

EVERSTONE

BLOOD LEGACY



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THE NIGHT OF TERROR

The floor shook with a resounding boom. It could only be an aftershock from the initial planet shaker that had awoken everybody within the keep thirty minutes ago. Carnelious fought to keep his feet, while stone debris rained down in motes of dust and small chips. Torches wavered with the quake and a few people screamed or cursed in surprise.

The halls of the castle were a scene of chaos, Magi and servants had awoken to an earth shattering quake that felt as if the gods themselves were battling within the very valley walls. As Sovereign Magi Carnelious made his way to The Grand Hall of Magi he ignored the questions being thrown at him. As he neared the huge brass double doors which led to the Grand Hall, he was joined by his First Arch-Magi, Gabrel.

"Carnelious, the west tower has fallen with the initial shock, and I fear that many smaller quakes like that and we will lose the observatory." In his urgency he lost all protocol for titles and respects, calling the Sovereign Magi by his first name.

"I don't think that will be our biggest problem tonight Gabrel."

With the help of his Arch-Magi, Carnelious pulled the great brass doors open and strode into the polished stone hall. Stone pillars carved with the beauty that only the gavorn stone smiths could produce. He passed by the rose maple council table with its inlays of gold and silver set with lovely bloodstones. At the rear of the hall, set within a golden frame etched with the fairies and unicorns of men's dreams, was a huge mirror that was taller than Carnelious by more than a few feet and twice as long.

The mirror reflected the Sovereign and Arch-Magi as they approached. In the reflected distance he could see Angelica approaching from one of the many side doors, a fearful and rushed look to her. Slowly the mirror began to glow at the edges as Carnelious began working the chants while making the arcane symbols. The mirror shifted and dulled, by the time Angelica came to stand next to her husband, the mirror had taken on a whole different scene.

What stood before them was a scene straight out of a nightmare. Carnelious had summoned the image of the nearby city of Morning Gate. The city rested at the base of the mountains, guarding the entrance to Everstone against intrusion. It was not a large city, but it was well defended, with its high walls and solid towers. He had thought to estimate damage, but all three gasped as the image cleared and they witnessed the doom that had come upon the once fair city. There was fire. They made out much due to the fire. Most of the towers had collapsed, the destruction was incredible. But in all it was not simply the destruction which made them stand horror struck, it was the giant

six eyed beast which stood behind the city, dwarfing even the highest structures. At first, it appeared as if it was this titan like beast that was the source of the devastation, but as one looked closer, bringing the scale down to mortals, they could see thousands of minions scurrying about, overwhelming the walls and destroying everything they came into contact with. The titan seemed to diminish its minions, but in truth the minions themselves were gigantic monsters that could breach the walls with a single charge of their plated horned heads.

"What in the wide world is that?" Angelica held her hands before her mouth as if to guard herself from the horror she looked upon. Gabrel only stood, his mouth agape, but Carnelious looked up, as if he could see the sky through the stone ceiling that was already showing signs of structural stress. His gaze seemed to unfocus.

"Even the gods run, do you feel it?" Gabrel watched his lord with interest for he knew that Carnelious had powers well beyond the capability of normal men.

"No, they do not flee, but.....in the south...the prison has opened," Gabrel watched as his Sovereign's eyes went wide, as if realizing the full magnitude of what the mirror showed. "They will never be in time. Already it is too late." His vision came back into focus. He looked back to the mirror, witnessing the Morning Guard make an attempt at defending their city, only to be crushed by a burrowing monster that burst from the ground, its mouth came down upon two full grown men at once, swallowing them whole.

The image in the mirror smoked and then blurred to black. Slowly another image began to take form. By the moonlight they could see the Azurite Sea set as a backdrop to the city of South Gate. The wane light also revealed a score of kraken like beasts striding across the bay while thousands of minions made the water boil as they tried to keep pace. They looked upon the coming death of another city.

"We are trapped," Gabrel noted. The sea and the pass were the only easily accessible entrances to Everstone. It was their protection against the outside world, but so to was it their cage.

"Look at the beast, the big one. It's as if it does not even see the city. It is marching to war, but not with us. We are simply something in its path." Carnelious always saw beyond the obvious.

"You think these beasts are warring with one another?" Angelica attempted to wrap her mind about the vastness of these new enemies. "Perhaps we could make peace with them, maybe get out of their way."

Carnelious shook his head. "No, they are the Hollow Ones, intent on battling one another, but they know nothing more than the chaos from which

they are spawned. We flee!" The image on the mirror simply went blank and the Sovereign's cloak flared out as he turned on his heel, Angelica and Gabrel exchanged horrified stares and followed behind.

"We flee for we cannot expect to stand before such as the Hollow." His words were the last command given within The Great Hall that day or any other day after.

Carnelious and six of his strongest Magi stood upon the banks of the Golden River. Angelica had gone to face the other Hollow Lord in an attempt to hold the terror at bay. Anything to give their people more time to reach the Stonehold.

For near one thousand years I have been a god among men. The most powerful Magi to ever walk Lannith. I have seen my people through trials that the history books only hint at. But this? What am I to do against god killers who make even the divine quake in fear?

His Magi stood to either side, Ileana of the Sun Magi to his right. Florin, also of the Sun Magi to his left. The others took up stances behind them. Ready to assist where they could. Carnelious summoned the magic. It coursed through him and he could feel his guard do the same. Sun blades formed in their hands, a glow of protective energy enveloped about them, each prepared for battle in his or her own way.

A rumble rolled before the Lord and its minions, like a wave heralding their approach. They heard the terror before they could see it. The trees being uprooted and crushed as the destruction came rolling on. Finally it burst before them. In the pale moonlight they could see trees flying in every direction as the first wave of minions came forth. Huge beasts, with spade like heads, hard shell and those beady glowing eyes indicating that they too had also been seen. The beasts did not even slow, coming at full charge, strong powerful clawed legs bringing them closer.

"Florin, push back with a *solar wall*, Ileana give me a *sheet of flame* along their right flank. I will make them feel pain!" The Sovereign Magi knew his pupils strengths and so used them.

A flaring wall of heat came up before them, only visible with a slight glow and the distortion that the heat caused in the air. The beasts slammed into it, burning and scorching against the invisible shield. In an instant the ground to the left of the shield exploded upward as molten rock shot into the air. At first, one beast after another ran through the wall of fire and rock shards only to be ripped into so much blood and meat. As the beasts attempted to slow and avoid the fiery wall, oncoming minions simply pushed them to their deaths.

Carnelious sought out each of the minions using his magic to make contact. He flexed his magic and let it pulse out from him in a shock wave of destruction. The Magi behind him gasped as they felt the magic surge. Even his wife had only witnessed a small portion of the one Magi's true power. The ground seemed to buckle under him and then invisible waves of magic came forth and the minions in the front simply exploded in a fiery mess, spraying their black blood over the *solar shield* before them. One after another, huge beast after beast simply burst into nothing more than a grisly heap.

Thus they held, the Sovereign with his hands outstretched, his arms quaking with the energy he strived to control. After the initial shock of destruction, his fellow Magi summoned forth their own power and attempted to take care of those few who attempted to make their way around the *solar wall*. It seemed to go on for hours and there was no end to the tide of gnashing teeth and ripping claws. Beasts that attempted to burrow under the shield were soon found by the Magi's power and vaporized.

One of the quicker beasts made it around the shield and its huge claw quickly turned one of the Magi into nothing more than a bloody broken corpse that was tossed high into the air. The beast was upon the second Magi before the first had come back down. Carnelious took note and had to divert some of his attention to blast the creature into fiery fragments, blowing it back with a smoking hole where the fire passed through it and into the night sky.

It was a distraction that would prove the small groups undoing. The beasts seemed to sense it and surged forward, coming about the sides, through the walls of fire, in an instant the beasts surrounded them. The four remaining Magi standing to his back, shooting forth darts of fire and molten rock. Then a calm came over the battlefield. The earth shook with a rhythm, gigantic footsteps causing the ground to thump below them. The minions simply sat, as if awaiting instruction.

Carnelious turned and looked up into the eyes of fathomless chaos. It must have stood more than one hundred feet high with four arms and clawed fists the size of a small cottage. The Hollow Lord seemed to recognize the Sovereign Magi's power and made eye contact.

Only now do I respect the gods for the wars they once fought. Only now do I realize how pathetic is my power, like a candle before a volcano. It is my duty to do all I can for my fellows. I was the chosen who destroyed the great Eldorn and their Dragon Gods, it was I who am the guardian of men and I who the gods respected among all else. And I am nothing before this!

CHAPTER 1

INTRODUCTION

The essence of the world of Lannith is magic. Magic flows through everything, living and inanimate. Its strands weave into a single tapestry that creates order, life, and beauty. Without magic, Lannith would unravel and dissolve into nothingness. Many go through life unknowing of this mystical force which bonds them to the world. Others, such as the Magi, have learned to control and manipulate these flows of magic to such an extent that they can work marvelous wonders. Such magic has been the heritage of Lannith and its inhabitants, and it is this magic which has made it possible to survive what would have been the extinction of all sentient life. What follows is a tale of woe and hardship for the people of Lannith, a story that has changed the face of the world and left nothing but scars.

THE NIGHT OF TERROR

Over three hundred years ago a darkness fell across Lannith which has become known simply as the Night of Terror. It began peaceful, not unlike the millions of nights that had passed before. In a heartbeat something, somewhere went horribly wrong. Huge titanic beasts known only as Hollow Lords, arose and destroyed everything which stood in their path. With them, they brought their minions, beasts that appeared much like themselves, but smaller, and numbering in the millions. In a single night they had laid waste to a world and those few survivors who remained hidden within the furthest corners in an attempt to be overlooked, living from day to day, awaiting their time to come to an end. The once proud nations: the Magi of Dysis, the Eldorn Dragon Masters, the Adone Witches, the Elaver Tribes, as well as the Shone Kingdoms, and many more, were simply gone.

Those first few years while the Hollow Lords battled one another were the hardest on the refugees. Only by taking to the highest mountains or the deepest caves or the darkest forest was there a chance of



To you, I bid a good day. You are about to take your first steps upon a journey that only a few have seen. I myself have traveled to many lands, and the land of Everstone is one of the most beautiful I have ever visited. The Magi have done wonders in protecting their realm from the ravages of the Hollow Lords. Standing in their city, one is witness to the wondrous land ships flying overhead; the mechanical, yet sentient Golems patrolling the streets and the many amazing rune devices which they have created. All the great nations have their secrets of survival, and the Magi have their runes and the secret of their use. I would dare say in my humble voice, that the Magi are perhaps the most powerful nation of the new world. But such things are not for one as unpretentious as myself to decide. Such things are in the eye of the beholder and surely you are more able to judge the quality of those people of whom are chronicled in this book than I. Please sit in the quite of your realm where it appears the Hollow Ones have not yet shown their ugly heads, and enjoy the book you have in your hands. A book that has been gathered from across the land, a book that has not one author, but hundreds, some risking their very lives to bring you the words you are about to read.

-Wuunlun, O'grom Trader of the Wind Caste-

survival. Many of those who survived the first night did not make it past the following years. Those races who could master the magic, only those who could wield the magic as a warrior wields a weapon, could there be a chance. The Hollow Lords had such power at their disposal, and those people who understood that magic was the key, were the ones who might again see the dawn. Over the last few hundred years it has been the survivors and the engineers of tomorrow that have given the world hope.

It was the Shone who ignited the spark that has created the light of hope. The Shone Knights had ever been honorable, brave, and true warriors. With the aid of others, they had created incredible armor, at once, unlike, but not unlike their armor of old. This armor they called "Battle-Gyre" and it was a weapon that was alive with the magic, and in the hands of a trained user, a weapon that demanded respect. From their mountains they Shone began to repel the minions of the Hollow Lord they called Grungis Kron.

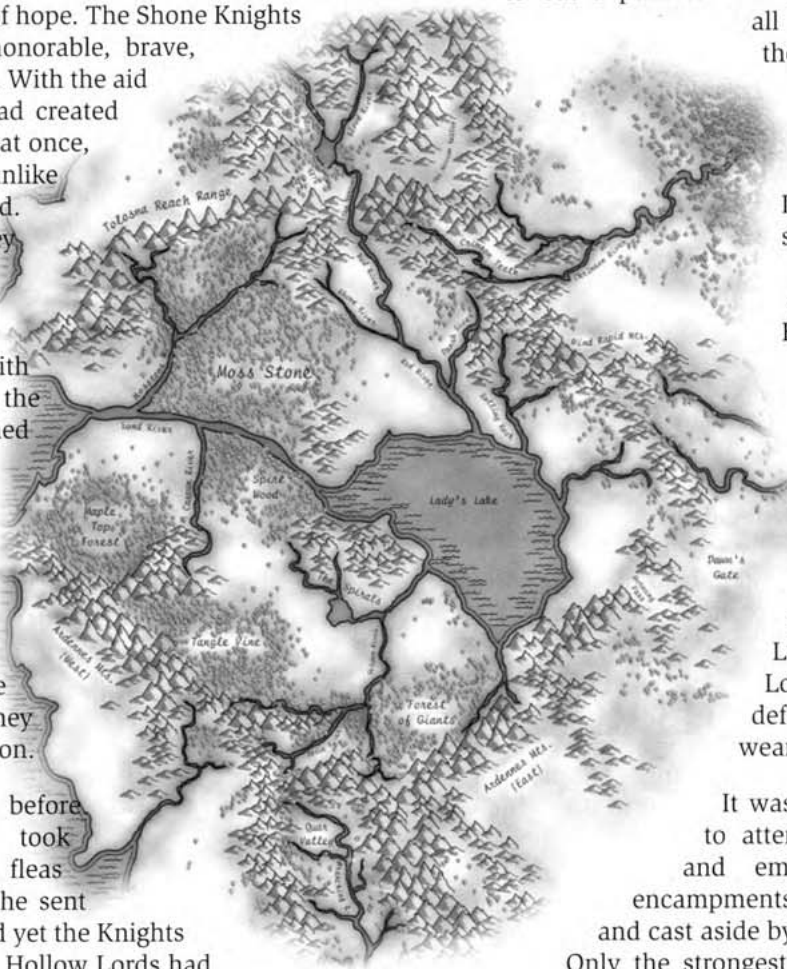
It was not long before Grungis Kron took notice of these fleas in his realm. So he sent more minions and yet the Knights still stood strong. Hollow Lords had yet to find their equal upon Lannith, and were not used to giving respect or being wary of anything, but this was about to change. In the beginning, the Shone had little trouble dispatching the smaller number of minions, but as time wore on, the numbers increased and finally they became overwhelming as Kron turned his attention to them. So it was, when Kron brought forth his horn and blew upon it, his minions gathered to him as he set to do battle against these pathetic mortals who chose to draw his attention. The Knights knew they had no chance. They had given their best, but the arrival of the Hollow Lord heralded the last battle. The Shone Knights were never ones to shirk from a fight. They had gambled and were ready to pay for their mistake and so the battle of desperation and

doom was afoot. The Shone had been strong and had done very well against the minions of Kron, but they fell like so many sparrows before a strong wind. The King of Shone, King Frontill III, drew up his guards in their Lancer Armor, the heaviest of the Battle-Gyres, and made to make one last strike. Although it was a fool's tactic, and there was no hopeful outcome, the King was bound to strike a blow against the hated Hollow Lord. It was nothing more than a petty vengeance that caused Frontill and his Lancers to strike at the Lord himself. The entire battalion of Shone Knights were commanded to cut a path to Kron, although it was suicide, all were ready to sacrifice themselves in desperation as they knew after that day, there would be no more Shone Kingdom.

It is a story of heroes and sacrifice. The King and his guard were almost slain to a man, but in the end, the Hollow Lord, Grungis Kron, fell before the chivalry of those proud Knights. It was a victory that spread like a strong summer's gale. From camp to camp, from hidden cavern to secret warren. Like a growing roar of defiant a battle cry the people of Lannith had found that the Lords of Hollow could be defeated and the trodden and weary took heart.

It was this cry that caused many to attempt to break the shackles and emerge from their hidden encampments, but they were defeated and cast aside by the many remaining Lords. Only the strongest had a chance at freedom, and even these few could barely hold onto a very small piece of land. The Magi of Everstone, with their awesome War Golems, the Adone with their demon fused warriors and a few others were able to emerge and take back a portion of their once great empires. Many more failed. The Elaver Jungle Tribes of Vost, the Ak-Tobin Emirates, the Jespian Empire, and countless others had not the strength and were eradicated for their attempt.

It is not known how many Hollow Lords emerged on that first night, or even how many still walk the land, but it is by far too many. They still rule the world; they still fight their endless battles against one another, for they cannot afford a distraction that might weaken them enough to allow another lord an advantage. Although



they hold these mortals in contempt and barely deem them worthy of notice, the Lords still pay heed to the danger that these mortals could present. A small thorn in their side that might prove fatal if let to fester.

THE LEGACY OF THE MAGI

Before the Night of Terror, the Magi were not a powerful nation, they did not have a vast empire or an outstanding army in which to conquer new lands. Everstonians were simple people, formed around three main Magi Guilds who were intent on nothing more than their study of magic and the pleasant yet simple life of living from day to day. Most Guild members had families and worked as farmers, ranchers, and craftsman outside their studies. The main Guild of Magi was located in the largest of their cities, Dysis, which sat where the Lund flows from Ladies Lake. When the Night of Terror struck, it was these refugees fleeing from Dysis that made it to Stone Hold within the Spire Mountains where they stayed until they could build up the strength to make the ascent.

HALL OF THE RUNE LORDS

For three hundred years the Magi and their people lived behind the locked doors of solid granite, exploring the underground depths of the once great city of a race long dead. A race they soon came to know as the Rune Lords. It was not until the Everstonians unraveled the secret language of these long forgotten people that they discovered the true power behind the runes.

From this ancient underground city the Shadow Magi would send out small groups to watch and wait, learning the strengths and weaknesses of the Hollow Lord's minions. All the while, the Moon Magi harnessed the power of runes, and the Sun Magi grew stronger in number and learned to use the weapons which the runes provided.

THE ASCENT

It was a time of trial and there are many tales of daring, bravery, and hardship from those times spent below ground. But the Senate of Magi never forgot their home and never lost sight of returning to the surface. When the refugees had locked themselves within the Spire Mountains, they had been only three thousand. By the time of Ascent, they had grown in number to thirty thousand. The halls of the Rune Lords were large enough to hold such numbers three times over. The Magi had constructed almost one thousand War



Time Line

HA = *Hollow Age*
PT = *Preceding Night of Terror*
Everstone Valley = PT 1 to 650
Night of Terror = HA 1
Shone defeat Grungis Thron = HA 306
Ascent from Stone Hold = HA 311
The Golem War = HA 311 to 315
Raising of Sanctuary = HA 313
Expedition to Glass Plains = HA 321
Battle of Morning Pass = HA 323 (Vor attempt invasion of Everstone)
Adone Invasion force repelled = HA 348
Second Adone invasion force repelled = HA 354
Temple of the Ancients and Lore Hunters merge = HA 355
2nd Battle of Morning Pass = HA 367 (Cryaxx attempts to take the valley)
Fey arrive in valley = HA 370
Rathlorn cult exterminated = HA 371
Quar Giant invasion = HA 374
3rd Battle of Morning Pass = HA 380 (Vor turn attention to valley after the Roogadin attempted to invade them).
Current Day = HA 382

Golems before they made an attempt to take back their valley. Combined with three thousand Magi as escort, it was barely enough, and only because the closest Lords of Vor and Cryaxx were fighting one another out in the wide flatlands between Shone and Everstone. The small number of minions which remained behind in the valley was a relatively easy force to destroy; it was keeping the lords from taking the valley back that was the task which proved to test the Magi's rune technology to its limits.

THE GOLEM WAR

If the Magi were to keep the minions of the Hollow Lords from swarming back into Everstone, they needed a way to get the Golems as well as soldiers from battle to battle, quickly, without overtaxing them. It was this need that caused the first sky-hold, Sanctuary, to be raised. This floating island served them well during what was to become known as The Golem War, a full four years of constant battles and thousands of casualties. Although many of the smaller hidden tribes located around the valley quickly joined the Magi in their efforts, their

numbers were still small. At many points during the four years it seemed as if the Magi would be forced to hide away again. But in the end the Magi and their Golems held strong.

SETTING THE FOUNDATION

All during The Golem War, the hiding descendents of lone survivors sought out the Magi and their fight for freedom, and the Magi made it clear that all were welcome. Slowly Everstone's population increased, and two key cities formed. While the war raged Harbor was the central point of command where craftsman were put to work and weapon stores were kept. After the war, South Harbor grew into a solid town and later became a city that rivaled its predecessor. As the Magi fortified Everstone by raising sky-holds and eventually crafting the flying land ships, they were able to reach out and help those hidden tribes of people in nearby valleys. Some of these tribes were very distant and chose to stay in their own lands, risking the Hollow Lords wrath should they be found. The Magi did not turn away from them, but instead encouraged trade, attempting to strengthen both their position and the people whom they exchanged goods with. Eventually the Magi helped to form the Merchant Houses which caused trade and exploration to spread even further. This they did all under the shadow of the storm ridden lands of the Hollow Lords.

THE GLASS PLAINS

The rune technology of the Magi is dependent upon the bloodstones that are so rare and these stones are found in abundance in the Glass Plains far to the north-west of Everstone. So it was that Sovereign Magi, Tullus Marcius, mounted the first expedition to the Glass Plains shortly after the first land ship destroyers were constructed. These ships allowed the Magi to travel high above the ground, sailing on the wind, as a boat sails upon the sea. Although many of the Hollow Lords have their fair share of flying minions, the travel is much less dangerous than if attempted on land. The expedition was gone for months, but when Tullus and his crew returned, they told of daring adventures and a strange race of O'grom who hid within the Glass Plains and mined its gemstones for their own purposes. Tullus's hull was full of the precious bloodstones and he had befriended the O'grom in a treaty that would ensure that all such stone would be available to the Magi first at an agreed price. This treaty has lasted for fifty years and the O'grom and Magi have only become stronger allies in that time.

ADONE RAIDERS

As if fighting the Hollow minions was not bad enough, the Everstonians have learned of a new enemy, the Adone. Far to the south, the dark and sooty Adone Warlands had arisen and claimed a small portion of

land which is rife with volcanic activity. The Adone were angered and declared that the O'grom and their mines were their "property". Claiming that before the Night of Terror, the O'grom were their rightful slaves and they wished to reclaim this loss. The O'grom came to their allies and with Everstone's help, declared the Glass Plains its own governing body, separate from the Adone. The Adone retaliated against Everstone by sending a large raiding party over the Tolosna Reach and into the valley. The raiding party included the Striding Spiders, Siege Demons, Blade Dancers, as well as the horrible Demon Fused.

Now it must be said that Tullus Marcius does not often commit himself to any one conflict. Instead, he is absorbed in the process of making the machine that is Everstone, run smoothly. In this one instance he made an exception.

The raiding party was quickly destroyed and Tullus Marcius sent a message ship back to the ruler of Adone, one who calls himself Dark Tythe. The message took the form of all the heads of every ranking soldier of the Adone raiding party who dared step foot within the valley of Everstone. The ship and her crew that delivered the message were held hostage by the Adone. Even as the message was delivered the Adone were gathering a second invasion force, much stronger than the first. It is a tale that is best told in another book. But the short of it is, the captain, who was being held hostage, escaped with his crew and his ship, (which many claimed was the plan all along), returned to Everstone, warning of the coming attack. The Captain was Sebastian Hinkerly, who was heralded a hero. It was his knowledge of the Adone, that he had gained in his years as a hostage, that proved to be invaluable in the coming conflict.

As fate would have it, the second Adone invasion never took place. It met an untimely demise at the tentacles of Levithorn's minions upon the Thessalonica Ocean. This was very fortuitous, as Everstone's borders were surprisingly calm. The Hollow Lords Vor and Cryaxx

were intent on destroying one another far from the Magi's home. This gave Tullus Marcius the opportunity to send six destroyers and a leviathan ship south to harass the Adone. This the land ships did, without mercy. The Adone eventually sent forth an ambassador under flag of truce to propose a treaty of peace in which they would trade freely with the Merchants of Everstone, as well as allow them safe passage through their lands. This treaty was delivered to the Sovereign Magi and the force was called home. Today the Merchants of Everstone trade with the Adone, although it is considered risky yet profitable.

THE GODS RETURN

Over the course of three hundred and sixty years, the people of Everstone had thought they were abandoned by the gods they once knew. The explorer

and lore hunter, Sordrona, found that this was not the case when she stumbled upon the lost temple of ancient gods in the ruined city of Dysis. She was visited by the divine and she soon became the First Priestess to the Temple of the Ancients. The temple dedicated itself to finding any lost lore of the gods, as well as bringing the divine beings and their teachings back to the world. The temples have grown in number and spread quite rapidly over the last twenty years. Its fearsome Templars and their divine powers have become respected soldiers and feared enemies to the Hollow. Many consider it strange, but the Magi do not have much response to this new found ally. Although the Magi will accept any help they can get, the Sovereign Magi seems adverse and even hostile when confronted with anything dealing with these ancient deities.



ARRIVAL OF THE FEY

As shown, the world of Lannith is a magical wonder, and teaming with the magical energy of mana and the stuff of dreams. Is it any wonder then that the Magi learned of a parallel world, which reflects their own and is spawned by the dreams of men. Twelve years ago, the King and Queen of Faerie, along with thousands of refugees, simply appeared one morning, camped just down shore from Harbor. It was a surprise

Game Value

The Everstone role-playing game allows you to take the role of a Magi or a Golem of Everstone Valley and pit them against the overwhelming odds that are plotting to destroy the world of Lannith. As a Magi, you play a character that has mastered the flows of magic, becoming a useful tool for the Guilds. You will use your magical power to defend the valley against the constant threat of invasion, explore vast wilderness areas looking for lost treasures of ancient days, or become a crewmember of one of the flying land ships and attempt to find trade routes to far off lands. As a Golem you are one of the most powerful weapons of the new world. You have been given the capacity for thought and give thanks to the Magi for making it so. You are a constant source of marvel to those laying eyes on you for the first time.

Of course, if you are not interested in magical power or magically constructed warriors, you still have the option to play an elite member of the Stormguard, a Lore Hunter, or even a Trader. You will find many options within the pages of this book.

You must be constantly aware, for your enemies will be everywhere. The Hollow Lords, Vor and Cryaxx, lurk just beyond the valley walls. Vor has begun to send shape-shifting spies among your people and the threat of this hidden foe keeps everyone on alert. If that was not bad enough, the Adone have been rumored to be lurking around trade routes for the precious bloodstone that is so vital to Everstone's defenses.

to say the least and the King and Queen were soon given transport to Sanctuary where they met with Sovereign Magi, Tullus Marcias. Tullus was told of a realm that lies just on the other side of "Dreaming". A place called Faerie that is filled with enchanted creatures that had always been the stuff of wonder in children's tales, such creatures as unicorns, fairies, griffons, trolls, and the like. Tullus heard of how the citizens and creatures of Faerie have always had access to the enchanted places of Lannith, spying upon mortals and playing pranks when bored. They enter the dream realm, which separates the two worlds, and manipulate the dreams of children and adult alike. But after the Night of Terror, the dream realm became filled with nothing but nightmares and soon Faerie began to feel the taint and was subject to wild storms and one catastrophe after another. Many dark Faerie creatures began to haunt the enchanted land. Harpies, hags, and werebeasts. The King and

Queen sent many scouts to Lannith, to help in secret and see what could be done. But one of the more intelligent Hollow Lords who calls himself Volo'gaunt captured one of the Fey and learned of the land beyond Dreaming. It took him many years, but he eventually caught one in the process of traveling between worlds. He pushed his way in, forcing the door to stay open while he and a good portion of his minions entered. Volo had planned to take the realm as his own, staging attacks against his rival Lords, but it was not to be so. The Queen was powerful in magic in her own world, and although she could not destroy such a force of evil as Volo, she used her magic to slow time to a trickle while the King and Queen organized an escape into the realm of men. Behind them, they locked the doors of Faerie, trapping Volo and his dark court within.

After hearing King Obroth and Queen Talisia's tale, Tullus granted them dominion over the forest of Mosstone. This was similar to their own enchanted realm, with its quaint groves and secluded streams. Over the years their Niblung smiths built the city of New Avollorn, as well as various smaller villages located throughout the forest. The Queen has brought her Kelm guardians and commanded them to guard against intrusion. The Sovereign Magi granted them Dominion, endowing the King and Queen to set their own laws and penalties accordingly. In return for this grant, the Fey have been given the charge of keeping enemies from crossing over the Tolosna Reach to Mosstone's north. These lower mountains have often been staging points for raids by the Adone.

TODAY

Everstone is a realm of diversity and wonder. The Magi strive to keep order, and set the people of the valley on a course which will see them through these dark times. They strive to increase trade, knowing that strength comes from unification, oaths, and honor. They give help where they can, knowing that those they help today, may be their saviors on the morrow. They have made contact with the Shone and O'grom, forming strong alliances, and they even seek to bring the distasteful Adone into the fold. There are rumors of other nations, such as the Mords to the north and the Eldorn to the far south, whom they seek to contact. There are numerous smaller nations, such as the Ka'taan warriors of the plains and the Shroll tree shapers of the forests far to the east. Individually, none stands a chance against the power of these rampaging Lords who would make their world into nothing more than a battleground. But together, the Magi foresee that the people, who used to be the one time masters of Lannith, can not only survive but prevail.

THE ASCENT

Grigore sat polishing his rune blade, awaiting the command. He and the others packed the great arched corridor that acted as the entry hall into Stone Hold. It was dark with only a few mage lanterns casting light upon the walls and across the troops. The bloodstones of the Golems glowed dimly and looked like so many glowing eyes looking back through the shadows. Not many were talking. Most sat in hushed silence, their imaginations attempting to fathom what they would find outside. Of course, most were well versed in the world and what they would find, but being schooled in something was different from actually experiencing it. Like his father before him, and his father's father, he had spent his whole life within the underground city which made up their entire world.

Grigore had been assigned and trained with the other two Magi that made up their Triumvirate. One from each guild; Moon, Shadow and Sun. Each had their own strengths. The Sun was trained in combat, but the Shadow, Grigore's own guild, taught the magic of stealth and deception. Their Triumvirate was responsible for one another, as well as their War Golem Ground Pounder. A huge mechanical rune device, which was nothing more than a walking arsenal of weapons and armor. Grigore stopped cleaning his blade, a nervous habit anyway, and sat looking at the Golem. The Golem watched Marcela, their Moon Magi of the group; it appeared almost fond of the less than beautiful woman. Grigore thought that the Golem even appeared a little jittery, like the rest of them. The Golem was not in fear of its own life. It was created to protect the Magi, and Golems were sometimes known to be overprotective at times, almost like a parent watching out for a small child. Grigore smiled, they all seemed like small children compared to their towering mechanical companion.

A murmur of questions came from down the hall. It came like a wave, following a small group of Magi which was making its way through the troops, towards the huge stone doors that had been locked in place for more than three hundred years.

Like the others, Grigore stood and sheathed his weapon as he saw who it was. Sovereign Magi Tullus Marcius walked among them, with his Arch-Magi at his side. He was speaking to some, patting other on the back. Grigore could hear the Sovereign Magi give counsel, reinforce shaken resolve, and strengthen each Magi as he passed. Grigore had met the Sovereign only once and he was amazed at the Magi's power. It flowed out from him like a physical essence. He was a man in control of himself and everything around him. Grigore stood at attention as the Sovereign neared and finally approached him. As the most powerful Magi drew near, Grigore could sense his shaky legs and wayward fears being snuffed out. Marcius's strength flowed into him. He said a few encouraging words as he passed. Treating

each of the Magi as if they were his own children, letting each know that they were not alone and a part of a much larger design. When he got to the sealed entrance, he turned and used his magic to raise himself high into the air, his magic leant him a glow that drew all attention. He sat for a moment as the whispers died down before he spoke.

