dealing with the ways of the Shadow Magi. Even though her parents disapproved, she was soon a student at Shadow Hold. So devoted to this new calling she even left Cage behind.

For the next three years her parents knew nothing of her whereabouts. As for Ariana, she was assigned to weed out a small following of the Cult of Rathlorn in the city of Harbor. During an attack on one of their meetinghouses, Ariana was nearly mortally wounded when she was stabbed in the back with a dagger. She

recovered, and quickly decided that this was not the life for her.

Ariana decided to return home and follow in her father and mother's footsteps. It was not long after her return that Cedar Shore went up in flames.

While trying to fight the fire she was knocked unconscious by a falling timber. However, Cage was there and dragged her to safety. She is now the proprietor of The Pitt along with Delick.

To this day she is still bothered by the mystery around the fire that leveled Cedar Shore. It reminds her too closely of the Cult of Rathlorn that she and her companions exterminated from Harbor. In fact, the similarities bother her to the extent that she is thinking about setting up her own organization to investigate what really happened on that night. She is thinking of naming this organization "The Deck!"

Race: Everstonian, **Hit Points:** 36, **Energy Points:** 54, **Initiative:** +3, **Speed:** 51, **Defense Bonus:** +3, **Attack Bonus:** +4, **Saves:** Fort +2, Ref +5, Will +4, **Abilities:** Str 10, Dex 17, Con 10, Int 14, Wis 14, Cha 16, **Skills:** Balance +5, Bluff +5, Climb +3, Concentration +3, Diplomacy +6, Escape Artist +5, Gather Information +6, Knowledge +5/+5 (Cinder/Harbor), Move Silently +6, Rune Device +11, Search +4, Seduction +6, Sense Motive +5, Spot +5, Swim +1, **Attributes:** Appraise 3, Armor Proficiency 1, Attack Combat Mastery 1, Charge Bloodstone 2, Charm of Hearing 3, Insubstantial 2, Invisibility 1, Suggestion 3, Wall Walking 2.

SPECIAL EQUIPMENT

All of these items are hidden away in her trunk

Magi Long Dagger

Base Damage: 1d6, **Bloodstone:** 8oz, **Weapon Qualities:** magic, muscle powered, **Rune-Strings:** agile striking (1), armor puncture (2), shock (1), **Cost:** 3,700 silver guilders.

Buckle Armor

Protection: 3, **Encumbrance Penalty:** 0, **Bloodstone:** 12oz, **Weight:** 10 lb, **Rune-Strings:** blur (3), compartment of holding (1), disguise (2), reinforcement (1) **Cost:** 7,250 silver guilders.

Cloak of Warming:

(**Cost:** 450 silver guilders).

CAGE

12th level War Golem

Cage has quite the history, but anything that dates back beyond his first meeting with Delick is all but lost. During the battle with the cave ogre, Cage's rune-sphere was damaged. Both Delick and Ariana have hired out to Gavown passing through Cinder to see if they can fix the problem but none have been able to figure out how to bring back these lost memories. Every once in while Cage will blurt out details about The Ascent, The Golem War, and other famous skirmishes in history like he had really been there. But, as soon as someone begins to ask questions about any of these events, Cage's mind reverts back to the current moment and he seems to know nothing about such topics. Cage has a deep "affection" for Ariana and will do anything to make sure no harm comes to her. Cage would even risk his own "sentience" for her if it came to that.



Race: Golem (biped, heavy), **Hit Points:** 139, **Energy Points:** 65, **Initiative:** +0, **Speed:** 20, **Defense Bonus:** +6, **Attack Bonus:** +12/+7/+2, **Saves:** Fort +7, Ref +4, Will +4, **Abilities:** Str 26, Dex 10, Con 16, Int 10, Wis 10, Cha 10, **Skills:** Balance +3, Climb +11, Intimidation +3, Jump +11, Listen +3, Rune Device +11, Spot +4, **Attributes:** Attack Combat Mastery 6, Defense Combat Mastery 6, Droppable 1, Enhanced Strength 3, Golem Waraxe 5, Reinforced Armor 6, Self Repair 5, Thunder Cannon 5, Vision Enhancement 3, Natural Armor 10.

SPECIAL EQUIPMENT

Thunder Cannon

Range: medium, **Base Damage:** 3d6, **Weapon Qualities:** magic, **Ammo:** 12 shots, **Rune-Strings:** armor puncture (1), flaming (2), inferno (1).

Golem Waraxe

Base Damage: 3d6, **Weapon Qualities:** magic, muscle powered, **Rune-Strings:** defending (1), spreading strike (3).



Explorers Pack

Modified for Cage. Cage carries an extra 24 shots within this backpack.

OLD DESMIN

5th level commoner

Old Desmin was one of the first prospectors to come to Cedar Shore when myth-stone was discovered in the Black Hills. Although his claims never turned out to be worth a lot, they were enough to keep him in stock with booze and paid for a nice warm bed and the company of a pretty little lady now and then.

Year after year he kept digging and digging. Even when all of the big mines emptied out, Old Desmin kept on digging, but he never found the big score he dreamt of.

Then, for one year, he disappeared. Rumors had it that he had met his end as a tasty morsel for a hungry cave ogre. Another said that a pack of hussgars got to him. But strangely enough, after Cedar Shore burnt, Old Desmin showed up one day looking for a game of cards, booze, and a plump lassie.

No one knows for sure whether he or someone else started the rumor, but it is told that Old Desmin stumbled upon the ruins of a "Rune Lord" city. The story says that for one year he wandered about lost after exploring the ruins.

His memory is vague now, and his mind seems to wander. He has a very hard time focusing on the moment. Whether it is true or not, on each full moon Old Desmin seems to disappear for a few days. Where he goes or what he does is still a mystery.

Race: Everstonian, **Hit Points:** 46, **Energy Points:** 26, **Initiative:** +1, **Speed:** 36, **Defense Bonus:** +1, **Attack Bonus:** +2, **Saves:** Fort +4, Ref +2, Will +1, **Abilities:**

Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8, **Skills:** Climb +6, Gamble +2, Profession +5, Search +2, Spot +2.

SPECIAL EQUIPMENT

Ring of Regeneration:

Old Desmin keeps this ancient ring upon his left hand. He discovered it while in the ruins of the Rune Lords and is his only prized possession in his life. The ring will heal 2d6 Hit Points 2/day. **Cost:** 900 silver guilders.

QUAST

4th level Warrior/5th level Stormguard/2nd level Sun Magi

Quast has seen it all. He fought a long and continuous battle against the Vor on the eastern border of Everstone with his tribe. Many of these skirmishes were fought along with the Everstonian Stormguard and Magi. He developed a fancy for rune weapons and thus, joined the ranks of the Stormguard. With the Stormguard he fought the likes of Cryaxxin and the Quar Giants. To broaden his fighting experience, he decided to be schooled in the art of Sun Magi. He was excelling quite well at it when a Quar Giant gave him a rather nasty hit to his right leg, causing it to become lame.

He healed, but never returned to his full potential. He ended up settling at Cinder. During the day he makes his living as a game hunter and at night he is the current champion of The Pitt. Quast never fights to the death on purpose.

Race: Male Ka'taan, **Hit Points:** 122, **Energy Points:** 43, **Initiative:** +6, **Speed:** 42, **Defense Bonus:** +6, **Attack Bonus:** +10/+5, **Saves:** Fort +9, Ref +5, Will +4, **Abilities:** Str 20, Dex 14, Con 18, Int 8, Wis 12, Cha 10, **Skills:** Climb +8, Concentration +5, Gamble +3, Intimidate +1, Jump +6, Listen +6, Rune Device +11, Search 0, Spot +6, Survival +2, **Attributes:** Armor Proficiency 1, Attack Combat Mastery 6, Battle Ram 2, Beast Slayer 2, Blind fighting 1, Brawl 2, Charge Bloodstone 2, Defense Combat Mastery 3, Extra Defenses 1, Improved Initiative 2, Landing 1, Point Blank Shot 1, Scout 3, Solar Shield 1, Whirlwind Attack 1, Flesh Rune: Break Fall 1.

SPECIAL EQUIPMENT

Rune War Spear

Base Damage: 3d6, **Bloodstone:** 16oz, **Weapon Qualities:** magic, muscle powered, two-handed, **Rune-Strings:** armor puncture (2), bane (2, Vor), defending (2), slicing (1), striking (2), spreading attack (2), **Cost:** 13,100 silver guilders.

Rune War Spear Disc

Range: medium, **Base Damage:** 2d6, **Weapon Qualities:** magic, muscle powered, slow 1, two-handed, **Rune-Strings:** bane (2, Vor), slicing (1), **Cost:** 3,350 silver guilders.

Buckle Armor

Protection: 3, **Encumbrance Penalty:** 0, **Bloodstone:** 12oz, **Weight:** 10lb, **Rune-Strings:** blur (3), reinforcement (1), **Cost:** 5,500 silver guilders.

LINDEL

3rd level Trader

Lindel has been one of the showgirls at The Pitt for just over one year. She is the eighteen-year-old daughter of Marcos Hurkuan, who is the head of the Hurkuan Merchant House.

When her father tried to force her to marry into the Brasdil Merchant House (Marcos was hoping to stake a greater claim if this went through) she ran off to hide in Cinder.

Ariana found her on the streets and took her in and cared for her. Both Delick and Cage threatened Marcos that if he did anything to harm Lindel he would pay for it with his life.

During the time she has spent at The Pitt, she has seen how much money there is to be made. She asked to be one of the tavern's ladies and was told "No." Eventually Lindel talked Ariana into allowing her to be part of the entertainment.

Lindel is saving her money in a little chest, preparing for what she plans for the future. She gets a variety of clientele and has volumes of knowledge on different ruins scattered throughout the Black Hills. For a little extra silver she will part with such knowledge.

Race: Everstonian, **Hit Points:** 15, **Energy Points:** 21, **Initiative:** +2, **Speed:** 42, **Defense Bonus:** +2, **Attack Bonus:** +1, **Saves:** Fort +1, Ref +3, Will +3, **Abilities:** Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 18, **Background Feats:** Attractive Feat (+3 to Bluff and Diplomacy skill checks), **Skills:** Bluff +8, Diplomacy +6, Gather Information +6, Knowledge +6, Listen +7, Rune Device +5, Seduction +10, Spot +5, **Attributes:** Calm Others 2, Charm of Hearing 3, Suggestion 3, Willpower 1.

SPECIAL EQUIPMENT

Magi Long Dagger

Base Damage: 1d6, **Bloodstone:** 8oz, **Weapon Qualities:** magic, muscle powered, **Rune-Strings:** agile striking (1), **Cost:** 1,700 silver guilders.

BRAK CARTIO

5th level Lore Hunter

Brak is the local Lore Hunter. He made his way to Cinder after exploring the area around Lady's Lake. He has a good knowledge of the area and can be hired as a guide.

Brak has a crush on Ariana and has tried for the past few months to build a relationship with her. So far Ariana has not given in to his advances. Though she does consider him a friend and has thought of including him in "The Deck" when she finally organizes it.

Brak studied hard with the Temple of the Ancients, but decide that he was not quite ready to accept that the gods have come back. He does have a thirst for knowledge and he is willing to pay for any information, book, or bit of lore that he finds interesting.

Brak has a close connection with the Temple of Ancients across the street from The Pitt and will usually bring any traveling Templar or fellow Lore Hunters over for a few drinks when they come into town. Otherwise the Lore Hunter can be found in The Pitt most nights, and he will usually be right up to the bar trying to catch the eye of Ariana.