"I cannot say what I behold before me. I see Magi, I see soldiers, I see family, and I see friends. All these I behold, but what is the word that is all this? Should we call our self an army? Or perhaps a battalion?" He paused, a second, as if pondering. "No. What I see here is hope. We are the salvation of the world and so let us be called nothing if not simply vengeance! It has come time for we, the descendents of our fathers and those who suffered before us. It is time for us to bear the weight of making the ascent! We have the magic. We have the weapons." He indicated a Golem close to hand. "We have the heart, and it is time for us to take back the world which was taken from us. It is time we took back our land and made them PAY IN BLOOD!" He shouted this last, and the hall erupted with a chorus of hearty cries or raised fists of agreement. "It is time to either dwindle and let the land forget us, or it is a time to bring our power to arms and make the Lords of Hollow rue the day they set claw upon our land. A land which is our legacy and we will spill the blood of a world to win it back!" He had to shout this last, for the hall had erupted in a single roar.

Grigore had once again drawn his own sword, raising it in anger and the need to make war upon all those who had wronged his ancestors. He did not remember the Arch-Magi breaking the seal upon the doors, or even the doors opening. All he remembered was that the doors were open and he and his companions were marching in a column along with the rest.

The world opened before him, no amount of description or drawings could do justice to what unfolded before Grigore. It was beautiful beyond all comparison, even in the growing light of the coming dawn. He saw sights that brought tears to his eyes. The things called trees, with a roof of leaves and small creatures which scurried down to get a better view of these new intruders come home.

Some of the Magi fell to their knees and companions had to help them stand again. A few fell and huddled alone, crying out when they were touched. These had to be taken back into the underground caverns where they could be tended to. Their minds had snapped at the magnitude of something so incredible. No longer were their lives given stone boundaries.

They had been in the valley for only two days before they met with the first opposition. They had made their way down the mountain and passed through the Spire

Wood. Grigore had been part of the rear guard, a task that had been assigned to Triumvirate XVI, XXI, and XVIII. The main force was making its way east to the pass of Dawn Gate. It was thought that if the Magi could take the pass and guard it, the walls of the valley would act as a shield against intrusion from other directions, or at least slow invaders down enough that they could be dealt with in turn.

Grigore, Radu, Marcela and Ground Pounder made their way up a small hill where the trees started halfway up. They could easily see to the west, clear to the Spire Mountains. Off to the east they could make out the main force, over one thousand Golems strong with three thousand Magi as escort. They left a trail of churned mud in their wake. Each of the rear Triumvirates was attempting to cover a wide area. If an attack came from any direction, the Magi needed to know.

Grigore was using his magic to cloak himself against detection, using illusion to change color and meld with the foliage around him. He held his thunder gun in his right hand. He was staying to the trees, watching for signs of beasts or hollow minions.

Marcela's scream warned him that danger was upon them. He could hear Ground Pounders thunder cannon blasting away as he quickly made his way to the tree edge where his companions were. Radu, a Sun Magi, summoned a solar sword, and in his full shell armor almost appeared like a Golem himself. He had a large crescent shield in his other hand, his helm visor was down and he was guarding against attack from down the hill. Grigore came out behind them and saw the Vor, nothing but claws and teeth making their way up towards them. They were almost on top of the Magi and their Golem. He summoned a man sized portal before him. Its twin appeared at the bottom of the hill at which they stood, behind the Vor. He stepped through and was instantly transported to the other end. The Vor had no way of knowing that he had just appeared on their flank. He raised his thunder gun and aimed carefully. He had only six shots before he needed to reload. He shot one of the smaller Vor through the torso and it dropped thrashing at the wound on its back, obviously taken by surprise. He took down another before a large Vor'kon warrior took notice of him and made a great leap towards the lone Shadow Magi, extending viscous claws. As the creature descended, Grigore took aim and blew a hole through its muscular arm. The beast only screamed and continued the descent. Before Grigore knew what was happening the thing was on him. Its downward momentum lent it power and speed and the claw came down as the Shadow Magi attempted to dodge to the side. The claw caught his leg and ripped through his boot. The pain shot up and caused him to yell out. He went down, the thing rolling and coming up below him. Its leg claws digging up the hill as it made another lunge. Grigore scurried up the hill attempting to get away from it, but the thing wrapped around his foot and pulled him down. Nothing but fear was to credit for the speed with which the Magi brought up his thunder

gun and let all remaining three shots go off as he shoved the barrel of the weapon down its throat. The thing was still moving as it tumbled over backward down the hill. Grigore turned around as he heard Radu's battle cry.

The other Vor had reached their targets. Grigore threw down his empty thunder gun and pulled out his rune blade. Shinning in the sunlight, the runes flared and he summoned another portal, its twin appearing just within melee distance of the Vor attackers.

They all stood looking to the north. The small group of Vor had only been scouts, like themselves. A larger war party they could be seen off in the distance moving up behind the Magi's main force. The slain beasts at their feet had been bred by their Lord for mobility and speed, not combat. Grigore knew that is why they were still alive. Ground Pounder had waded in among them and tore through Vor after Vor with his rune claw. The beast's greenish blood dripped from him, failing to tarnish the myth-stone's polished shine.

"You must warn the main force." Radu had taken quite a beating. Marcela crouched over him, after removing his blood soaked armor she had discovered a wound that would prove mortal if not for the Moon Magi's healing magic.

"They have seen us, they will send out another patrol." Grigore tried to make the words come out as if there was no option. He would stand and die with his Triumvirate. Radu shook his head, intending to ignore such a cowardly order.

"You are the only one who has the magic to make it to our force and warn of the attack in time." Marcela had taken her hands away and left behind fresh pink skin, newly healed and she helped him back into his armor. "There is no other option. We are nothing more than a few, this is your purpose. Our first thought must be for the battle, not ourselves." Grigore knew he spoke the truth. His eyes locked with Radu's and he saw that there was not going to be any argument. Grigore had to hand it to him, the Sun Magi was brave, and a warrior born. Grigore sometimes chided himself for his own cowardice, but he was more than ready to die by his friends.

"Marcel?....." She only nodded and then turned away, realizing she only had a few moments in which to live. "What about you Pounder?" The Golem simply nodded and touched his mind. *It is what I have been created for. My place his here....beside Marcel and Radu.*

"I will never forget you my friends. Make them pay with blood." They echoed the battle cry back to him. "Pay with blood."

Grigore wasted no more time and as he created a portal to step through, he cursed his lack of magic which was not powerful enough to see them all to safety.

CHAPTER 2

RUNE TECHNOLOGY

HOLD OF THE RUNE LORDS

The ancient underground city of the Rune Lords had been discovered long before the Night of Terror. It was the memory of these old forgotten ruins that allowed the Arch-Magi to save a good number of the original Everstonians. The old Stone Hold had never been fully explored even though they were rumored to hold vast stores of forgotten treasure; all who dared the descent into the mountains usually came back empty handed, telling of collapsed tunnels and iron bound doors locked to the outside world. How deep and complex these holds were had only been guessed at, but it was the god's own luck that provided such a safe haven for the Everstonians and Gavown on that dreaded night long ago.

A NEW WORLD

When the Magi locked the solid iron doors against the Hollow Lords they had closed themselves off from the outside world by using powerful magic to seal the gate both from within and without. There were almost three thousand survivors that night and as the Magi used their magic to clear passage and delve deeper into the mountain they found a complex system of tunnels and chambers beyond their wildest imaginings: an underground city so large that it is still not known if it was completely explored by the time of Ascent. It was discovered that the city belonged to a stout race of bearded men who referred to themselves as the Thunder Hammer Clan. It is unknown what happened to the clan, only that they left behind a legacy of beautifully carved stone arches, pillars, furniture, jewelry, and other amazing works of craftsmanship.

It is a much longer story than presented here, but the Everstonians are a resourceful people and quickly adapted to their new environment. The Guilds organized the new community into districts for living and business. All the while, the Sun Magi saw to



War has always been the way of men and war has always been the quickest avenue to better technology. So it has been for the last four hundred years. The Magi needed weapons to turn the tide against what appeared to be unbeatable odds. Thus, during the window of time that they were hiding within that there Stone Hold, they developed weapons beyond the imagining of anything

ever conceived before. Of course, it was with the help of we Gavown that such wonders were built using the secrets of the runes that were uncovered in the treasures found within that dark underground city. In this section of the book we will cover how this technology was developed and the process of discovery that the Magi followed to get to where they are now. Its amazing and I can't help but get jitters up my spine by just talking about it. My wife has a hard time listening to the story over and over again, but I think if you haven't heard it before you might like it a whole lot more. So sit back and get ready for an interesting bit of information.

-Runder, Gavown foreman of the sky dock-

the defense of the holds, fighting off Vor and Cryaxxen scouting groups that had found one ventilation shaft after another. Over the course of the three hundred years many shafts had to be collapsed and others dug anew to keep fresh air traveling through the underground city. Food and water were to be had aplenty as there was edible fungus and many underground streams

filled with fish. Both must have been remnants from crops grown by the Thunder Hammer Clan. In the three hundred years that the people of Everstone spent in the Stone Hold, their population grew from three thousand to just over thirty thousand which filled only half of this newly discovered underground world.

THE DISCOVERY

In an attempt to become completely aware of their new surroundings and able to defend it better, the Shadow Magi began to map and explore the entirety of the Stone Hold over the first few years. A task that was much more complex than any had dared to imagine. It was during one of these expeditions into the unexplored that the searchers found the throne room.

After clearing a good portion of collapsed passage and half a collapsed chamber, they had discovered what must have been some grand hall of sorts. It was over a thousand feet long with row upon row of rotted tapestries and columns. It was a place of obvious wealth, where the rich and noble of the clan must have dwelled.

It was also here that the greatest treasure was found. Not gold, nor silver, for this was found in abundance throughout the city in the form of decorations and simple eating utensils.

The wealth was in the form of books, and even though the Magi were learned and most citizens could read and write, they wrote upon scrolls and single sheets of parchment. Never before had they seen such a strange binding. These "books" were preserved, protected from both time and moisture. They had not rotted away like so much of the other organic material within the hold. Instead, they had been protected with what could only have been magic.

But to the consternation of the Magi, there was no such spell that was detectable upon the books or the vast library where they had been kept. The protection had come from simple decorative markings that covered the book's edge. These markings changed everything for the Magi and their people. Once the books were deciphered it was found that these markings were called "runes" and were special symbols that could channel small amounts of magic, undetectable if not looking specifically for such emanations. What the Magi had

thought of as nothing more than strange writing were in fact magical formulas. They made pillars stronger, weapons sharper, armor more apt to turn aside a blow; many amazing applications. The books also revealed that the Rune Lords were very weak in magical ability themselves, so it was equally a mystery of how they had come about such a discovery. The Sovereign Magi, Romul Bernus, headed the study of these newfound books and the wealth of information that they held. It took years, but the Magi eventually became skilled in the art of carving these runes and being able to apply them correctly.

THE NATURE OF RUNES

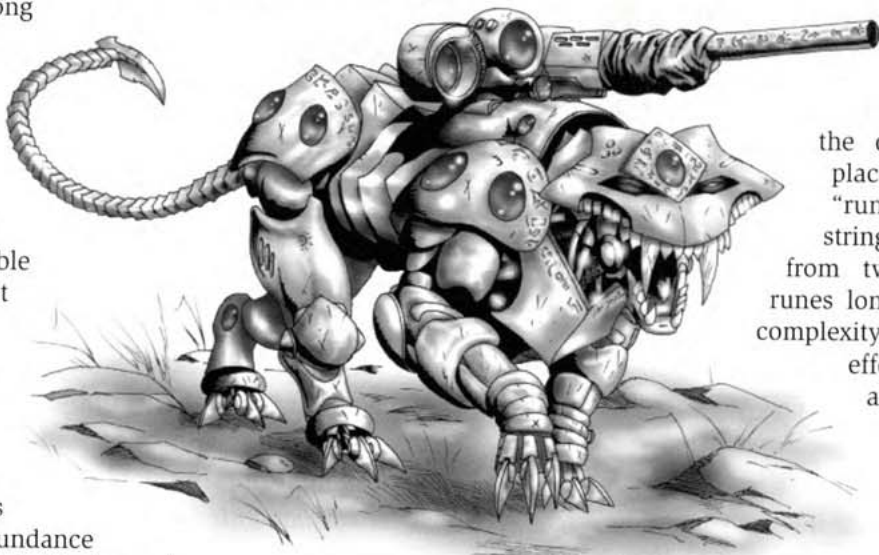
Runes are symbols that can channel the ambient magic surrounding them. The most common thing that the Thunder Hammer Clan used the runes for was to strengthen their weapons and armor.

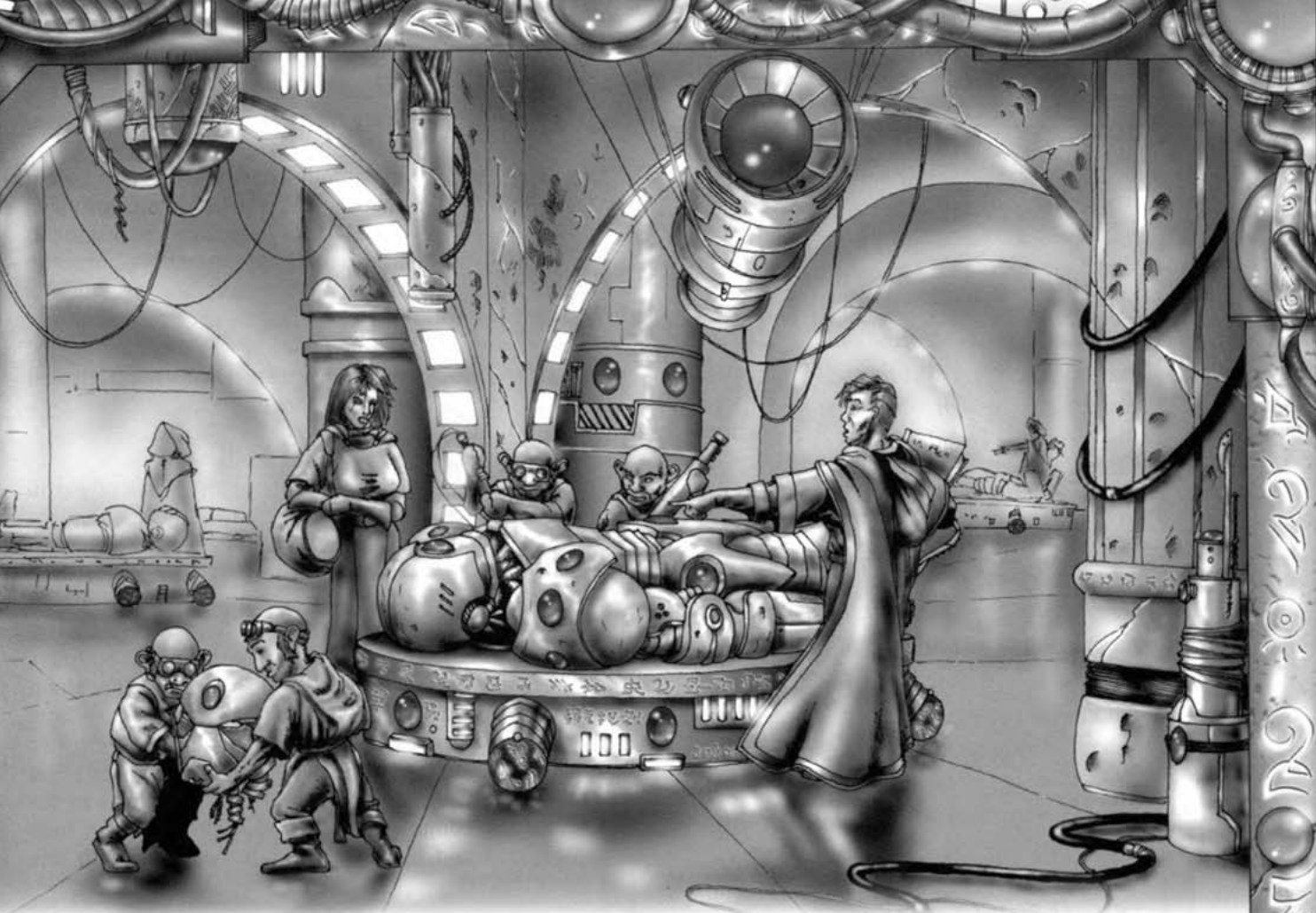
The exact result you wanted the runes to is dependent upon the order of the rune placement, called a "rune-string". A rune-string can be anywhere from two to a hundred runes long according to the complexity of the magical effect sought. Runes are not just any simple markings, they are exact formulas with exact curves and paths in order to have an effect.

They are very complex to carve and one must be an accomplished craftsman of the medium that is being engraved.

After a few years of study the Magi not only figured out the runes, but also that they can have magic channeled through them to increase their effect. Thus, if one were to simply put runes upon a weapon to make it have a keener edge they could increase the magic flow through the rune-string and in return the runes would flare and sharpen the blade to an even sharper edge. Even better, if one were to work the rune-string and add to it, one could make it so that even more magic could be used.

Romul Bernus knew that the salvation of the Magi laid in the secret of these runes and put the entire Moon Guild to work attempting to understand and work various rune-string equations that would increase their usefulness. It was an exciting time for the Magi, one of discovery and the renewal of hope, for what they found could be turned into a powerful weapon.





BLOODSTONES

The Magi have always had access to a strange stone that has gone by a number of names; starstone, manastone, and bloodstone to name a few. These stones were moderately expensive because of their beauty and their ability to store magic, which made them glow with a soft light. Such jewelry was popular among the people of Everstone. It so happens that many of these same jewels were used by the Rune Lords as decorative stones in simple objects, such as goblets, scepters, ornate armor, and weapons. None of the stones were charged most likely because the Rune Lords had never discovered they could hold magic, lacking the ability to use magic as it were.

Later, a Moon Magi by the name of Wyntron discovered that by mounting a bloodstone into a rune object, it would act as storage for energy and enable the user to channel the energy from the bloodstone to the rune-strings, activating said rune-strings for a duration specified within that string. This was a triumphant breakthrough and the start of a path that would not come to fruition for another eight years.

The biggest problem in dealing with bloodstone and runes is getting the magic from the bloodstone to the rune. Even if the rune-strings were placed right next to the mounted bloodstone, the energy required to

get from the jewel to the rune-string was tremendous; about one half of the energy in the bloodstone was being used up in the transfer. But with the discovery of another one of the Thunder Hammer Clan's resources, the Magi solved this problem. For the most part, gold and silver transferred the magic with the best results, but it was heavy and didn't make very good armor or weapons. It seemed that a metal that was buried deep within Lannith, and was the pride of the Rune Lords, was the key. A substance they called miathrool or myth-stone.

MYTH-STONE

Myth-stone is a metal that is harder and lighter than steel. Though Rare, myth-stone is magical in nature and allows for the transfer of magic with almost no waste. This was perhaps the last big discovery needed to create the War Golems that the Gavown had started to work on. By this time the Magi had already been underground for more than 200 years. Over the next 90 years the Magi would build more than one thousand War Golems and invent a number of rune weapons, such as the thunder gun and the blaze cannon.

It is not something you will read in any of your history books or even hear outside this room, but I was there and I know the truth of it. Only a select few had been out scouting and even less returned. But those few who did return were able to experience the outside world. You see, being stuck down below the ground from birth gives us a sense of something. Your whole world is easily defined within the mountain walls around you. You take a person and put them in what appears to be an endless space with a strange blue ceiling that you tell him it goes on forever. You take away his reachable edges of the universe and it is bound to do something to his mind. Those of you who grew up under the sky have a hard time understanding, but it was not so for those of us who had no concept of the openness outside of the Hold. When they opened those doors and the War Golems and Magi first stepped out into the light of the sun, there were many who collapsed, screaming or just sitting there, shaking. I can tell you that I was one of those Magi and am proud of it. Some say that is why the Magi fought so fiercely. Those who did march out with the Golems had already faced a tremendous fear, one that stuck with many to their deathbeds.

-Sebastian Hinkerly, Master Librarian of the Hall of Books-



winning back their valley. There were many failed attempts, but over time, the Gavown and Moon Guild eventually constructed a very potent mechanical warrior. It was stronger, could take amazing punishment, and could do incredible amounts of damage. Bernus finally made the decision that these warriors would be their "secret weapon" and turned a vast majority of available craftsman towards this project.

RUNE-SPHERE

The War Golems were very powerful warriors but they had one major weakness; they needed to be directed by a Magi to command them, and when so commanded they performed their task mindlessly. The War Golems could carry weapons much too powerful not to be able to optimize them to their best potential. Eventually the Moon Magi Wyntron was put to the task of figuring out how to make the Golems more coherent and reactive to situations on the battlefield. Of all the inventions that the Magi came up with, the rune-sphere was by far the most complicated and time consuming. It took Wyntron and his team years to come up with this solution.

A rune-sphere is a myth-stone ball that is solid but for eight gold and silver rods driven through it to form a kind of complicated three-dimensional diagram. Each rod is carved with dozens of runes, and the myth-stone sphere is again carved with hundreds of runes. When activated and fed a consistent flow of magic the runes trigger and emit an energy line that connects with other runes throughout the sphere, forming a larger magically drawn rune within the sphere itself. In a millisecond different runes activate and form another three-dimensional rune. When fully charged, the rune-sphere can activate around five thousand three dimensional runes in about a second's time. These runes, in different variations, can form a pattern much like a train of thought. In effect, the Magi created a kind of artificial brain which, with the aid of magic, works almost as fast as the real thing. These rune-spheres are placed within the head of a War Golem and allow it the ability of abstract thought.

WAR GOLEM

At the behest of Romul Bernus the Gavown had begun to work on a clockwork warrior of sorts. These metal warriors were to be heavily armored with thick myth-stone plates and armed with the best of rune weapons. Of course, the Gavown were already using their skills on many of the other inventions of the time but they had a very significant role in the manufacture and design of what would become the key element for the Everstonians

MANA-GENERATOR

Another less complicated problem was the fact that the War Golems, even those with a good deal of bloodstone mounted on them, would run out of magical energy sooner or later, especially as more powerful weapons were developed. The mana-generator was constructed by a group of gavown who



had been working on the task for more than a year. The generator was a round canister like device that could house dozens of bloodstones of various sizes called a bloodstone cluster. When the sphere was latched and closed, small-enchanted rods would draw ambient magic and charge the depleting bloodstones, although at a slow rate. This allowed a War Golem to “rest” and replenish its bloodstones without the aid of a Magi. The mana-generator is small enough that it fits right within the chest of the Golem where it can be heavily armored. War Golems often have more bloodstone mounted to their bodies as they get upgrades and increase the energy drain on their generator.

Later, after the Everstonians took back their valley, the mana-generator became an important piece of equipment needed to power the massive sky holds and land ships, though of course, these are much larger in size. Generators found within sky-holds are large enough for a person to walk into. As one would expect, the generators are very sought after items and is often times the most expensive piece of equipment found on the land ships. For this reason the Magi make it a habit to go through the scrap of crashed ships and recover the myth-stone and the bloodstones that make up the generator.

ASCENT INTO LIGHT

After generations the Magi received news that would goad them into action. The Shone had slain the Hollow Lord Grungis Thron, proving that these lords could be defeated. With a rush of hope the people of Everstone built War Golems and rune weapons as quickly as possible. Five years later the doors to the Stone-Hold opened and the Golems marched out into the daylight, each with a Triumvirate of Magi as escort.

RUNE-ENGINE

During the Golem War the Magi took heavy losses but they found that many of the hidden tribes within outlying lands were ready to join their cause. But as their numbers swelled they still took losses. The valley was not heavily infested with Hollow creatures, the trick was keeping the beasts from invading the valley after they figured out that it had been taken back by its original inhabitants. There were many passes coming and going into the valley and the War Golems could not be everywhere at once. The Magi needed a way to transport a large force and a fortification where the damaged Golems could go to be repaired and quickly returned to the fight. Again, although aged and seeing the last of his years, Wyntron arose to the challenge. He developed a large sphere of myth-stone and covered it with a long strand of rune-strings over one thousand

I think it was back in the year of 348 that Everstone had its first real encounter with the Adone. At first the Magi thought that the Adone were simply another tribe of people who were hidden away in lands far to the south. There were few dealings with the Adone up until that year but it seems the Adone had been watching Everstone, waiting for a time to strike. As if the Guilds did not have their hands full already. The strike was a small force but powerful. It seems the Magi, in all their enlightenment, are not the only resourceful ones. These Adone have developed a type of demonic technology that feeds right off the life essence of living creatures, taking slaves to feed their infernal constructs. The attack was strong but was put down after a fierce skirmish. The Adone have a desire for the bloodstone the Magi themselves covet. But they do not wish to pay for the valuable stone. Instead, they would sooner take what they want. We O'grom have had our own encounters with the demon born, but the most gracious Magi have always been there to aid us when possible. Instead of seeing them as an enemy, besides their constant pestering, the Magi have chosen to ally themselves with this powerful force in hopes of defeating yet another Hollow Lord. So far, the treaties between the two have had little effect except the allowance of minor trade between the lands. I hope it is not an ally that would have been best left as an enemy. Time will tell, but I am sure the Magi, in all their wisdom, have best chosen for the future.

-Wuunlun, O'grom merchant of the Wind Caste-



runes long, combined with larger "key" runes that give it more force. This became known as a rune-engine, for if fed a strong current of magic, and it could float and lift whatever was connected to it into the air. Not only that, but the rune-engine could be controlled and provide "push" to propel it and whatever was attached to it. The first rune-engine was used to raise the huge flying fortress, Sanctuary, into the air. Such an engine required massive amounts of magic and so giant mana-generators were built. The resource needed for the tasks were many and the cost was extraordinary but the fortress would become the turning point in what otherwise was a losing battle.

OTHER RUNE DEVICES

As the valley's defenses were stabilized and the population began to increase from hidden tribes of people that sought to ally themselves with this new force the Magi were able to turn towards less rushed constructions. The city of Harbor was well settled by the time the Golem War calmed down. Smaller communities, such as Telegrona and Cindar, also had strong populations. The Magi constructed the first rough designs of flying ships which did not go so well but were later refined and eventually became the land ships of today. The three Guild islands were raised and as more people sought out the protection of the valley, the population swelled. It was only 40 years after the Ascent from Stone Hold that the Merchant Houses had formed and begun to attempt trade with other lands. Although such trade was sparse at first, the explorers the Magi sent out were quickly finding new tribes and hidden settlements. Merchant ships attempting trade quickly followed such discoveries and the Magi more than encouraged this.

The Moon Magi are consistently developing new rune devices. Such devices as the voice band, explorers pack, climbing gauntlets, and goggles of moonlight vision, have become almost common among Magi agents and mercenaries. Of course, weapons are always being researched and the newest wonder from the Moon Guild is the awesome titan crusher cannon, a weapon so huge that it is only mountable on the huge leviathan class land ship.

THE GODS SPEAK

The twig snapped in the moonlight with a sound as loud as thunder, or at least it sounded like thunder to Sordrona's ears. She hid among some thick underbrush watching the sparsely lit glade down below her. The shadow beasts had captured her companions and they were feasting on them even as she watched. Sordrona had seen many horrors since she came out from below the mountain. She sometimes wondered if it was at all worth it to attempt to take back the valley that had been their home so long ago. But then again, it was more beautiful than she ever imagined, out here among the plants, animals, and the stars. Even with the savage evil creatures below her, she was glad that she had seen the outside before she would die. She was sure she would die tonight. The shadow beasts that were tearing into the flesh of her friends were at home in the dark. They could see easily in the gloomy darkness that flooded the forest, whereas she could only sit below a scratchy bush and cower in the mud.

She watched them intently, none of them seemed to hear the stick break, she let go of her held breath and closed her eyes laying her head down upon her dirty hands. Maybe if she just lay there, under the bush like that, they would overlook her and she could make her escape when dawn came. But then, with her eyes closed she picked up the sound, or perhaps a slight tremor through the ground, that warned her of something close by. Her heart leapt to her throat as it beat with rapid adrenaline. Her eyes came open instantly and she tilted her head to look just behind and to the left of her. There stood one of the shadow beasts looking down on her, licking its wolf like jowls in anticipation of what it must have seen as a tender meal just waiting to be taken.

Sordrona was a fighter, her father had always said as much, and she was determined to make this tender piece of meat hard won. She leapt out from the brush and used a fallen log on her right as a vaulting point to clear a long stretch of wicked thorn bushes. The shadow beast did not know the log was there, and so thinking it could get its prey before the chase had even begun, it clawed forward, attempting to be quicker than her, it tripped over the log and right into the thorns. Sordrona felt a small victory as she raced down a narrow patch of stone that must have been a paved road at one time. She quickened her pace as she heard the beasts down in the clearing give snarling yips that they had seen their pack mate's prey and were racing to pick up the trail.

The shadow beasts were quick, able to drop to all fours and jump over underbrush and stone debris without slowing even in the slightest bit. The road she was on began to widen and flatten out and she

curiously thought that this was the largest patch of road they had witnessed thus far. It must have been a large road, maybe the central street, but then her plight was remembered and it took all her concentration to watch for hidden holes and twisted upturned roots.

The beasts closed in behind her. They had reached the street and were rapidly closing on her when she saw a still intact stone building off to the right. She ran up the broken and tumbling steps, taking three at a time. She was through the double rotted doors, which leaned from broken hinges and into a long chamber that rose at its center into a raised platform.

Immediately upon entering the temple she felt a strange sense of well being and calm, as if even the snarling beast outside must obey and become placid. She stopped just short of the dais and turned towards the arched entry, breathing heavily. There, just off into the street, she could make out the glowing eyes of the shadow beasts. They would not enter the temple. They could feel the power, yes the divine power, she thought to herself. She knew not how she could be sure of this, but she was. It surrounded her like a mother's arms, or a father's strong stable hand upon her shoulder. She felt completely safe within the walls of this holy place.

As her heart began to resume its normal pace, she turned a muddy face towards the dais and beheld a statue of a muscular man dressed in noble robes with a ringlet about the brow. This was a god, she thought to herself. A true god. Many of the old tales had involved these beings and their favors that they chose to endow mortals with, but she knew, as did all, the gods no longer looked upon the mortals. They had taken flight, like everybody else, on the Night of Terror. But standing here before her was one of those gods. It was through these statues that the gods could hear and observe the world, or some such nonsense. Sordrona thought such tales for fools, for if a god wanted to see something, they would not need a statue to do it for them.

She gave the beasts outside another glance to make sure they were not sneaking up on her and then she approached the base of the marble statue. She fumbled at her belt for her mage lantern, touched the activation rune and it flared to life, pushing back the shadows. She sat down upon the alter before the god and it loomed over her, three times the height of a man. Sordrona gazed around the temple, witnessed other gods, all standing within arched alcoves, although much smaller than this statue before her, they were similarly dressed. Her heart began to slow from the furious escape she just had and the shadows cast by the moon around her seemed to press in. Her

hands began to shake and she realized how spent she was. A strange warmth came over her. That is when she began to weep, the horror that had tore her companions asunder, the things she had seen and run from, and it all came back in a wash. She sat, crying for a moment the tears streaking her dirty cheeks. Sordrona clenched her fist and berated herself for such weakness. After a moment she composed herself, still feeling as if she was wrapped in the arms of a loved one.

"I do not know why you abandoned us in our hour of greatest need. I do not even know if you are true or false. But if you are true, then please come back, we need you more than ever. We hold our valley, but only by a thread. Please, please...." She let her hand fall upon the giant's stone robe, exhausted, needing something to lean upon.

And the voice boomed.

With the voice, her head exploded with images, of chains broken and sorceries laid. Dragon like sorcerers, breaking the bonds that should not be broken, using the magic which was not meant for mortals, it was more than an illusion, she had been taken and placed before everything. She saw all, through the eyes of a god, her mind screamed with the pain, but the curious part of her, the explorer, wanted to know. Whether it happened in hours or minutes she could not say. Perhaps it was days, she did not see with her eyes and so had no knowledge of the passing of days. She remembered that when she awoke it was day and she felt refreshed. Coming into the temple she had been nothing but a mortal girl, hoping to win another day

above ground in this beautiful world. But with the sight of the immortals, she had seen the plan, how it worked, and what had gone wrong. Although it had nearly come to an end, she could see ways, although rough. She saw that not all was lost. Her world had come close to complete destruction, but with the help of the gods, there was hope.

Sordrona looked out over her completed temple. She had dubbed the magnificent palace the Temple of the Ancients. She was the First Priestess, and the gods had endowed her with their favor. This temple was merely the first, there would be others. Maybe not as awesome in size, with its towers and domed chambers, with its great halls and fountains, but the word would spread. Already her memories faded. Even as Sordrona had walked out of that lost temple so many days ago, the memories of what she had seen were like a distant dream. Her mind was mortal, there was no way it could contain so much knowledge. She had to have faith that what she saw was true. Other priests, following to the old ways, performing those rights and rituals laid down in discovered documents, had begun to call upon favors as she could. The word was spreading and people who dared to hope were flocking to the old beliefs. Many still scoffed, calling her fake and trickster, saying that she and her priests were nothing more than sorcerers who claimed their magic was of the old gods. But she knew different and so to would they come to know the truth. It may be years, even hundreds of years, but the gods would see their children through.

CHAPTER 3

FACTIONS OF EVERSTONE

As I have said before, I am widely traveled. In those travels I have come across many people, and it is a common misconception that the valley of Everstone is populated by varying factions of the great and powerful Guilds of the Magi. I must say that although the Guilds are strong and they are the ruling body of such an esteemed people, they are not the only organization with any influence. It is wisdom that has made the Magi encourage growth and diversity. Yes, the Guilds may act as mentor and guardian to those who are fortunate enough to live within Everstone, but I must say that the realm is truly the most diverse and enlightened of any I have visited. This jewel has many facets.

-Wuunfun, O'grom Trader of the Wind Caste-



THE MAGI GUILDS

There are three Magi Guilds and as far as anyone knows it has always been so. The Magi are not the original inhabitants of Everstone. Before them the Rune Lords had come and passed, long forgotten in their underground city tomb and there could have been many people before them. The old records were lost, along with most of the recorded histories, but it is known that the Magi traveled from the south. Why the migration took place, none know. It is thought that the Magi encountered the Gavown when they first arrived to Everstone, for there are many smaller ruins of this race than there are of the Everstonians in general. Over time the Gavown mingled and eventually became a part of this new people, although they still have their own small villages and communities.

Today, the Magi still rule over Everstone, using their magic for the protection and welfare of those who are weaker. Although there is a definite class gap between those of the three Guilds and other citizens, it is not as wide as many would at first think. To the letter of the law, non-Guild citizens have all the rights of a Guild member. But it cannot be denied that much discrimination is overlooked in the Magi's favor.

Everstone is becoming known for its variety of cultures as it annexes smaller tribes of people of any race and origin. The Guilds believe that the only chance of success against the power of the Hollow Lords is in unification. For this reason, the Guilds attempt to keep Everstone neutral in any conflict other than that of defeating the prevalent evil which dominates the land. As the Guilds have accepted the Fey so have they made it clear that they wish for the allegiance of any who would join arms against the Lords of Hollow. Although the Ka'taan have not officially become citizens of Everstone they are considered allies and their people are seen traveling throughout Everstone's larger cities. Many other races can be seen about the valley as well, traveling through and inspecting the Magi's valley first hand. These people are welcomed although more suspicious characters or larger groups are watched closely.

The Magi Guilds are wealthy as they enforce a heavy 45% tax on most citizens. The constant danger and threat lurking at the valley's edge are not easily guarded against and most citizens do not complain in the least, knowing that such a tax is a very small price for the comfort of the Magi's protection. The Guilds assign work forces to keep the roads clear and open, upkeep city streets and provide a constant watch out for bandits, predators and other dangers. This is not as



LANNITH YEAR

The world of Lannith takes 360 days to circle the sun makes one year. Although cultures may divide the year up into various parts, this constant is always the same. Lannith has four seasons, Winter, Spring, Summer, and Fall.

EVERSTONE CALENDAR

Everstonians have always divided their year into ten months of equal length, being 36 days long. Each of the months begins and ends on one of the seasons. The first day of the year is the first day of Springs Awaken. The months are as follows:

1. Springs Awaken
2. Springs Bloom
3. Summers Crop
4. Summers Heat
5. Summers Harvest
6. Autumns Colors
7. Autumn's Fall
8. Winters Arrival
9. Winters Assault
10. Winters Death

Each month is then divided into six weeks, each six days long. The first day of the week is Suns Rise. The day of Nights End is usually set aside for

resting, after working a good five day week. The days are named as follows:

1. Suns Rise
2. Suns Peak
3. Suns Set
4. Nights Shadow
5. Nights Deep
6. Nights End

Everstonians started their calendar over after the Night of Terror, which was also the first day of Springs Awaken. A day of power, when the lava flows rise in their beds and magic is so thick it can be felt by those who have the talent to use it. The new age has been dubbed the "Hollow Age" by the Magi and so the HA 1 is the Night of Terror. Today, as of this writing the year is HA 382. Three hundred and eighty two years after the Night of Terror. The abbreviation PT is for Preceding Terror. Therefore, the year before the Night of Terror would be PT 1.

FESTIVALS & DAYS OF IMPORTANCE

Festival of Ascent	36th day Springs Bloom
Gathering of Senate	1st day Springs Awaken
Day of Remembering	15th day of Autumns Fall

easy as it sounds, for Everstone valley is a very large place and there is still much of it that has not been tamed or even explored since the Ascent.

MAGI LEADERS

The Magi have followed a structure of organization for as long as their records go back (most records were lost on the Night of Terror). The Guilds have one ruling member who governs over the three known as the Sovereign Magi. The Sovereign Magi is appointed by the three Arch-Magi, each who is the head of one of the three Guilds. Each Arch-Magi is appointed by a council of six Master Magi from within their own Guild. Every year, within the Great Hall of Castle Storm, the entire Senate (6 Masters from each Guild, 1 Arch-Magi from

each Guild and the Sovereign Magi for a total of 22 Magi) gathers to discuss actions needed to be taken over the next year. During this meeting (which has lasted up to 3 days) the Senate also takes care of other business, such as passing new laws, approving new weapons and any treaties being looked at with new lands.

MAGI TRIUMVIRATE

When the Senate agrees upon a task they will appoint an agent from each of the Guilds. Such an organized group is called a Triumvirate. Each member of a Triumvirate shares the responsibility for success or failure of a mission. There can be any number of Triumvirates active at a time as they are a common task force used

by the Magi to deal with the many security, governing and problem solving issues that arise. A Triumvirate may only be instated in accordance with agreement by all three Arch-Magi, although the Sovereign Magi may instate a Triumvirate without the Arch-Magi, but this is rare. The power of a Triumvirate is the power of the Law, to enforce the Guilds Laws as well as permission to "bend" laws as they see fit to accomplish their given task. The term "bend" is a very broad term and is up to judgment later when the Triumvirate is giving their final report of the matter.

Each of the larger cities; Harbor, South Harbor, Telegrona, New Cartona, Cinder, and Green Fields, all have a Triumvirate assigned to them. This assignment is not permanent and may change at any time if one of the Arch-Magi calls for such. Each of these Triumvirates reports back to the Senate at the yearly gathering at Castle Storm.

Moon Magi: The Moon Magi of the Triumvirate has the responsibility over technical issues dealing with affairs of state, taxes, magic use (rune technology) and allotment of Guild funds.

Shadow Magi: The Shadow Magi of the Triumvirate has the responsibility of invisible defenses and gathering of information. Using their skills to "be aware" of the situation and provide council to the Moon and the Sun.

Sun Magi: The Sun Magi of the Triumvirate is responsible for enforcing the law keeping the peace, as well as maintaining defenses.

STORMGUARD

All three Guilds have jurisdiction over the defense of the valley, but the Stormguard is usually given over to the Sun Magi. Every Magi is considered to hold rank within the Stormguard and all soldiers of the Stormguard are considered to be employed (but not actual members) by the Guild. The Sovereign Magi has complete authority of the Stormguard and can veto and reassess any goals set before this powerful force. The Stormguard have the following ranks, from lowest to highest:

Soldier: Those who enlist with the Stormguard begin as typical soldiers. Soldiers are given 100 silver guilders per month.

Chaplain: These are ranking Templars of the Temple of the Ancients. They are respected members that are at once part of the Stormguard and set apart. They share bunk with the Soldiers, and are often in the confidence of their Captain, but they are not tied by the strict orders of their superiors. The title and position of Chaplain is simply a courtesy given by Sovereign Magi Tullus in an attempt to add the Templar's strength to the Stormguard.

Captain: Those who show themselves as competent soldiers and get the experience may become Captains. If in a larger force there will usually be 1 Captain per 10 soldiers. All Magi are given the rank of Captain as a courtesy and paid as such. Captains are given 200 silver guilders per month.

Storm Captain: A Storm Captain is the lowest rank assigned to those responsible for a military outpost such as a sky-hold, or Captain of a land ship. In a larger force



there will usually be only one Storm Captain per 10 Captains. Storm Captains are given 500 silver guilders per month.

General: A General will usually be given two or three sky-holds, as well as a destroyer or two, at their disposal. In a larger force their will be 1 General per 5 Storm Captains. Generals are given 800 silver guilders per month.

Storm General: There is only one Storm General at a time. The Storm General has full authority over the Stormguard, answers only to the Guilds, and is usually in council with the Sovereign Magi at least once per month.

If one wished to be trained as a Stormguard they need only travel to the Academy of Arms found just south of Harbor. The Academy accepts all applicants who are citizens of the valley. Training will begin immediately as long as they are adults (considered 14 years and up). The Academy of Arms has a training period of six months, but have a specialized program where the newly graduated can either go directly into the field, or sign up for another year of training at Fort Windlow. Fort Windlow is located within the Forest of Giants and is where Border Marshals are trained.

BORDER MARSHALS

Although most of the larger cities have a town watch with a structured police system, smaller villages do not have such a luxury. For this reason the post of Border Marshal was created. A Border Marshal is assigned a good size territory where they carry the authority of the Guild's Law. A Border Marshal has the right to act as judge, jury, and executioner. To say the least, the Magi are very careful as to who they assign this task. Everstone is a big place and there are still many threats found within its border. Threats both ancient

CHARACTERS & RANK

If you are playing a story that has a heavy military accent to it, you should probably assign each of the character ranks as befit their level and goals. This will help keep the characters in check, but also give them something to shoot for as they become more experienced. We give a guideline below for those characters who are accomplishing their share of missions and show an interest in rising in rank. Game Masters should only award rank to a character who is upholding the guidelines of the Stormguard. Characters that are wasteful of military equipment, who have teammates with a high mortality rating and who follow orders poorly are usually overlooked when it comes to promotion.

Character Level	Stormguard Rank
1 to 5	Soldier
6 to 10	Captain
11 to 15	Storm Captain
16+	General

and new, and sometimes the Border Marshal are not able to handle them without aid. As the Stormguard has their hands full dealing with outside threats from beyond the valley, the Marshal has been given the authority to temporarily deputize those who can be of aid. Border Marshals typically hire small groups of capable individuals. It has even been rumored that a

SUN MAGI
BROACH



SHADOW MAGI
BROACH



MOON MAGI
BROACH



Border Marshal once hired a small number of bandits to help him destroy a coven of Adone Witches found in the back hills somewhere. Marshals are picked not only for their combat ability, but their ability of survival and resourcefulness. A Border Marshal is given 400 silver guilders per month, but must pay for their own food and boarding, as well as equipment upkeep.

FESTIVAL OF ASCENT

Those who have the talent and the desire to protect Everstone can become a member of one of the three Guilds. Every year the Guilds have a Springs Bloom festival outside the city of Harbor.

Traditionally this small festival was used for nothing more than the testing of youth who had a greater potential for magic. Over the years this festival has grown and many travelers come from far and wide to sale, trade and participate in many of the now scheduled events. These scheduled events are the result of the Magi coming to reason that the people of Everstone needed an excuse for getting together and celebrating yet another year above ground with their freedom. The tradition has caught on in many of the larger communities such as South Harbor, Telegrona, Green Fields, and New Cortona. The festival has been christened the Festival of the Ascent and it has become tradition to hold plays depicting the heroic and dramatic parts of the Golem War. Today, Magi testers are sent to all of these festivals and such testing is still the center of attention.

It used to be that only children between the ages of 12 and 16 were tested, but it is not unheard of that older citizens be accepted. The need for Magi is great and so as new tribes of people are brought into the valley, the Arch-Magi have decided there are too many of strong magic potential to ignore. Among them, the Ka'taan has proven to be great warriors and have a perfect mindset for the Sun Magi.

MAGI TRAINING

The testing for Magi is very rigid. Not only is the magic potential important but also the subject's personality and loyalties. Magi practiced in the magic of reading the mind are employed not only to see a person's potential but to also detect spies sent from the Adone (almost every year one or two are caught). Once a subject has been accepted into the Guilds they are allowed to return with their family for the rest of the summer and then told to report at the Magi Guild Halls at either Harbor or South Harbor. From here the relevant Guild will transport them to one of the three Guild islands where training begins.

All three of the Magi have various techniques for training their apprentices but all have an apprenticeship period of three years.

Roughly a quarter of the apprentices drop out after the first year, which is rumored to be the toughest. It is speculated that this year is so rough to help weed out those who are adverse to stress and hard work, something that the Magi must be ready to deal with in large amounts. On the apprentices fourth year they are raised to full Magi status.

MOON MAGI

Those who show intelligence, a gift for book learning, and are not notably strong or agile usually find themselves within the Moon Guild. The Moon Guild does with magic and mind what the other Guilds cannot accomplish with sword or stealth. Moon Magi are required to learn about runes, rune magic, magic in general, and mechanical constructs. Of all the three Guilds, it is the Moon Magi who know the most about rune devices and how they work. Moon Magi also have some of the more powerful spells, such as *Flight* and *Teleportation* at their disposal.

SHADOW MAGI

The Shadow Magi are those who show potential in stealth, acting, reading others, and patience. Shadow Magi must have nerves of steel for they are the Magi who usually disguise themselves to move among the enemy, seek out enemy encampments, and attempt to



learn what they are up to. Shadow Magi practice the magic of illusion and deception. Many of them train as assassins but you will find none who admit this outright.

SUN MAGI

The tested that show potential in strength, reflexes and a stamina are usually placed within the Sun Magi Guild. When the apprentices are taken back to The Keep they are subjugated to some of the most rigorous training known among the Guilds. Not unlike what the Stormguard receive at the Academy of Arms. The apprentices are taught magic that is focused for use in battle, such as summoning a sword of intense heat from thin air or creating a glowing shield about themselves that burns any who touch it. The Sun Magi are the soldiers of the Guilds and although they are called glory hogs by the other Guilds, it seems only appropriate for the Sun Magi have by far the highest mortality rating.

GUILD AGENTS

Many Magi, Stormguard, and Border Marshals remain at their post until they are either slain in the line of duty or retire. But a few retire early and become Guild Agents. These agents are not paid on a monthly salary. Instead, they are paid by the job, much like a mercenary. The Guilds pay well but expect unquestionable loyalty and service. Agents must have an address where they can be contacted, and many agents simply go to either the Guild Halls in Harbor or South Harbor every so often to check in. A job for the Guilds usually pays 250 silver Guilders per job per level of character's experience.

TEMPLE OF THE ANCIENTS

Over the last few years the people of Everstone have begun to understand the old world they left behind through artifacts, ruins, and stories. Most of the old records were destroyed on the Night of Terror and much of what is known is simply what was passed down from parent to child. But as the Lore Hunters search the old ruined cities and discover small bits of knowledge the picture broadens and becomes clearer. At first, the clues were easily found but little by little the more obvious signs have dried up.

REDISCOVERED GODS

Athora: Many soldiers pay homage to this maiden for she is the goddess of skill at arms, art, dance, and self control. She is often depicted as a warrior woman dressed in delicate armor armed with spear and shield.

Azersun: As god of the element of magic you would think this god would receive a strong following within Everstone. For some reason the Magi are adverse to the gods and so this god receives worshipers in the form of sorcerers and hedge magicians. Azersun is often depicted as a robed elder man of charismatic appearance with a short beard and piercing stare.

Broone: The craftsman of the gods, Broone is depicted as a very muscular man usually carrying a huge smithy hammer.

Eamcriss: Portrayed as a wondering wise man of infinite wisdom, Eamcriss is the scholar and wiseman of the gods. He is the god of mental strength and well being as well as knowledge.

Faja: Most popular with women both young and old, Faja is the goddess of love, healing and passion. She is often depicted as an elderly woman with a warm smile.

Rathlorn: This is the only god whose worship is outlawed within the Everstone Valley. This law was passed in 371 when a Cult of Rathlorn was put to the sword because they were attempting to hinder the Magi's operations. Rathlorn is the god of murder, stealth, night and revenge. He is depicted as a huge horned god with scales for skin.

Raz'toff: The god of beasts, Raz'toff is also the god of hunters and trappers. Raz'toff has many depictions all of which are predatory animals.

Sable: This goddess is mostly looked down upon and many citizens wonder why Sable is paid homage at all. She is the goddess of death, disease, rot, and rust. Sable is often depicted as slim attractive young woman with the face of a skull.

Santra: Many farmers and ranchers pay homage to this goddess, as she resides over birth, crops, harvest, and growth. She is depicted as a female in the prime of her life with a scythe over one shoulder and a basket of foodstuff in one hand.

Worn'lorn: The noble ruler of the gods, Worn'lorn was the first god to be rediscovered by the Everstonians. He is the god of wisdom, foresight, and nobility.

It is a well known fact that the priests of the gods all lost their power on the Night of Terror. Priests attempted to call down favors to help their terror stricken flock but no aid came. The gods simply left a void, drawing their power to themselves and keeping it this way for more than three hundred years. It is still not understood why, but within the last thirty years the gods have returned and are granting prayers to those faithful once again.

THE OLD GODS

Thirty years ago the now First Priestess Sordrona, along with her archeologist companions, had found the temple of Worn'lor, ruler of the gods. She stayed the night there and when she came back among the people she had a tale to tell, of the gods and how they had not abandoned them and that they would listen to their prayers. Many ignored her, but there were a few who heard the truth to her words and these few became the first priests and priestesses of the new age. Over the years, as people have witnessed the miracles of the gods and seen their favors granted to their chosen, and the following has become stronger.

Sordrona claims to have been given the vision of the past and the reasons for it, but she says the visions only come back in glimpses, for she

has forgotten much, as one would forget a dream. She remembers her companions being slain by the shadow beasts of Dysis and she remembers the god Worn'lor giving her solace within his temple. But her mind, being only mortal, was hard pressed to contain all that she was given. Since then the temple back in Dysis has been explored and artifacts reclaimed, such as a huge statue of the god Worn'lor himself. The new temple, in the foothills above Harbor, has a main chamber modeled after the same temple found in Dysis. This new temple is much larger with a long hall that is filled with arched platforms where the statues of those gods rediscovered have been placed. There are twenty-five arched platforms in all and only eight have been filled over the years. Each of the gods are placed within their rightful place with the other gods as they are discovered.

TEMPLES

The main Temple of the Ancients can be found near Harbor. It is a huge palace like building that takes up a good portion of the wooded hillside above the city. Its high towers and domed chambers rest upon a steep bluff overlooking the city below. This is where the Museum of Ancients is located as well as the main training facility for the Templars. Throughout the valley, many smaller temples can be found with larger temples in the cities of South Harbor, Telegrona, and New Cartona. Smaller temples will often have a priest or two and supply traveling Templars and Lore Hunters with a meal and place to stay for the night.

CULT OF RATHLORN

Out of the nine known gods, only eight are legally worshiped. The god Rathlorn was banned from Everstone more than ten years ago; Rathlorn had attracted a cult following of estranged people who had no desire to be part of a civilized and ordered society and so attempted to hinder the Magi whenever possible. Many cult members were quite insane and committed unspeakable acts upon innocent victims. Cult activity was not limited to human sacrifices, murder sprees, self mutilation, and a host of other morbid acts. In 371 HA the cult's activities had gone too far and the Shadow Magi hunted down and exterminated all members that they could find. The Temple of the Ancients turned a blind eye, choosing not to condone the cult's worship, and tore down the statue of Rathlorn throughout all the temples of the valley. It is suspected that Rathlorn still has a small following and the Shadow Magi are still actively seeking out its members for extermination.

TEMPLAR

The gods have made it known to the First Priestess that they have declared war upon the Lords of Hollow and she has sent forth a call seeking warriors of stout heart and sturdy frame. These

MERCHANT CHARACTERS

Game Masters may have the players take on the role of merchants or hired by merchants to guard precious cargo. Working as merchants is not as humdrum as it sounds. Merchants have a very risky lifestyle, exploring potential territory, making first contact, and avoiding the minions of the Hollow Lords is all very dangerous work. If you are running a story line that is dealing with Merchant Houses, you may need to flesh out one of the houses a bit to get a full background for the players to set their characters against.

MERCHANT TITLES & RANK

Merchants use the following rank and title to denote authority within their own household.

Head of House: This is the single person who has control over the house, it is usually the oldest surviving member of the house and if they die, it passes on to their eldest child. If no child is available the house passes on to the eldest living relative.

House Member: Those who are directly related to the head of the house such as siblings, sons, daughters, etc. Competent members of the house will either work within the office doing clerical work or will take a more active roll as captain of a ship, caravan, etc.

House Agent: Larger houses do not have enough family members to fill all the needs for upper management and so at times appoint a House Agent. Agents have the authority of a House Member although they are considered under the purview of House Members.

House Employee: This includes a wide scope of personnel from dock hands to mercenary guards, to clerical staff. Within the employee group the houses will often define sub-groups with appointed management of each.

warriors have become the champions of the gods and are referred to as Templar. Any priest, male or female, of any race, can choose to take the path of the Templar. Over the years more than half of the Temple of the Ancients has been given over to the training of these holy warriors. As priests Templar learn the doctrine of the gods but as a Templar they learn the ways of war. A Templar may seek out favors from each of the gods as they need, making them formidable fighters.

At first Templars were not taken seriously, but in the year 367 HA Templars proved their worth at the Second Battle of Mourning Pass. The valley's defenses were hard pressed and the Magi would take help in any form that it chose. First Priestess Sordrona sent an entire regiment of trained Templar (60 strong) to aid the Magi in their fight. Many of the Magi expected the Templar to be turned away for the Sovereign Magi, Tullus Marcius, was known for his intolerance and dislike of anything to do with the gods. But the Templar were allowed to join the ranks and they stood shoulder to shoulder with the Sun Magi. To the amazement of all they proved to be strong warriors who were capable of holding their own, even against the dreaded Cryaxxen host. It was with honor that the First Priestess accepted the invitation for an official rank within the Stormguard. Although many Templar choose to follow their own path, letting the gods pick their course, just as many join the ranks of the Stormguard. Believing that they are adding to the strength of an already proven fighting force. Such Templars have become known as Chaplains. They provide a religious symbol to those soldiers seeking such.

LORE HUNTERS

Although the Lore Hunters are not priests and some do not even learn the doctrine of the gods they are funded by the Temple of the Ancients and so are considered part of that esteemed group. The Lore Hunters began as a small group of sages who made it their business to find out everything they could about the past. This small union attracted archeologist, treasure hunters, and sages of all types. In the year 355 HA, the Lore Hunters accepted the Temples offer for aid, which allowed them to triple their numbers in just over a years time.

Over the years the Lore Hunters Union has become a very influential force. They are considered the authority on the past and are often used as a resource by the Magi as needed. The largest museum to date is the Museum of Ancients found in the Temple at Harbor. In the museum the Lore Hunters have stored artifacts, books, and knowledge that is open to any as long as an appointment is made and a good size donation given.

It is important to note that there are two kinds of Lore Hunters: those that remain within the temples are referred to as Lore Scribes, spending countless hours documenting and organizing artifacts, copying books, and writing up essays. Those that seek out the artifacts and lost knowledge are given the slang name of Tomb Hunter. Tomb Hunters are usually paid with a strong bonus when they deliver an artifact of exceptional worth and there are quite a few of the Hunters who

new device has not been used yet as the Moon Guild is still negotiating with the Lore Hunters on the price of such a handy tool.

MERCHANT HOUSES

After the Golem War the Magi knew that it would require the efforts of many to have a hope against the Hollow Lords and their minions. Ten years after the ascent from Stone Hold the Magi began to send exploration ships beyond the valley walls. It soon became apparent that there were many small settlements hidden away from the direct sight of the Hollow Lords.

These settlements had been surviving as best they could since the Night of Terror. At first the Magi attempted to bring these refugees into the valley where they could be protected more easily but many refused the offer and chose to continue their existence outside of Everstone. As the population of the valley swelled the Magi ceased to make the offer altogether, but were loath to not help in some way. For this reason the Sovereign Magi, Tullus Marcius, funded three merchant families with enough resources to build land ships (called "pot bellies", because of their large cargo holds) with which to trade further abroad. This exchange of goods helped these striving people, providing tools, food and other much needed necessities. The three houses quickly grew in wealth and influence, increasing the size of their companies to take on the extra load of increased trade.

THE THREE HOUSES

Today, there are a great number of merchants, from small time buyer and traders who ply their trade up and down the valley roads with a marmadon drawn cart, to the huge merchant houses with a good number of land ships at their command. The valley is built on trade, and the Magi have done everything to aid in this consortium. The Magi believe that trade and cooperation is the secret of dealing with these living terrors that walk their world. As each of the hiding nations becomes stronger and more connected so too do they increase their chances of survival.

Of the merchants, the three who were aided by the Guilds have become the strongest. These houses were the first to own land ships of their own and the wealth soon followed as the merchants were able to trade with much greater abundance and speed.

House Turmal: Holds most of the profitable trade to the south of the valley, even going so far south as to trade with the Adone. Turmal also travels out to sea and has attempted trade with the Elaver on the Vost Islands but to no avail thus far. The crest of Turmal is a simple black

simply do what they do for the extra coins they can make on these lucrative deals.

The Lore Hunters Union has begun to publish a quarterly scroll that is sold in Harbor and South Harbor market. The scroll is aptly named "The Sage's Voice". This paper is an attempt to get more support and stronger donations coming in from the increase in interest. Even with the limited circulation the scroll has begun to work wonders for there are more young people idolizing Lore Hunters than ever before. The Magi have been quick to take notice and the Sun Magi have begun to publish highlights of successful military actions, which has increased the number of scrolls sold and proved a vital tool in boosting the citizens morale. Of course, such an article is purchased with a sizable donation to the Lore Hunters Union. The paper is costly, as each scroll needs to be hand written and illustrated, but this cost will soon be cut with an invention called the scribe tablet. The tablet is a rune device that has the power of duplicating a completed scroll onto a fresh scroll. The

outline of a marmadon on a yellow field.

House Savant: Was the first Merchant House to trade directly with the Shone Kingdoms. Trade with the Shone opened up an indirect market with the Kamshoon as well as the Mords further to the north. Although a few smaller Merchant Houses have dared the straits of the vast plains, none have been as successful as the Savant House. The crest of Savant is a white dove wearing a crown of gold, all upon a blue field.

House Rossnar: The house of Rossnar does very little trade. Instead, they have convinced the Magi to allow them to mount weapons upon their ships and hire themselves out as escorts to the less protected ships of the other houses. So far this deal has been very profitable for both the Magi and Rossnar. Such a deal has allowed the Magi to return ships from escort duty to the defense of the valley. Rossnar also trains its own soldiers that they use aboard their own ships, as well as hiring them out to other houses. The crest of Rossnar is two crossed long blades encircled by a red ring, all lying upon a field of white.

SMALLER HOUSES

There are a good deal of smaller houses, that do not have the resources of the larger, but are never the less gaining more influence as time goes by. These houses are often hired by the larger houses when more cargo space is needed. Some of the up and coming houses are Darnmur, Harp, Castillion, Reagle, and Chivlore.



I thought keeping the occupation of gunner in the Stormguard was dangerous. For that reason I retired and hired on with a small time merchant that had gotten his hands on a worn down land ship. I mean his idea sounded great. Take some of the foodstuff he bought in South Harbor and transport it north to the O'grom. It was no secret that the Glass Plains were overflowing with gems. Rubies, diamonds, opals, sapphires, you name it. They say that in the Glass Plains, rubies are given to O'grom children to play with.

If we could get a ship up north, the O'grom paid in gems and we would be set as Captain Mircea was giving all hands an equal share in the profits. Well the world is a much bigger place than the maps would have you believe. The Glass Plains are half a world away, and the Hollow Lord of Boorkar holds most of the land between us and the O'grom. His razor bladed minions, with their steel spikes and all are not something you can simply fly around. I give ol' Captain Mircea credit, that poor ship of his made it almost half way before we had to dump our cargo in an attempt to get better altitude. Heck we even made it to the Glass Plains, well, within sight of the plains, before the ship finally gave away. We saw a lot of action in those few thousand miles, and we lost a good many crew, and as I hear tell, we was lucky. Me and Mircea was the only survivors and we were heading for the glassy fields on foot. We was well out of Boorkar's lands but I can tell you I've hid under more bushes and ate more bugs than I care to admit. It was the hardest four months of my life. An O'grom glass skimmer picked us up after so long, and good thing too, we would not have made it through those plains. More like glass waste if you ask me. Any how, that was more than two years ago. I got a much better Captain now. But I know a sweet deal that I might look into. Seems there's a Captain Ana who has a beauty of a boat and she's hiring for a crew, with full shares of the profit, to head for the Vost Jungles. It's said that the lost Elaver tribes are so rich in gold that they used the stuff to write on, like a book. I tell you we could make our fortune and I don't think the Vost is as far away as the Glass Plains but....

-Galadan, current gunner of House Rossnar-

ATTACK ON FLYING ROCK

The day started like any other. It was well into Springs Bloom and so the weather was warming considerably and the skies were clearing from last night's rain. Dragos was amazed at how much colder it was when Flying Rock was this high up. The sky-hold was not capable of flying more than six hundred feet, but it was still an impressive height. Some of the other sky-holds could reach near one thousand feet, or so Dragos had heard.

As was his and Corina's morning routine, they made their way around the outer wall, wrapped in their long black cloaks to keep them warm. He had known Corina for almost two years now and his fondness for her was more than just a rumor being passed around by the other soldiers at the sky-hold. He planned to ask her to be his wife, but first he would follow protocol and ask her father for her hand. She was a girl of strong custom and it made him love her all the more. Besides it would not be hard, her family made their home within the small village of Cestern only a few miles in from the sky-hold they were assigned to. Perhaps he could request leave for the last few days of Springs Bloom. The Festival of Ascent would be a fine time for them to get away to the small village and meet her family.

As one walked around the sky-hold of Flying Rock, it was a breathtaking scene. With the Everstone valley behind them, they guarded one of the smaller passes that came over from a side valley, not far off the headwaters of the Spice River. They sat at the narrowest point of the pass, looking out into what they called Quar Valley, after the four armed giants that had been driven out and had taken up residence there. The Quaren were a brutish sort. They had hidden away from the Hollow Lords like everybody else, but they thought because the new residences of Everstone were small, that they would be easy prey. During the first few years of the Golem War the Magi had proven that assessment false. The Quaren giants had a liking for human meat and the Guilds let them know that there would be no such cuisine for the taking from them.

As Dragos stood looking out over the valley and watching the vestiges of winter melt down from the higher peaks, he wrapped himself in his cloak and drew Corina to him.

"What is that?" Corina had likewise been wrapped tight against the cold and wind, but her arm left the protection of her covering to point out small specks in the far distance. The moving specks were still a long way off.

"I think it may be Ion coming back with his scouting party. He went out late last night, he's due back about now." Dragos and Ion were close friends; both were Sun Magi and had trained together back at The Keep. They fought well together and had been lucky enough to be transferred to the same sky-hold.

"Ya, probably." He felt her relax against him, snuggling again in her cloak, and then she pushed away again. "Why is the forest following him?" He could see that she was right. He pulled out his spyglass goggles and activated their runes, which flared as he put the device to his eyes. His vision reached out and became five times stronger.

He could barely make out Ion and his two companions, speeding on their land runners, obviously headed back to the flying hold. He triggered the rune-strings on the goggles and increased his vision to fifty times. Immediately he saw the forest for what it was.

"That's no forest! Those are giants!" He was hooking the spyglasses to his belt as he watched Corina's eyes go wide with horror.

"It cannot be! Last reports say...." She only shook her head trying to imagine the implications.

"The last reports were a little off." Already he was running towards the command chamber.

Flying Rock was ordered chaos, or that was how Dragos saw it. Once he had reported to the command chamber the seer scope operator had extended the magic senses of the scope out to as far as they would go. They watched as the illusion generators created the surrounding terrain upon the war table. At first, the scouts on their land runners approached and soon behind those, a small group of giants appeared, attempting to keep up. The giants were slowly falling behind. It all shown in miniature before all those gathered around.