Race: Everstonian, **Hit Points:** 48, **Energy Points:** 32, **Initiative:** +3, **Speed:** 48, **Defense Bonus:** +3, **Attack Bonus:** +4, **Saves:** Fort +4, Ref +5, Will +4, **Abilities:** Str 12, Dex 16, Con 14, Int 12, Wis 16, Cha 10, **Background Feats:** Rugged, (+2 to Survival checks, +1 to Fortitude saves), **Skills:** Balance +5, Climb +3, Decipher Script +9, Escape Artist +5, Knowledge All +8, Research +5, Rune Device +8, Search +6, Sense Motive +6, Spot +5, Tumble +7, **Attributes:** Adrenal Burst 2, Appraise 1, Architecture Awareness 2, Armor Proficiency 1, Attack on the Run 1, Attack Combat Mastery 2, Charge Bloodstone 1, Obscure Knowledge 1, Luck 1, Reflex 1, Evade 2, Evasive Target 1, Defensive roll 2.

SPECIAL EQUIPMENT

Buckle Armor

Protection: 3, **Encumbrance Penalty:** 0, **Bloodstone:** 12oz, **Weight:** 10lb, **Rune-Strings:** blur (1), reinforcement (1).

Thunder Pistol (x2)

Range: short, **Base Damage:** 2d6, **Bloodstone:** 12oz, **Weapon Qualities:** magic, **Rune-Strings:** frost (1), speed (2).



ADVENTURE IDEAS

FAMILY AT WAR

The PCs overhear one of the other guests at the tavern talking about an ambush that one of the merchant families is planning against another merchant family. Ariana also hears the plot and she is a good friend of the family who are the intended victims. Knowing that her father would forbid her to act, she hires the group to go and warn the family before the attack can happen.

I SMELL CULT

Ariana starts seeing the faces of the members of the Cult of Rathlorn appearing in The Pitt every night. When she goes to confront these people they vanish into the crowd. Ariana secretly hires the characters to see if there is any validity to this cult. If so she stresses that it is very important to put an end to such evil practices.

DESMIN'S SECRET

Old Desmin gets drunk and tells the players of his secret stash (which is a rumor that has gone on for years). The rumor not only talks about the immense wealth of the stash, but how a Cave Ogre took it from him. Old Desmin does not remember anything about the stash when he awakens; in fact he hardly remembers his own name. But just by the story he told while drunk the players should have a good idea of where the stash is.

FAMILIES AT WAR II

The Sworren Merchant House and the Anitor Merchant House have started a "claims war." Each believes the other is intruding upon their claims in the Black Hills. When the characters enter town have one of the two houses warm up to the characters offering to hire them for their "muscle", which they wish to be used against the other house.

CLUES

The PCs rent a room and find a letter or a map hidden away in a secret cubbyhole. The paper tells of a hidden stash or a lost ruin. There are bloodstains on the paper that look to only be a few days old.

STRANGE CAVE

Brak Cartio has learned from a traveling merchant that there is a cave nearby that has strange writings on the walls. The merchant said he entered the cave to avoid bad weather thinking it was an old mine. The merchant said that the writings actually kept the cave lit and warm through the night. Brak wants to investigate the cave and hires the PCs to go along for protection.

THE BOOK

Adriana trades a night's lodging to a strange man for a book he offers in payment. Adriana reads the book and strange things begin to happen. The book could be a variety of things; from an old spell book to the history of some powerful ancient relic. The PCs get involved by trying to figure out what is the cause behind the strange events.

AGATHA'S HERB SHOP

As the door opens, the dim lighting causes your eyes to adjust. Your nose is immediately assaulted by a pungent assortment of aromas. You are not sure if it is a good smell or a bad one, and you have little time to decide before a whole new wave of stimuli bombards your senses.

Your vision finally adjusts to see a table filled with alchemy jars, tubes, and a wild assortment of tinted liquids, all of which are bubbling, boiling, and simmering over a rainbow of colored flames.

The walls around you look to have odd shaped wall hangings tacked at weird angles, and it takes you a second to realize that you are actually looking at every imaginable part of a plant that has been left hanging to dry. There are also pictures in wooden frames adorning the walls, and as you look closer these drawings make you cringe a bit and turn away. These pictures are detailed diagrams of humanoid bodies showing muscle placement, bone structure, and inner anatomy.

A large leather-bound tome lies heavily on the counter. It contains a huge list of illnesses and their related symptoms. Some of them also list the herbs that can be used to aid in curing diseases.

A door opens and a scraggly old woman saunters into the room. She has a small gnarled walking stick and a patch over her eye. She smiles and you notice that there are more teeth missing than there are sticking out in odd directions. Despite her looks she smiles a warm smile and welcomes you to her shop and without a doubt you are sure that this must be Black Agatha herself.

BACKGROUND

Black Agatha's Herb Shop used to rest on the outskirts of the burned-out section of old Cedar Shore. The original shop burned to the ground and after things calmed down, Black Agatha just moved to one of the abandoned houses and reset up her shop.

Black Agatha is a cranky old woman who used to be a midwife in her teens but has since grown skilled with herbs. Agatha's lineage comes from a line of immigrants who joined the efforts of the Golem War after The Ascent. Her people settled in Everstone after the war under the protection of the Magi.

Agatha's mother had been born with certain powers that some of the villagers learned could be useful. She soon became the village seer and she taught Agatha a few spells before she passed away after a long battle

with the Miser Fever. A horrible illness that causes the person to become thin and weak until they eventually die of what appears to be starvation even though they eat and eat.

Agatha has never married, which is not surprising since she is always so cranky and unfriendly, and she is considered to be an old maid by most of Cinder's housewives. She does not seem to mind not being married and seems to be immune to affection and the needs that others seek in one another.

Agatha has a tree devil named Scratch as a familiar. The creature is her only friend and most of the townspeople will agree that it is as cranky as she is. He is most commonly seen riding on her shoulder or following along by jumping from tree to tree while she is out collecting herbs.

Agatha wears a patch over one eye even though she can see perfectly fine with both. The patch is actually magical in nature (see below) but recurring customers who are observant may notice that patch changes from eye to eye every so often.

A young girl, named Sindy, has taken up apprenticeship with Agatha. Sindy helps prepare and collect the herbs. She always seems unhappy to people who see her and it is because she hates Agatha and considers her to be a wicked guardian. Sindy was twelve years old when she was brought to Agatha. She is now fourteen and is still as ill tempered as the day she arrived. The young girl will never pass up a chance to tell anyone who will listen that she is always locked in her room at night and not allowed to leave Agatha's shop except on Agatha's errands. She would run from Agatha if she could, but she feels Agatha might do something to her parents.

In truth, Agatha is not so bad. She took Sindy in because her real mother was having such a difficult time with the girl. She was a widow and felt that she needed to go easy on Sindy because of the hardships they were going through. She learned that all she was really doing was creating a monster and soon lost control of Sindy.

Agatha is caring but is strict and demands discipline from her, which her mother did not. Agatha is actually becoming fond of the girl and it hurts her when Sindy calls her names or treats her rudely. However, Agatha also knows that she must remain firm and follow through with being strict for she believes that Sindy will grow up to be a beautiful and caring woman some

day. Agatha also has a secret hope that Cindy may look back and someday call her “mother.”

FOR SALE

Black Agatha’s Herb Shop sells the various herbs that are found throughout the Everstone rulebook. You may also add herbs that appear in later products, as well as any you think would be appropriate for your story. The cost of the herbs is based on the distance Agatha must travel from Cinder, as well as the difficulty it is to find and transport them. Agatha will always have a random supply of each herb.

BACK DOOR POISONS

It is rumored that Black Agatha will sell poisons. She does not like to use herbs in a negative way, but she has a firm belief that all plants have a purpose. So, if you know the right words or name the right price it is possible that she might pull from the back room some, or all of the poisons listed on page 126 in the Everstone rulebook. The price should be about 10% higher than the listed price and to determine how many doses she has of each roll 1d4-2.

1ST FLOOR

1. Shop

This is the actual herb shop. The long counter that stretches across one entire wall dominates this room. The wide variety of herbs that Agatha has to offer can be found behind the counter. They come in every imaginable form; powder, liquid, chewable, roots, leaves, you name it. The wall is covered with cubbies, bins, and an assortment of odd shaped bottles.

Under the counter is a strong box that holds the money for the shop (see Black Agatha for details).

To the left is a table filled with bubbling and colorful liquids. Agatha put these props out in the entrance hall simply for looks. She likes the colors and the gurgling noise that it makes. Besides, she thinks it looks impressive to the customers (her real set up is in a back room).

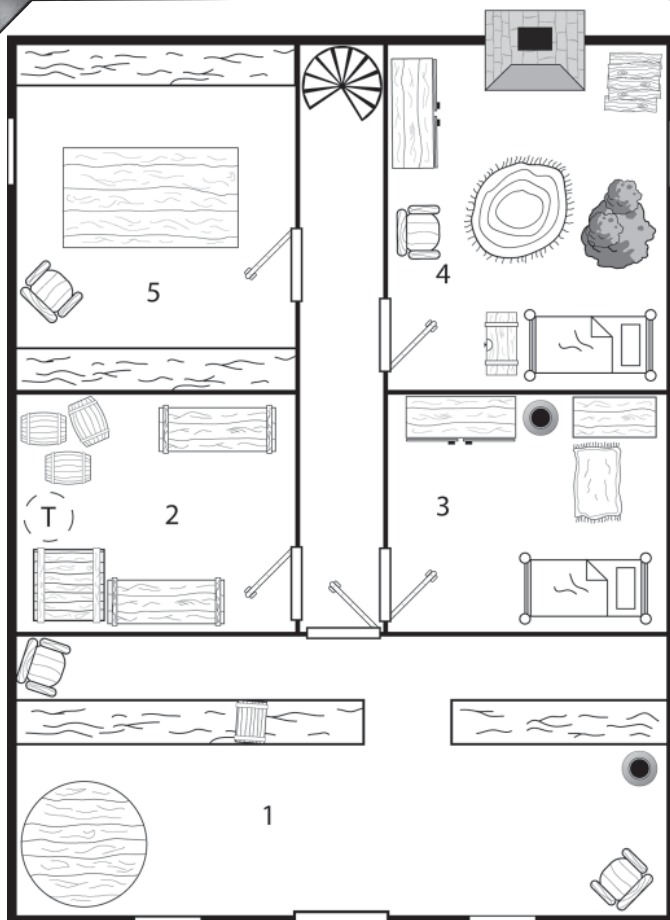
On the counter is a huge leather bound tome. This book is filled with remedies and ailments. Agatha charges 1 silver guilder to research the book. A door behind the counter leads to the rest of the shop.

2. Supplies

AGATHA’S HERBS

Mundane and magical herbs are an important part of the world of Lannith. There are herbs that affect characters in a variety of ways. They can cause or cure all sorts of illnesses. Listed below are the herbs from the Everstone rulebook. All page numbers refer to that book. There is also a random die number that will determine how many of each herb Agatha will have available at any given time. If the PCs buy all of a certain kind of herb it will take Agatha and Cindy at least a week to get a new supply of that same herb. Agatha also practices purchasing herbs from travelers. Some things can only be supplied in this way, such as the Mud Worm Eggs (that come from the Crimson Valley) for example.