Dragos hoped that those giants were all there was to it. That perhaps what he had seen through his spyglass goggles had been his overactive imagination, but as they watched a wall of giants appeared, two miles behind the scouts. They moved quickly, as they should, being nearly twenty feet tall.

General Sonia had been furious; she wanted to know why the reports of the last scouting group could have been so far off. Of course there had been much speculation by her crew, but in the end nobody knew. The giants had swelled their numbers to outrageous proportions in under a few weeks time. Quaren giants would only follow one leader and usually they ran in small tribes of a dozen or two. The force that was approaching was over one hundred giants strong.

"Corina, give us an assessment of what we can expect." Corina was a Moon Magi and considered the authority on hostile enemies along the southern valley. She had been trained as a strategist and she was a natural at it.

"Well we all pretty much know what the Quaren can do. Although they have no hope of reaching us at six hundred feet, they can hurl boulders well beyond a thousand. That is our biggest danger. Those rocks can breach even the strongest land ships hull. They have a hard time hitting moving targets, perhaps the Mountain Wind could..."

"The Mountain Wind is off on patrol and not expected to return for another two days. We are alone. We will send out a message that should reach Sanctuary within the hour and we can also send out a message to Storm Cloud. We will not see aid for at least 24 hours. Maybe more. We have a barge that will pick up the scouts, but with fifty soldiers at our command and armed with volt throwers and a single pod launcher what is your estimate of how long we can last against a Quaren barrage?" General Sonia cut to the chase; she was not a woman to dally words.

She also knew that she had competent people under her and would use anything they gave her in the way of information. It was not Corina who answered but Duru the matrix engineer.

"I would probably say that we could take quite a bit of punishment. I have seen a few invasion attempts by the Quaren in my time, never one this large but I think we would last five maybe six hours before our foundation gave way, hopefully in small portions."

At this Corina piped in "And once past us, the Quaren know that any retaliation is going to be short in coming. They will use the window to get as far into the valley as possible. They will probably head for the Spire Mountains or someplace they can hide away and make a stand. Along the way they will take prisoners, livestock, and slay any that are not of use to them. It may take years to get a force like that cleaned out once they are in."

Corina's eyes got a glaze to them. Dragos realized she must be just now coming to the conclusion that her own home village would be right in the path of the Quaren.

Dragos and his men were buckling on the last of their armor and checking to make sure their weapons were loaded as the barge began floating to the valley floor. He and Ion had volunteered to lead the small assault on the army of giants heading their way. It was a suicidal mission and it took all the Sun Magi's strength to turn away from Corina. She had begged him not to go, but Dragos knew the truth of it. He was the only assassin who had a chance of lopping the head off of this monster. Everybody knew that the Quaren followed a single War Chief and if the chief was killed, then the Quaren would immediately bicker among themselves, even kill one another in a fierce competition to become the next War Chief. It would buy them a day, but only if he could make out the chief in time to do any good.

Corina had gone over the whole thing with him. Although she fought back tears and he had to remind her that her entire family would be crushed by the oncoming storm of giants about to blow through. The Chief was going to be the largest and most decorated. All Quaren made bracelets, armbands, and necklaces from bones of slain enemies. The one with the most grisly badges would be the leader. He would most likely have the most scars and the nicest weapon. Little things but important.

As the barge came to rest the hull door was opened and rope ladders were rolled out. He and Ion went first, their small war party of nine soldiers and one War Golem, all heavily armed and armored, came after.

"Springs Bloom. My father died in Springs Bloom. It's not a bad time to die." Ion was always making light of everything. Even death.

"Yes but he was a great soldier and a hero of the Second Battle of the Pass. If not for him the Cryaxxen Widow would have made it through the pass and our forces destroyed before battle even began."

"And now I'm such a hero." Ion only smiled at his own conclusion.

"Never thought of it like that." Dragos came to a halt, catching his breath as Danus, their scout, went searching out a spot where they could get a good view of the oncoming force but remain hidden.

"Doesn't make it any easier to die, does it?" For a second Ion lost his smile. The friends stood together looking out over the beautiful valley laid out at their feet. Their breaths wisping out on the cold mountain air.

"No. No it doesn't."

The battle had begun. It had gone for almost two hours and during the whole thing Dragos and his small band could not make heads nor tails of where the War Chief was. Iron Clad, their War Golem, had to be commanded to stay put. His initial gease was compelling him to go forth and protect the people in harms way within the sky-hold. Ion had to convince the Golem that he would put them in harms way if he made his presence known. Iron Clad sat down among the small gathering of pines and almost looked as if he were pouting.

"Anything yet?" All had a pair of spyglass goggles and were scanning the battlefield. Dragos nerves were on end. Each crack of the sky-holds volt thrower and explosion of a pod finding its target caused his anxiety to climb.

"Wait! maybe there." It was Sacrin who pointed out something. Sacrin had seen a potential target almost every ten minutes so most simply ignored him, but Dragos was desperate and so took a look.

Through his goggles he instantly knew his target. The beast was huge and hairy, not really like anything he had ever seen before. Quar bodies were lopsided with their throwing arm and shoulder being almost twice the size of their opposite. It was grotesque in a way. They could use both of their arms on one side to give extra push to their stone missiles. The speed and accuracy with which they flung those boulders was incredible. Dragos could actually hear them hum through the air as they traveled. Exploding on impact with the underside of the sky-hold. Rock and debris fell from the foundation in chunks. Dragos estimated that the hold would last only an hour or two before its rune engine chambers were bared and able to be targeted.

"That's him! Okay Iron Clad, you get your shot. You know the plan. You all go with Iron Clad, hit them just to the south. Ion and I will go straight in for the kill. Right now is as good a shot as we can expect."

The Golem stood, its full height being almost nine feet tall. It would tear into these giants with an unholy vengeance that could only be expected of something that was not mortal. The other four Golems aboard the hold would drop as soon as they saw Dragos and his men taking action. They would have to be the distraction they needed.

Dragos drew forth his Magi War Axe and activated each of the runes in turn. The axe flared with power and he could feel it coursing through his hand. He then activated his flesh rune of running. It drained from his inner reserve, but he would need it to get passed and into reach of the War Chief. He then activated his flesh rune of strength. The war axe became light as a feather in his hands. Of all the warriors of the sky-hold he and Ion would be the most able to accomplish this mission.

As they charged into battle, his men took up their cry and Dragos and Ion took it up with them.

"PAY IN BLOOD!"

CHAPTER 4

SKY-HOLDS



One need only look to our flying fortresses to see the power of our military. We command the skies and that is our greatest strength. I must admit, it is not completely the Sun Magi defending the valley. It is with the ingenuity of the Moon and their amazing rune devices that makes it possible for us to survive the battle. The first time I looked upon The Keep I questioned my choice to join the Sun. It is amazing, like seeing a whole mountain just hanging there in the sky like that. It is enough to make one wish they could conceive and build such a device. It makes you wonder what kind of things will be around a hundred years or heck even ten years from now. I almost joined the Moon Guild but my place is here among the Sun, putting these incredible weapons to use against those Hollow monsters.

-Kelden, War Magi of the Sun Guild-

During the Golem War the Magi needed a way to transport troops to and from various locations about the valley as well as a good stronghold with a defensive advantage. Golems needed to strike and defend at a moments notice but had to be able to retreat just as quickly if things looked bad. The Magi put upon themselves what would seem an impossible task. With prototypes of the rune-engines and large mana-generators they caused an island of rock to rise into the air. This first island was called Sanctuary. It was a key element in the Golem War and was as crucial to victory as the Golems themselves. Over time the land ships eventually took over this task but the defensive and strategic value of the flying island cannot be denied. A number of other islands have been raised over the years, the most notable are the three Guild islands. The lesser islands that have been constructed are referred to as "sky-holds". They are flown over the most strategic locations around the valley, usually over a pass where invasion from the outside would be the most likely. There are more than a dozen sky-holds to date and each is sorely taxed because of the large area that it needs patrol. Because of the size of a sky-hold, they can carry more troops and provisions than a land ship and so usually act as re-supply points for ranging missions out into the wild lands.

INNER WORKINGS

Sky-holds are held in place by giant rune-engines that rest in great carved out chambers deep within the islands bowel. The engines are mounted to giant iron pylons that are driven into stone softened by Magic and then re-hardened to secure them tightly. A typical sky-hold requires two class III rune engines with two mana-generators of equal class. Most sky-holds would float slowly to the ground if one of their engines or generators were rendered inoperable for some reason. Of course, all sky-holds have at least two or more Moon Magi and a handful of Gavown engineers in attendance to maintain the equipment as needed. As can be imagined the rune-engine, as well as the generators are well protected. Access to the generators and engines would require an enemy to breach all outer defenses and usually pass through a heavily guarded passage.

THE FOUR GUILD ISLANDS

There are four flying islands that are much larger in comparison to the average sky-hold. Three of these islands act as the headquarters of the three Magi Guilds. These islands are off limits to non-Guild members. The fourth island, open to all, is Sanctuary.



MOUNTAIN WATCH SKY-HOLD



Class: 4 (colossal)
Helm RDR: 10
Modulator RDR: 8
Seer-Scope RDR: 10
Maximum Ceiling: 960 feet
Maximum Speed: 20-feet per round flying
Hit Points: 750
Cargo/Supplies: 500 tons
Armor: 13
Handling: -8
Passengers: 60
Energy Points: 200 (1 remaining)
Seer Scope Range: 10,000 feet
Weapons:

Titan Crusher

RDR: 12
Range: long
Base Damage: 10d6
Weapon Qualities: burning 10, inaccurate 5, low penetration 2, magic, slow 2

Volt Spinner

RDR: 10
Range: long
Base Damage: 4d6
Weapon Qualities: armor penetration 6, fork 3, inaccurate 2, magic, slow 2

Blaze Cannon - Huge

RDR: 9
Range: medium
Base Damage: 8d6
Weapon Qualities: inaccurate 1, magic, slow 1

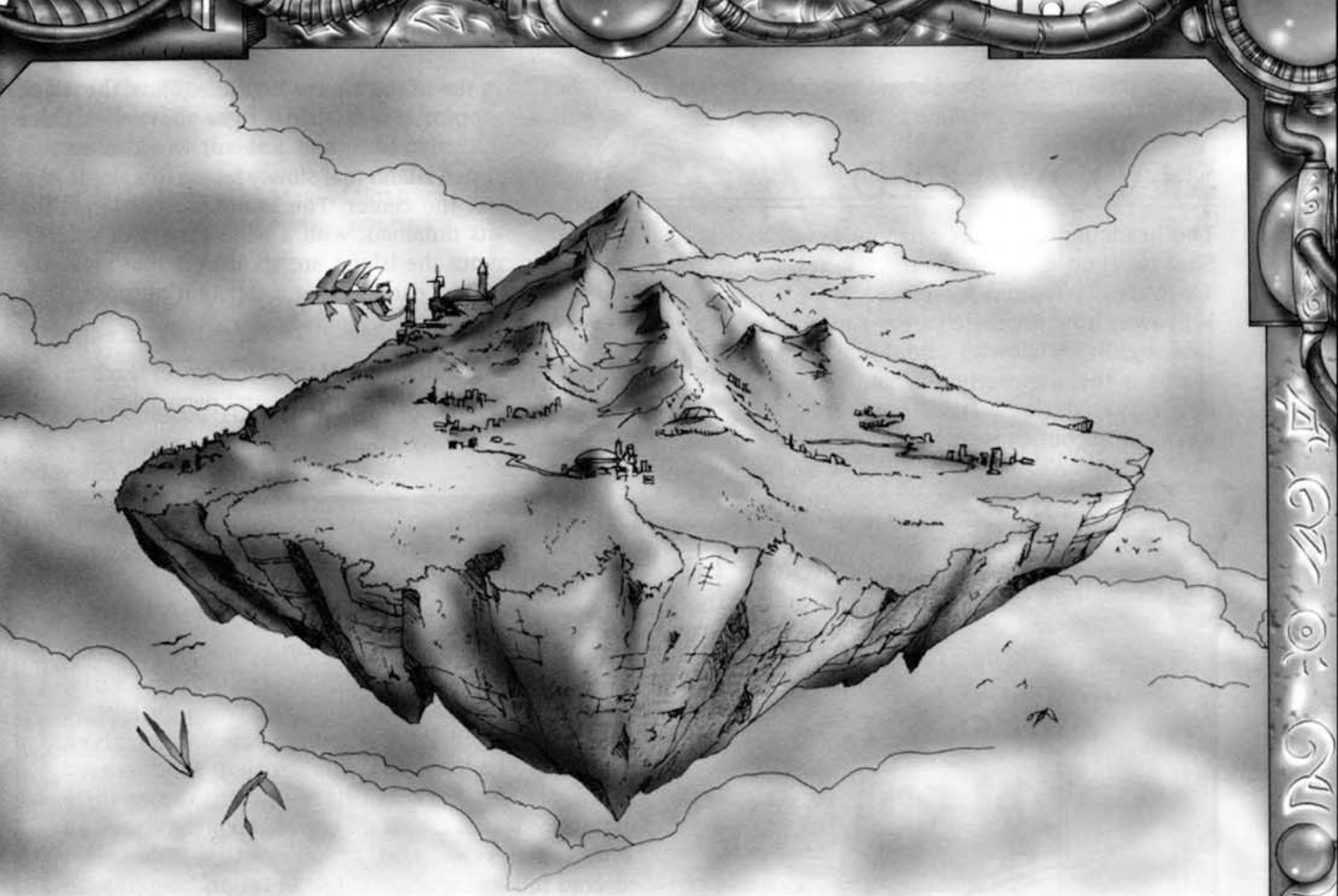
Pyro-Pod Launcher - 9 capacity

RDR: 10
Range: medium
Base Damage: 6d6
Weapon Qualities: area effect x3, burning 5, low penetration 3, stoppable

Facilities:

Infirmary 4 (+4 bonus to Healing checks)
Library 2 (+2 bonus to Knowledge checks)
Repair Shop 5 (+5 bonus to Repair checks)
Stable 3 (holds 9 large beasts)

Mountain Watch lies just north of the headwaters of the Spice River, watching a small pass running between Everstone and the Quar Valley. Mountain Watch is a newer hold that was raised only 4 years ago after the fall of the first sky-hold that was destroyed during the Quar Giant invasion of 374 HA. The new Mountain Watch fortress is much better armed and manned. Captain Hespert makes the Mountain Watch a common port of call with his ship Chimera, a fast and long ranging destroyer of some reputation.



THE KEEP

Guild headquarters for the Sun Magi, The Keep is actually a large central island with smaller islands tethered about it by strong thick chains. These smaller islands are heavily armed and form a protective ring around the central island. The island of The Keep is built from solid granite and has great doors set into the underside that allow even the largest land ships to dock within its protected interior.

The Keep is the behemoth of the Everstone military. It bristles with a dozen titan crusher cannons and scores of smaller armaments such as blaze cannons and pyro-pod launchers. Of course, being the home of a thousand Sun Magi is also a threat that most invaders would find hard to deal with. The Keep is home to the leviathan class ship "Cleansing Flame" that acts as the fleet's flagship and is the most well armed flying vessel that the Guilds have constructed.

Of all the Guild islands, The Keep is the most militaristic and keeps a tight schedule with very strict security measures. No ship is allowed to approach The Keep without first accepting a boarding party and being escorted in by a heavily armed guard. The other Guilds scoff at this practice but none ask that it be resigned for most Magi feel much safer knowing that the fortress is

taking every precaution. If the fortress were ever to fall, the valley's key entrance would be left unguarded.

War Arena: At the center of the main island is the War Arena, a huge coliseum that can seat thousands of spectators. This is where the Sun Magi practice their battle magic and skill at arms. On the first day of each month a battle of those who have proven their skills is presented. Such a competition promotes the Sun Magi to excel in their skills and since the battles are fought in groups, it promotes teamwork. Betting on the outcome of these matches is prohibited but small bets that take place in the stands are overlooked.

The Keep usually resides over Mourning Pass, guarding the most obvious rout of invasion. This defense has been tested sorely at three different times. First, during the Battle of Mourning when the Vor retaliated and attempted to expand back into the valley eight years after being forced out during the Golem War. The second attempt was when the Hollow Lord, Cryaxx, attempted to pass through into the valley fifteen years ago. Most Magi agree that if not for the rear attack against Cryaxx by Vor's minions, even The Keep would have eventually fallen to the direct assault of a Hollow Lord. The last time was only two years ago in 380 HA, after the Roogadin had failed to invade the Vor lands and the enraged and bloodthirsty Hollow minions attempted to invade once again. Luckily, most of the

host had returned to The Shroud instead of carrying on into this otherwise fearsome battle.

SHADOW HOLD

The headquarters of the Shadow Magi, the island of Shadow Hold is rarely seen by non-Guild members. There are two reasons for this. For one, Shadow Hold is kept away from populated areas and is always traveling (although very slowly) about the valley. The other reason is that a powerful enchantment is kept in place that surrounds the island. A mirage that cloaks the island to all but those who are at least within half a

mile makes the island almost invisible. Thus, the island will only appear if it is almost right above you. Once the veil of illusion is passed a visitor would observe a thickly forested island that slowly tapers to a single high mountain at the center. The island is very large, but most of it is untamed, with a wide variety of wildlife. Located about the island are six towers that serve the Shadow Guilds, each having a different purpose. They are as follows:

Tower of the Spirit: The Magi of this tower teach the art of seduction, charm, influence, and persuasion.

SPOTTED-BACK SPIDER



A long time resident of the valley, the spotted-back spider is a strange arachnid like creature that varies greatly in size depending on its age. When the spotted back emerges with its siblings from a cocoon, it is about the size of an adult human's fingernail. It attaches itself to the mothers back and lives there for up to three months at which time it measures about the size of an adult human's closed fist. At the end of a year the spider reaches full size of about 2 feet in length from head to end. The spotted-back has four large smooth eyes and short course hair all over its body for protection. The

hair is a light brown in color with darker green spots that act as camouflage when hidden in long grass and undergrowth of forests. For food the spotted-back spider lays out an almost invisibly fine silk web over the ground in a grassy clearing. In the morning dew the web is completely hidden and when a bird lands to feast on a rodent or worm, they become trapped in the sticky webbing and the spotted-back spider pounces. It is not uncommon for these creatures to be taken from an early age and trained as a familiar to a Sorcerer (see page 95).

Type: small arachnid **Level:** 3 **Hit Points:** 14(d6) **Energy Point:** 6 **Initiative:** +4 **Speed:** 36 feet **Defense Bonus:** +6 **Armor:** 2 **Attack Bonus:** +4 **Attacks:** bite (1d8 poison) **Qualities:** poison bite, web, vibration sense **Saves:** Fort +2, Ref +6, Will +1 **Abilities:** Str 8, Dex 18, Con 12, Ins 12 **Skills:** Balance +6, Climb +13*, Hide +12*, Jump +4, Listen +10*, Move Silently +6. *Skills include racial bonuses.

Vibration Sense: The spotted-back can use its long antenna like feelers to sense vibrations in the air, allowing it to make a Listen skill check like a Spot skill check to detect those moving or making even the slightest sound. This would allow the spotted-back to spot things that lie outside its normal field of vision, such as underground, around a corner, and the like.

Poison: The bite of a spotted-back can paralyze victims that suffer at least 1 point of damage from its bite. **Type:** injected, **DC:** 14, **Initial Damage:** 1d3 Dex, **Secondary Damage:** paralysis 1d4 minutes (See pg 170).

Web: A spotted-back spider can lay out a web trap. The trap is nearly undetectable (Spot skill check DC 20) and can cover an area of 10 foot in diameter. Those in the web are considered entangled and can make an Escape Artist skill check (DC 12) to escape, can attempt to break out of the web (DC 16), or can simply cut it (8 hit points per 5 feet of webbing destroyed).

Tower of the Mind: The Magi of this tower teach skills of the mind. This includes lore of knowledge, tactics and common sense.

Tower of the Body: The Magi of this tower teach the art of tumbling, acrobatics, bodily control and combat.

Tower of Sight: The Magi of this tower teach the art of distraction as well as the Magic of illusion.

Tower of Control: The Magi of this tower teach self control, including mind over body and the ability to resist pain.

Tower of Secrets: This is the last portion of the Shadow Magi's training. The tower of secrets is where all information gained by the Magi is kept. Such knowledge includes espionage, disguise, and secret histories that not even the Magi of other guilds are aware of.

The thick evergreen forest that surrounds the valley is home to thousands of giant spotted-back spiders. It is said that a Shadow Magi's final test is that he or she must live within the forest for a week without outside aid with nothing but their Magic and the clothes on their back. Long underground corridors run along the rim, connecting each of the towers in turn.

Shadow Hold has no visible defenses to speak of other than the mirage that cloaks the island from sight. But it is said that like the island, defenses are kept out of sight.

TAROT

Probably the most looked over and least talked about of any of the Guilds, the Moon Magi are the backbone of the Everstonian way of life and Tarot is where it is all orchestrated. In appearance, Tarot is a long column of rock that bristles with workshops, alchemy laboratories, and other Magical research areas. Around this column is a long crescent shaped island. Long docks stretch between the two islands, forming walkways, docking areas, and cargo carriers. Tarot is where the Moon Magi have their headquarters and as a result is under very heavy guard. Hundreds of Magi spend countless hours working runes, Magic, and materials into a plethora of weapons, as well as armor that has won Everstone valley its freedom. The island is unique from the other Guild islands, in that it is overrun with hundreds of small red tinted Gavown. The Moon Magi are only too glad to accept the help of these natural little mechanics. The Gavown have integrated themselves so well into Tarot that it is impossible to walk more than a few feet until you



The Magi's greatest power lies within a series of scrolls they refer to as the "Scrolls of North". It is said that these scrolls came north with the Magi and is a complete record of their magical practice. Every spell, incantation, and arcane word they know is recorded within those scrolls. They are only duplicated in part and are used among the three Arch-Magi for training their respective Guild members. It is said that there is much more to the scrolls than what the Arch-Magi teach and only by seeking out and studying the original scrolls within the Library can one learn these not so common spells and charms. The original scrolls never leave the Library on Tarot. I'm sure the scrolls number in the thousands, but the exact number goes up and down depending on whom you talk to. I have heard rumors that back in the time before the Night of Terror, the Magi had the most complete teachings of magic ever recorded. I would only imagine that this holds true today. I can tell you that a sorceress such as myself would do anything to spend a little time alone in the Library.

-Gazdena, adventuring Sorceress-

meet up with one. Many of the Gavown who work on the island live in the Gavown town of Rolling Fields. Every sixth day of the week a small land ship carries Gavown workers down to this small community that is only a few dozen miles from where Tarot usually flies. Many of the tinkers get so caught up in their work that they don't return home for months at a time. The Magi appreciate this and have made arrangements with the Constable of Rolling Fields to hand out pay to the families of these workers.

Workshop: Within the column of rock itself are miles of chambers and halls, connecting the various buildings to one another. These halls are large, both wide and tall, to accommodate the heavy equipment and components

SKY-HOLD CAMPAIGNS

Having players stationed at a sky-hold is a great way to get them into the excitement quickly. As Magi or as Stormguard soldiers, the action is right on their doorstep. Many sky-hold generals will send scouting missions into the wild lands where the crews could be ambushed, find lost ruins or spot an invasion force. Most soldiers and Magi spend at least three months on a shift before being allowed to return home for a month.

Enterprising GM's could flesh out the sample sky-hold we have provided with interesting NPC's for the players to interact with. Such personalities as rival characters, fellow companions, and harsh commanders, all would be great background to set a story against. Responsible characters would have a wealth of equipment, weapons, and vehicles at their disposal. Not to mention chance after chance to prove themselves heroes.

that are transported through them. One of the largest domed buildings on Tarot has been given over to a Golem workshop, where the mighty War Golems are built and engraved with runes. Smaller buildings to either side are workshops where weapons are tested, crafted and sent over to where they can be attached to newly constructed Golems. There are also many smaller workshops that concentrate on experiments and building smaller Golems which have started to become quite popular. It is even said that one such workshop is working on a Golem mount that can be ridden by Sun Magi into battle, though these are only rumors and nothing has been seen on the outside.

The Shipyard: The busiest area on Tarot is the Shipyard. The Shipyard is made up of the many docks stretching between the central column and the crescent isle. It is here that land ships are built as the components are manufactured in different shops located around Tarot. The Shipyard is the most active area on the island, with Gavown and Moon Magi working around the clock on these mighty craft that have proven their worth in battle time and again. Magi ships also come here from all parts to be repaired and outfitted with new upgrades; the Shipyard has become so busy with outfitting existing ships that they are planning to double the yard's capacity within the next few years.

Myth-Stone Forges: The upper portion of Tarot is given over to forges where dozens of Gavown forge

the precious myth-stone into usable components. Not too far away from the forges the Magi work at cutting and fitting the bloodstone that is so important to their technology. These upper corridors and chambers are heavily guarded and visitors are not allowed to wander here at random.

The Library: Unbeknownst to most, the richest treasure of Tarot is the mighty Library that lies at its center. Through warded arches and guarded doors lies a huge circular chamber that has three separate levels. Each level is completely filled with scrolls and books, all neatly stacked and organized as the librarian sees fit. The librarian is an ageless Magi who goes by the name Sebastian Hinkerly. He is one of the few who can remember before the days of the Golem War. He even remembers living in the ancient hold of the Rune Lords. He has a number of Magi initiates at his service, helping him organize and keep the books in good condition. Guarding the single entrance into the library, standing to either side of the double doors, two large Golems keep watch. Each Golem is very heavily armored and has a built in slumber gun. Such weapons are used so as to be of no danger to the surrounding books.

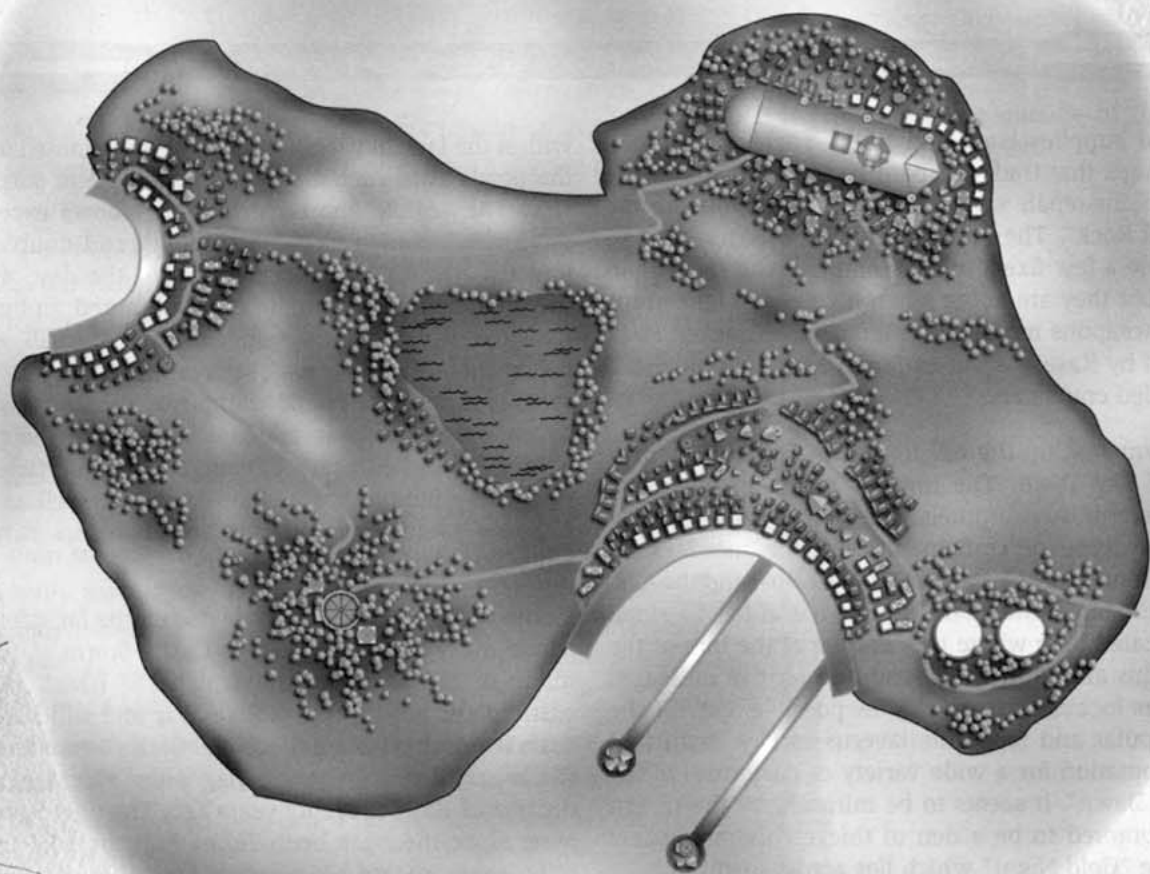
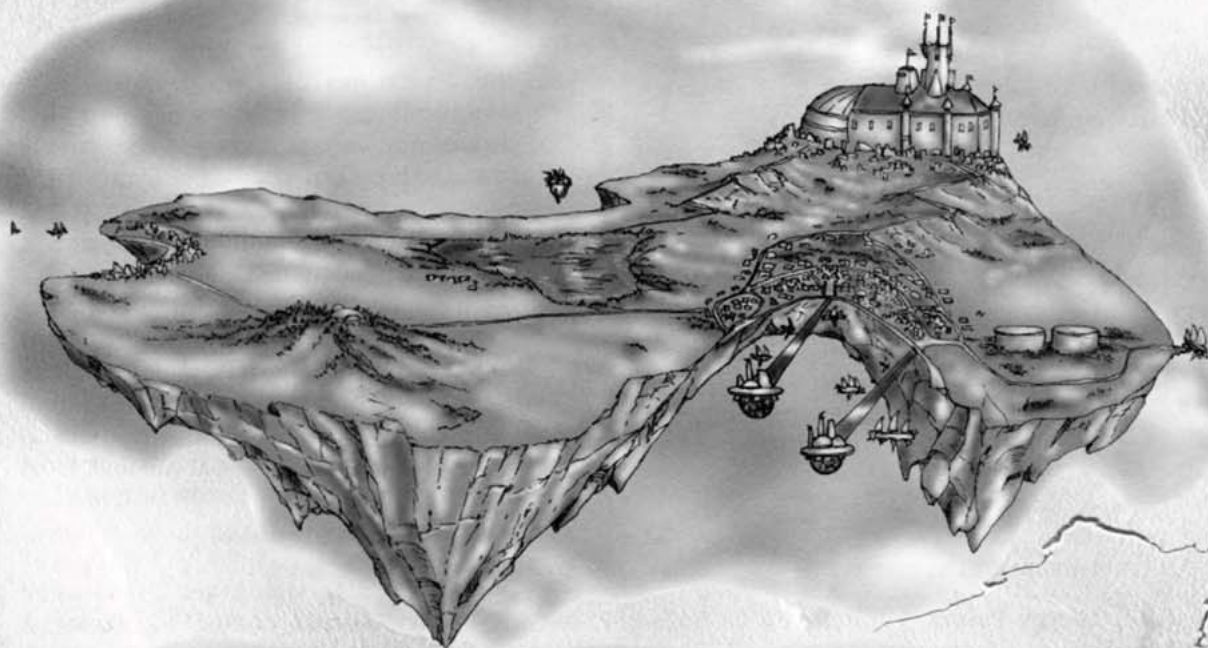
Every sixth day of the sixth week a load of bloodstone arrives at Tarot. The load of stone is shipped from Port Abyss and is heavily armed by the Sun Magi Guild with at least one destroyer class ship and a few smaller ones in tow. Loads of myth-stone arrive periodically from Harbor, where it in turn ships from Shone. Besides these important deliveries hundreds of shipments for common materials and tools are received every month.

SANCTUARY

The original island raised by the Magi was called Sanctuary, for its purpose of providing tired and wounded soldiers solace from the constant battles that raged for over four years during The Golem War. Later the more heavily armed Keep was raised and took the main responsibility of defense for the valley. Even during the war, Sanctuary was a hodgepodge group of buildings, barracks, smithies, and taverns. Today it is not much different and still provides solace for travelers, both Guild and non-Guild. The flying island of Sanctuary lies at the center of the Lady's Lake and acts as a port town for land ships and their crews. Sanctuary is the largest of the flying islands and has various locations which could be useful to many different kinds of travelers.

The Port: The only flying "open" port to date, the port is open to any land ship that can pay the docking fee of 5 gold Guilders per day (expensive but space is limited). The Port can hold around two dozen explorer class ships at a time. Merchant pot bellies and Guild destroyers usually take up two spaces at a time. Larger ships, such as the leviathan class war ship cannot be docked but instead must have smaller ships dingy

SANCTUARY



LONG TAILED OSSES



The osse is seen from one end of the valley to the other, but more common as one approaches the Azurite Sea. These large birds are completely harmless, but curious and so will approach very closely to land ships and sky-holds. In flight the osse appears to have a very compact and aerodynamic body. Its long wings allow it to glide tremendous distances. They use this gliding ability as they fly low over larger bodies of water, such as the Lady's Lake and the Azurite Sea. Their necks extend out to allow them to pluck their meals from the water without slowing. The osse is an abundant creature and it inhabits most dining tables across Everstone as it is a key ingredient for many dishes.

Type: large flying beast **Level:** 2 **Hit Points:**

34(d10) **Energy Points:** 5 **Initiative:** +1 **Speed:** 10 feet, fly 72 feet **Defense Bonus:** +2 **Armor:** 2 **Attack Bonus:** +4 **Attacks:** bite (1d8+3) **Saves:** Fort +4, Ref +2, Will +0 **Abilities:** Str 16, Dex 12, Con 16, Ins 8 **Skills:** Spot +8*. **Skills include racial bonus.*

crew and supplies back and forth. There are various repair shops that trade in spare parts as well as hiring out fixers for repair work. The most notable being the "Cracked Rock". The famed repair shop is rumored to have quite a few fixers in their employ who more than know what they are doing when it comes to land ships and the weapons mounted on them. The Cracked Rock is owned by Rase, a stout ex-Moon Magi who is also a very skilled craftsman.

Sky Town: Just up the hill from The Port is the small locale of Sky Town. The town is made up mostly of shops, taverns, and brothels. One can usually find just about any type of craftsman, even the more exotic craftsman such as gem carvers, gold smiths, and the like. Each of the larger Merchant Houses has at least a small office located here where they can be at the hub of the valley. This allows them to send and receive messages to various locations as quickly as possible. One of the most popular and reputable taverns in Sky Town that has a reputation for a wide variety of customers is the "Golden Dawn". It seems to be mirrored by the tavern that is rumored to be a den of thieves and smugglers called the "Cold Night" which lies across town.

Grove of God: Just off of the path between Sky Town and Castle Storm is a newly planted forest (planted

within the last 20 years). The grove was planted around the newly constructed red marble temple of surprising size. The temple has no exterior windows except for the arched stained glass above the grand double door that usually stands open throughout the day. Around the circular domed temple is a columned ambulatory (covered walkway) that opens upon a small garden courtyard at the back with statues and fountains of the various gods known to the Temple of the Ancients. Four new statues have been added to the temple and garden within the last 10 years. Among the living quarters for priests the temple has a small library as well as guest quarters where Lore Hunters and Templars may stay when traveling.

Castle Storm: At the top of the rise on the far side of the island away from Sky Town is Castle Storm. A fortress made of the same granite which the island is. This castle dates back to the Golem War and still bares the scars it suffered during that time. Castle Storm has been the home of the Sovereign Magi since the Magi raised the island almost seventy years ago. The only Sovereign Magi since then has been Tullus Marcius who usually only leaves aboard his personal land ship that remains docked at the castle whenever he is present.

Now I don't know that it's anybody's business and I'm not one to spread rumors, but I know what I heard and I have to trust something so why not my own senses? It was over two years ago I was traveling through Sanctuary, staying in the guest quarters up at the Grove, when late one night sleep seemed to evade me so I decided to walk about the covered walkways. Maybe have a little stroll within the beautiful garden they keep. As I walked I could hear faint sounds of a voice. At first the voice was distant, but I could hear somebody speaking from within the main chamber and one voice was particularly deep and seemed to carry unseen strength that could only be otherworldly. I have to say my curiosity was mostly due to the strange nature of this deeper voice. With me being used to exploring ruins and the like, it was not a problem for me to climb up onto the seal of the stained glass just over the entry to the temple. I could not see into the temple, but the dozens of candles set in holders about the many columns cast hundreds of deep shadows about. The voices were muddled and I could not make out what was being said. I sat there for awhile trying to figure out how I could get a better look without revealing myself. After a bit, the great double doors to the temple swung open and a tall muscular Magi strode out. He didn't look up or even back as he walked down the path. He simply made a gesture to the doors and they closed. You know how some of those Magi cannot do anything without throwing a little magic around? After waiting for the Magi to get away and into the grove of trees I dropped to the ground and decided to satisfy my curiosity. I just walked into the temple to see the source of this otherworldly voice and found the main chamber empty. All the candles were extinguished and upon closer scrutiny I found no evidence of any other entrance or exit in the chamber. Now I didn't think anything of it and just marked down the experience as a bit strange. It was not more than six months later when I found out just how strange it all really was. It was during a visit to The Keep with a Sun Magi companion of mine that I got my first look at the Sovereign, Magi Tullus Marcius, and you can call me a scribe if it was not the same Magi I spied on that night back at the Grove. Now my imagination can do a lot of wandering and I have to tell you that it has come up with a few different scenarios that I'm sure you can figure out yourself. I just want to know which scenario is the right one.

-Shandra, veteran Lore Hunter-



Rock Bluff: The Stormguard have an outpost that sits at the opposite end of the island from Sky Town, just below Castle Storm. Rock Bluff is stationed with a large number of guard and Golems along with reserve weapons to arm them with. Where normally most sky-holds concentrate their efforts outward from the valley, Rock Bluff attempts to put

down danger from within the valley. The central location of Sanctuary allows the Stormguard at Rock Bluff to send backup to other sky-holds that may need it, acting as reserves in a moments notice. The Border Marshals also have their base located here, where each Marshal can report and make requests as they need. Most Marshals attempt to visit this headquarters from time to time to tell stories, share experiences, and get a feel for what is happening outside of their own designated region.

SHADOW HUNTER

Kurtos threw the wretch against the cold hard stone, his strength almost lifting the cultist off the ground.

"Where is she you filth!" Kurtos had been hunting down this damned rodent of a human being for three hours; following a trail from one tavern to another, until finally he caught the cult member fornicating with some diseased wench here in the rain soaked back alley.

"Don't know what you're talking about lad, I was just minding me and mine. Giving my thanks to be alive, if you know what I mean." The wench simply backed away and then ran down another side alley. But Kurtos paid no heed.

"You know damn well what I speak of. The girl, the one you stole away right out of her own damn home! What did you do with her?" The Shadow Magi almost flinched at the horrid smell of the cultist rotten breath.

"I took no girl lad, except that sweet thing you just ran off."

Kurtos knew the type. The man would deny everything as long as they thought you would only use words on them. Lying was easier and more natural than breathing to this dung heap.

Kurtos spent a little more time roughing the man up. "Jog any memories?"

"You can beat the bloody hell out of me, don't mean I ain't innocent." The cultist was bleeding, yet he still laughed. Crazy to the last, every one of them. Kurtos swore under his breath. He hated when they made him go to such lengths.

"Whatcha doing with the dagger, laddy? You going to get us hurt and make us cry. But that's the way of you Magi isn't it? Better than everybody else. Always looking down on the common folk. The hard working folk who don't let the magic make our days pay."

"You've never made a hard days pay in your filthy life you piece of trash. Hurting small girls and then sending them off to your dark god. I hear you cultist like pain. Well, let's see if I can make your life bliss, shall we?"

Kurtos didn't have the pleasure of taking his time. The clock was ticking. This crazed cultist had handed over a poor girl to his fellows and they would soon have her sacrificed to their dark god Rathlorn unless he was swift. After a time the cultist was a bloody mess, laughing or crying, Kurtos couldn't tell. He had placed a cloak of silence around them. Masking off his victims screams from those outside the ally.

"That's right, little Kurtos is tired of making ole Matty cry isn't he? What? Surprised I know your fool name lad. I know you, and I know your kind. You see, my father was one of your ilk. But no! He would have none to do for his poor son. I was, after all nothing more than the ill begotten son of a whore. Course I know as well as you, that's impossible. You Magi, you don't go bedden no whores does ya? You can look down upon us trodden easy enough, when its you who's the filth. You go bedding any women who allows ya to. But if a whore she's got to be a pretty one, like Bella." Kurtos was enraged.

"How do you know my name and what do you know of Bella?" Kurtos drew back his hand to strike but realized that such tactics had proven useless against the insanity that he faced.

"Question is you need to ask yourself what YOU know about Bella!" The cultist started laughing then, seeing the hurt in the Shadow Magi's eyes.

Kurtos simply stood over the ragged lame man at his feet. What did he mean? He had been tracking this cult for over a year. True Bella was a woman of the night but she was from Madam Jezzels Place. It was different. He and she had formed a bond. She had become his courtesan. She had declared her love for him. They had both found something in one another that filled an empty space. His mind raced.

"I'm done with you old man." He pulled out his blaze pistol but then thought better of it. Not a good thing to waste magic when unnecessary, so he used his long dagger instead.

The rain had started up again. The streets were all but deserted and he had his hood up about his head, covering him from more than just the wet.

As he approached Madam Jezzels he took note that the patrons must be staying home out of the weather. It was a nice place for the neighborhood. It was over three stories tall and the whitewash was kept fresh and free of chips. There was no debris left outside or found within the side alleys.

He took the side alley after making sure nobody saw him do so. At the back of the building there was a single door, but it was locked and covered in refuse, out of sight of the would be patrons. Behind the building it stank of piss and rot.

Kurtos pulled back his cloak and cast a minor spell. His gloved hands and booted feet adhered to the wall, as if he were a spider. His strength was strained as he pulled himself up the back of the building. When he made it up to the third floor he sat there clinging to the side of the wall, calculating. When he judged that he was in position, he cast another spell and became insubstantial, passing through the wall like a ghost.

On the other side he came out into a plush room. A candle gave off light through a stained glass cover. The room was full of incense and was thick with the smelly smoke.

He approached the couch from the backside. A woman's high squeals and a mans grunting made it easy to cross the distance unheard.

He threw the man farther than he thought he would be able to. The half naked man came crashing down and knocked over a small table.

"Now here man, what is the meaning of this? I paid good gold and....." The mans words trailed off as Kurtos approached. His Shadow Magi broach showing clearly who he was.

"Magi or no, I will not be bullied by the likes of you, you arrogant pup!" For a man in his undergarments he was brave, Kurtos would give him that much.

"No! How about this then?" He pulled out his blaze pistol and aimed it at the man's head.

"Like I said, Madam will most likely find me pleasure elsewhere. Good Day." He began picking up his clothes and with a nod and a "Miss" to Bella he was out the door.

"Well, what do I owe the pleasure of this visit? Coming in all the hero and daring like that. I'd think I was the mistress in a daring tale I read about in those sage voice scrolls they sell down on the corner...."

Her words were cut off as he threw her down on the couch. She sat stunned for a moment and she tried to appear as if she was not surprised. Bella took on a seductive look, trying to lure the Shadow Magi closer. Her look quickly changed to wide eyed wonder when he pointed his blaze pistol at her.

"The whole things up. How much they pay you Bella? Don't look like you don't know what I mean. Probably men, coming here, paying you to know about me. To know my moves. It all makes sense. Those cultist have been evading me for more than a year and now I know why." He could not help the hurt coming into his voice. Damn! He had loved her.

"I don't know...."

"Curse the gods for it, but I will not hold back. Tell me or so help me or I will have you hanged for treachery!" The hurt came out as cold hard rage. He stepped forward anger clouding his thoughts.

It came without warning. Bella moved with a speed that was not possible. With nothing more than a streak of movement his pistol was knocked from his grip and pain shot up his arm. She had driven a long hair pin through his hand.

Before he could even think clearly of what was happening, she was on him. He was taken buy surprise, but even without the initiative she would have had him anyway. Her strength was incredible. She was more than half his weight, but twice as strong. The blood flowed into her crazed eyes and she hissed at him, spittle covering his face as he barely kept her at bay. They went down together, his muscles ripping at keeping her flesh tearing teeth away from his neck.

His mind raced, anger gone, the danger of the situation calmed him as he was trained to do. He caused his flesh rune of strength to activate. He felt the magical strength course through him and still it was not enough to get her to let go, but it was enough to hold her off. He called on a spell, felt some of his vital magic being given over.

One moment he and Bella were locked together in a test of strength, the next Bella simply fell to the floor. He had turned insubstantial again, as he had when he passed through the wall. He sat up and as he raced across the room he became solid and picked up his pistol. When he had become ghost like, the hair pin had fallen out of his wound, but the pain was great. He used his left hand, he was not near as good a shot with his left but it would do.

He fired one shot after another into the enraged Bella who was clawing her way to him with that inhuman speed. The bolts of fire shot into her, cartelizing the wounds as they were made. It took an amazing amount

of damage, but in the end she simply laid on the floor motionless.

All that could be heard in the room was his own quick breaths. He simply sat, pointing the spent pistol at her fallen corpse, trying to grasp what had just happened. That was when her body began to move in erratic like motion. He had seen this before, it was merely death spasms. But then her spine began to bulge and as he watched her skin bubbled up. He drew his dagger and watched with new found horror.

"What in the gods book of wonders is this?" Kurtos drew his long dagger again, ready for anything. Even though his hand was in pain, he held tight to the hilt of his trusted weapon.

At the base of her neck it came out, splitting the skin and causing a yellow fluid to come down around her head. It was long and narrow like a worm, but with small ringed carapace for skin. It had no eyes and as Kurtos watched, the thing started to move from side to side, as if attempting to wiggle free of clothing that fit too tightly.

The Shadow Magi's senses came back to him and he quickly plunged his dagger through the thing before it could get free of its one time home. It screeched with its small mouth which was ringed with row upon row of tiny thorn like teeth. Its death throes caused it to rip through the rest of Bella's body. It ran the length of her spine and was working its way out. In its agony it had ripped the back from the courtesan.

Kurtos sat in the rain, looking out over the foggy streets. His hooded cloak kept the rain from settling in too much but he was still getting soaked. He had sent message to the Guild Hall, they would find the grisly remains of what was left in Bella's room.

But as he sat wondering he thought of how much Bella had seemed so "human". That was the only way to put it. It was obvious that she was nothing more than a host to the slug thing. It stank and looked of a Cryaxxen minion. Could the Cryaxxen have a way to actually infiltrate right under our very noses? The thought unnerved him. Human or not, the ache in his heart was a hurt that would take time to heal. He had planned with the beautiful woman. He had met her over a year ago, right there out front of Rynon's Dyes and Paint. She was in a bad part of town for a lady as pretty as she was. He had offered to escort her home and in that small time, she had won his heart. It was only after he saw that she lived at Madam Jezzels that the love had become tainted.

His eyes went wide with a thought.

"Outside of Rynon's Dyes and Paint?" She didn't have any paint or dyes, but he had seen her come out of the shop. And come to think of it she had said that she was returning to pick up cloth more than once. But what did she need cloth for? She did not have anything to do with needle and thread. And the money they made, Bella could easily afford to buy herself a princesses gown. Damn, his love made him blind.

He stood, his hurts and pains forgotten. Sleep would have to wait. This night was going to be even longer.

"Which way was the damn dye shop?"

CHAPTER 5

CHARACTER CREATION

In this section we cover what it entails to create a character. For complete rules on character creation you will need the *Player's Handbook*. Although we give a guideline you will need that book to understand the exact creation process.

If you have never played a d20 game, don't fret. It's pretty simple at its core. You roll 1d20 and then add a relevant bonus (usually from skills, abilities, and attributes) if you get higher than the difficulty set by the Game Master (usually between 5 and 30) your character is successful. If you have never played a d20 game or BESM d20 game, you might want to browse over **Chapter 10: Rules**. This will help you determine how capable your character is as you create it. Also, you will need a copy of the *Players Handbook*.

Your character is how you interact with the world of Lannith. Your character could be an Everstonian Magi, a Ka'taan Stormguard, or quite a few other things as found in the Class and Race Chapters. Whatever you decide on playing, this character becomes your window into a world where you yourself will never be able to go. Your Game Master will present challenges, stories, friends, enemies, and others of chance meeting, all as a backdrop for this character's journey into greatness.

Everything you have read up until this point has given you a general overview of the kind of setting your character will be placed. Over the next few chapters you will go over how to create every aspect, from physical and mental abilities to the unique rune devices found only in Everstone. Read over this chapter and then you may need to skip around to **Chapter 6: Races**, **Chapter 7: Classes**, and **Chapter 8: Skills**, to get a good idea of what kind of options you have. After your character has been defined, go get him or her some equipment and then you are ready to take on anything the Game Master can throw your way.

STEP 1 - DECISIONS

You should get together with your Game Master and talk about what kind of game you are going to have. If your GM is planning on a very heavy military style like game, then you probably do not want to play the Trader or Lore Hunter class. You want to help round

out the rest of your party and create a character that will build on the campaign concept. This is the easiest step and also the most rewarding. You can go over character ideas with your Game Master and begin to flesh out a little bit of background for the character, creating a framework that will set your sights on an end result. You should never create and start playing a character that you are not excited to get behind. If your Game Master makes a statement that a Templar character would round out the party nicely, but you just don't have a "feel" for the Templar, then you should probably play something else. It is important to play what you want to play.

STARTING LEVEL

The world in which Everstone is set is a very dangerous one. To reflect this characters are encouraged to begin the game at 3rd level. You get 40 character points to purchase ability scores, as well as your race and racial attributes. Each level you get 5 character points, so starting at third, you get 15 character points to purchase attributes either racial or class (for a total of 55 character points). Remember that you cannot have any racial or class attribute higher than rank 3 because there is a limit of purchasing 1 rank per attribute per level.

It is possible to play characters of level 1 or 2, but these characters are considered to be green and in their early youth, barely reaching young adult. Likewise, the story your Game Master has planned might call for higher level characters, in which case your characters may start out higher than third level.

STEP 2 - GENERATE ABILITY SCORES

Every character has six ability scores that reflect their physical and mental capability. These abilities usually range from 3 to 18 but are not limited to this. The lower your character's ability score the weaker he or she is in that ability. Higher ability scores reflect a well developed aspect of your character. Average is considered to be around a score of 9 or 10. If your character has an ability score of 11 or higher, he or she is considered to have above average abilities. If your character has a

score of 18, he or she is very exceptional, but if their score is a 3 or 4, they are considered almost handicapped. The six abilities are:

Strength (Str)
Dexterity (Dex)
Constitution (Con)
Intelligence (Int)
Wisdom (Wis)
Charisma (Cha)

ESTABLISHING ABILITY SCORES

Ability scores are generated as found in the d20 *Players Handbook*. In order to balance your character we need to assign a character point cost for your ability scores. Deduct 1 character point for every 2 points in an ability score (round up). Thus, if you had an ability score of 10, you would need to deduct 5 character points from your 40 initial character points. If you had an ability score of 16, this would cost 8 character points, and so on. You can spend no more than your 40 initial character points on abilities. If your randomly generated scores add up to more than this, you may need to reduce a few abilities to get down within your 40 point range. Also, if your attributes are too low, say, only adding up to 30 points, you could boost your attributes with the 10 remaining points as you see fit. Or you can spend these points on Racial Attributes, Class Attributes or Background Feats (Game Master decision).

ZERO RATED ABILITIES

It is possible (through ability damage from poison, disease, and other effects) to decrease an ability score down to 0. Abilities scores can never drop below zero, even if damage would take the score down below zero. Normally, ability scores that are damaged return at a rate of 1 point per day unless noted otherwise in the effect that damaged the ability.

Strength of 0: Means that you cannot move at all. You simply lie helpless, unable to take action.

Dexterity of 0: Like Strength, this means that you cannot move and can only lie motionless.

Constitution of 0: You have no health (life) to speak of and are dead.

Intelligence of 0: Your mental ability is gone and you are in a coma-like state.

Wisdom of 0: You are withdrawn into a coma-like state where random thought patterns simply go through your head, creating nightmares that make you thrash and sometimes call out.

Summary of Steps

With 40 character points you purchase your ability scores and attributes. Each level you gain another 5 character points to purchase new attributes.

STEP 1 DECISION

Go over your character concept and what starting level you will be using with your Game Master. By default, most characters should start at third level, but this is not the rule.

STEP 2 GENERATE ABILITY SCORES

Roll random ability scores as described in the *Players Handbook*. Calculate the number of character points this uses up (1 character point for every 2 ability score ratings).

STEP 3 SELECT RACE

Select a race for your character. You may spend character points on racial attributes but remember that you can only purchase 1 rank in any attribute only once per level. Points for racial attributes can come from either your initial 40 character points or those gained through level advancement.

STEP 4 SELECT CLASS

Your class depicts your class skills as well as attributes you will be able to purchase. You can change classes later on if your Game Master approves.

STEP 5 SELECT SKILLS

Following the guidelines in the *Player's Handbook*, determine your character's Skill Ranks.

STEP 6 SELECT FEATS

Select feats for your character as described in the *Player's Handbook*. Each feat cost 2 character points.

STEP 7 DETERMINE CALCULATED VALUES

Add all your modifiers, ranks, and attributes to their relevant value, getting a final value for your skill checks, saves, attack bonuses, defense, hit points, energy points, and the like.

STEP 8 EQUIPMENT

You get 2,500 silver guilders per level to spend on equipment. Spend it all, because if you don't you lose it. After you purchase your equipment, you get 200 silver guilders per level as spending money to get you by until you get your first mission or job.

Charisma of 0: Like Intelligence but your body functions still work; your eyes blink, you stare off into nothing and do nothing other than drool and sometimes change facial expressions.

CREATURE ABILITY SCORES

Non-sentient creatures are considered to have an intelligence of 1 or 2. These are creatures with "animal" intelligence. This is not to say they are stupid, for an animal may be incapable of learning how to forge a sword, but it does not mean they are not cunning or smart in their own way. To simplify things we have combined a creature's Intelligence, Wisdom, and Charisma ability scores into a single score called Instinct (Ins). Instinct is a reflection of a creature's cunning and understanding. Use the instinct score in place of the relevant ability score it replaces. Thus, Instinct bonus is added to a creature's Will saves as well as Search and Spot skill checks or any other skills that would normally use Intelligence, Wisdom, or Charisma. A creature that is considered sentient (capable of imagination with a fully formed language) will have the three ability scores as normal.

ABILITY MODIFIERS

To reflect high and low abilities and their value to your character all abilities have a modifier that is applied to any checks that would be linked to it. A good example is Strength. If you have a high Strength it grants you a positive modifier that is applied to your melee attack damage, reflecting that you can make more powerful attacks because of the force you can put behind your strike. See each of the abilities listed below for actions that your modifier is applied to.

STRENGTH

Your Strength ability score is a rating of how strong you are. A high or low Strength ability score modifier is applied to the following checks:

Add your Strength modifier to melee and unarmed damage rolls, as well as muscle powered attacks such as thrown weapons.

Skills that have Strength as their key ability.

Strength checks.

It should be noted that since armor is handled differently in the Everstone game, you do not add your Strength modifier to your melee attack rolls.

DEXTERITY

Your Dexterity ability score determines your hand-eye coordination and your reflexes, as well as balance and self awareness. A high or low Dexterity ability score modifier is applied to the following checks:

Your Defense Bonus checks against attacks.

Skills that have Dexterity as their key ability.

Your Initiative checks from round to round.

Reflex saves.

Dexterity checks.

It should be noted that Dexterity modifiers do not adjust your ranged attacks or any other attacks for that matter. This is unlike other d20 games.

CONSTITUTION

Your Constitution determines your health and stamina as well as ability to fight off infection and resist disease. A high or low Constitution ability score modifier is applied to the following checks:

Skills with Constitution as their key ability.

Constitution checks.

Fortitude saves.

Add your Constitution modifier to the number of hit points you gain every level, although a penalty cannot reduce the number of hit points gained below 1.

INTELLIGENCE

Your Intelligence is a measurement of your memory and ability to learn. A high or low Intelligence ability score modifier is applied to the following checks:

Skills with Intelligence as their key ability.

Intelligence checks.



Add your Intelligence modifier to the number of skill points you gain each level. However, a negative modifier can never take this below 1.

WISDOM

Your Wisdom determines your willpower, reasoning, common sense, and intuition. A high or low Wisdom ability score modifier is applied to the following checks:

Skills with Wisdom as their key ability.

Wisdom checks.

Will saves.

CHARISMA

Your Charisma rating determines your strength of personality, persuasion, as well as having a little to do with your appearance. A high or low Charisma ability score modifier is applied to the following checks:

Skills with Charisma as their key ability.

Charisma checks.

ABILITY SCORE MODIFIERS	
Ability Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10

For every 2 points the character gets an additional +1 to their modifier.

STEP 3 - SELECT RACE

Within the world of Lannith there are countless species and races that are presented for player characters. Select your characters race as outlined in the *Player's Handbook*. The races are described in **Chapter 6: Races of Everstone**.

RACIAL ATTRIBUTES

The races have special racial attributes that can be purchased with your starting character points. These attributes can also be purchased at a later time as your character advances in level. You are not required to purchase any of these attributes at character creation. They are simply options that allow your character to take advantage of some of the race's special characteristics.

STEP 4 - SELECT CLASS

Now you select your character class as outlined in the *Player's Handbook*. Take a look at the ten classes we have provided in this book. They are much different than the typical d20 classes in that they are customizable as you progress from level to level. Every level you receive 5 character points that you can spend among your class attributes as you see fit. All characters also advance along the Class Advancement Table as found on page 72.

CLASS ATTRIBUTES

If starting at third level, you will have 15 character points to purchase class attributes (if you look at the Class Advancement Table you will see that you get 5 every level). The only restriction on purchasing these class attributes is that you can only purchase 1 rank per level. So, if starting at third level, you cannot have any one attribute beyond rank 3.

STEP 5 - CLASS SKILLS

You can spend the skill points as described in the *Player's Handbook*. Skills that are listed under your class are called "class skills". You can increase these skills for 1 point per skill rank. Skills that are not in this list are called "cross-class skills" and cost 2 skill points per rank. Your class skills have a maximum rank equal to your level + 3. Thus, if you were third level you could have a maximum skill rank of 6. Cross-Class skills have a maximum rank equal to half this number (round down). Go ahead and spend your entire allotment of skill points, noting your rank on your character sheet.

If you purchase a skill, even with a rank of 1, you get a specialization for free. If you look at the skill descriptions in **Chapter 8: Skills** you will notice that each skill has a list of possible specializations that your character could choose from. A specialization grants you a +1 bonus to your skill check when using the skill for that particular area. The list of specializations

BACKGROUND FEATS

If you have any character points left over, you can spend them on background feats (limit 2 feats per character). These are feats that add flavor and personality to your character. These feats are a one time offer at character creation and should make sense with your character concept.

ALERT (FEAT 1CP)

You are more aware of your surroundings than normal. Gain a +2 bonus to all Listen and Spot skill checks.

AMBIDEXTERITY (FEAT 1CP)

You can use either hand equally well. You do not suffer the normal -4 off hand penalty when using two weapons during combat.

ARTIST (FEAT 1CP)

You are very creative. You gain a +2 bonus to Craft and Perform skill checks.

ATHLETIC (FEAT 1CP)

You are very athletic. You gain a +2 bonus to Climb and Swim skill checks.

ATTRACTIVE (FEAT 1CP)

You are physically attractive to people of your own race. You gain a +3 bonus to Bluff and Diplomacy skill checks when dealing with members of your own race.

BRAVE (FEAT 1CP)

You are stout of heart and can face danger with a head on attitude. You gain a +4 bonus to Will saves against fear or terror related elements.

CAREFUL (FEAT 1CP)

You make sure that you have all preparations made and the proper steps laid out. You gain a +2 bonus to Craft and Repair skill checks.

CITY HOME (FEAT 1CP)

You have spent almost all your life in the city or other larger urban areas. You gain a +3 bonus to Gather Information and Move Silently while in large urban areas.

DECETFUL (FEAT 1CP)

You can disguise the truth in more ways than one. You gain a +2 bonus to Disguise and Forgery skill checks.

DEFT HANDS (FEAT 1CP)

You have practiced your manual dexterity and gain a +2 bonus to Sleight of Hand and Use Rope skill checks.

EDUCATED (FEAT 1CP)

You have had training in various forms of education. You gain a +2 bonus to two different Knowledge skills.

FOREST HOME (FEAT 1CP)

You have spent most of your life in the forest. You gain a +3 bonus to Move Silently and Survival skill checks when in the forest.

GIFT OF TONGUES (FEAT 1CP)

You have a talent for learning languages. You gain a +2 bonus on Decipher Script skill checks and 2 free ranks in a Language.

HEADSTRONG (FEAT 1CP)

You are sure of yourself and strong willed. You gain a +1 bonus to your Willpower saves and a +2 bonus to Intimidation skill checks.

INFLUENCE (FEAT 1CP)

You are well known in certain circles and can push this influence when needed. You gain a +2 bonus to Intimidation and Diplomacy skill checks.

MAGICAL APTITUDE (FEAT 1CP)

You have trained in magic and found that you have a knack for it, even above others who have trained with you. You gain a +2 bonus on all Knowledge: Arcane and Rune Device skill checks.

MECHANICALLY INCLINED (FEAT 1CP)

You seem to have a knack for knowing how mechanical things work. You gain a +2 bonus to Disable Device and Open Locks skill checks.

MOUNTAIN HOME (FEAT 1CP)

You grew up in the mountainous areas that surround the valley. You gain a +3 bonus to Climb and Survival skill checks while in the mountains.

NEGOTIATOR (FEAT 1CP)

You have discovered that you have a knack for sensing the truth and swaying people's attitudes. You gain a +2 bonus on all Diplomacy and Sense Motive skill checks.

NIMBLE (FEAT 1CP)

You are very nimble and easily bend your joints beyond the normal range. You gain a +2 bonus to Escape Artist and Sleight of Hand skill checks.

NURTURING (FEAT 1CP)

You have a touch at taking care of the sick and hurt. You gain a bonus of +2 to Healing and Knowledge: Herb skill checks.

PERSUASIVE (FEAT 1CP)

You are a smooth talker and natural at convincing people. You gain a +2 bonus to Bluff and Diplomacy skill checks.

PLAINS HOME (FEAT 1CP)

You grew up on the wide open fields either within Everstone or to the south. You gain a +3 bonus to Hide and Survival skill checks while in rolling tundra, fields, or plains-like environment.

RUGGED (FEAT 1CP)

You are tough and have good endurance. You gain a +2 bonus to Survival skill checks as well as a +1 bonus to Fortitude saves.

SEA HOME (FEAT 1CP)

You grew up around water vessels and are at home around large bodies of water and the craft that sail upon them. You gain a +2 bonus to Climb and Swim skill checks.

SELF-SUFFICIENT (FEAT 1CP)

You are used to having to fend for yourself in a harsh environment. You gain a +2 bonus to all Heal and Survival skill checks.

SHARP-EYED (FEAT 1CP)

Not much escapes your notice. You gain a +2 bonus on Search and Sense Motive skill checks.

STEADY (FEAT 1CP)

You are sure footed. You gain a +1 bonus to your Reflex saves and a +2 bonus to your Balance skill checks.

STEADY HANDS (FEAT 1CP)

You have extraordinary manual dexterity. Gain a +2 bonus on all Disable Device and Forgery skill checks.

STEALTHY (FEAT 1CP)

Your training has made you good at avoiding detection. You gain a +2 bonus to all Hide and Move Silently skill checks.

TRICKY (FEAT 1CP)

You are quick of wit and cunning of word. You gain a +2 bonus to your Bluff and Gamble skill checks.

TRUSTWORTHY (FEAT 1CP)

You come across as somebody to be trusted. You gain a +2 bonus to all Diplomacy and Gather Information skill checks.

is not complete and Game Masters may allow other specializations not listed within reason.

STEP 6 - SELECT FEATS

Game Masters who want to use feats from other d20 games can by have characters acquire them as outlined in the *Players Handbook*. Feats cost 2 character points each.