NAME	Cost	Doses	Page #	Effect
Andis	20 sg	2d4	214	aids in healing
Beddle	10 sg	2d6	214	causes sleep
Black Orchid	1,000 sg	1d2-1	219	harms undead
Blood Knell	75 sg	1d6	199	regains hit points
Dark Creeper	25 sg	1d6	199	grants dark vision
Dew Honey	1,000 sg	1d4-1	211	adds bonus to Dex, Balance, and Jump
Fantral Seeds	100 sg	1d6	216	helps cure blindness
Fur Leaf	15 sg	2d6	216	causes sickness
Golden Petal	5 sg	2d6	214	adds to Fortitude saves
Lion Tails	25 sg	1d6	216	adds to Strength
Moon Berries	145 sg	1d4-1	206	adds to Initiative
Mud Worm Eggs	500 sg	1d4-1	198	effects aging
Stout Pine Sap	10 sg	2d6	200	bugs the bugs
Thorn Vine Fern	75 sg	1d6	200	adds to saving throws
Three Toed Frog	35 sg	2d4	196	restores hit points
Warden Tulip	215 sg	1d6-1	206	increases Fortitude against poison



Ground Floor

This room is the storage room. Agatha has all the roots and leaves of the plants that she collects. Sacks and crates, used to hold the herbs, are scattered in a semi-organized manner. Near the center of the room is a large crate that is actually empty and very light. When moved it reveals a trap door (lock which takes Open Lock skill check (DC 30) to open) that leads to a small room below the shop. This hidden room is where Agatha keeps the poisons that she has on hand.

3. Sindy's Room

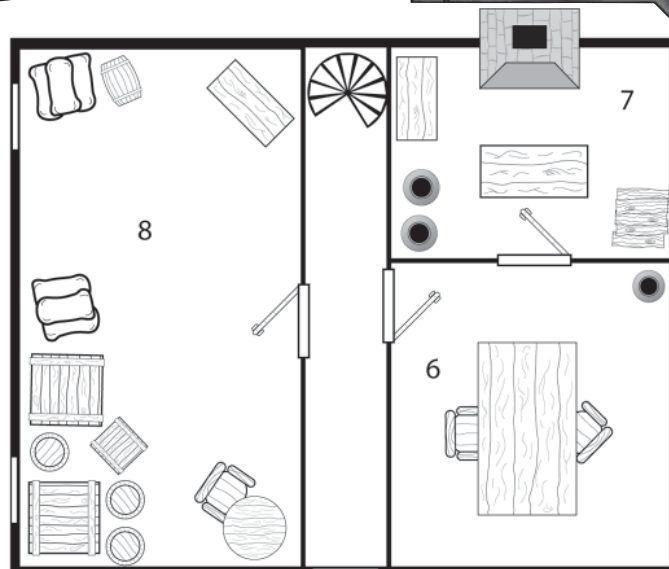
There are no windows and the door has a strong lock (Open Locks skill check, DC 25) that Agatha uses to keep Sindy from sneaking out at night.

The room has a big bed and a large mirror over a table with a washbasin. A wardrobe sits on one wall, and it is filled with a fair amount of well-made clothing.

Under the bed Sindy had s hidden a journal that tells of her life with Agatha. There are a few pages that tell that she really does care for the old woman deep down.

4. Agatha's Room

Just down the hall from Sindy's room is Agatha's room. This room contains a good-sized bed, a mirror over a table with a washbasin, and a wardrobe. The odd thing



Upper Floor

about this room is the live tree that sits in the back corner. This tree is Scratch's home. Agatha has nurtured and grown this tree from a sapling and Scratch has a nice comfortable nest within its branches.

5. Work Room

Next to the storage room is the library and alchemy room. The center of the room is filled with a table that is covered with curly, twisted glass tubing and a mixture of beakers. There are also a variety of candles and other methods of heating and mixing the concoctions that Agatha dabbles in.

The walls are lined with shelves filed with books. The assortment of books include; botany, herbs lore, herbal medicine, and anatomy. Anyone who has this wealth of information at their disposal when making a Knowledge: Nature skill check gains a +6 bonus.

2ND FLOOR

6. Eating Room

This is the dining area for Agatha a Sindy. There is a large table (much too big for the two of them) that fills most of the room. A cabinet covers the far wall. It is made for fine dining ware but stands empty now.

7. Kitchen

The door from the dining room leads into this small kitchen. There is a wood stove and a few rune-devices that are used in preparing and cooking foods. There is an extensive spice collection in a cabinet near the stove.

Sindy does most of the cooking and the young girl pretends to hate it, but in truth she has found a love for making food and has a hidden dream of opening her own tavern one day.

8. Storage

When this was a house instead of a shop this room was meant to be the master bedroom. Now it is cluttered and filled with all kinds of interesting items and junk. Anything Agatha has found, collected, or just doesn't know where to put ends up in this room.

If a PC finds herself in this room there may be chance that some interesting item could be found here. Even something that could launch an adventure.

NPC'S

BLACK AGATHA

5th level Sorcerer

Race: Everstonian, **Hit Points:** 25, **Energy Points:** 53, **Initiative:** +2, **Speed:** 42, **Defense Bonus:** +2, **Attack Bonus:** +2, **Saves:** Fort +1, Ref +1(+3), Will +1(+5), **Abilities:** Str 8 (-1), Dex 14 (+2), Con 10, Int 18 (+4), Wis 16 (+3), Cha 10, **Background Feat:** Nurturing (+2 to Healing and Knowledge: Herb skill checks), **Skills:** Concentration +8, Gather Information +6, Handle Animal +8, Heal +8 (+11, first aid), Knowledge +8 (+12, plants/herbs, +12 animals), Poisons +6 (+10, ingested), Spell Craft +8 (+12, Magi spells), **Attributes:** Animal Messenger 2, Circle of Warding 2, Energy Bonus 1, *Familiar 5, Globe of Light 2, Sleep 3, Spirit Travel 3, Willpower 1

SPECIAL EQUIPMENT

Magical eye patch (grants a +4 to all Spot and Search checks), alchemy equipment, 2 daggers (magical +1), magical walking stick (allows Agatha to tell if someone is lying once a day), 1,000 gold guilders, 500 silver guilders (this is the money in the shop, in a strong box that needs a successful Open Lock skill check (DC 35) to open.

SCRATCH (tree devil familiar)

Type: small humanoid, **Level:** 2, **Hit Points:** 34 (d6), **Energy Points:** 2, **Initiative:** +5, **Speed:** 28 feet, fly 56 feet, **Defense:** +5, **Armor:** 2, **Attack Bonus:** +4, **Attack:** claws (1d4+1) or bite (1d4+2), **Qualities:** night vision, camouflage (see EBL page 234), **Familiar Qualities:** hardness x 5, heighten save, improved evasion, increased intelligence, speak with animals of its kind, speak with master, see through familiar eyes, **Save:** Fort +4, Ref +5, Will 0, **Abilities:** Str 8, Dex 14,

Con 12, Ins 10, **Skills:** Balance +4, Climb +2, Hide +9*, Move Silently +7, Spot +5, *Skills include racial bonuses.

SINDY

1st level Sorcerer

Race: Everstonian, **Hit Points:** 6, **Energy Points:** 17, **Initiative:** +2, **Speed:** 42, **Defense Bonus:** +2, **Attack Bonus:** +1, **Saves:** Fort +1, Ref +3, Will +5, **Abilities:** Str 10, Dex 14 (+2), Con 10, Int 16 (+3), Wis 14 (+2), Cha 16 (+3), **Skills:** Concentration +4, Gather Information +4, Handle Animal +4, Heal +4 (+6, first aid), Knowledge +4 (+7, plants/herbs, +12 animals), Poisons +4 (+7, ingested), Spell Craft +4 (+7, Magi spells), **Attributes:** Circle of Warding 1, Energy Bonus 1, Sleep 1, Spirit Travel 1.

Equipment: 5 empty sacks, quarterstaff, dagger, 5 silvedr guilders (part of her saved allowance).

ADVENTURE IDEAS

ESCAPE THE WITCH

Sindy rushes to the most handsome character and gives him the whole horror story of the abuse and torture she receives from Agatha. She convinces the PC to aid her in escaping the grasps of the evil witch that locks her in her room at night.

POISON ON THE LOOSE

Someone has broken into Black Agatha's and stolen her secret stash of poisons. She hates to admit it to the authorities, but she had enough poison to take out a large part of Cinder's population. She hires the PCs to find the thief and return the goods, all in a hush-hush fashion.

SAVE SCRATCH

Some of the livestock have been killed and a band of concerned citizens, who have always had it in for the strange woman, blame the attacks on Scratch, who has always been suspected for the disappearance of pets and other small animals. Scratch does have a tendency to eat peoples pets, but such large prey is not on his menu. The citizens want the familiar captured and put to death. The PCs are hired to prove the innocence of the familiar and find out the real answer to the mysterious deaths.

BURN THE WITCH

A fighter from The Pitt has been accused of using drugs to enhance his abilities in the arena. The man denies it and then ends up dead when he decides to talk. Who had him killed and where was he getting the enhancing herbs? All eyes turn to Black Agatha.

TOTAL ECLIPSE

Bright rune-lanterns fill the room with a glowing light. The inside of the building closely resembles an organized junkyard. Weapons hang on the walls and sit on shelves, armor rests on heavy wooden stands, and just about every trinket imaginable has been laid out in some type of random order.

The room is busy with people. Adventure types, like yourself, are glancing at the different items, swinging swords, or aiming thunder pistols at an imaginary foe. Gavown are eagerly looking through the piles of rune-device components to find the one part that will fit the invention they are working on.

You see a row that holds an assortment of equipment that any adventurer would love to have in a pinch. Just next to that row is another, it is filled with equipment that an adventurer could live without, but can't pass up simply because it's here.

As you move through the crowded room you jump back in fright as you nearly trip over a large, granite colored lion. Your hand instinctively reaches for a weapon, but you stop when the huge cat rolls over and yawns. His dark, lazy eyes sparkle as he stares at you. Then his massive tongue lolls out of his mouth and he begins to clean his fur.

The tension is broken by the low laugh of a gruff man. As you turn to see who is chuckling, you observe an older gentleman with a blindfold around his head.

"That's just Old Man, he's a real pussycat once you get to know him," the blind man offers.

At the sound of his master's voice and the mention of his name, the big cat looks up in the direction of the man, shakes his enormous head and goes back to sleep.

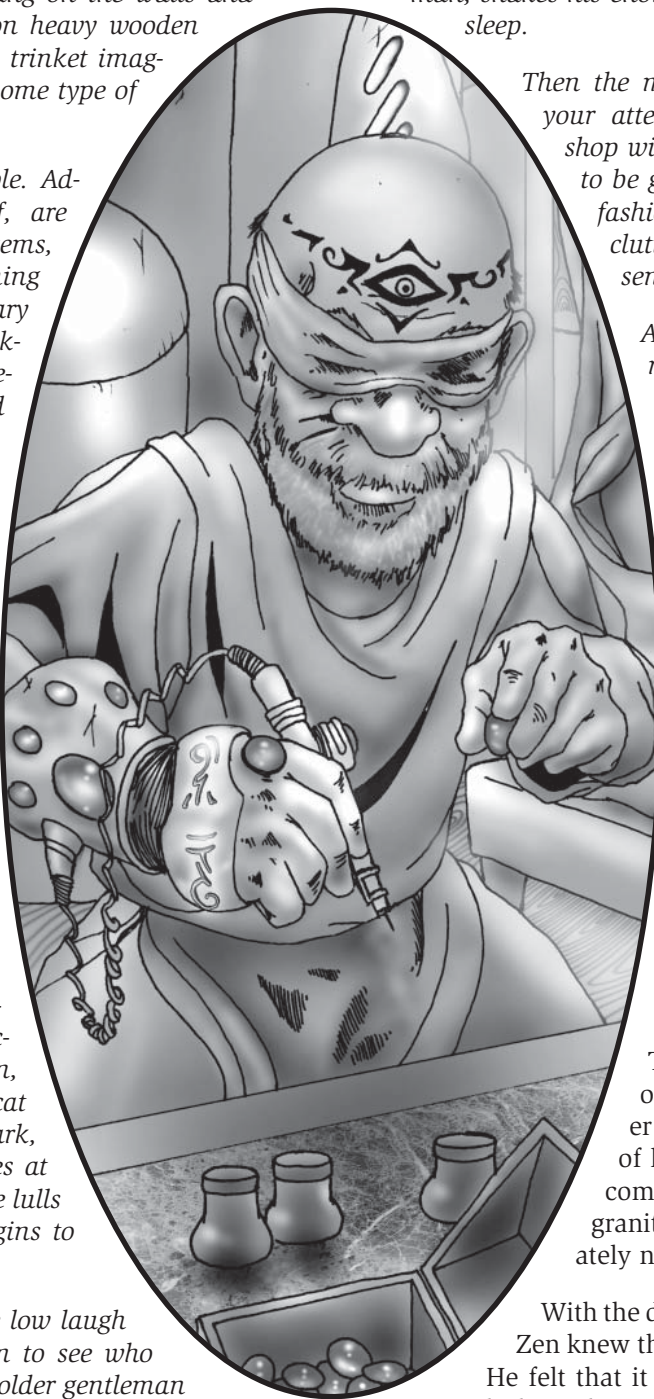
Then the man in the blindfold catches your attention. He moves about the shop with a sense of ease and seems to be grabbing things in an orderly fashion from areas that look too cluttered for a blind man to make sense of.