STEP 7 - CALCULATED VALUES

After you have your class and purchased your attributes and skills you are ready to perform the finishing calculations.

BASE ATTACK BONUS

You have a Base Attack Bonus that decides how well you strike in combat. As a base, you get the Base Attack Bonus listed on the Class Advancement Table. If you have purchased the attribute Attack Combat Mastery, this bonus increases by the number of ranks purchased. Remember that if you increase your rating to +6 or higher you have multiple attacks (see Rules section page 162).

BASE DEFENSE BONUS

Your Defense bonuses start with a base equal to your Dexterity ability modifier. Onto this you add any bonuses you get from the Defense Combat Mastery attribute.

HIT POINTS

You are allowed to roll a hit dice and add your Constitution modifier for every level that you have acquired. If you have any ranks in the Damn Healthy attribute you may even have more.



BESM COMBAT SKILLS

Those of you who are familiar with the BESM d20 game will notice that the Everstone game has removed the Combat skills from the available skills. If you are using a character from BESM, this is not a problem. Go ahead and use the combat skills your character has, but Game Masters should be warned that such characters are a bit more unbalanced for Everstone. As an alternative, Game Masters might simply grant the character back his or her skill points and ask them to place the points in another skill as desired (the Rune Device skill would be the most useful for this setting).

D20 RULES CHANGE

In a typical d20 game characters add their Dexterity ability bonus to their ranged attacks and their Strength ability bonus to their melee attacks. In the BESM d20 game this is not the case. Neither of these abilities add their bonus to combat, other than Strength adding to damage with melee and other muscle powered weapons as normal. This is due to the fact that armor is handled differently.

Hit points are a representation of your fatigue and endurance. As you are wounded in combat, it will reduce your hit points until you have none left. After your hit points are gone, damage is taken from your Strength. This is bad, because Strength points only heal at a rate of 1 point per day.

ENERGY POINTS

You have a number of energy points equal to your energy dice roll plus the lowest modifier out of either your Intelligence, Wisdom, or Charisma, each level. This may increase if you have purchased the Energy Bonus attribute. Energy points are a representation of your ability to channel magic, both outward and inward. As you use abilities which call upon your inner energy, you drain these points. Once these points have been drained altogether, you cannot use attributes which require you to spend them. You recover energy points at a rate of 1 per level, per hour (i.e. 5th level character recovers 5 per hour).

SAVES

You need to calculate your three saves. Your base save for Reflex is your Dexterity modifier. Your base save for Fortitude is your Constitution modifier. Your base save for your Will is your

Wisdom modifier. This is again increased as you go up in levels as shown on the Level Advancement Table. If you purchase either the Fortitude, Reflex, or Willpower Attribute, increase the save bonus by the indicated amount as well.

Saves are a general reflection of your character's quick reaction (Reflex), health (Fortitude), and mental strength (Will). Game Masters may require you to make a check and add the relevant save bonus. If the check is greater than the difficulty they set, then your character succeeded. If not, then they failed.

SKILLS

To derive your final bonus for your skills simply add your skill rank to the skill's key ability modifier. If you have any racial bonuses or other special bonuses note this in the miscellaneous column in the skill box and modify your final score as appropriate.

ATTRIBUTES

Make a list of your purchased attributes on your character sheet. Try to give a shorthand version of what your attribute does so that you can easily reference what it is capable of.

SPEED

A character's base speed is derived from their Dexterity ability score. Medium size creatures have a base speed equal to their Dexterity multiplied by 3. This rating is a number of feet the character can move without suffering limitations or penalties. Small characters multiply their Dexterity by 2 and large characters multiply their Dexterity by 4. See the combat section of **Chapter 10: Rules** for more details about movement.

LANGUAGE

Each character can automatically speak and write their racial language (even if there is more than one form, such as the O'grom's Stone Script and Wind Speak) for free. For characters to know more languages they must spend skill points on the Speak Language skill (page 127).

STEP 8 - EQUIPMENT

The equipment you pick for your character is very important. Like your attributes, abilities, and skills, your equipment helps define what you are capable of doing. Your equipment can come from different sources and is up to you to give it the details of how you got your hands on it. You get 2,500 silver guilders per level to start with. Thus, if you start as third level you have 7,500 silver guilders to purchase your equipment. Note that this is simply equipment value; this is not money you can store away. If you do not spend it during character creation, you lose it. This

d20 RACES

There are a plethora of races to choose from in various d20 products. It is completely feasible for these races to be present on Lannith. The world of Lannith is huge and thousands of races are still in hiding or on the verge of extinction. Player characters could easily represent the few wanderers or "scouts" that have been sent by his or her tribe to find help for their people. Approach the Game Master with your idea of how the race would fit into the wild lands and how they survived the Night of Terror. Typical d20 races, such as half-orcs and gnomes, are found in the BESM d20 book.

HIT DICE & ENERGY DICE

Instead of being assigned a hit dice by character class, the Everstone game assigns hit dice by race or more specifically by race size. Particular hearty or weak races may have their hit dice increased or decreased by 1 step.

Race Size	Hit Dice
Fine or Tiny	d4
Small	d6
Medium	d8
Large	d10
Huge	d12

Likewise, each race as an energy dice type as well. This dice type is a reflection of the races power in magic. Usually if the race has magical abilities, it is strong in magic (d8). If the race is averse to magic, such as the dwarf in a typical d20 game, they will have a weak rating (d4).

Magic Strength	Energy Dice
Very Weak	d4
Mediocre	d6
Strong	d8
Very Strong	d10
Powerful	d12

equipment is stuff that you have acquired over your life and may be loaned out to you by the Guilds, Merchant Houses, Temple of the Ancients, or even stolen. You define how you came across your equipment in your character's background. Equipment you can purchase is just about anything you can afford, although Game Masters may bar specific pieces of equipment based on the campaign setting.

STARTING SILVER

The guilders used for equipment cannot be turned into currency. Thus, you have 200 silver guilders in coin per level, to begin play with. This should purchase you a few nights at a local tavern, allowing you to buy food and support yourself until you find some way to bring in more.

EXAMPLE CHARACTER

After browsing through the classes and races Greyson has decided to play an Everstonian Border Marshal. His Game Master decides this would be fine, and informs Greyson that he is running a story that would allow for a starting character of third level. After going through all the steps his character looks like this.

FALCO GRIMSHAW

ABILITIES

Strength: 14

Dexterity: 16

Constitution: 16

Intelligence: 10

Wisdom: 10

Charisma: 12

Background Feats: Alert
(grants +2 bonus to Spot and Listen skill checks).

CALCULATED VALUES

Hit Points: 38

Energy Points: 23

Speed: 48'

Fortitude Save: +4

Reflex Save: +4

Will Save: +1

Attack Bonus: +4

Defense Bonus: +4

Initiative: +3

SKILLS

Climb (natural surface) 3 ranks (+5)

Handle Animal (gintii) 3 ranks (+4)

Hide (skulking) 3 ranks (+6)

Listen (awareness) 4 ranks (+4)

Move Silently (soft step) 3 ranks (+6)

Rune Device (weapons) 6 ranks (+6)

Spot (ambush) 3 ranks (+3)

Survival (tracking) 3 ranks (+4)

ATTRIBUTES

Attack Combat Mastery (2 ranks)

Armor Proficiency (1 rank)

Charge Bloodstone (1 rank)

Cover Tracks (1 rank)

Damn Healthy (1 rank)

Defense Combat Mastery (1 rank)

Favored Enemy: Roogadin (1 rank)

Favored Terrain: Forest (1 rank)

EQUIPMENT

Breastplate

Magi War Blade (armor
puncture 1)

Rune Glaive (striking
1)

Thunder Pistol

Starting Wealth: Being third level, Falco gets 200 silver guilders multiplied by 3 for a total of 600 silver guilders to start play with. This should be enough to tide him over until he can find a way to earn more.



THE ORACLE SETS SAIL (part 1)

Kelden heard the doors close with a reverberating boom and then listened to it echo into the far corners of the great hall as it eventually faded to nothing.

He stood by himself at ease. His hands clasped behind his back. Around him great red granite pillars rose to incredible heights where they arched overhead, the dim glow of rune lanterns cast an even light throughout. From the great pillars, tapestries hung, depicting the battles of not so long ago. Kelden imagined the hall filled with all the most powerful. The Arch-Magi, the Masters and even the Sovereign himself, after all this was the great hall where the Senate would meet. On the first day of the year all such Magi came to Castle Storm to council and debate the upcoming year and the best course that would hopefully see them through yet another passing of seasons.

Now the hall sat empty. It was almost as if the silence could be heard. So it was that Kelden could not help but be startled when a voice came from behind him. His hand went instinctively to his war blade at his side, finding that it was not there.

Turning he was surprised to find that he had not only one visitor but two. At first, Kelden thought that the man standing before him was yet another Magi come to escort him to yet another chamber. For the man was youthful at first glance, but if one looked into his eyes, they would quickly see that the age there was well beyond appearances. The second arrival was even a bigger surprise. A woman. Although there were many women within the ranks of the Magi, there where only a few who made the Sun Magi's heart skip a beat as it did now.

"Shandra!" Kelden half expected the woman to deny the name, after all what would a Lore Hunter being doing here, at Castle Storm.

"Hello Kelden, imagine seeing you here." Her light smile showed that there was no surprise whatsoever in this chance meeting.

"Kelden Marque, allow me to introduce myself." The tall Magi seemed to be looking straight through the soldier. "I am Tullus Marcius and this, as you well know is Shandra, she speaks very highly of you."

There was a long pause as the Sun Magi and Lore Hunter sat with their gazes locked. It was the Sovereign Magi who broke the silence.

"Storm Captain Gresgurn also speaks very highly of you. It seems you have made the rank of Captain well before most." As Tullus talked, he walked about the Magi soldier as if assessing him, but Kelden kept his eyes locked with the dark haired beauty that stood resilient before him. "You have shown courage beyond compare, have single handedly dispatched a raiding party of Roog, and the list goes on and on."

By the time Tullus had made a full circuit about the two, he came to a halt, standing this time between them.

"I'm sorry. Did I miss something? It seems you two may have a few issues that I do not know about." The silence wore on and it was clear that the Sovereign Magi was not going to simply push the subject aside. It was Shandra who spoke first.

"I may have forgot to mention a few things."

"Forgot to mention a few things! You call leaving me behind in Cinder, high and dry while you run off with my best friend, a few things!" In his anger Kelden simply ignored the Sovereign Magi's presence.

"I had little choice, I was heading....."

"Little choice? How much of a choice did you have when you took my best rune blade and sold it? You know how much that took me to get back? Ya, I didn't think so...."

"Please!" Tullus held out his hands, calling for silence. "I have not asked you here for a match or a debate of some relationship gone askew."

"Shandra, you told me nothing of any kind of animosity towards one another." The Sovereign crossed his arms and looked sternly to the woman.

"It was never....askew to me. He's the one with the problem!" To this, Tullus held up his hand to keep the Sun Magi from bursting out again. "Besides, you asked me who I trusted to see me through this. I simply said Kelden. I didn't say he would do it." Shandra got that little girl look to her again. Like she had been caught in one of her stories.

The Sovereign looked off into the distance, as if trying to draw up a new tactic to a loosing battle. He then turned his attention to Kelden.

"Son I have no idea what kind of relationship you have had with this woman, or what went wrong. But we need to get past it and put it behind us. We have matters that go well beyond our personal lives to discuss. Do you understand?" Tullus had a tone, like he was not expecting anything but the answer that he wanted.

Kelden took a deep breath. Realized what an insolent and childish soldier he must have appeared to be. Here he was standing before the most powerful Magi of the Guilds, summoned for who knew what, and he was arguing about a few lost coins. He had gotten his sword back, that was the important thing, right?

"Sorry sir. My behavior was not called for." Kelden decided to look away from Shandra, perhaps if he just pretended the beautiful woman was not there, this would be easier. "What is it you have called me here for? If I may ask."

With that, the Sovereign Magi called the two into a private chamber. It seemed that Shandra had arrived a few days earlier and had already a good idea of what was going on. Within a small study the Sun Magi was told of strange happenings.

"Before the Night of Terror, only a few know that there was a distortion throughout the flows of magic. It is not known how long this distortion went on, or to what extent. You see, every year, on Springs Awaken, the first day of the month, the lava flows rise, the magic is at its strongest and those who have the skill can easily sense this." Kelden only nodded in understanding. He could feel the flux of magic well before and after the first day of the year. It had been one of the stranger sensations since he had become a skilled spell casters. Tullus continued.

"And so it goes every year, but this year is different, there is a change. This distortion can only be felt by the most powerful, it is slight, but it is there. I think that only I can feel this distortion building. Soon my Arch-Magi will sense it. Do you know what this means?"

Kelden did not have to think long.

"Another night of terror." His answer was a whisper. His voice loosing strength as he felt his heart skip a beat. He looked up and saw that Shandra was not surprised. She already knew. What was going on here?

"Yes, another night of terror. You see something happens at the peak of these distortions. I have my own speculations." He paused for a moment and then continued. "You know the story behind the Fey? It is not so unlike that. Perhaps our world borders on another world. Like the Dreaming, the Fey tell us of. Maybe we border countless worlds, who is to say. But I know this, the distortion heralds only ill. Perhaps at its zenith a gateway opens between our world and that of the Hollow Lords" He trailed off, watching for Kelden's reaction. Trying to judge if he should go on.

"I have called upon the services of Shandra for a reason. She is skilled at finding things. She has a knack for lore and putting the puzzle together as you might say. When she sets out to find an artifact, she finds it."

To Kelden's surprise, the Lore Hunter did not appear smug, but actually seemed worried. Giving him a pleading look, as if she feared he would simply ignore the warnings. How could he?

The Sovereign Magi continued.

"These skills will prove vital in the role I have placed upon you, but she needs a protector. One who will see her through to the end. She has chosen you, and what little investigation I have done, says she has chosen wisely." Tullus placed a hand of approval on the Magi's shoulder. As if he was a father asking a favor of a son.

Kelden was a bit confused. "And what is it that you would ask of us?"

"I ask no easy task. You see, I can give you your own ship, even a small crew of your own choosing. But my resources only extend to what is within the valley walls." Kelden could see that even the Sovereign Magi was having a hard time finding the words. In the end he simply gave it to him bluntly for which the Sun Magi was grateful.

"You see, we may only have a year, perhaps more, but we may have much less. You, Shandra, and whatever crew you choose, must find the source of this distortion. Leave the valley, follow whatever leads Shandra can find and figure out what caused this madness in the first place. Find it and hopefully stop what we know we cannot survive. A second night of terror!"

Shandra and Kelden stood watching out over the floating docks. Their ship had been finished almost three days ago. It was no wonder, Kelden thought, these Gavown seemed to be able to build an entire land ship in only a matter of minutes. Or so it seemed at the speed they hustled about the flying shipyard. Kelden had never been to the sky-hold of Tarot and he was amazed at the things he had never before seen. Small Golem constructs that were used for moving cargo, how a gunners cockpit was put together and even the making of a titan crusher cannon.

They had spent much of the last week putting together a crew and even now the Sun Magi questioned his own approval. Most were people who Shandra knew or had heard of.

Galadan was one that Kelden had chosen himself. An ex-Shadow Magi who had decided he liked flying ships more than he liked playing spy. He had retired from the Guild and even though he seemed to take nothing very seriously, he was one of the best flyers and gunners that Kelden had known. Who knew if all the exploits he boasted of were true or not? Kelden had seen him fly when it counted, and that was all that mattered.

Runder was a good choice. He was a down to earth Gavown who seemed to have his head on straight. The fixer could make almost anything work, and work better than it had before it was broken. Or so Galadan had said. The Moon Magi were sorry to see their foreman go, but with the backing of the Sovereign Magi, they knew that complaining would do them little good.

Wuunlun was a bit strange. Kelden had not spent much time around an O'grom and he was a bit alien for his liking. Shandra had said the merchant had traveled to many lands and seen much. Something that would be very valuable, but the Sun Magi was not so sure what kind of help the O'grom would be in a fight, or where his loyalties lie if tested. It was said that the O'grom were fast allies to Everstone, but he had never seen one on any of his battlefields. What use was an ally who did not show up for a fight?

Gazdena was probably the least likely crew member. But when Kelden had given her more than a few names of likely Moon Magi who would fit the bill, Shandra had put her foot down. Gazdena supposedly knew her way around magic like a Gavown knew his way around a Golem. That had been their only big fight and it had been right in front of the Sorceress. Gazdena knew that Kelden had no patience for "hedge magic" and she simply shook her head as if to think he was ignorant. Who was she to think him ignorant? Just a few weeks ago he had been out spilling the blood of enemies on the battlefield to protect her, and where was she? Probably in playing with beakers and dead rodents.

The last of their crew and a constant companion to the Sun Magi was Grinder. A towering War Golem who had seen more than one battle with him. Kelden had been the Golems first assignment and sometimes Kelden felt more at home with the mechanical friend than he did with living people.

"The Oracle!" Shandra declared.

"The Oracle? What kind of name is that." Kelden did not agree with her choice of name for their new ship. "Why not something like Wind Blade or Battle Seeker?"

"Because I like Oracle. We shall be that which seeks wisdom and guidance. And I am the captain. That's why." Shandra turned and walked away. Kelden simply grew angry. Thinking of something to get the last word in. He called out after her.

"You just remember, you touch my sword and there will be.....I'll be very angry!"

CHAPTER 6

RACES OF EVERSTONE

There are many races that inhabit the world of Lannith. Although I have seen many, it is only a small drop in an ocean that seems infinite. Where and how these races came about is as varied a tale as there are races themselves. Each has an idea, many look to the theology that they came from the gods that they worship. Children of sorts. Do not look to me for any answers, I have found that as I hear more, I know less. But it does not keep me wondering where the people of Lannith really came from. Are we simply like the beasts? A few sages have come to the ridiculous conclusion that we are nothing more than the descendants of animals. Perhaps we once knew maybe it is within our grasp to know these things again.

-Wuunlum, O'grom merchant of the Wind Caste-



Within the following pages we have provided some of the more common races found throughout the Everstone valley. There are many more races that we do not mention, such as the Fey Trolls, the Shone, the Kamshoon, and others. These races will be covered in later books as we shed more light on the world of Lannith in later supplements.

RACIAL DESCRIPTION

Select a race for your character as described in the *Player's Handbook*.

Personality: A general overview of the typical mindset of the race. This is not a rule, but a guideline. Characters can deviate by a wide margin.

Physical Description: A rough outline of what the race looks like, such as average height, weight, and coloring.

Relations: How well the race gets along with other races as a whole. Characters often break these boundaries, becoming more open and accepting as they experience the world.

Religion: Most cultures have a widely accepted belief of life and death, as well as commandments and beliefs. Most races within the Lannith world are accepting of one another's beliefs.

Language: Although the Trade Tongue (that language spoken by Everstonians) is becoming the most common language among those races that trade with the merchants of Everstone, each race still has its own language they take pride in. Characters get their own racial language for free. Characters may substitute this out if the character has special circumstances, such as being raised by another race.

Names: For many players, giving their character a name is the hardest decision of all. As a guideline for each race, provided are a few sample names that would be found within that race's culture.

Racial Traits: This is gaming information that applies to the character, such as ability modifiers, hit dice type, etc. Apply all of the listed game data to your character.

Racial Attributes: Just like a character can purchase class attributes each level, they have the option of spending their character points on racial attributes from their own race. These racial attributes can be ignored if the character is not interested in practicing the natural talents these attributes represent. These attributes follow the same rule as class attributes in that you can only develop one rank per level at a time.

EVERSTONIAN

Although there are clues pointing to hundreds of races in ancient times before the Night of Terror, there is evidence to show humans greatly outnumbered them. Even today, it seems that the human ability to adapt has served them well. For among those few nations who have had the strength to rise up, the humans seem to be of the majority. The Magi of Everstone, the Knights of Shone, the Summoners of the Adone, and the Mords of the Glacier Mountains have all descended from human stock.

Even though humans seem to be in the majority of these surviving populations, this is not true everywhere. It is said that seeing a human in the Glass Plains of the O'grom is a rare sight, and that the Eldorn who live to the far south will slay a human out of some deep enmity that resides between the two races.

Personality: Everstonians seem to be very adaptable to most situations. They are resourceful and have an affinity for magic. Everstonians may seem to come across as being selfish, but many have a strong sense of racial dedication and survival as a whole. Many Everstonians do not think twice about sacrificing themselves to save others. But this is not always the case. They are friendly towards strangers, easily giving their trust, but once that trust is broken it is said that there is nothing longer than an Everstonian grudge. They are driven to an amazing extent. Once an Everstonian puts their mind to something there is not much they will allow to stand in their way.

Physical Description: On average, Everstonians stand anywhere from five feet to six feet tall and weigh between 125 to 225 pounds. Everstone men and women seem to be comparable, although men tend to be a bit taller and larger. Everstonians have a darker complexion with the usual brown eyes and brown or black hair. This is the strongest argument that proves Everstonians come from the south, as most human stock of the north, such as the Shone and the Mords seem to have lighter complexions and fair hair color.

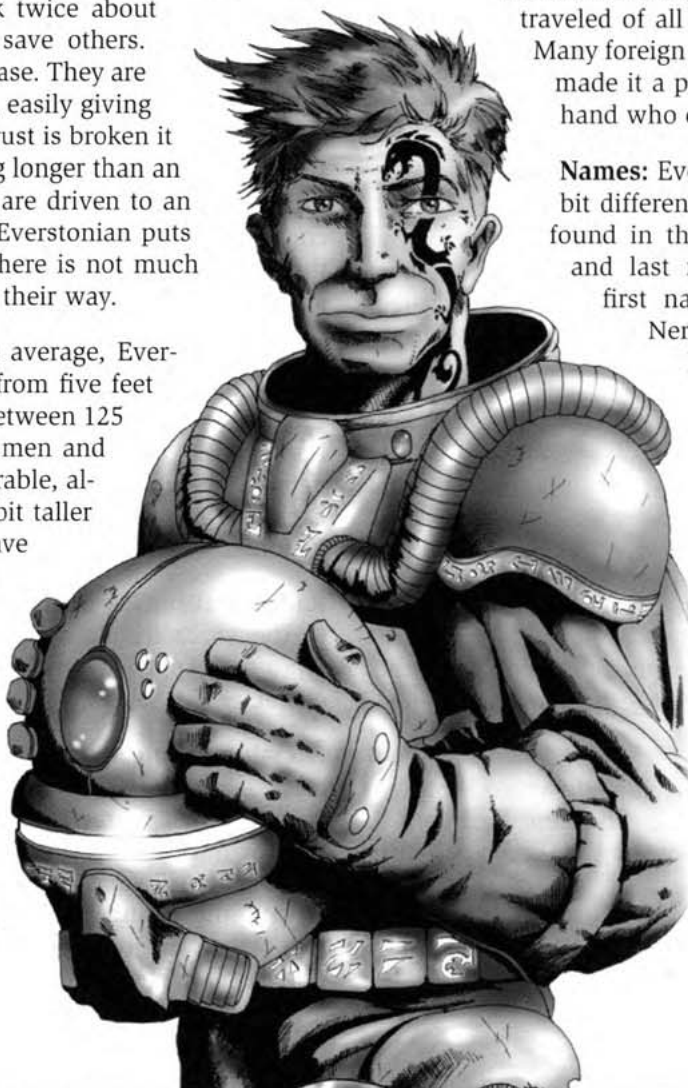
Relations: Everstonians are notorious for their attempts at building relations with the other realms. They greet all others with trust and honor in an attempt to open trade relations. It is this single factor that has made Everstone the center of commerce in the newly awakened world.

Religion: Ever since the gods turned away from the Everstone people on the Night of Terror, many have barely given lip service to any kind of divine entity, new or old. But as of late, the Temple of the Ancients has found a strong following that is beginning to get larger. It seems the old gods have begun answering prayers. Many Everstonians have once again allowed themselves to believe that there are superior powers watching out for them. Thus far, the Temple of the Ancients has restored a few of the forgotten faiths.

Magic: Everstonians all have an innate ability with magic. This may be in the form of simply focusing their magic (see racial characteristics below) or as complicated as forming magical spells.

Language: Everstonians speak a language they call Othian. This language has become what many have dubbed the "Trade Tongue" because of its use by the Everstone merchants who are by far the most traveled of all the other races of Lannith. Many foreign ports, even the Adone, have made it a point to have a translator on hand who can speak Othian.

Names: Everstonian names are quite a bit different from those human names found in the north. They have a first and last name. Examples of male first names are Greggon, Jullius, Nerro, Maximus, Commodus, Proximo, Falco, Quintus, Lucius, and Marcus. Some female first names are Lucilla, Cassius, Janus, Rebbekah, Allayha, Sarah, Isabella, Octavia, and Galeen. Examples of last names are Aurillias, Vesta, Gracchus, Hostilius, Cornelliis, Roscius, Fabius, Crassus, Cato, Scipio, Brutus, Cincinnatus, Coriolanus, and Bernus.



EVERSTONIAN CHARACTERISTICS

Size: Everstonians are medium size. They multiply their Dexterity by three to derive their base speed.

Extra Character Points: Everstonians gain 2 extra character points at 1st level.

Extra Skill Points: Everstonians gain 4 extra skill points at 1st level.

Hit Dice: Everstonians use a d8 to determine their hit points.

Energy Dice: Everstonians use a d8 to determine their energy points.

Focus Energy: The Everstonians can focus their inner magic to increase hit points, raise attributes, or for lucky rolls. By spending five energy points they can "temporarily" increase an ability score by one, increase hit points by two, or re-roll a check (attack, defense, skill, ability, or save).

FEY

It has only been twelve years since the Magi turned over Mosstone Forest to the Fey, and although many Fey nobles are rumored to be strict traditionalists, it is the nobles who have taken the first steps in an attempt to integrate with the Everstonians.

The males and females of Fey nobility are very different in name and ability. Males are called Sylphs and females are referred to as Nymphs. The Sylph is the manifestation of nobility, honor, and responsibility. The Nymph leans towards playfulness, lust, and whimsy. However, many young Sylphs have dared to break from the tradition of their elders and proven that they can be just as chaotic and adventurous as their female counterparts. Accordingly, many

Nymphs have begun to find their way out of Mosstone and are just as readily taking to the life of the Everstonians as their male half.

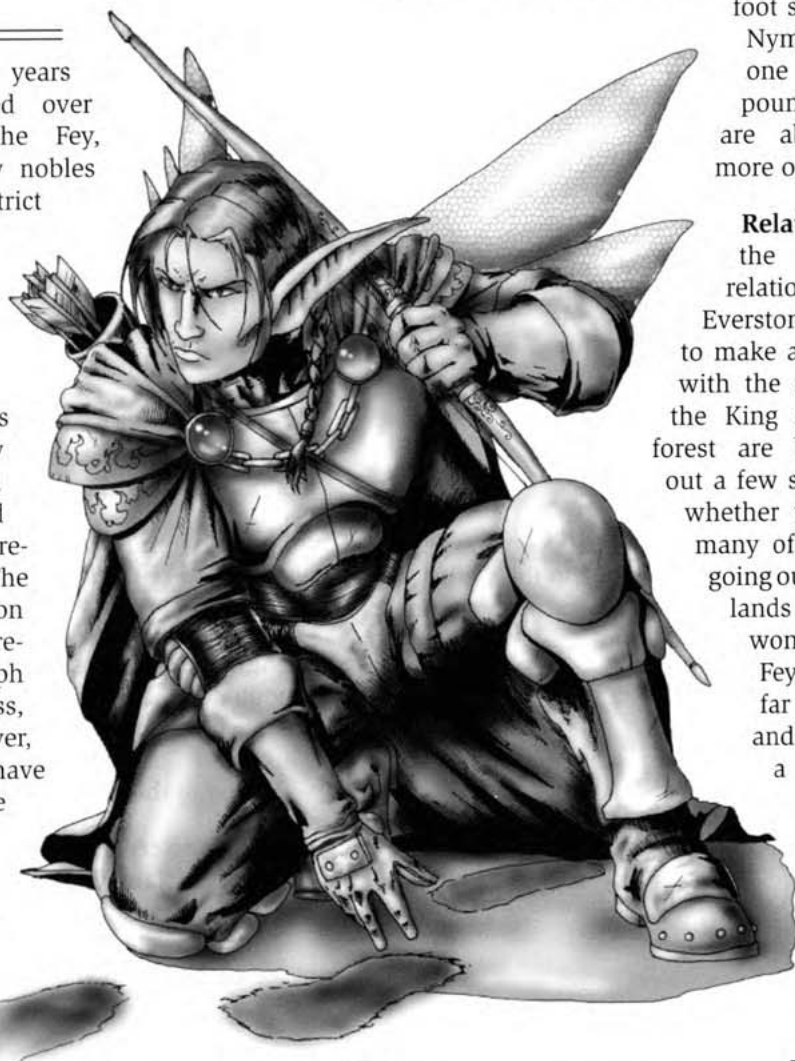
Personality: Sylphs and Nymphs have personalities that are as different as night and day. Sylphs usually take everything very serious and make no rash decisions. They are logical and most enjoy a good challenge of the intellect. Nymphs on the other hand are more physical, friendly, and thrill seeking. Both are courteous and practice proper Fey etiquette that is legendary among the other races.

Physical Description: It is said that if the Fey are truly from the dream realm; the Nymphs must be the manifestation of every man's lust for they are of perfect body and a single smile has the ability to turn the will of even the most resolute of warriors. Accordingly, the Sylphs are handsome and regal. Nymphs walk with a seductive gait, whereas, the Sylphs walk with self-assurance and command. Both are a slight race, as tall as humans, but much lighter of build. The Fey are readily picked out of any crowd for their pale complexion, light blond hair, and their mesmerizing blue or green eyes. Sylphs stand five and a half feet to six and a half feet tall, whereas, their counterparts are usually a half a

foot shorter. The average Nymph weighs eighty to one hundred and thirty pounds while the Sylphs are about fifty pounds more on average.

Relations: Thus far, the Fey have built relations with only the Everstonians, but have yet to make any official standing with the other races. Slowly the King and Queen of the forest are beginning to send out a few scouts, and it seems whether they like it or not, many of the young Fey are going out among the various lands and bringing back wondrous tales. Many a Fey have traveled to the far off land of Shone and it is said that quite a few smaller Fey settlements within those lands can now be found there.

The Fey have no love of the Adone because



they have discovered many Adone hunting parties along Mosstone's border, attempting to catch faeries and other small Fey creatures for their flux boilers and other evil devices that rely on highly magical creatures. Most Mosstone guardians slay Adone outright, but hold their actions when on Guild owned lands, respecting the wishes of the Sovereign Magi's laws.

Religion: The Fey see their King and Queen as immortal aspects of everything they hold sacred. All Fey, without question, believe that upon dying they simply fade into the Dreaming from where they will be born again into Fey.

Language: The Fey speak their own language, Faerie, named after the land from which they come. Fey are masters of languages and can learn a new tongue almost overnight if they put a little effort into it. They have such a gift for languages that they can even learn the language of animals.

Names: The Fey have long winded names that are usually turned into nicknames by their friends and family. Example male names include Villoron, Sansivolle, Gendelfion, Norvious, and Cistandur. Female names include Susannora, Destrie, Jendora, and Amoreon.

SYLPH RACIAL CHARACTERISTICS

Ability Modifiers: Sylphs receive a +2 to their Wisdom and Charisma, and a -2 to Strength and Constitution. Sylphs are very quick of wit and their demeanor demands respect, but they are not as physically capable as an Everstonian.

Size: Sylphs are medium size. They multiply their Dexterity by three to derive their base speed.

Hit Dice: Sylphs use a d8 to determine their hit points.

Energy Dice: Sylphs use a d10 to determine their energy points.

Low-light Vision: Sylphs have low-light vision that allows them to see twice as far in shadowy light as normal.

Slow Aging: Sylphs age very slowly. They reach adulthood at the age of twenty and then continue to live as such for up to five hundred years. Even when they are almost ready to pass on into the Dreaming they appear to be in the prime of their young adult lives.

Language Mastery: Sylphs can learn to speak the language of any land bound forest animal. However, the language of animals is usually simple and very limited in what can be communicated. It costs one character point for each type of species learned.