As you watch, he collects a few more things and then turns away. Just before he wanes through a drape hanging over a doorway, he spins back to face you.

"I am sorry I can't chat right now, but I have a flesh rune to complete. My assistant can help you with anything that you may need," and with that the blind man disappears behind the curtain.

This is The Total Eclipse, Cinder's first and foremost equipment and magic shop. The Total Eclipse is one of the old timers in Cinder, built during the boom-town era of Cedar Shore. The Total Eclipse is owned and operated by Blind Zen, an older man who has seen his share of harsh times. Blind Zen's best companion and friend is a trained granite mountain lion he affectionately named, Old Man.

With the discovery of myth-stone, Blind Zen knew that people would need things. He felt that it was his job to provide them with these things. The fact that he could make a few silver guilders along the way may have also played a role. Whatever the reason, The Total Eclipse



became a favorite stop for travelers and business has never slowed down.

The shop is located on Smolder Road and sees quite a bit of traffic and the Eclipse has a reputation for being open every day of the week. During business hours the shop is always busy and Zen's talents are always in demand.

BACKGROUND

Zen grew up in the hustle and bustle of South Harbor. At a young age he realized that he had a knack for magic. This was a talent he was not sure what to do with. After a few years as a street performer a Moon Magi, named Cirious, discovered him and lead him to the Magi Guilds to be trained. He spent many years on Tarot and learned the craft of the Moon Magi.

Zen became a dedicated Moon Magi and warrior for Everstone. He found his place working with the rune-weapons that were being developed. He used his magical talents to engrave rune-strings onto powerful weapons and to develop new and more advanced weapons.

On Tarot, he worked on all of the latest projects and loved to test the newest gear. His favorites were the large guns used for land ships. His love was seeing the supernatural power ignite the runes and send the magical force into the artillery's machinery, allowing it to reach powers that otherwise would be impossible.

Zen met Casiana while on leave from Tarot and the two fell in love instantly. They were married soon after and Zen's time was split between home and work. His new wife settled in a small farming village not far from Telegrona. Zen's brother and his wife had a farm in the same village and Zen knew that his brother would look after Casiana. A year later Casiana had their first child, a boy they named Zander. After another year a girl, Raquel, was born to the joyful couple. Zen was happy with his life and loved his family dearly.

One-day word reached Zen on Tarot that a group of Adone had taken his family. He rushed from Tarot and headed to the village. When he arrived his brother told him that they had searched but were unable to find any sign of where his family may be. Zen became hysterical, and grabbed his weapons and headed into the wild. It did not take long before he found the remnants of an appalling site of demonic worship. He found the remains of his family, who had been ritually sacrificed to the demons.

Zen became obsessed with hunting down the Adone who had done this, and with his brother Cornelius' help he tracked down and killed three of the seven murderers. To this day he is still looking for the other four.

After the death of his family, Zen had nothing but his work to live for. He dedicated every waking moment

to the development of new and powerful weapons. He put his soul into his work, with the secret hope that he could use the weapons to destroy the Adone. He began to believe that if he could not find those who were involved with the murder of his family, he would have to kill every single one of the Adone demon lovers. Cornelius had to walk away from the hunt and told Zen that his need for revenge was going to destroy him someday. Zen had said that Cornelius would feel different if it had been his family instead of Zen's. Cornelius could only shake his head and agree. The two rarely spoke after that, and may never have, except that not long after the argument Cornelius was nearly killed by a gor hog while chopping wood.

In this attack, he lost his right leg, right eye, and his right arm was mangled so horribly that it is still useless even today. Zen's ability to heal and his knowledge of magic saved his brother's life, but Cornelius has continued to refuse Zen's offers of rune magic in helping him get over the loss of his limb.

After years of hard work and dedication, the first version of Zen's pride and joy, the titan crusher, became a reality. Zen was more than pleased to test its power and he hand picked a crew and set sail on the destroyer, Wind Cutter, to see how the weapon would hold up in battle. Little did he know that he would get his answer all too soon.

A large force of Cryaxxen attacked the land ship, and the Wind Cutter went down. To the dismay of Zen and his crew the titan crusher had failed miserably. The battle's outcome looked bleak and all hope was lost.

Word reached Tarot that the land ship was down and all hands were lost. There was a memorial service for the brave men and then the tragedy was mostly forgotten.

Nearly two months later, Zen and five others were brought back to Tarot, having survived an ordeal deep in Cryaxxen lands. A horrible experience that wore on the mind of every one of the survivors. Soon after their return, two of the men suffered nightmares and eventually went mad. A third survivor committed suicide shortly after. Zen and the other two survivors recovered but they never speak of the time spent in Cryaxxen territory.

One battle scar that Zen carries from those months of torment in Cryaxxen lands is his blindness. He was attacked by Cryaxxen venom spray that slowly took his vision. While he was loosing his sight he worked continuously on a flesh rune that would allow him the power to see after his vision was gone. The rune was finished just weeks before Zen's eyes grew dim and faded forever. Now the flesh rune is his only way of seeing the world around him but in many ways the tatoo allows him a greater clarity.

The Moon Guild on Tarot relieved the aging Zen from their service, paying him a small amount to compensate him for all his dedication and hard work.

After leaving Tarot, Zen wandered Lannith for a time and during this time, he found a granite mountain lion cub. The cub became his friend and then his familiar. Zen named the lion Old Man, a nickname once reserved for Zen's older brother Cornelius.

Eventually he found his way to Cedar Shore during the myth-stone rush. It was here that he decided to build a shop, make some guilders, and spend his free time searching for the Adone that killed his family.

Business has been so good lately, and Zen has been in high demand for his craft with flesh runes, that he was forced to hire Rupert as an assistant. His apprentice is a young man that is still a bit frightened of Old Man but has made a lasting friendship with Zen. He is eager to learn and has talent for making things work.

Zen's brother, Cornelius, is still alive though the two rarely see each other anymore. Once a year Cornelius will come to The Pitt and share a drink with Zen and they will talk of old times. Zen also visits Cornelius when he returns to the small village he once lived in and places three red roses on the grave of his wife and one black orchid on each of his children's graves.

THE GOODS

The Total Eclipse sells used rune equipment of all types. All the gear is sold for the prices listed in the Everstone rulebook, except weapons and armor are sold at a 20% markup because of the strong demand for them.

Usually, you will only find gear that has one or two rune-strings engraved on them, and these will only be of the lowest level. This is for two reasons; one, Zen does not want to spend the type of money it would take to buy powerful weapons, and two, it would take away from another lucrative job opportunity, adding more rune-strings, which he himself can do. Zen will engrave rune-strings on equipment for a 10% markup of the price listed in the Everstone rulebook.

Zen's greatest source of income is in the creation of flesh runes (he can do all of the listed flesh runes, see EBL page 152). His skill in this area is in high demand and he will be very busy. It takes 2-3 weeks to get an appointment to have a flesh rune done, but for a 10% markup Zen will move the appointment up to within 1-2 days. For a 20% markup he will find the time to do it then and there.

A lot of the adventuring gear found in the appendix of the Everstone rulebook can also be found in the shop for the prices listed.

All payments are due up front and there are no loans. Zen absolutely refuses to sell anything to any Adone and he will have Old Man chase out any such scum who enter his shop.

Zen will purchase most magical items and rune devices, but he will only pay half of the listen price for the item.

1ST FLOOR

1. Store

Equipment lines the walls and fills tables that are scattered all over this room. This is the shop part of The Total Eclipse. There is no real rhyme or reason to the way this room is organized but Zen can find anything quickly and efficiently when asked. Zen also knows his complete inventory down to the smallest items in the bucket-o-many-things.

A large fireplace is built on the side opposite the counter and is built from lake stones. In front of the fire place is a hair-covered rug and is the favorite sleeping spot of Old Man. The counter covers half of the back wall and behind it is a curtain that covers the doorway to the back rooms. Under the counter is a locked box (Open Lock skill check (DC 35)). The box has a magical ward on it that will electrify any who opens it other than Zen. The ward inflicts 5d8 points of damage. Inside the box a 5 oz bloodstone powers the trap and must be recharged to work the next time. It will hold around 3,000 silver guilders and 2,000 gold guilders.

2.Storage

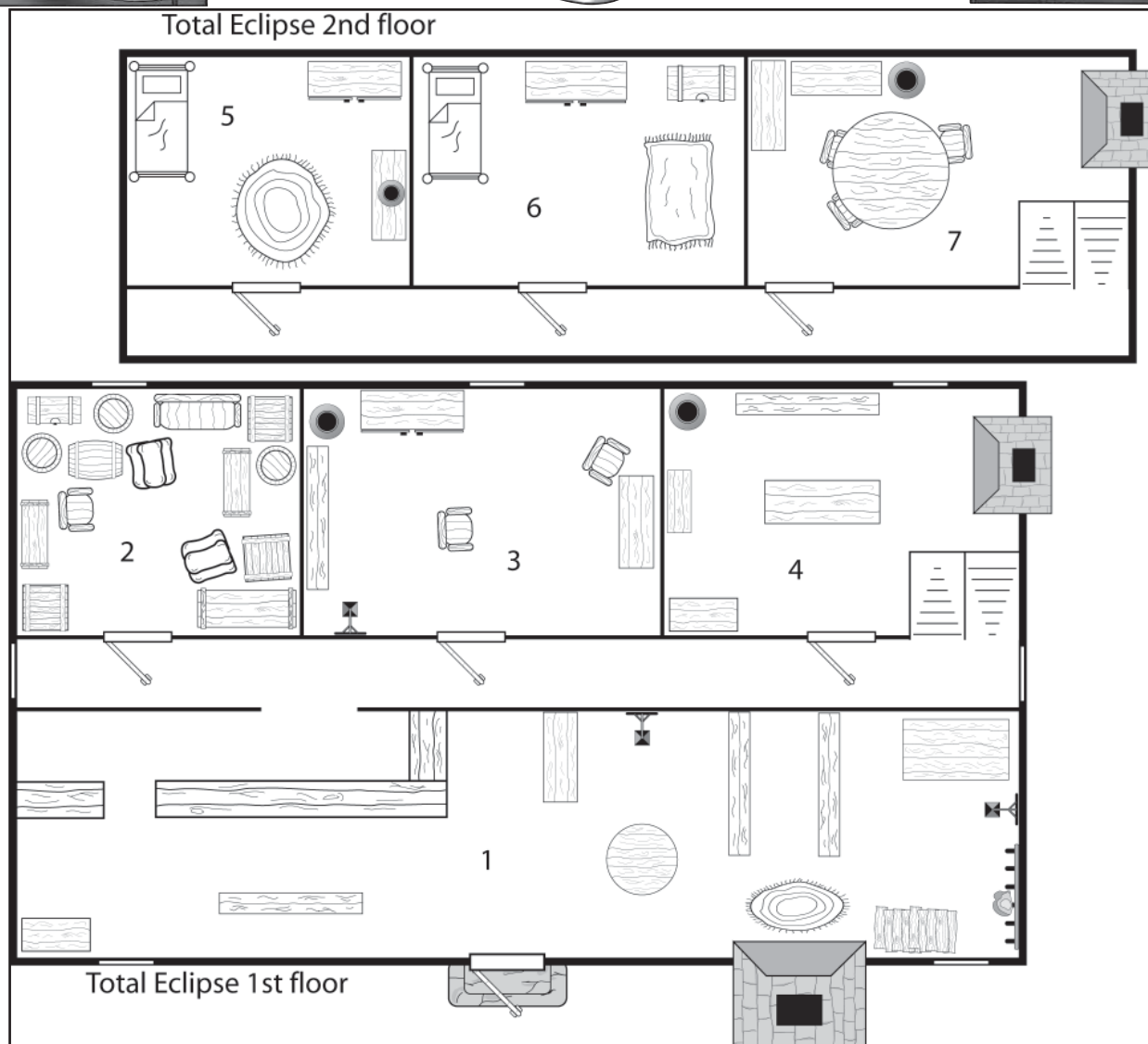
If the shop room could be considered cluttered then this room is a disaster. Zen was never known for his organization skills and this storage room is proof of that. However, just like in the shop Zen can easily find anything he needs here.

3. Tatoo Parlor

If you want to have Zen give you a flesh rune, then this is the room that you will be led to. The room has a window on the back wall and two tables that have an assortment of odd implements arranged neatly on their surface. There is also a chair in the center of the room that Zen sits in while creating his works of art. A book shelf along the walls holds the important documents, diagrams, and notes that Zen uses for reference. The window is locked from the inside and requires a successful Open Lock skill check (DC 30) to open.

4. Shop

The hard labor of engraving runes on magical devices occurs in this room. Tools and bloodstones fill cabinets and shelves along the wall. A workbench sits in the center of the room and there always seems to be a half finished project scattered across its top. There is a small forge in the room to aid the making of certain items. Next to it is the bellows.



2ND FLOOR

5. Zen's Room

This room is Zen's bedroom. There is a large bed, a wardrobe, washbasin, locked chest, and a desk. The locked chest (DC 30) contains Zen's savings (15,000 silver guilders and 10,000 gold guilders) and his old equipment (see Zen for details). The desk has notes and drawing for some weapons that Zen is still working on and hopes some day to share with the Moon Guild. The desk also contains the notes Zen has been keeping on his investigation of the Adone that killed his family.

6. Rupert's Room

This is Rupert's bedroom. It contains a bed, a wardrobe, washbasin, a desk, and a locked chest. The wardrobe contains mainly work clothes, but there are a couple of nice clothes hidden in-between. The desk has some of Rupert's designs and inventions that he is not quite daring enough to share with Zen but hopes to soon. The locked chest (DC 20) contains his saved income (40 silver guilders and 100 gold guilders), as well as the few items he has obtained (see Rupert for details).

7. Kitchen

This room serves as the kitchen/dining room. Food can be prepared and eaten in this same room. A round table sits to one side and the stove and counters are in the corner. A small pantry stores some goods that are used more frequently. Rupert cooks most of the meals but Zen thinks he could use a few lessons.

NPC'S

BLIND ZEN

4th level Sorcerer/12th level Moon Magi

Race: Everstonian, **Hit Points:** 115, **Energy Points:** 98, **Initiative:** +2, **Speed:** 42, **Defense Bonus:** +4, **Attack Bonus:** +8/+3, **Saves:** Fort +8, Ref +7, Will +11, **Abilities:** Str 14, Dex 14, Con 16, Int 18, Wis 16, Cha 12, **Background Feat:** Magical Aptitude (+2 to all Knowledge: Arcane and Rune Device skill checks), **Skills:** Concentration +10, Craft (Tinkering) +8, Diplomacy +8, Disable Device +15, Gather Information +8, Handle Animal +12, Heal +4, Knowledge: All +10, Knowledge Arcane +13, Navigate +8, Profession (Merchant) +10, Rune Device +15, Research +15, Spell Craft +15, **Attributes:** Analyze Magic 3, Charge

Bloodstone 3, Create Magic Item 6, Defense Combat Mastery 2, Engrave Runes 5, Fabricate 4, Familiar 3, The Magi 3, Magi Hands 3, Mending 3, Print Flesh Rune 5, Runes of Warding 1, Unravel Spell 2, Willpower 3.

SPECIAL EQUIPMENT

Blaze Pistol – armor puncture 3, striking 3, stunning 2.

Thunder Pistol – shock 1, crushing force 1, inferno 1, speed 2.

Magi Two-Handed Warblade – armor puncture 3, defending 1, flaming 4, slicing 3, spreading attack 1, striking 1.

OLD MAN (granite mountain lion companion) for his stats see EBL page 129. He is also Zen's familiar and has Speak with Master, Alertness, and Increased Intelligence (see EBL page 95).

RUPERT

2nd level Sorcerer

Race: Everstonian, **Hit Points:** 17, **Energy Points:** 14, **Initiative:** +2, **Speed:** 42, **Defensive Bonus:** +2, **Attack Bonus:** +1, **Saves:** Fort +1, Ref +2, Will +3, **Abilities:** Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 14, **Skills:** Concentration +5, Gather Information +5, Handle Animal +2, Knowledge Arcane +5, Knowledge Nature +5, Sense Motive +3, Slight of Hand +5, Spell Craft +5, **Attributes:** Analyze Magic 2, Charge Bloodstone 1, Create Magic Item 2, Animal Messenger 1.

SPECIAL EQUIPMENT

Blaze Pistol – armor puncture 1, striking 1, Magi Long

Dagger – agile striking 1, armor puncture 1.

ADVENTURE IDEAS

DIGGING UP THE PAST

Word arrives in Cinder that the wreck of the Wind Cutter has been found in Cryaxxen territory. An expedition is planning on going to salvage what they can. Zen hires the PC to help him get to the wreck first and without

anyone else knowing. Why is Zen afraid of other's finding the wreck? What secrets does it hold?

ANGERY BLIND MAN

There is an scene at The Total Eclipse while the PCs are in the shop. Zen goes into a rage and refuses to give a man service and kicks him from his shop. Zen is furious and has to be taken from the room by Rupert. The PCs are later called to aid in hunting down the man, because Zen swears that he is one of the Adone who killed his family.

SNEAKY APPRENTICE

There has been a rash of stolen goods in Cinder. People are losing everything from powerful magic weapons to mundane household items. Then the items begin to show up for sale in The Total Eclipse. Zen denies stealing the goods and has no recollection of them even being in his inventory.

EVIL MARKINGS

A woman who recently received a flesh rune from Zen has been accused of killing a man. She has claimed that the flesh rune is cursed and has taken control of her and made her do unspeakable acts. Is the lady really the victim or is she simply attempting to find a source of blame?

SEEK AND YOU SHALL RECIEVE

Zen pays good money for magic items that are one of a kind and have some link to the days before the Night of Terror. He collects many stories about prospectors who have found ruins or strange signs in the Black Hills or along the lake. To those he trusts, Zen would be willing to hire aid to search out these stories.

TOP SECRET

Someone has broken into Zen's office and stolen the blueprints of a rune weapon he has been working on. Zen wants them back and hires the PCs to find the culprit and return the plans.

FLIGHT OF THE ORACLE (part 2)

From the journal of Kelden

18th day of Springs Awaken, year 382

At first I thought this was going to be little more than a baby sitting job but I can see now that I may have gotten in a little deeper than I expected. Having to deal with Shandra's attitude is rough, like always, but I think we are getting back into our old roles, she does most the thinking and I do most the killing. Plain and simple, and that's how I like it.

So far it's been kind of boring. I'm still getting used to our ship, The Oracle, it's a beauty. Outfitted with the best Tarot has to offer in the latest rune technology. Galadan seems to be having the time of his life, playing with the new rune-helm and all. If not for this mandatory documentation of our journey that Tullus asked us to keep I would have little to do over the last few days.

Shandra had Galadan take us to the Valley of Black Orchids and we stayed there an entire day while she studied the strange writings and pictures laid out on those monstrous sized doors. Her, Wuunlun and Gazdena have a good time spending hours debating over the subject and they don't seem to bother to include the rest of us. But like I said, I like it plain and simple. Fact is, I'm a little worried. Shandra has never had much thought towards the safety of others and she has us headed right into the most dangerous place one can imagine, The Shroud. Better put this journal away and go start practicing with the Oracle's volt thrower.

From the journal of Shandra

19th day of Springs Awaken, year 382

I know how important it is to keep good records about these things and so have reminded everybody that they must keep a journal that may be referenced if something should happen to us or there should be a misinterpretation of events at a later date. I guess I better keep a better journal than everybody else but it is something that has always fallen last on my agenda of things to do. Mascus, back in the Temple has always given me a hard time about keeping more accurate records and now out of necessity I must try to do so, not only for myself, but my friends, family and all the rest. If we fail in this mission it is likely the last adventure I will ever see.

I can tell everybody is just getting into the feel of one another and I find it strange that they look to me for guidance. I think that Tullus should have made Kelden the leader; he has a knack for these things. I just like to find treasures of the past. But I'm sure if he disagreed with something he would speak up, he always does. I feel for his heart, I really do, but the pain is in the past and if he ever found out why I had to leave him like I did he would hate me even worse than he does already.

Yesterday we finished up at the Valley of Black Orchids, a place of beginnings and a place of ends. The inscription and inlay on the door there, I feel, holds more clues to our past than any other artifact the Lore Hunters have

found to date. We only need the key to unlocking it, not only the doors, but the strange writing on the door as well. It resisted all attempts Gazdena made on it. The doors are magically warded and it seems even the most powerful of counter magic simply washes away without even marring the ever resistant guards.

Between Gazdena and myself, we have made a perfect sketch of the doors and as I was looking over them last night. I was surprised to find that I recognized something. Up towards the middle area of the doors is an engraved picture of a great sword that has power over four artifacts it would seem. From the sword, lines of power are drawn to these four artifacts and I recognize one from my readings in the Temple of Ancients. We are headed there now to research what our next step will be. I have entrusted in Kelden that I think the artifact I recognize may be an amulet that I read about from ruins located with the Shroud. He didn't seem too pleased with that but what did he think we were about? Surely he didn't think we were out on a joy ride about the protected valley walls. Well, hopefully when we get to Harbor and dig deep into some of the old books at the Temple we will know for sure.

From the journal of Galadan

19th day of Springs Awaken, year 382

Wow! That's how I'd like to start my first journal entry. If I could show some of the guys back home this baby I got in my hands now. I have been on some nice ships. But the Oracle is the cream of the pie. I mean you got to see this to believe it. We have the latest in rune-helms, mana-generators, mana-modulators, you name it. My helm is plugged right into the ships seer-scope and it reaches out to damn near one mile. And we are fast. This baby has oversized, twin dorsal maneuvering foils that let me turn smoother than my last girl's behind. I don't know what they did with those mana-generators but those things pour out more juice than what I would think typical. Everybody's been thinking that we have had some good winds to push us along, but I got news for them, I been getting enough power to nudge this baby with or without the wind. I'm talking throttle clear up at five hundred feet. That's just the beginning, I could fill this book with the wonders I'm discovering in this tub.