NYMPH RACIAL CHARACTERISTICS

Ability Modifiers: Nymphs receive a +2 bonus to Dexterity and a -2 penalty to Strength and Constitution. Nymphs are nimble and quick, but they are not as strong or physically capable as Everstonians.

Size: Nymphs are medium size. They multiply their Dexterity by three to derive their base speed.

Hit Dice: Nymphs use a d8 to determine their hit points.

Energy Dice: Nymphs use a d10 to determine their energy points.

Fey Beauty: Because of their seductive nature and beautiful appearance, Nymphs get a +4 bonus to Seduction and a +2 bonus to Bluff.

Low-light Vision: Nymphs have low light-vision that allows them to see twice as far in shadowy light as normal.

Slow Aging: Nymphs age very slowly. They reach adulthood at the age of twenty and then continue to live as such for up to five hundred years. Even when they are almost ready to pass on into the Dreaming they appear to be in the prime of their young adult lives.

Language Mastery: Nymphs can learn to speak the language of any land bound forest animal. However, the language of animals is usually simple and very limited in what can be communicated. It costs one character point for each type of species learned.



RACIAL ATTRIBUTES

Both the Sylph and Nymph can choose to spend character points on the following racial attributes, either at character creation or later on as they choose.

DREAM WALKING

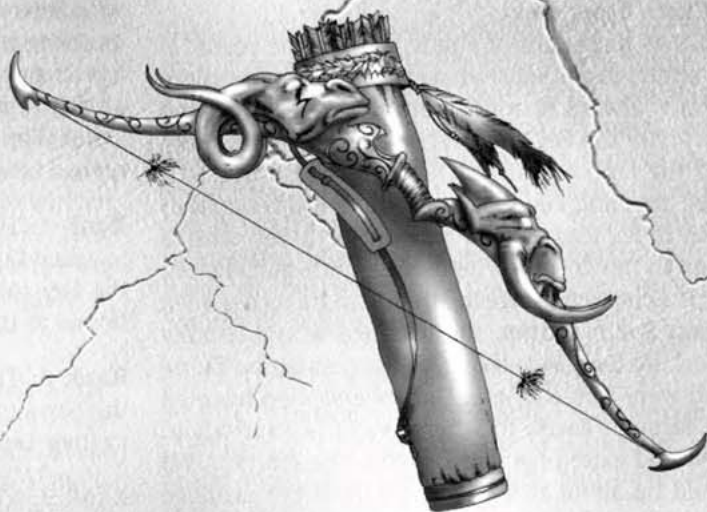
Racial: 1CP/rank

Energy Cost: 3/per rank

The Fey say that between their home realm of Faerie and the realm of men, there lays an "in-between" place termed the "Dreaming". When people sleep, they send their thoughts, hopes, fears, and wonderings into this realm where it then leaks through and directly affects the realm of Faerie. Most thought this only a fancy that the Fey believed in with no real truth behind it. But those who have seen what the Fey can do with this dream power have started to think otherwise.

Rank 1: When the Fey sleep they may use this charm to project their consciousness into the Dreaming, where they can seek out the dreams of those of whom they know the true name of. If the subject they are seeking is also asleep, they can enter the subject's dream and communicate with them via their dreams. The Fey can use this ability only once per night.

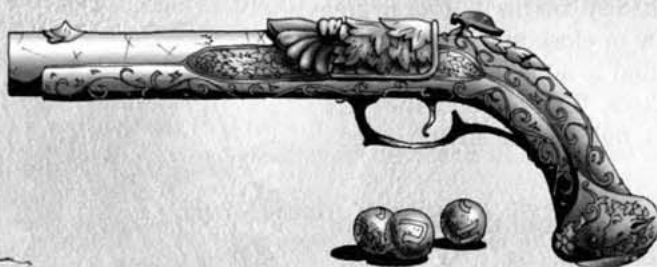
Rank 2: The Fey cannot only enter the dream of the subject but they may also modify and control the subject's dream in small ways. Depending on how the dream is altered, the subject of the dream may have no idea that the Fey has entered their dreams. The Fey will receive a +4 bonus to one of the following skills against that target for the next twenty-four hours; Bluff, Diplomacy, Intimidate, Seduction, or Sense Motive. Alternatively, the Fey can put the subject through nightmare sequences that cause them to have a restless sleep, and thus, makes them suffer a -1 penalty to all actions (other than combat) for the next day after they awaken.



FEY BOW

It was not until the Fey arrival in Everstone that the bow became an option. Today, the bow is seeing wide use among hunters and commoners everywhere, although they are not of Fey design and craftsmanship. **Cost:** 1,700 silver guilders.

Range: medium, **Base Damage:** 2d6, **Weapon Qualities:** magic*, muscle powered, two-handed. *Weapon is counted as a magic weapon if using arrows made by a Fey craftsman. These arrows cost 15 silver guilders apiece.



FEY DEULER

One of the Fey's strongest traditions is dueling, so strong in fact that the backbone of their law is based around "The Six Duels". The thunder pistol has been adapted and is now considered an alternate weapon to the Fey dueling sword. These weapons are for accuracy, as well as show. They are rare and only a few own them. They have to be specially constructed by a Moon Magi who is also an extraordinary craftsman of myth-stone. The weapon's runes are completely hidden under a leaf filigree and it fires only a single shot before needing to be reloaded. **Cost:** 2,500 silver guilders.

Range: short, **Base Damage:** 2d6, **Bloodstone:** 12oz, **Weapon Qualities:** accurate 4, magic. **Rune-Strings:** flaming/frost/shock (1), crushing force (1), inferno (1).

FAERIE DOOR

Racial: 1CP/rank

Energy Cost: 6/per rank

It is said that the realm of Faerie reflects the realm of Lannith, although it is somewhat smaller and more vivid. This realm is always near and can be accessed through doors that only the Fey can find. Time progresses more slowly in the land of Faerie. Distance is also not as it seems, for traveling between two points in Faerie takes much less time. This can be a boon for a Fey who is attempting to travel somewhere in Lannith quickly. For example, if a character were to attempt to travel between Harbor and South Harbor, the distance would usually take a week by foot. But, if one had access to the Faerie doors and went into Faerie at Harbor and then traveled overland through Faerie to where South Harbor would be located and exited back to Lannith, the entire travel time would be about two days (one third the distance and time). Of course, there is a very real danger to this type of travel for the Hollow Lord, Volo Gaunt, and his dark court, has taken the land of Faerie for himself. The King and Queen of the forest have declared Faerie off limits for the time being, but there are still many Fey (mainly the young and foolhardy) who pass between the realms. The art of finding doors is one that all Fey can learn, although some are much better at it than others. The Fey can only search for a door once every six hours and must spend the energy points to open the door. Finding a door back from Faerie to Lannith is automatic and can be located anywhere.

Rank 1: The Fey can find a door in areas not inhabited by or close to human settlements. They can find a door if they succeed in a Wisdom check (DC 20) and they are at least ten miles from an inhabited area.

Rank 2: The Fey can find a door in any forested area, as long as the forested area covers at least one acre and includes no tamed land (land with orchards, gardens, and the like). Make a Wisdom check (DC 15) to find the door.

Rank 3: The Fey can find a door anywhere, even inside a building, in a back room of an inn, or the bottom of an old milk drum. Make a Wisdom check (DC 10) to find the door.

WINGS

Racial: 2CP/rank

Energy Cost: 2/per rank

All Fey nobles have wings to some degree or another, whether they are large or small. These wings are magical in

nature, and when they practice using them they to grow a little more each day. Some Fey practice long hours with their wings and they can get as large and lustrous as those that belong to the Faeries. Although the Fey have wings, flight has a lot to do with magical influence and thus, flying causes an expenditure of energy points. When Fey expend the energy to fly, it will last for 1 scene.

Rank 1: The Fey's wings are not so fully developed as to allow flight, but they grant a boost when used. When the Fey summons this magic of flight they gain a +15 bonus to their Jump skill checks.

Rank 2: The Fey's wings are developing nicely. When the Fey summon this magic they can fly at a rate equal to their Dexterity.

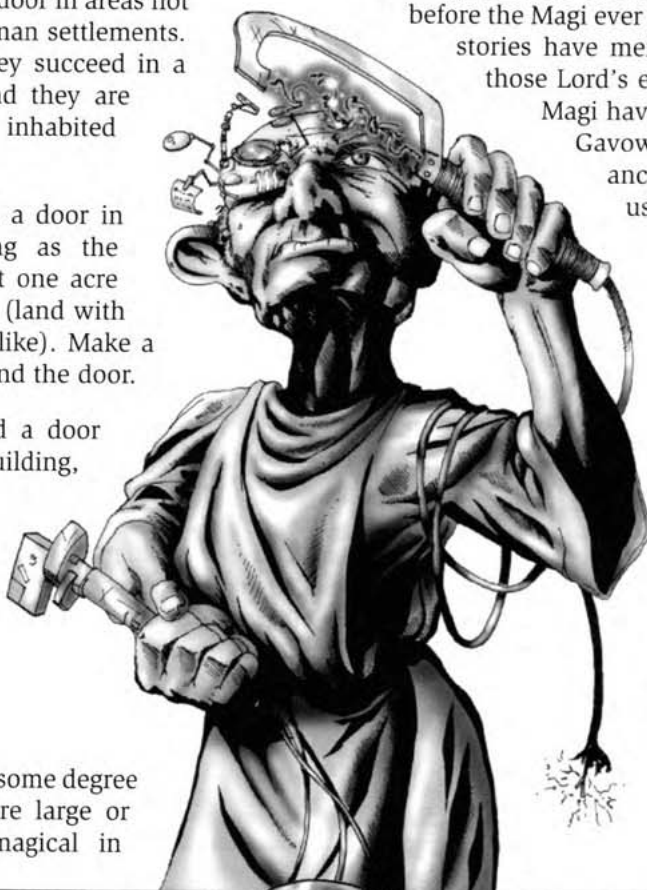
Rank 3: The Fey's wings are almost fully developed. When the Fey summon this magic they have a basic flying speed equal to their Dexterity multiplied by three.

Rank 4: The Fey's wings are fully developed. When the Fey summon this magic of flight they have a basic flying speed equal to their Dexterity multiplied by six.

GAVOWN

It is thought that the Gavown called Everstone home long before the Magi ever arrived. Many of their ancient stories have mention of the Rune Lords and those Lord's elaborate constructions. Many Magi have speculated that perhaps the Gavown are descendents of these ancient people, for their limited use of magic, as well as their diminutive stature would seem too similar to be coincidental. The strongest argument against this would be that the Rune Lords were known for their pride in long beards, as well as their longevity. Gavown have neither to their credit, and the Gavown are a very peaceful people compared to the tales of war and conflict described in the books found on Rune Lord lore.

Personality: Gavown are the epitome of friendly hospitality. They are



open-minded and consider themselves creatures of technology and engineering. They are thrilled at the prospect of a puzzle and love nothing more than to be part of some epic project where they can put forth massive amounts of effort. Gavown love everything structured. They like to eat at the properly appointed time, wear the same outfit from day to day, and if they had it their way, would never deviate from a set course that they themselves have laid out. Many Gavown can plan out an entire year in advance, and this gives them great comfort, other Gavown nod their head in respect and admiration for those who have the discipline to do so.

Physical Description: Male Gavown are slightly larger than the females, both in girth and stature. On average they stand anywhere from 3 to 4 feet tall. Males are thin, almost narrow, while females are usually pleasantly plump. All Gavown have a light maroon coloring to their skin that is almost red when they are younger. Females have thick long hair, but males grow no hair on top of their heads but will often have long sideburns, and they cannot grow beards or mustaches. Gavown have light to dark brown hair and usually eyes of the same.

Relations: The Gavown are friendly towards most as long as those people do not get in the way of progress. Most Gavown rely on the Magi to make allies, fight their wars, and decide most government decisions. This suits the Gavown fine; they see this as a burden they are placing on the Magi, for who in their right mind would want to stop working on their project to deal with such mundane task as self governance? The Gavown do not recognize or understand things such as racial distinction or class. They see all as equal and to be recognized by the individual. This has made them almost completely neutral to all lands, races, and creatures.

Religion: The Gavown have no racial religion to speak of, varying in belief about as much as the rest of the people of Everstone. Many Gavown have taken the path of Templar or priest within the Temple of the Ancients, but this course is still rare as the Gavown mind set goes against "mystical" reasoning.

Magic: The only magic that Gavown recognize on the whole is the magic of technology. They see magic as more of a fuel for their devices instead as a means to an end. Gavown are not very magic rich and have a hard time manipulating the magic that other races seem to be endowed with. This has not stopped the Gavown from being able to use magic with practice; there are quite a few Gavown who have become apprentice Moon Magi, as well as other magic using professions.

Language: The Gavown have been part of the Everstone people for so long that they no longer have their own

racial language. They speak and write Othian but have a knack for learning other languages quickly.

Names: Gavown have a family name, town name, and then a personal name. Personal names differ between men and women. Men have names like Pilo, Carn, Ander, Roso, Lund, and Nodd. Females have first names comparable to Selma, Gosta, Banna, and Jenny. Middle names are family names that are taken from the family craft, such as Goldsmith, Silversmith, Carver, Ironbender, Leatherstamper, etc. The last name is the name of the community that they are from, such as Farhills or Rolling-Fields.

GAVOWN CHARACTERISTICS

Ability Modifier: -2 Strength, +2 Dexterity, +2 Intelligence: Gavown are not as physically strong as larger races, but they are quick and have very good recall.

Size: Gavown are small in size, so multiply their Dexterity by 2 to derive their base speed. They also get a +4 size bonus to Hide skill checks. Lifting capacity is only three-quarters of what a medium size character would be able to lift.

Mechanical Aptitude: +4 racial bonus to Disable Device and Repair skill checks because of their natural mechanical aptitude.

Hit Dice: Gavown have a d6 for hit dice type.

Energy Dice: Gavown have a d4 for energy dice type.

Magic Resistance: Because of the Gavowns "unmagical" nature they are much harder to affect with magic and so gain a +2 bonus to any saving throws dealing with magic or magical affects of a harmful nature.

Quick Learner: Because of their ability to learn quickly, Gavown characters get an extra 2 skill points every level.

RACIAL ATTRIBUTES

Although all Gavown do not have the following abilities, they have the potential for them and can either develop them at character creation or later on as they choose.

FORTITUDE

Attribute: 1CP/rank

Energy Cost: 0

You keep in good health. You can increase your Fortitude save by +1.

OPTIMIZE RUNE DEVICE

Attribute: 2CP/rank

Energy Cost: 0

The Gavown were part of the key factor that made the creation of rune devices possible. Even though not strong in magic themselves, they are able to optimize a rune device so that it will use less energy.

Rank 1: Whenever you activate a rune device or rune string, you spend 1 less energy point (to a minimum of 1 point).

Rank 2: Whenever you activate a rune device or rune string, you spend 2 less energy points (to a minimum of 1 point).

REFLEX

Attribute: 1CP/rank

Energy Cost: 0

You have trained to be quick on your feet. Increase your Reflex save by 1 for each rank purchased in this attribute.

WILLPOWER

Attribute: 1CP/rank

Energy Cost: 0

You have trained your mind to resist intrusion, as well as taught yourself strong self control. Every time you take this Attribute your Will save increase by +1.

GOLEM

The Golem is not an actual living creature. It is simply a construct that has been granted sentience by the magic of the Magi. In the days before the Night of Terror, Golems were built from clay, stone, and iron. But with the knowledge of runes, the Magi have mixed the old with the new and formed a Golem of amazing complexity, yet simple at its core. It was the Gavown who designed the mechanical clockwork body of the Golems, and the Magi who supplied the magic. At first, such constructs were like their old counterparts, able to obey simple

commands and perform moderate tasks. Although strong and well armored, the Golems were not the weapon the Magi were looking for. It was not until the rune-sphere was designed that the Golems became truly an amazing device. The rune-sphere allowed the golems to think and question, to form ideas and have a limited imagination of sorts.

Personality: A Golem's personality traits are slowly attained over its life, even though it is endowed with a gleaming of the Magi's intelligence that created its rune-sphere. Each Golem takes on its own characteristics as it builds upon this new intelligence and experiences more of the world around it. At its core, the Golem is set with the geas to protect Magi and will do so even at the expense of its own life, although a Golem is very logical and will not put itself in needless way of harm if so commanded.

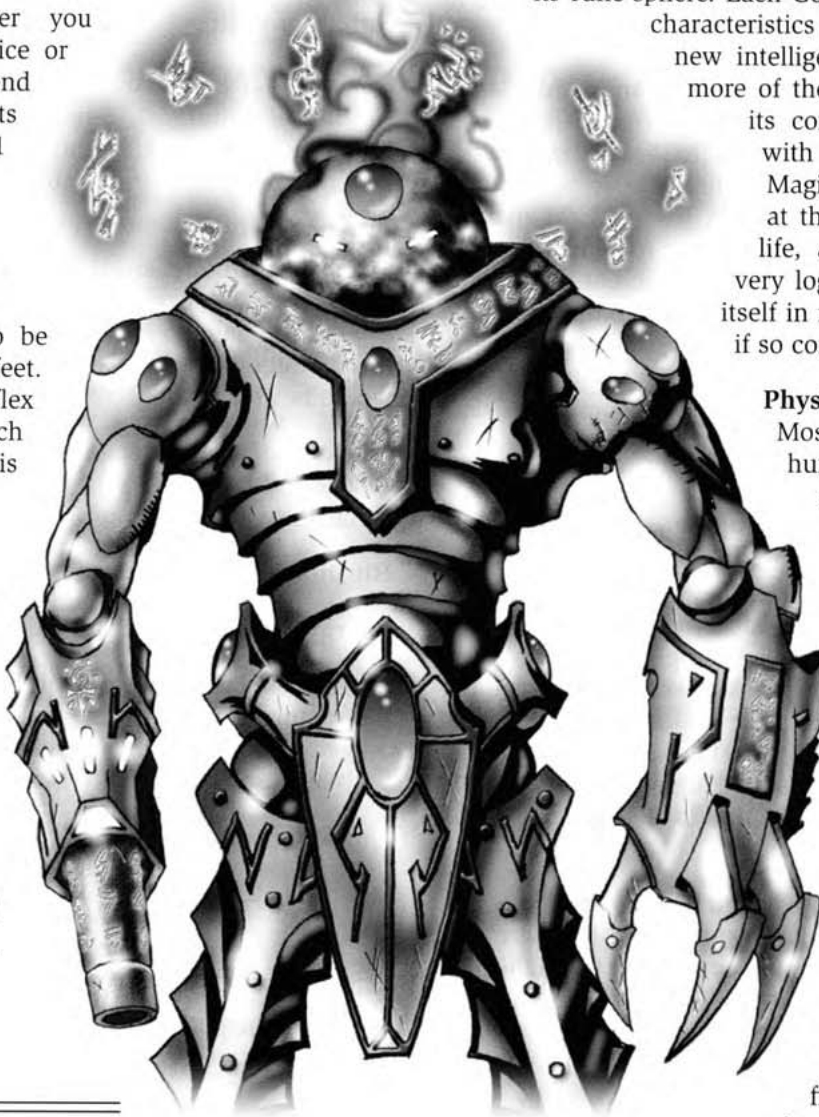
Physical Description:

Most Golems are built humanoid, much like a mechanical man, but Golems can be of any shape. Many scout Golems are built as quadrupeds (four legged) to enhance their movement capability. Golems are large size, usually eight to nine feet tall and weighing around one thousand five hundred pounds.

Relations: Many Magi who work with Golems and fight by their side learn to respect these mechanical beings and treat them

as equals. Others have a hard time relaxing around them or treating them as intelligent, much less equals. Golems are more than understanding, and even patient of this. Such patience is another set geas within their rune-sphere. Golems are open to those who they meet, but are programmed to be aware of hostile personalities and take action.

Magic Generation: Golems are magical by nature and are completely self-contained without need of an outside



power source. Within their chest, each Golem houses a small mana-generator, not unlike that used by the large land ships and sky-holds. Each Golem's generator is used to power the Golem's magic which keeps it running full cycle. Golems will mount additional bloodstones about their armor to house extra mana as it is needed (reflected as the Golem goes up in level and its energy points increase). It is assumed that a Golem has enough energy within its generator to keep it working at full capacity around the clock. A Golem's Constitution score is a direct reflection of this capacity. Treat the Golem as a character, getting tired as a living creature would tire. This reflects its generators being drained. A Golem will collapse if ran for too long and not allowed to rest (replenish its mana reserves), just like a normal living creature would. Golems have energy points just like the rest of the races. These energy points do not reflect the energy needed to keep the Golem working; these points can be used to empower upgrades, weapon and armor rune-strings and the like. Once the Golem's energy points are gone, it does not mean it stops working, only that energy points cannot be spent for such devices. The Golem's mana-generator returns these energy points just like normal over the course of time, like a living creature.

Language: The Golems have a built in voice band which allows them to project their speech into the mind of anybody within sight. Such speech can be blocked if the receiver (target mind) wishes. Golems understand and send in Othian (Trade Tongue). Golems can learn different languages just like other characters.

Names: Golems are usually named by the first Magi they are assigned too. Ground Pounder, Hunter, Stalker, and Axe are all good examples of names given to a Golem. Golems wear their names like a badge, usually seeing the granting of a name as a sign of their individuality and taking pride in them.

Attributes: All Golems are built in one of the Magi's workshops, and to date, there are three basic body frames used, which uses up the Golems 40 character points used to define attributes. If playing a Golem, choose which body type your character has.

Body 1 (biped, heavy): Strength 20, Dexterity 10, Constitution 16, Intelligence 10, Wisdom 10, Charisma 10, speed 20, armor 4.

Body 2 (biped, light): Strength 16, Dexterity 14, Constitution 14, Intelligence 12, Wisdom 12, Charisma 10, speed 28, armor 2.

Body 3 (quadruped, light): Strength 16, Dexterity 14, Constitution 16, Intelligence 10, Wisdom 10, Charisma 10, speed 56, armor 3, no arms.

GOLEM RACIAL CHARACTERISTICS

Size: Golems are always large, but have a base speed of x2 Dexterity and quadrupeds have a base speed of x4 Dexterity. Golems also receive a -4 to all Hide skill checks due to their size.

Hit Dice: Golem have a d12 for hit dice type.

Energy Dice: Golem have a d8 for energy dice type.

Toxin Immunity: Golems are immune to poison and disease.

Tattoo Immunity: Due to the nature of flesh runes, these will not work on constructs such as Golems.

Necromantic Spell Immunity: Immune to death and necromantic effects.

Construct: Does not heal and needs to be repaired (unless self repair upgrade is purchased).

Ability Drain Immunity: Not subject to ability damage, ability drain, or energy drain.

Subdual Immunity: Not subject to subdual damage.

Needless Necessities: No need to breathe, eat or drink.

Golem's Sleep: Golems need to rest for at least 6 hours per day while their mana-generators replenish their magic supply. If not allowed to rest, the Golem will simply shut down after running for a full 24 hours, while it recharges.

KA' TAAN

The number of races found throughout the wild lands, living and surviving from day to day as best as they can, seems to grow as the Guilds, as well as the merchants dare to explore further and further. Although many of these races have been a great help and have began trading with the valley, the Ka'taan have been especially enthusiastic in their aid. The plain dwellers have proved to be invaluable allies as scouts and warriors. In the cities of Harbor and South Harbor it is becoming common to see these "feline" people going about their business. Due to their vast experience with the dangerous borders of Everstone, many Ka'taan have taken posts as Border Marshals. The Ka'taan have also begun to hire themselves out as bodyguards, mercenaries, and even deckhands for the merchant vessels traveling to far off lands. Likewise, a small number of the Ka'taan have integrated themselves into the Guilds as Stormguard, and those lucky enough to be chosen have been accepted as apprentices of the Sun Magi.

Personality: If anything can be said about the feline men of the plains, it is that they are survivors. The Ka'taan have a nomad society that has no place for the weak or lazy. Ka'taan promote pride and responsibility above all else. Both male and female have a specific role they fill; men are warriors and women are hunters. Most consider the Ka'taan very serious with little room for humor, but the Ka'taan have their own strange sense of humor that few other races understand. They have a strong bond to their pride and will gladly give their lives to defend its members. Even outside of the pride, the Ka'taan will sometimes bond to close friends and comrades who have proven that they deserve the Ka'taan's respect and trust.

Physical Description: Males are much larger than the females and have long coarse manes about their heads and broad shoulders. Females are much slimmer, and instead of being built for strength, they are quicker and swifter of foot. Also, females do not have the thick manes of their counterparts. Many females show light spots at a young age, which disappear during adulthood, and then appear again but much darker when older. Their skin coloring ranges from light brown to dark brown. Their eyes are almost always black, but a small number have gray or green. The average Ka'taan male stands up to a full seven feet and can weigh as much as 300 pounds. Females are much smaller, averaging six feet in height and weighing only 180 pounds.

Relations: The Ka'taan respect skill of arms and strength. They value only those who contribute to the greater good. When the Magi approached the Ka'taan, their instinct was to protect themselves and trust nobody outside their own tribes. But as time went on, the Ka'taan were influenced by their new friends, and have been slowly creating new ties to these strangers. They have also found fast allies in the Shone, as well as the Mords of the Glacier Mountains. However, they consider the Magi their closest allies. Many prides are having a hard time keeping their young adults from running off to explore the new wonders that the Magi have opened up to them.

Religion: The Ka'taan do not believe in any one god. Instead, they pay respect to their ancestors who are thought to judge the Ka'taan's performance and decide their position in the Great Pride Lands where all Ka'taan go to when they die. The Ka'taan Spirit Conjurer is a shaman who specializes in calling upon these ancestors for the benefit of their pride, acting as a spiritual guide.

Magic: The Ka'taan are not as magically inclined as many of the other races that inhabit Lannith. As a race, they only practice the power of calling upon their ancestors. However, those Ka'taan who have chosen to leave their prides and dwell among the Everstonians have learned that they are capable of using magic and are slowly excelling at it.

Language: The Ka'taan speak a language that is very strange to others. Although the Ka'taan simply refer to their own language as "The Speech", the Everstonians have labeled this strange language "Growl" because of the strange growling noises that seem to form words. Other races attempting to learn Growl must spend two Language skill ranks (double the normal) before being able to communicate with it. Growl has no written form.

Names: Most names given by the Ka'taan are very hard for those of non-Ka'taan descent to pronounce. Ka'taan travelers usually modify their names or give themselves nicknames for the sake of their fellow companions. Males have names such as Kaggrown, Cofsomon, Quaondyak and Grofstoffof. Females have names such as Nygorian, Gesstefen, Worgownaq, and Fornoggok. When translated these names have meanings, such as Swift Wind, Night Hunter, or Sun's Flower.

MALE KA' TAAN CHARACTERISTICS

Ability Modifiers: Male Ka'taan receive a +4 to Strength, a +2 to Constitution, and a -2 to Intelligence. Ka'taan males are very strong and rugged, but they are not known for their long memories.

Size: Ka'taan males are medium size. Multiply their Dexterity by three to derive their base speed.

Hit Dice: Ka'taan males use a d10 to determine their hit points.

Energy Dice: Ka'taan males use a d6 to determine their energy points.

Low-light Vision: Ka'taan have superior low-light vision that allows them to see up to three times as far in shadowy conditions than normal.

Natural Attack: Claw and bite that inflicts 1d6 damage.

Increased Perceptions: The male Ka'taan receive a +4 bonus to Listen skill checks, as well as scent based checks (such as to Track).

Superior Fortitude: The male Ka'taan receive a +2 bonus to Fortitude saves. The Ka'taan are very hardy and resistant to poison, disease, and other physical ailments.

FEMALE KA' TAAN CHARACTERISTICS

Ability Modifiers: Female Ka'taan receive a +2 to Strength, a +2 to Dexterity, a +2 to Constitution, and a -2 to Intelligence. Ka'taan females are not as strong as their male counterparts, but they have a high endurance like them.

Size: Even though Ka'taan females are medium in size, they can move a lot quicker than other creatures of



KA'TAAN WAR SPEAR

The favored weapon among Ka'taan is their fabled war spear. Not really a spear, but a number of weapons rolled into one. The broad long blade at the top of the spear is perfect for slashing or piercing melee attacks. The crescent shaped blade at the other end is also good for a follow up slashing attack. The weapon is two-handed and not really made to be thrown. For range the Ka'taan instead use a small round, razor-sharp disc that is set within the crescent blade on the end. When used properly, the Ka'taan can whip this blade out, using the leverage and momentum of the swing to hurl the missile at an incredible speed. Of course this is usually done as the Ka'taan closes for combat, or against prey that is trying to get away and is faster. Reloading another disc can be done in the same round as another action, but the other action takes a -1 penalty.

If a Ka'taan wishes, they can usually find a Magi who will craft the weapon from myth-stone and mount bloodstones to it. This allows the weapon to be engraved with runes. Such weapons are not unheard of by the Ka'taan who are accepted as apprentices of the Sun Magi. Such weapons can have runes engraved upon the disc and are powered by the war spear's bloodstone. The actual rune-strings are carved onto the spear itself. So any rune-strings added to the weapon to enhance the disc are added to the spear. The discs are made from a lamoric ceramic material unique to the Ka'taan.

WAR SPEAR

Base Damage: 2d8, **Weapon Qualities:** muscle powered, two-handed, **Cost:** 200 silver guilders.

WAR SPEAR DISC

Range: short, **Base Damage:** 1d8, **Weapon Qualities:** muscle powered, two-handed, **Cost:** 5 silver guilders per disc, **Rune-Strings:** bane (1-2), slicing (1).

RUNE WAR SPEAR

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

their same size. Multiply their Dexterity by four when figuring their base speed.

Hit Dice: Ka'taan females use a d8 to determine their hit points.

Energy Dice: Ka'taan females use a d6 to determine their energy points.

Low-light Vision: Ka'taan have superior low-light vision that allows them to see up to three times as far in shadowy conditions.

Natural Attack: Claw and bite that inflicts 1d6 damage.

Increased Perceptions: The female Ka'taan receive a +2 bonus to Listen skill checks, as well as scent based checks (such as to Track).

Superior Fortitude: The female Ka'taan receive a +2 bonus to Fortitude saves. The Ka'taan are very hardy and resistant to poison, disease, and other physical ailments.

RACIAL ATTRIBUTES

These attributes only apply to the Ka'taan. They can be purchased either at character creation or when the character advances to a higher level.

BEAST SLAYER

Racial: 2CP/rank

Energy Cost: 0

The Ka'taan beast hunters are valued warriors who excel at fighting creatures much larger than themselves. The monstrous opponents they come into contact with out on the plains have caused them to adapt and learn techniques that lesser races would not believe possible.

Rank 1: When in melee combat with a creature of large size or greater, the Ka'taan receives a bonus to damage equal to that of +2 per size category over medium (large +2, huge +4, etc).

Rank 2: As rank 1, except the Ka'taan receives a bonus to damage equal to that of +4 per size category over medium.

LANDING

Racial: 1CP/rank

Energy Cost: 0

A perfect sense of balance allows the Ka'taan to always land on their feet. By using their powerful legs, they can attempt to reduce damage from falling.

Rank 1: Receives a +2 bonus to Balance skill checks and gains the ability to fall up to twenty feet without suffering damage.

Rank 2: Receives a +4 bonus to Balance skill checks and gains the ability to fall up to forty feet without suffering damage.

Rank 3: Receives a +6 bonus to Balance skill checks and gains the ability to fall up to sixty feet without suffering damage.

LEAP

Racial: 1CP/rank

Energy Cost: 0

The female Ka'taan have powerful legs that can propel them into the air much farther than that of a normal human. Only female Ka'taan can purchase this attribute beyond first rank.

Rank 1: Receive a +4 bonus to Jump skill checks.

Rank 2: Receive a +8 bonus to her Jump skill checks.

Rank 3: Receive a +12 bonus to her Jump skill checks.