They say that this job is going to pay damn near anything I want! Well I got news for them I want a boat load. Heck I might even take this Oracle off their hands for payment. I know they were not thinking of expenses like that, but heck they are the idiots that said 'anything'!

Yes sir, this job is my ship coming home. Not only do I get to fly the best tub in the valley, but I got these two trumps, ones the captain and the other is some kind of hedge wizard, but both are sure fine. I think the Gazdena girl has been tracking me. She's been watching me when I'm not looking and she says she has a sweetheart back in Mosstone. That would be my luck, some fairy who's going to stick me with his needle sword just for looking

at his woman. But I figure we are going to be on this ship for a long time and its going to get lonely and I am the best looking fella on the boat!

From the journal of Gazdena

20th day of Springs Awaken, year 382

Its has been a long day and I am going to put the date for the twentieth even though it may be the twenty first already. It is my first entry into the journal that Shandra has asked us to keep and I have to say I look forward to keeping just such a record. I have not kept a journal since I was a young girl back in my teens and now I get to practice my hand at filling a few more pages.

We came into the port of Harbor early this morning. Although the men sought their own chores of getting provisions and seeking out the markets Shandra and myself hired a coach out of the city and up along the bluff where the Temple of Ancients rests. I must say it is an amazing view from up here. One can almost see the mountains across the Mosstone Forest. It makes me long for my old companions and wonder how long it will be before I once again see them. I have my dream-stone that Thistandor gave me before leaving. I have not used it, but if I keep the stone next to me at night I will be able to search out his dreams and make contact. I am not a stranger to the realm of dreams, spending as much time in Mosstone as I have, but it is always alien to say the least.

Today, we studied in what was the grandest library I have ever seen. I can only suppose its only rival is that of The Library found on Tarot. We have had much help from the scribes and book keepers and have found only a few references to the artifact that Shandra recognized from the door. It seems to be an amulet that was once called the Amulet of the Azurite Sea. She recognized the markings and we see that it is an exact duplicate of one such named artifact in a book that was found not long ago. In the pages of this old tome, which had no name, it tells of the line of emperors that ruled over a civilization of some import back before the Night of Terror. An empire that was named Surellion. There on the pages it was drawn with a precise and exacting hand that could only be the amulet seen on the door back in the Valley of Black Orchids. The amulet was something of an heirloom from what we gathered and may have been a badge of office or some such.

The scribes are making copies for us to take with us of the old maps and everything that can be found of those old emperors. It is said that the seat of this Surellion Empire was located in a city that gave the nation its name for it was also called Surellion, which one of the Lore Scribes says means "splendor" in the language of those long dead people. Shandra has the notion that these four artifacts, along with the sword depicted on the door, are of some importance. I look forward to studying this amulet, perhaps, like Shandra says, it will reveal something different from the other enchanted items I have encountered.

From the journal of Wuunlun

21st of Springs Awaken, year 382

Today it takes all of my humbled strength to climb the plank of this amazing ship that the Magi have been so

kind to lend us. Our trusted and brave Captain Shandra has given us notice that we shall be traveling into the heart of the storm. I have made the journey, although only a few times above ground, to the far off Shone Kingdom and the tales I have heard of are wide and varied, but all agree that the Surellion City which we seek is a place that mortals would soon leave best alone. There have never been any who have seen the city and lived to tell of it. I do not wish to name myself a coward, but neither do I wish to become one with our Forge Father just yet. In the end, I need trust to our Captain who the Sovereign Magi has seen fit to guide us.

I have spoken at length with the Captain and although we have looked to many avenues and routs, it does seem like these four artifacts, along with the sword have some power that relates to a great reptilian beast which is depicted on the door, a beast not so unlike the Void Lords and their minions. I have told Shandra of the likeness between these reptilian depictions and those found on the great Basilikos Stones that seem to act as markers of some sort throughout the northern land. She listened with an attentive ear and showed a goodly amount of curiosity. I hope I have been of help and her trust in my council is not misplaced. I shall still my heart and do what I must. For if I am not mistaken, it is a journey that seems to have more than my own life at stake.

From the Journal of Runder

22st of Springs Awaken, year 382

It is late and we have made good time from Harbor. We were waylaid by patrolling ships along Dawns Gate, but it seems our Captain has the right of way by decree she holds from the Sovereign Magi himself. It makes me wonder what we are about. Thus far, nothing has been said and I have my doubts to what kind of task we are about. We were told it was a risky business, this adventure we have set out upon. Risky business or no, the Sovereign Magi has asked our aid and so it shall be given. The gods know I have nothing left to loose and if these aging bones can be of aid to the citizens of Everstone, it is not my responsibility? Captain says we will have a chat when we get loose the valley.

It is late and the valley is falling behind us, no doubt that the Captain will call us together and explain our task. As of this writing I only know that we are headed out to that vast jungle like swamp which people call The Shroud. It must be a vast place for it stretches from the Everstone Valley to the mountain realm of Shone in the east. That would make it well over a thousand leagues by my best guess. This trip should be quite the adventure as I have never been outside the valley proper.

Well, a few more checks before I get off to bed. The Oracle seems to be well fitted for our journey. I supervised most of her construction. We put the best of the best in her. No expense was spared. That pilot fellow we have taken on seems to be a kind of flaky fellow as far as I'm concerned and I don't know I would put such a fine vessel in the hands of such, but such things are not for the ships engineer.

THE ORACLE

In the Everstone book we introduce the story line of The Oracle. A ship crewed by agents who were sent out by the Sovereign Magi, Tullus Marcias. Although, the crew is nothing special, together, they pool their talents to see them through what may be Lannith's last hope.

Kelden and Shandra have been charged with finding the source of the magical disruption that is seemingly building to another peak, just like on the Night of Terror three-hundred and eighty two years ago.

You will find their continuing story as they travel across the vastly changed world of Lannith in our next source book, The Shroud, and other upcoming material.

The Oracle could be used as a template for any explorer class ship as the Game Master wishes. The characters given later could be used as generic NPC's or the Game Master might use the information here to have their own players encounter or even tag along for the adventures of The Oracle. Game Masters who are ready to twist their own story line and use our stories as merely ideas and a general guidelines, could actually have their players replace or play the characters of the story.

THE DECK

The deck is kept clean of any unused equipment. In the center of the deck between the bridge and the gunners castle is the large trap doors where cargo and supplies can be lowered down into **area 4**. At the rear of the deck a ladder extends up into the gunners castle, **area 3**.

THE BRIDGE

The bridge has a low ceiling of seven feet and runs with valves, cables, and tons of other equipment, thus, feels very enclosed even though windows wrap almost entirely around. The room is dominated by the three station chairs and the war table. The forward station is the Rune-Helm where Galadan pilots the ship. The two rear stations are the mana-modulator and the seer-scope. These last two are not needed to pilot the ship, but if stationed the controller can help the pilot out (see pages 179-183 in the EBL book). Usually Gazdena works the seer-scope and Runder works the mana-modulator. A small groove acts as a handle to a well concealed trap door in the floor that leads down into

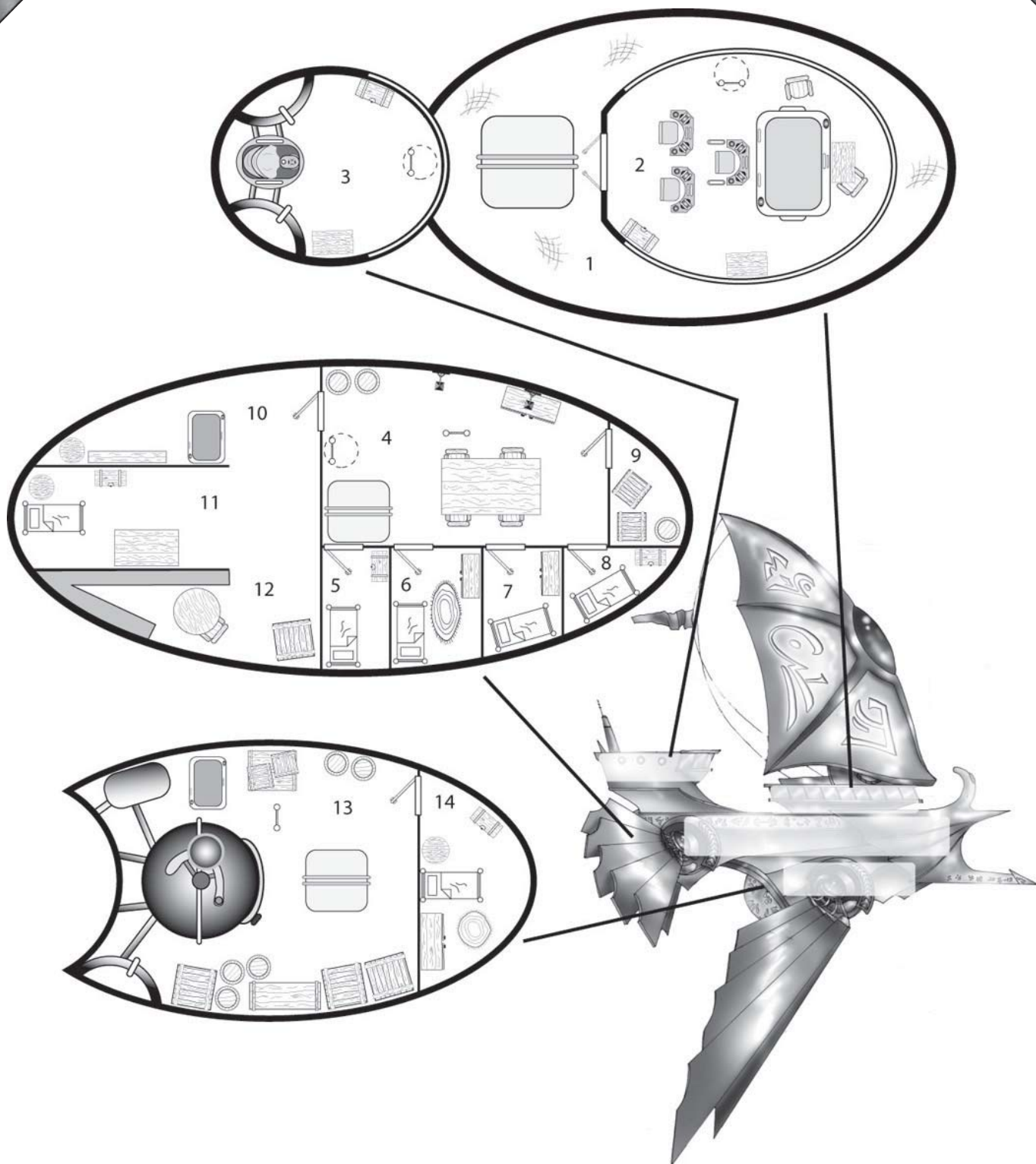
the living quarters, **area 4**. A small table located at the other end of the war table has a few drawers that keeps various mapping and measuring instruments. The table will usually have charts pinned in place with markers denoting the ships course. A chest against the wall is locked (DC 32) and bolted to the floor. Inside are two rune bombs and various charts and maps that are being taken as reference. It's a big world, and the Magi don't know very much about it so the maps are mostly of the Valley and a few well traveled trade routes to Shone and up and down the Stormwind Mountains

GUNNERS CASTLE

A ladder at the rear of the bridge leads up to a trap door which can be locked from the inside. Inside the castle a plethora of wires, cables, and boxes hook into an oval looking chair where the gunner sits. This position is usually manned by Kelden and the seer-sight helmet sits on the seat. The gunner chair can work the ships only weapon which is concealed below the forward prow of the ship. The gunner can open the concealing doors to the volt thrower as a free action. A window runs halfway around the castle giving a side view of the deck and bridge below, although the window is not needed as the gunner can use their seer-sight to actually see what the weapon sees. A chest along the wall is locked (keyed with the same key as the chest on the bridge, which Shandra and Kelden are the only keepers, DC 32). In it are a number of extra thunder gun rounds, a thunder pistol, as well as spare parts and cables which can be used for emergency repairs to the gunner station. Under a table along the cabin wall is a small keg of water which can be strapped to the wall. Wooden cups are tied to the table with small twine to keep them from flying about the cabin in times of turbulence or combat.

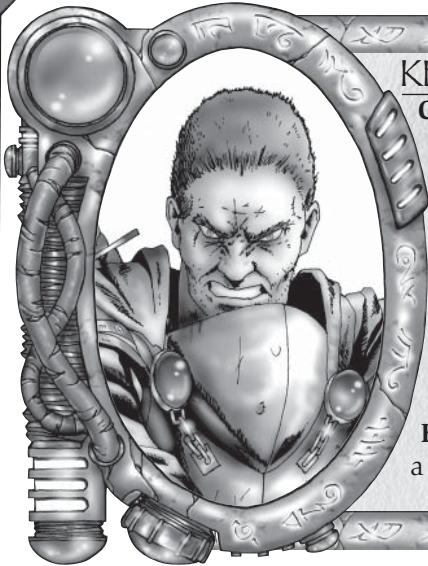
MESS

The crew usually spends the night hours down below in the mess. The room is larger with a table and four chairs, a food cabinet, a few kegs of fresh water and two rune lanterns that are powered by the ships mana-generator. A ladder leads up to the trap door which comes out in the bridge. Double cargo doors can be opened down into the ships hold and a number of doors open up into sleeping quarters and a pantry. A small groove shows a well concealed trap door next to



The Deck	1
The Bridge	2
Gunners Castle	3
Mess	4
Gazdena's Quarters	5
Kelden & Galadan's Quarters	6
Wuunlun's Quarters	7
Runder's Quarters	8

Pantry	9
Repair Shop	10
Infirmary	11
Library	12
The Hold	13
Captains Quarters	14



KELDEN MARQUE

Class: Sun Magi (9th level).

Age: 28

Race: Everstonian

Height: 6'2"

Hair Coloring: brown

Eye Coloring: brown

Home Town: Telegrona

Family: Father and Mother (still living) and one younger brother.

History: Kelden comes from a well to do merchant family

who was proud of their sons acceptance into the Sun Guild. Kelden has served for six years and although he has never traveled far from Everstone's borders, he has seen his share of action. He is a Charismatic leader who usually knows how to think in a crunch. Kelden's key personality trait is responsibility. He always attempts to do what he feels is the best course of action for the Guilds and the citizens of the Valley.



SHANDRA

Class: Lore Hunter (8th level)

Age: 26

Race: Everstonian

Height: 5'11"

Hair Coloring: dark brown

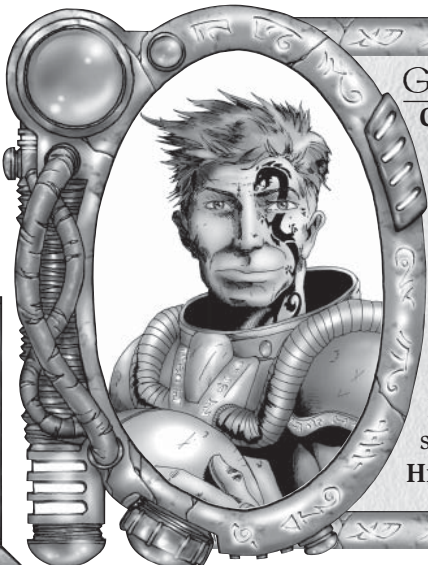
Eye Coloring: brown

Home Town: South Harbor

Family: none known.

History: As far back as Shandra can remember, she has always been alone. Her earliest memories are of herself

living on the streets of South Harbor as an orphan. It was an elderly priestess of the Temple of Ancients who eventually took the small girl in and gave her a home. Growing up around the Temple provided Shandra with an education that few Lore Hunters can boast of. Shandra's wild nature led her down the path of a Lore Hunter although her mentor Mascus would have had her follow the path of the gods.



GALADAN

Class: Shadow Magi (4th level), Rogue (3rd level).

Age: 25

Race: Everstonian

Height: 6'

Hair Coloring: Light brown

Eye Coloring: light hazel

Home Town: Tinston (just east of South Harbor)

Family: large family with three sisters and an older brother.

History: Galadan grew up in a

large family who didn't have much to offer a young man coming of age. Galadan saw it as his lucky day when he was hand picked by the Shadow Guild to become an apprentice. He spent his three years in training and only another two years in service. His drive as a thrill seeker with no worries for tomorrow was not much of a hindrance as a Shadow Magi, it was only his lack of following orders that usually landed him in hot water.

RUNDER

Class: Expert (4th level), Moon Magi (8th level).

Age: 46

Race: Gavown

Height: 4'8"

Hair Coloring: grey

Eye Coloring: blue

Home Town: Rolling Fields

Family: No living parents. Has two sons but wife is deceased.

History: Runder has served the Guilds well. He was naturally inclined towards

gadgets and gears, even more so than usual for a Gavown. Over 20 years ago he was hired as a fixer on Tarot. 10 years ago he was accepted into the Moon Guild. He became Foreman of the docks only four years ago. His wife, who lived in Rolling Fields bore him two sons before she took sick with Croute Cough and passed on.



WUUNLUN

Class: Wind Caste (10th level)

Age: 36

Race: O'grom (air caste)

Height: 6'7"

Hair Coloring: None

Eye Coloring: pale white

Home Town: Glass Plains

Family: Mother unknown, his father is still living.

History: Wuunlun was one of the first captains to sail his brass lava barge into the Port Abyss. It was a act that drew much

recognition to his family Epoch. He has since become kind of an explorer among his people and traveled far and wide of that first big discovery. His travels ended years ago when he gave his ship and crew over to his younger sister and he uses his wealth to travel and learn everything he can of the Shun'dar prophecy.



GAZDENA

Class: Sorcerers (9th level).

Age: 27

Race: Human

Height: 5'7"

Hair Coloring: black

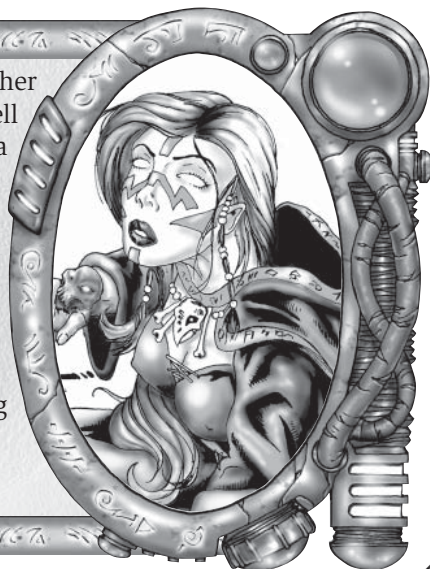
Eye Coloring: green

Home Town: Saspian (south of Everstone)

Family: Father.

History: Gazdena traveled to Everstone when she was a small girl with her father. They homesteaded not far from the Forest

of Giants where her father became a wood cutter as well as a hedge wizard. Gazdena has traveled to Mosstone where she lived for several years and studied their ways of magic. She fell in love with a Fey Noble, Thistandor, who shared the feeling. But the Traditionalist Nobility of the Fey looks down on the mixing of royalty with commoners.



the cargo doors that leads to a ladder going down into the hold.

GAZDENA'S QUARTERS

Hanging about the room are a number of strange looking talismans and magic doodads. Under her bed she has stored a number of her personal books and she has a chest that holds her personal belongings. The chest has a false bottom containing her dream stone and a few other magical items.

KELDEN & GALADAN'S QUARTERS

Both soldiers consistently complain about having to share quarters and both were at odds to which one got the top bunk (Kelden finally pulled rank as 1st Mate). Between the two soldiers there are more weapons in their personal cabinets than clothing. Galadan has a painting of a naked woman which he hangs on the wall. Kelden has not complained (surprisingly) but Shandra has made a crusty comment about it.

WUUNLUN'S QUARTERS

The O'grom had to have his bed lengthened, which the Gavown fixers were more than capable of doing back on Tarot. He has a number of strange decorations and a gemstone Lanx hangs from the ceiling gives off a soft magical glow when commanded. Unknown to any of the crew the O'grom has a small bag full of gemstones that many would consider a fortune tucked away in his personal belongings.

RUNDER'S QUARTERS

The smallest quarters, but Runder does not mind as he has the smallest bed. His room is very clean and organized and Galadan constantly teases him about making his bed every day. All his possessions are neatly stowed away in his trunk. He keeps a portrait of an aging Gavown woman over his bed. This was his wife who passed away several years ago.

PANTRY

Although the hold of the ship contains crates of dried food and fresh water, the pantry is used to keep food on hand for convenience. The pantry is also used to keep food that can spoil more easily, such as fresh produce. This also holds all the ships linens. Gazdena has a small chest in the pantry which holds a collection of herbs of various types.

REPAIR SHOP

A small area is given over to tools and workbenches. Any Repair related skill checks made in the shop receive a +3 bonus for availability of parts and tools. Also, Runder has two fully stocked golem repair kits.

INFIRMARY

A soft bed with clean sheets, as well as quite a few medical instruments mark this section of the ship as a place for medical attention. Three fully stocked healing kits are located in the chest and under the table are a number of clean sheets, towels, bandages, and splints. Anybody using the infirmary receives a +3 bonus to their Heal skill checks.

LIBRARY

Gazdena and Shandra have done an excellent job of supplying the small library with books on ancient lore, ancient artifacts, and ancient cultures. Anytime that this library is used for the research of any of those topics the researcher gets a +3 bonus to their Knowledge skill checks. Stored in a large box next to the library are clean scrolls of paper, volumes of untouched parchment, and bottles of ink, as well as many quills for pens. These are supplies that are used to keep track of the Oracle's journey and what the crew finds. Each of the crew has been given the task of keeping their own logs of the journey, and although such logs are kept in their private quarters, they usually come down to the library to write down their entries.

THE HOLD

Much of the hold is taken up by the class 2 mana-generator, which feeds the ship its power. Hoses, cables, spheres, boxes, and other equipment hang from the walls and connect the generator to its components. Only Runder completely understands it all and the other crew are more than glad to let him. The rest of the hold is taken up by crates and barrels of supplies. Double cargo doors open up to allow cargo to be lowered out onto docks and platforms. These doors are usually locked (DC 30) by a huge padlock when not being used. A ladder next to the mana-generator leads up to the trap door going to the mess, **area 4**.

CAPTAIN'S QUARTERS

Shandra's quarters is the largest room, for she is the designated Captain. She has quite a few luxuries, such as a colorful tapestry hanging on the wall across from her bed and sheets made from willow silk that were crafted by Fey Gnomes. She has packed her cabinet with her favored weapons and equipment, as well as her clothes. In a locked chest (which she only has the key, DC 35) is bolted to the floor and contains a number of bloodstones that can be used for repairs and such.

THE MUNDANE FIGHTER

Sometimes there is no way of avoiding a fight. The situation arrives where words won't stand up against the brute strength of the enemy. In situations like these you have two options; fight yourself or hire someone to fight for you.

Even though the Hollow Lords and their minions threaten every border of Everstone and countless other terrors wander throughout the valley, the need for Magi, Stormguard, and Boarder Marshals has waned. In the first years of the ascension of the Everstonian out of Stone Hold, if there were a fight to be fought then one of these professions would be called upon to take care of the danger. But today, as Everstone boarders keep increasing it is difficult to get a professional soldier to ever place there is a need. So, out of necessity, other professions have arisen to take care of the need for brute strength within the valley.

Merchants have an increasing need for bodyguards, and are more than willing to pay a little less for a "strong man", than turn out a fortune for a Stormguard. There are many taverns that also have a need for bouncers. Farmers need protection for raiding monsters and bandits.

Though the various schools pump out Magi, Stormguard, and Boarder Marshals, the need for regular town guard, militia, soldiers, and "law keepers" is at an all time high. So, many people have now opted to take the quick way to one of these professions. Instead of taking the time to do the schooling for these other three major professions they train and learn the art of war on their own. Another route has been training in The Pitt. Many men, and women, have begun to make a living at the infamous tavern in Cinder "The Pitt", fighting in the pit. Hence, the Mundane Fighter Class has arisen to fill the need for these types of minor professions that are needed within Everstone.

Abilities: Mundane fighters rely mostly on their brute strength and their lasting endurance. To this end, a high Strength and Constitution are a must for this class. Also, an above average Dexterity would be nice to help avoid any deadly blows aimed at the character.

Class Skills: Climb (Str), Gamble (Wis), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim

(Str).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

ADRENAL BURST

Attribute: 1CP/rank

Energy Cost: 1/per rank

You have learned to channel your adrenaline to an extent and make it work for you. By spending energy points you can increase your Strength and Dexterity for 1 scene. The exact point boost is dependent on the ranks you have in this Attribute.

Rank 1: Increase your Strength and Dexterity by 2 points.

Rank 2: Increase your Strength and Dexterity by 4 points.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

The character has trained to fight in armor and does not suffer the armor check penalty to attack or defense rolls. Such armor penalties only apply to skill checks that involve moving.

Rank 1: Proficient in light armor.

Rank 2: Proficient in medium armor.

Rank 3: Proficient in heavy armor.

ATTACK COMBAT MASTERY

Attribute: 3CP/rank

Energy Cost: 0

The character has trained in the use of melee combat. The character gains a +1 bonus to his or her Base Attack Bonus (BAB). This could increase the character's attacks per round if their BAB is increased to +6, +11, +16, or +21, as normal.

BRAWL

Attribute: 1CP/rank

Energy Cost: 0

The character has trained in unarmed combat and knows how to maximize his or her damage with their fist, foot, or knee. Normally, the character inflicts 1d3 points of damage plus Strength modifier in damage.

Rank 1: The character's unarmed damage is 1d6 + Str modifier.

Rank 2: The character can take a full round action to make a kick attack that delivers 1d10 + Str modifier in damage.

CHARGE BLOODSTONE

Attribute: 1CP

Energy Cost: special

You can use your inner energy to charge a depleted bloodstone. Depending on your skill, the process can take more or less energy. Each rank decreases the number of energy points you need to spend in order to recharge the bloodstone. The exchange of energy is instantaneous

Rank 1: Spend 3 energy points to recharge 1 energy point in a bloodstone.

CLEAVE

Attribute: 2CP/rank

Energy Cost: 0

If you deal enough damage to make an opponent drop, you get an extra attack against another opponent who is also in melee with you. This attack is immediate and at the same BAB as the attack that dropped the first opponent.

Rank 1: You can make only one cleave attack per round, even if you drop more than one opponent.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

The character has trained to their body to withstand harsh punishment, as well as increasing their endurance. The character gains an extra hit dice + Constitution modifier in hit points each time this attribute is chosen.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

The character has trained in defense against attacks. Increase the character's Base Defense Bonus by +1 each time this attribute is chosen.

EXTRA DEFENSES

Attribute: 3CP/rank

Energy Cost: 0

Normally, the character suffers a -2 penalty for each defense roll after the first, but with training he or she can learn to be aware and defend against multiple attacks per round. Each round the character can make an additional defense action without suffering the normal penalty. Each time the character purchases this attribute it grants them an additional defense roll without the penalty.

FORTITUDE

Attribute: 1CP/rank

Energy Cost: 0

The character stays in good health. Increase the character's Fortitude save by +1 each time this attribute is chosen.

IMPROVED INITIATIVE

Attribute: 1CP/rank

Energy Cost: 0

The character has trained so that they have a greater chance to act first in combat.

Rank 1: Gain a +2 bonus to Initiative checks.

Rank 2: Gain a +4 bonus to Initiative checks.

Rank 3: Gain a +6 bonus to Initiative checks.

LEAP ATTACK

Attribute: 2CP

Energy Cost: 0

If the character has a higher Initiative against an opponent, they can make a leap attack against them, using the momentum from the leap to lend their weapon force. The character gains a +2 bonus to damage, as well as half their ranks (round up) in their Jump skill to damage. This is counted as a full round action and the only attack they can make during the round. If the character fails to hit, however, they are off balance and suffer a -4 penalty to any defense checks until their next allowed action (even if it is not until next round).

MELEE WEAPON PROWESS

Attribute: 2CP

Energy Cost: 0

The character has practiced and become very efficient with one melee weapon type. You can hit the target easier with this weapon than other similar types. This Attribute allows you to gain a bonus to hit with just that one weapon. You must pick a specific weapon to use this Attribute on. For example; you cannot pick sword and have it count for long, short, two handed, and Magi Warblade. You need to pick one specific weapon. This does not increase the character's BAB. The character can choose this attribute multiple times for multiple weapon types.

Rank 1: You may add +1 to your Attack Bonus when attacking with the chosen melee weapon.

Rank 2: You may add +2 to your Attack Bonus when attacking with the chosen melee weapon.

Rank 3: You may add +3 to your Attack Bonus when attacking with the chosen melee weapon.

MOUNTED COMBAT

Attribute: 1CP/rank

Energy Cost: 0

Prerequisite: Ride skill

The character has trained in the cavalry and has learned how to make their mount more effective in combat.

Rank 1: Once per round the character can make a Ride skill check and replace it with that of the mount's defense roll if the result is better. This greatly increases the mount's chance to get out of harms way.

Rank 2: When the character is mounted and he or she charges into melee, (at least half of the mount's base movement) the character deals double damage. If the character has a lance or similar pole arm they can deal triple damage.

POINT BLANK SHOT

Attribute: 1CP/rank

Energy Cost: 0

The character has trained to wait until the enemy is almost upon them, increasing their chance for a deadly shot before closing for melee.

Rank 1: The character gains a +1 bonus to strike and damage with a ranged weapon when the target is within 30 feet.

Rank 2: The character gains a +2 bonus to strike and damage with a ranged weapon when the target is within 30 feet.

Rank 3: The character can target an opponent who is in melee with an ally without suffering a penalty to do so.

POWER ATTACK

Attribute: 2CP

Energy Cost: 0

Prerequisite: Strength 13 +

By concentrating on brute force instead of accuracy the character can make a power attack. Subtract a number of points from the character's melee attack roll (must

be stated before attack roll is made) and add the same amount to the damage if the attack is successful.

PUSH YOURSELF

Attribute: 1CP/rank

Energy Cost: 1

You have learned to ignore your own discomfort and pain in order to survive and perform at top efficiency in times of need.

Rank 1: Each time you spend one energy point you heal back one hit point of damage.

RANGED WEAPON PROWESS

Attribute: 2CP

Energy Cost: 0

The character has practiced and become very efficient with one ranged weapon type. You can hit the target easier with this weapon than other similar types. This Attribute allows you to gain a bonus to hit with just that one weapon. You must pick a specific weapon to use this Attribute on. For example; you cannot pick bow and have it count for long, short, and Fey bows. You need to pick one specific weapon. This does not increase the character's BAB. The character can choose this attribute multiple times for multiple weapon types.

Rank 1: You may add +1 to your Attack Bonus when attacking with the chosen ranged weapon.

Rank 2: You may add +2 to your Attack Bonus when attacking with the chosen ranged weapon.

Rank 3: You may add +3 to your Attack Bonus when attacking with the chosen ranged weapon.

REFLEX

Attribute: 1CP/rank

Energy Cost: 0

The character is quick on their feet at any slightest sign of danger. For each rank in this attribute the character gains a +1 bonus to their Reflex save.

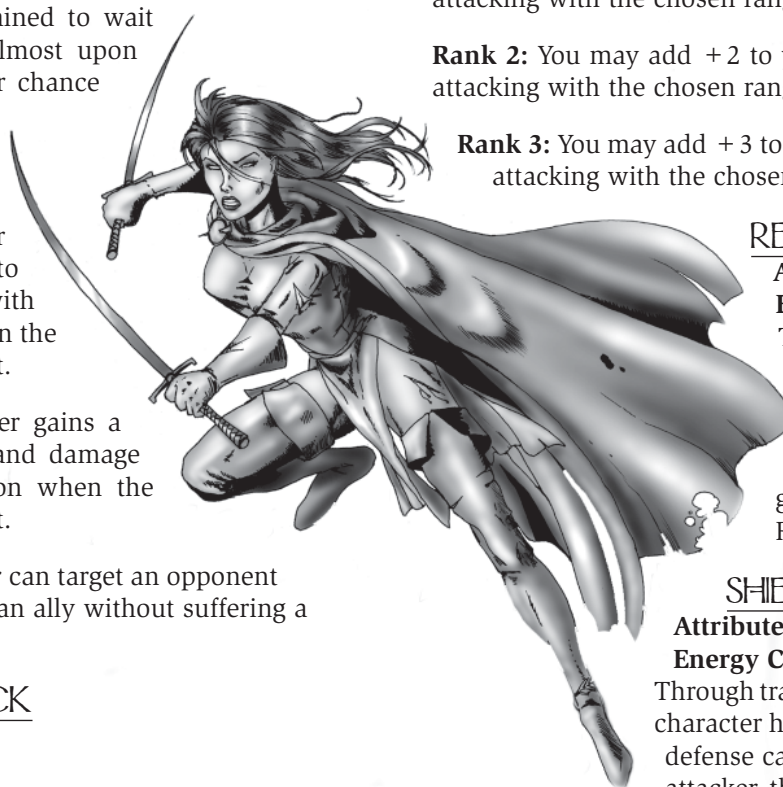
SHIELD PROFICIENCY

Attribute: 1CP/rank

Energy Cost: 0

Through training with the shield, the character has learned to optimize its defense capability. Against a single attacker the character gains a +1 Defense Bonus per rank in this attribute

(along with the normal +2 bonus for using a shield). If the character has at least 3 ranks in this attribute they can use the shield to block ranged attacks.



TWO-WEAPON FIGHTING

Attribute: 2CP/rank

Energy Cost: 0

Prerequisite: Dexterity 13 +

The character has trained in the combat art of wielding a melee weapon in each hand, as long as both weapons are designed to be used as a single-handed weapon. The character gains an extra attack with this weapon. Accordingly, the penalty for doing so is reduced by 2 (see attacking with two weapons on page 166 in the Everstone book) or the character can use the extra weapon to parry incoming melee attacks, granting a +2 bonus to their Defense Bonus. Every time the character takes this attribute, they reduce the penalty for making two attacks by 2.

WEAPON SPECIALIZATION

Attribute: 1CP/rank

Energy Cost: 0

Prerequisite: BAB 4 +

Through focused training on a given weapon type, the character has increased their ability to inflict grievous wounds. When using the weapon type the character is specialized in (long sword, mace, spear, etc.) the character gains a +1 damage bonus per rank in this attribute, to a maximum of 6 ranks. The character can choose this attribute multiple times for multiple weapon types.