SCOUT

Racial: 1CP/rank

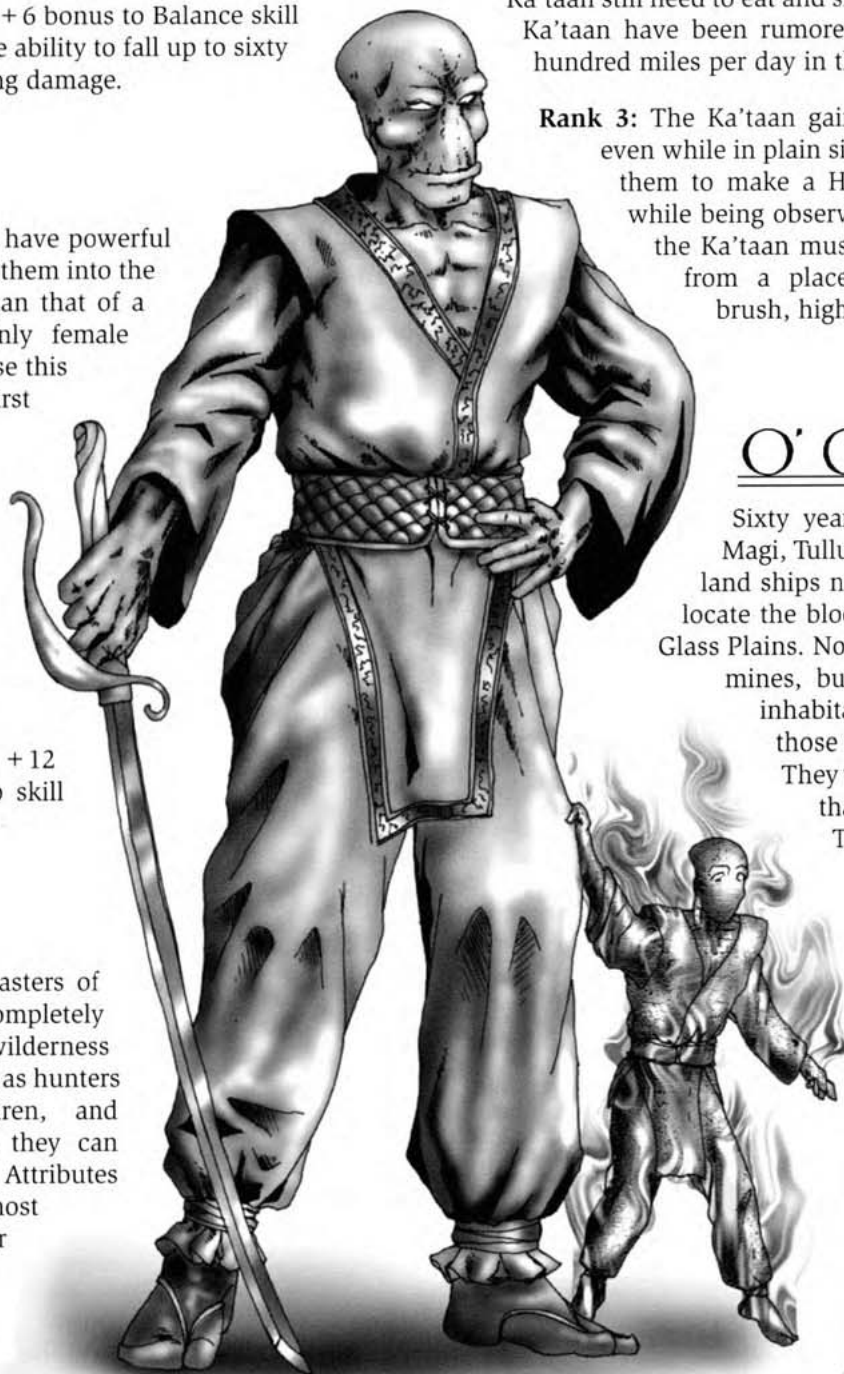
Energy Cost: 0

The Ka'taan are masters of survival and are completely at home in any wilderness location. They train as hunters from small children, and as they get older, they can perform amazing Attributes that rival most Everstonian Border Marshals.

Rank 1: The Ka'taan gains a +2 bonus to Survival skill checks when tracking. Also, the ability to mask scent so that creatures attempting to track do not get a scent bonus to their tracking skill checks.

Rank 2: The Ka'taan gain the ability to cover long distances without the need to rest. They do not tire when running for long periods. The Ka'taan can keep a "run" pace for a number of hours equal to their Constitution modifier +1 without the need to rest. Even after this duration has run out, they will only need to rest for one hour and then they may continue running. However, Ka'taan still need to eat and sleep as normal. Some Ka'taan have been rumored to cover over one hundred miles per day in this manner.

Rank 3: The Ka'taan gain the ability to hide even while in plain sight. This rank allows them to make a Hide skill check even while being observed. For this to work, the Ka'taan must be at least ten feet from a place to hide, such as, brush, high grass, etc.



O' GROM

Sixty years ago the sovereign Magi, Tullus Marcius, took three land ships north in an attempt to locate the bloodstone mines of the Glass Plains. Not only did he find the mines, but he also found the inhabitants and masters of those mines, the O'grom.

They were an ogre like race, that before the Night of Terror, were enslaved by the demon worshipping Adone. As the Magi spoke of trade, both they and the O'grom found a kindred spirit that eventually grew to become what it is today, loyal allies.

The O'grom have made their home within the Glass Plains for hundreds of years and their mines are rich with bloodstone that the

Magi value so much, not to mention hundreds of other various precious stones. The O'grom have promised all mined bloodstone to the Magi in exchange for aid against the Hollow Lords, as well as their long hated enemy, the Adone. The Adone have made it more than clear that they think the Glass Plains are theirs by

right. So far, the Magi, by declaring all enemies of the O'grom as their own, have kept the Adone from taking any action against these glass dwellers, but that has not stopped them from making threats.

Personality: Many think that the O'grom are slow of thought and not very bright, but the truth is that O'grom are not rash. They take their time coming to a decision and do not rush into anything without much consideration. The O'grom are peaceful and seem almost timid, but in the face of a threat, they do not hesitate to defend themselves.

Physical Description: In general, the O'grom are hairless with leathery skin and long slanted eyes that glow a soft white. Younger O'grom have no skin markings, but when an O'grom reaches adulthood they may choose one of the five castes and their appearance changes according to this alignment. The O'grom described here are those who have chosen no caste and have decided that their destiny lies outside the five castes of tradition.

Relations: The O'grom and Everstonians share the same philosophy treating everybody as trading partners and potential allies. The O'grom would even befriend the Adone if they were not so intent on the destruction of their ex-slaves. Since the O'grom are so in-tune with the elements and the world around them, they have a desire to understand and see the natural world. They take the time to hear stories, see exotic places, and appreciate all they experience. It is this inherent nature that has caused them to seek out answers to why the Night of

Terror took place and where did the Hollow Lords come from?

Religion: The O'grom have a deep connection to the world and its spirit. When an O'grom dies, they believe they are simply put back into the great life cycle of Lannith, becoming a part of her spirit. This connection was translated as a strong jolt of pain during the Night of Terror. Most O'grom were taken by surprise and doubled over, retching from severe nausea when the Hollow Lords unleashed their wrath. Feeling as if the world had suffered a great wound, the O'grom have never found the source or reason for this pain, but all O'grom agree that the "wound" is located far to the south.

Magic: O'grom use their magic to control the elements on which their caste is based: fire, stone, water, wind, and wood. The O'grom have no need for incantations or mystical gestures for they manipulate the elements as one would manipulate their fingers, as if the elements were a part of them.

Language: The O'grom have two forms of their language, a written version and a spoken version. Both follow different rules and vocabulary and count as two separate languages for the Language skill. The written language is called "Stone Script" and is a very blocky form used to write in stone and on metal tablets. The spoken version of the O'grom language is called "Wind Speak" and can be spoken very quietly in whistles, or even hummed in verse. Both of these languages count as two separate skills. If a character wants to learn Stone

SMALL ELEMENTALS

There are five types and various sizes of each elemental. Listed here are the small versions of each. Elementals summoned by O'grom appear almost like a miniature elemental version of themselves. Elementals do not heal naturally. Instead, they feed. If an elemental is in contact with the element of its type (a stone elemental walking on earth or a fire elemental touching a torch) the elemental will heal one hit point per round.

FIRE ELEMENTAL

Type: small, **Level:** 2, **Hit Points:** 12(d6), **Initiative:** +2, **Speed:** 28 ft, **Defense Bonus:** +3, **Armor:** 2, **Attack Bonus:** +2, **Attack:** flame strike (1d8), **Qualities:** immune to fire, illuminate 60 ft. radius, vulnerable to water, **Saves:** Fort +0, Ref +4, Will +0, **Abilities:** Str 10, Dex 14, Con 10, Ins 10, **Skills:** Search +4, Spot +4, Listen +4.

Flame Strike: Able to lash out with fire up to short range (30 feet) and inflict 1d8 points of damage with the attack quality of burning 2. Targets get a Reflex save (DC 12) to try to avoid the burning 2 when struck.

Vulnerable to Water: If the fire elemental is struck by one gallon of water they immediately drop all ability scores by two. This damage can be healed by contact with an open flame at a rate of one ability point per round.

STONE ELEMENTAL

Type: small, **Level:** 2, **Hit Points:** 12(d6), **Initiative:** +0, **Speed:** 16 ft, **Defense Bonus:** +1, **Armor:** 5, **Attack Bonus:** +2, **Attack:** slam (2d8), **Qualities:** merge, dark vision 60 ft, **Saves:** Fort +4, Ref -1, Will +0, **Abilities:** Str 14, Dex 8, Con 12, Ins 8, **Skills:** Search +4, Spot +4, Listen +4.

Slam: The stone elemental can make a melee slam attack against a target that does 2d8 points of damage, but has the attack qualities of low penetration 2 and muscle powered.

Merge: A stone elemental may merge with any kind of stone or earth and move at full movement through the medium, almost as if the obstacle were not there.

WATER ELEMENTAL

Type: small, **Level:** 2, **Hit Points:** 12(d6), **Initiative:** +1, **Speed:** 20 ft, **Defense Bonus:** +3, **Armor:** 2, **Attack Bonus:** +2, **Attack:** water blast (1d8), **Qualities:** drench, water move, **Saves:** Fort +0, Ref +2, Will +0, **Abilities:** Str 12, Dex 12, Con 10, Ins 10, **Skills:** Search +4, Spot +4, Listen +4.

Water Blast: The water elemental can blast an opponent with water up to short range (30 feet). This has the attack quality of low penetration 4.

Drench: As a single action, the water elemental can automatically drench small fires, such as a torch, a campfire, as well as stop the burning effect of most weapons.

Water Move: The water elemental has triple its normal speed in water. Also, the water elemental may aid a subject in swimming and grant the subject a +10 bonus to their Swim skill checks, as well as double the subject's movement rate in water.

WIND ELEMENTAL

Type: small, **Level:** 2, **Hit Points:** 12(d6), **Initiative:** +4, **Speed:** fly 54 ft, **Defense Bonus:** +5, **Armor:** 0, **Attack Bonus:** +2, **Attack:** wind buffet, **Qualities:** deflect missiles, messenger, **Saves:** Fort +0, Ref +6, Will +0, **Abilities:** Str 4, Dex 18, Con 10, Ins 10, **Skills:** Search +4, Spot +4, Listen +4.

Wind Buffet: The elemental can create a small whirlwind around a target that causes them to be struck by small rocks, grains of sand, etc. This attack does not inflict damage, but causes a target to make a Willpower save (DC 10) every round or be distracted (suffer a -1 penalty to all actions for the round).

Deflect Missiles: The wind elemental can deflect missiles aimed at itself and doubles its ranged defense against non-energy ranged attacks. The wind elemental can also fly about a subject and deflect physical incoming missiles against that subject as a full round action. Such a protected subject gains a +2 defense bonus against those attacks.

Messenger: A wind elemental can copy words it hears in a whispering like voice. The elemental can deliver messages of up to five minutes long to anybody it can reach before fading.

WOOD ELEMENTAL

Type: small, **Level:** 2, **Hit Points:** 12(d6), **Initiative:** +1, **Speed:** 24 ft, **Defense Bonus:** +2, **Armor:** 3, **Attack Bonus:** +2, **Attack:** Claw (1d4+Str modifier), **Qualities:** tangle, **Saves:** Fort +0, Ref +3, Will +0, **Abilities:** Str 12, Dex 12, Con 10, Ins 10, **Skills:** Climb +4, Search +4, Spot +3, Listen +2.

Claw Attack: The wood elemental can grow thorn like claws that do a 1d4 points of damage.

Entangle: If the small wood elemental makes a successful strike against a target, it can use itself to entangle a creature of medium size or smaller. This counts as a tangle 3 attack (see Attack Qualities Table on page 143).

Script, it requires a skill rank in Speak Language. If they want to learn Wind Speak, it requires yet another rank.

Names: There is no variance in male or females names among the O'grom. They have a single name that is usually deep sounding with low tones. Example names are Vuumdur, Dun, Wundun, Murndom, Gonshon, Yonon, Surndon, and Lonson.

O' GROM CHARACTERISTICS

Size: O'grom are medium size creatures. They multiply their Dexterity by three to derive their base speed.

Extra Skill Points: O'grom gain 4 extra skill points at 1st level.

Hit Dice: O'grom use a d8 to determine their hit points.

Energy Dice: O'grom use a d8 to determine their energy points.

World Sense: The O'grom are attuned with the elements around them to such an extent that they receive a +2 bonus to all awareness skill checks, such as Listen, Search, and Spot.

Dark Vision: Since most O'grom spend much of their time underground, they have developed the ability to see in complete darkness up to 60 feet.

RACIAL ATTRIBUTES

Although not all O'grom have the following attributes, they do have the potential for them and can either develop them at character creation or later on as they choose.

ELEMENTAL ARMOR

Elemental Spell*: 1CP/rank

Energy Cost: 1

The O'grom ties to the elemental world allow them to ward against attacks made from various element types. Each rank they purchase in this attribute allows them to choose another elemental type to be protected against. When they activate this charm it lasts for one scene.

Fire: The O'grom is granted 4 points of armor against fire and heat attacks.

Stone: The O'grom is granted 4 points of armor against attacks made with iron, steel, or other deposits. This includes most melee weapons, such as swords, but does not include magical metals, such as myth-stone or black steel.

Water: The O'grom is granted 4 points of armor against water attacks and cannot be drowned by water. This armor grants the ability to breathe water while it lasts.

Wind: The O'grom is immune to wind attacks and cannot be blown away or knocked down by strong winds. When this ability is active, it is as if the wind flows right through the O'grom.

Wood: The O'grom gains 4 points of armor against attacks made with wooden items, such as clubs. They also gain complete immunity to poisonous plants.

SUMMON SMALL ELEMENTAL

Elemental Spell*: 4CP/rank

Energy Cost: 4/per rank

The ties that the O'grom have to the world around them allows them to call upon a portion of the world's spirit to create a small elemental that will do their bidding. The O'grom may summon any one of the five elemental types each time this spell like ability is used. After the elemental is summoned, it will follow the O'grom's verbal commands.

Rank 1: The O'grom summons forth a small elemental companion for a single scene.

Rank 2: The summoned elemental will remain for up to 12 hours.

** It should be noted that Elemental Spells are different from normal spells. Elemental spells usually require that the spell caster be somehow bound to the elements, as the O'grom are. Characters not of elemental blood may learn these spells as they would normally learn a spell not within their own class (see page 174), but the DC of learning the spell increases by + 10.*

CHAPTER 7

CHARACTER CLASSES

Those who become heroes and even legends are those who push themselves. Trades like the Magi or Stormguard are good examples. Let's face it; these people work themselves night and day to get where they are. A soldier need be forged. I don't mean to say that a baker and a carpenter are not hard workers, but they do not put themselves under the constant threat of death on a daily basis. Not everybody has what it takes to learn to work a spell, or how to use a rune blade. Those who do learn these extraordinary trades have one thing in common; they have a drive that can only come with a strong willpower to see them through the long hours of study and practice.

-Kelden, War Magi of the Sun Guild-



Your character class is your profession, trade, and background you have chosen for life's long path. In the BESM d20 tradition we have simply provided guidelines within generic classes, and you spend character points to pick and choose the exact nature of your character. This fits the Everstone setting perfectly. When two players create two Sun Magi of third level, they are very different, with different abilities, hit points, attributes, and skills. So different in fact that it is like they are completely separate character classes. You select a character class for your character as described in the *Player's Handbook*.

THE CLASSES

There are ten classes to choose from in this book. But you will notice that there is only a single class advancement table. That is because each of the classes use the same table, although they can use character points to increase certain aspects of the table, such as their Base Attack Bonus, depending on their class attributes. Don't worry, just because you choose a class when your character was created, it does not mean you have to stick with that class forever. On the contrary, many characters go back and forth between two or more classes to create a unique character that is completely of their own design.

Border Marshal: A class that specializes in wilderness lore, hunting, and ranging. Border Marshals are an important part of the valley's defenses against invasion.

Lore Hunter: The Lore Hunter is one who specializes in finding clues left from the past. No matter if those clues are located in the swampy ruins found deep within the Shroud or the aired steps of the Cryaxxen.

Moon Magi: One of the three Magi classes, the Moon Magi specializes in magic of travel and transformation. They can build and repair rune devices due to their training with The Moon Magi Guild.

Shadow Magi: The members of The Shadow Magi Guild combine illusionary magic with subterfuge to become spies and scouts. It usually falls to the Shadow Magi to fight the "enemy within".

Sorcerer: Almost all Magi have some background as a Sorcerer, which is a spell user who is not a member of the Guilds, but learned their magic from another source.

Stormguard: The backbone of the Everstone defenses, The Stormguard are the soldiers who are trained to use rune devices and weapons. They master various forms

CLASS ADVANCEMENT TABLE

Level	Experience (XP)	Base Attack Bonus	Reflex Save	Will Save	Fortification Save	Special
1	0	+0	+0	+0	+0	+ 5 Character Points
2	1,000	+1	+0	+0	+0	+ 5 Character Points
3	3,000	+1	+1	+1	+1	+ 5 Character Points
4	6,000	+2	+1	+1	+1	+ 5 Character Points
5	10,000	+2	+1	+1	+1	+ 5 Character Points
6	15,000	+3	+2	+2	+2	+ 5 Character Points
7	21,000	+3	+2	+2	+2	+ 5 Character Points
8	28,000	+4	+2	+2	+2	+ 5 Character Points
9	36,000	+4	+3	+3	+3	+ 5 Character Points
10	45,000	+5	+3	+3	+3	+ 5 Character Points
11	55,000	+5	+3	+3	+3	+ 5 Character Points
12	66,000	+6/+1	+4	+4	+4	+ 5 Character Points
13	78,000	+6/+1	+4	+4	+4	+ 5 Character Points
14	91,000	+7/+2	+4	+4	+4	+ 5 Character Points
15	105,000	+7/+2	+5	+5	+5	+ 5 Character Points
16	120,000	+8/+3	+5	+5	+5	+ 5 Character Points
17	136,000	+8/+3	+5	+5	+5	+ 5 Character Points
18	153,000	+9/+4	+6	+6	+6	+ 5 Character Points
19	171,000	+9/+4	+6	+6	+6	+ 5 Character Points
20	190,000	+10/+5	+6	+6	+6	+ 5 Character Points
21	210,000	+10/+5	+7	+7	+7	+ 5 Character Points
22	231,000	+11/+6/+1	+7	+7	+7	+ 5 Character Points
23	253,000	+11/+6/+1	+7	+7	+7	+ 5 Character Points
24	276,000	+12/+7/+2	+8	+8	+8	+ 5 Character Points
25	300,000	+12/+7/+2	+8	+8	+8	+ 5 Character Points
26	325,000	+13/+8/+3	+8	+8	+8	+ 5 Character Points
27	351,000	+13/+8/+3	+9	+9	+9	+ 5 Character Points
28	378,000	+14/+9/+4	+9	+9	+9	+ 5 Character Points
29	406,000	+14/+9/+4	+9	+9	+9	+ 5 Character Points
30	435,000	+15/+10/+5	+10	+10	+10	+ 5 Character Points

of combat instead of worrying about how to cast spells and work charms.

Sun Magi: The Sun Magi train in the use of weapons and magic equally. Their spells usually concentrate around offensive and defensive types that can be used in combat.

Templar: The priest warrior who has not turned his back on the old gods. They use prayers and divine favors to aid their crusade against the Hollow Minions.

Trader: The Merchant Houses are becoming stronger and more stable as trade is opened up with far off lands. Traders do their best to support and act as informants for the Magi Guilds and help protect their homeland.

War Golem: The constructed warrior of the Guilds, made of myth-stone and covered in runes, the Golem is capable of causing massive amounts of damage in a very short time. Its earth pounding walk is something that makes enemies shudder with fear.

MULTICLASS AND ADVANCEMENT

When you advance a level, you always advance up the generic Class Advancement Table (no exceptions), increasing Base Attack Bonus, Saves, Hit Points, and Energy Points as outlined in the *Player's Handbook*. Every level you are allowed to roll a single Hit Dice to increase your Hit Points (plus your Constitution modifier) and an Energy Dice (based on race) to increase your Energy Points. You also get 5 Character Points for every level attained. With these character points you can purchase attributes from your class or race. All other class attributes are off limits to you, but you can switch over to one of those classes if you like, by spending an experience point penalty. This penalty can range from 250 points to 1000 points depending on the Game Masters decision of how difficult the change would be for your character. Game Masters are free to bar any class jump as they choose (usually once

accepted, Magi are not allowed to jump from Guild to Guild).

CLASSES AND RACES

There is only one restriction when it comes to dealing with classes and races and that is the Golem. Only the Golem race can be the War Golem class. Besides this, players may mix and match as they please. Game

Masters may go so far as to allow Golems to deviate from the War Golem and even take another class for a level or two, such as the Sun Magi or Stormguard.

ABILITY SCORE INCREASE

Every fourth level a character may increase one of their ability scores (Strength, Intelligence, etc) by 2 points.

BASE ATTACK BONUS

Your Base Attack Bonus (BAB) increases on its own as you go up in level. You can increase this rating even faster through Attack Combat Mastery Attribute if it is listed with your class attributes. If your character is not very combat oriented then do not worry about it. Your Base Attack Bonus also denotes how many attacks you get per

round as explained on page 162.

DEFENSE BONUS

Your Defense Bonus starts out equal to your Dexterity ability modifier and modified by your size, if something other than medium. Large characters receive a -1 to their Defense Bonus and small characters receive a +1 to their Defense Bonus as explained in the rules section of this book. Your Defense Bonus does not go up automatically like your Base Attack Bonus. As an option, when you gain a bonus towards your base attack, you can instead take this as a Base Defense Bonus. Otherwise you can increase the bonus by spending character points if your class has the Defense Combat Mastery Attribute.

MULTICLASSING

When you change classes, you need to have an in-game reason. Otherwise the GM is free to restrict your changing classes. A good example of this would be a Stormguard changing to the Sorcerer class when, in the game, he does not have access to learning any kind of magic. The GM would be within his right to block the class from the player until his character had a reasonable argument as to where he would get such training.

NPC CLASSES

Not all the people of Everstone are the stuff of heros and adventurers. Many are "mundane" characters who are much less capable than those being portrayed by the players. GM's should use the NPC classes found in the DMG (pg 107-110) for these mundane trades. Most people fall into the Aristocrat, The Commoner, The Expert and The Warrior. Do not use the Adept, because these use Dynamic Magic, which does not exist in the Everstone game. Use normal d20 feats out of the players handbook (GM discretion) or more appropriately those found in the BESM d20 book (page 81).

NOTE ON ATTRIBUTES

Although we have provided you with some solid numbers in the character attributes that follow, we do not wish for these numbers to be set in stone. Nothing is exact, they are only guidelines. When using magical attributes Game Masters should allow you to spend a few extra energy points to alter the exact effect in minor ways. Such alterations could be in simple appearance of special effects, to customization of the attribute for a special purpose. For more information on Magic Attributes see the Magic listing in the Rules section of the book (page 174).

ATTRIBUTE DURATIONS

Attributes can have an effect that will last for a single instantaneous use, or last for a duration of time. Such attributes that last for a given amount of time are either spells or charms. Whatever the case, they will have a duration of something like 5 minutes, 10 minutes, etc. This is the maximum duration the attribute will last for the listed expenditure of energy points. Characters can increase this duration by simply paying extra energy points.

Some attributes have a duration of 1 scene. A scene is considered anywhere from five to twenty minutes long and it is not important to keep exact track of the attributes run time. This is an open rule and up to the Game Master's judgment.

INTEGRATING OTHER CLASSES

The Everstone game works fine with other character classes; it is just that other classes provide a much more restrictive progression guideline. Hit dice is the biggest change. Most d20 games assign hit dice by class instead of race, but either way works fine (see guidelines on how to assign hit dice on page 51 in the sidebar).

Remember that the Everstone game does not use the Dynamic Sorcery magic system, but if you wish to do so, you may use the optional rules found on page 174. These rules are easy enough to implement and do not even require any extra work.

BASE SAVE BONUS

You will notice that all base saves on the Level Advancement Table increase at the same rate. These save bonuses advance slowly whether or not you put any extra points into them or not. Each class will have an attribute that can increase the advancement of one or more of these save bonuses if you spend character points on it. Otherwise you can just allow them to advance at their own rate.

CHARACTER POINTS & ATTRIBUTES

This is the system that makes the BESM d20 game so different from other d20 games. Every level you get 5 character points to spend among your classes attributes. You are not restricted on what level you need to be to purchase a given attribute. You can purchase these attributes in the order that is most important to your character's concept. The only restriction on attributes is that you can purchase only a single rank per level. So this means no buying 3 ranks in one attribute in a single level progression. These three ranks would need to be purchased one at a time over the course of three level advancements.

CLASS SKILLS

Each level you have a given number of skill points that can be spent on skills. There are two different types of skills that are based on your class. Class skills are those that are listed in your character class description and can be purchased at a rate of 1 rank per 1 skill point spent. Cross-class skills, skills not listed under your class description, can still be purchased, but at a rate of 1 rank per 2 skill points spent. Normally, you can have a maximum skill rank in any one skill equal to your level + 3. Cross-Class skills have a maximum rating equal to half this (round down).

HIT POINTS & ENERGY POINTS

Every level a character gets to add a number of hit points and energy points to their already existing point totals. At each new level roll your character's racial hit dice type and add their Constitution modifier. The total is added to your hit points. Then roll your character's racial energy dice type and the lowest modifier of their Intelligence, Wisdom, or Charisma. The total is added to their energy points.

Unlike normal d20 games, we roll hit points and energy points a little differently. Instead of rolling a single hit dice, you roll two of the hit dice types and take the highest result. This gives you an above average rating. This is likewise preformed for energy points. You will find that your character has a much better hit point pool than those found of equal hit dice in other games. This reflects the hardness the character must have to endure within the war-torn, conflict-ridden environment of Lannith.

BORDER MARSHAL

A Border Marshal has a great responsibility upon their shoulders. They are given the task of keeping guard against bandits, monsters and any hostiles that make it through the Stormguard, or are already within the valley's borders. Oftentimes, Border Marshals are given a region that they are required to patrol and make safe for inhabitation. But Marshals are also allowed to follow up on leads and take initiative. This sometimes means following potential prey to their own lair, even if this means leaving their assigned area.

Border Marshals are a hardy lot; they need to be well versed in wilderness lore, weapons, combat, and tactics. They need to have skills in reading people, for they often times have to act as judge, jury, and executioner. Most Border Marshals need to work alone, but some hire deputies or hook up with wandering adventurers, Lore Hunter, Templars, and the like. Border Marshals can spend weeks in the wilderness on their own, patrolling and ranging out where most settlers fear to travel.

Abilities: Border Marshals need to move quickly so they would do well to have a high Dexterity. They are also survivors and see a lot of action, so a high Constitution would be useful as well.

Class Skills: Climb (Str), Gamble (Wis), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge: Area (Int), Knowledge: Nature (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession: Choice of one (Wis), Ride (Dex), Rune Device (Int), search (Wis), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

ARCHERY MASTER

Attribute: 2CP/rank

Energy Cost: 0

You have trained with either a long bow or short bow and have become very proficient with it.

Rank 1: You can shoot an extra arrow per round. The attack is equal to your highest Base Attack Bonus, but all attacks you make that round suffers a -2 penalty.

Rank 2: You can fire into melee combat that includes an ally without suffering a penalty to hit.

Rank 3: You gain a +1 bonus to strike and damage when your target is within 30 feet.

Rank 4: When you score a critical against your target, you increase your damage multiplier by 1. Thus, if you scored a critical hit that inflicted double damage, it would be triple damage.

Rank 5: You can nock and fire a number of arrows in a single shot. The target must be within 30 feet and you make a single attack roll for all arrows. You suffer a penalty of -2 for each arrow fired beyond the first. If you score a critical hit, all arrows count as scoring a critical.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

You have trained to fight in armor and do 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.



ANIMAL COMPANIONS

Listed below are some example animal companions that may be used for a Border Marshal character. Game Masters may allow other animals from other d20 products but should restrict such creatures to 3 to 5 hit dice. This is completely feasible as Lannith is teaming with various beasts and monsters of all types.

Giant Drove

Gintii

Gor Hog

Great Kurboo

Hussgar

Marmadon

Tree Devil

FAVORED ENEMIES

Listed below you will find a list of various favored enemies that a Border Marshal would conceivably have. Depending on your Game Masters campaign this list could grow considerably.

Cryaxxen

Cave Ogre

Roogadin

Roog Thrall

Quaren Giant

Vor

ATTACK COMBAT MASTERY

Attribute: 3CP/rank

Energy Cost: 0

You have trained in the use of melee combat. You gain a +1 bonus to your Base Attack Bonus (BAB). This could increase your attacks per round if your BAB is increased to +6, +11, +16, or +21, as normal.

BRAWLING

Attribute: 1CP/rank

Energy Cost: 0

You have trained in unarmed combat and know how to maximize your damage with fist, foot, or knee.

Rank 1: Your unarmed damage is 1d6 + Str modifier.

Rank 2: Your unarmed damage is 1d8 + Str modifier.

CHARGE BLOODSTONE

Attribute: 1CP

Energy Cost: special

You can use your own 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.

COMPANION

Attribute: 2CP/RANK

Energy Cost: 0

Although a capable survivor on your own, you are not against getting help. Sometimes this help comes in the form of an animal companion that you have befriended and each of you becomes dependent upon the other. Such a companion can be invaluable. Each rank you purchase in this Attribute, you may select two of the following attributes.

Hardiness: Your animal companion is much tougher than other animals of its type. Each time you select this attribute, you may increase your companions hit points equal to a hit dice roll + Constitution modifier.

Empathic Link: You are able to communicate with the animal to a limited degree. You know when your companion is hungry and senses danger, and it can tell when you are on the alert or suspicious of somebody.

Natural Armor: Your animal companion gets tougher and can resist attacks. Increase your animal companions natural armor protection by 1 each time this attribute is selected.

Intelligence: Each time you select this attribute your companion's Instinct ability increases by 1 point.

Combat Trained: Each time you select this attribute your companion's BAB increases by +1 and it gains +1 to damage.

Increased Skills: Every time you choose this attribute for your companion, it gets 2 skill points that it can put

towards skills it already possesses (usually skills like Hide, Move Silently, Spot, etc).

COVER TRACKS

Attribute: 1CP/rank

Energy Cost: 0

When scouting the enemy, you have learned to cover your tracks so they don't follow you or realize they have been found out.

Rank 1: Cover physical signs of presence, Survival: Tracking skill attempts against you are at a -5 penalty.

Rank 2: You not only are able to cover the physical signs, but you can cover your scent. All Survival:

Tracking skill attempts (even those tracking by scent) receive a -10 penalty to track you.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

You have trained your body to withstand harsh punishment as well as increasing your endurance. You gain an extra hit dice + Constitution modifier in hit points each time you take this Attribute.

HUSSGAR



Along the higher hills of the valley, packs of hussgar roam, preying upon lone and weak prey. Hussgar never attack unless they outnumber the prey and feel they have the advantage. Hussgar are led by a single male who is the strongest and meanest of all the others. A single hussgar pack will usually have a hunting radius of about one hundred miles. During longer, colder winters, the hussgar will range lower into the valley to find food, following the herds of kurboo.

Type: medium beast, **Level:** 3, **Hit Points:** 27(d8), **Energy Points:** 8, **Initiative:** +2, **Speed:** 42 feet, **Defense:** +4, **Armor:** 2, **Attack:** +5, **Attack:** bite (1d8+3), **Qualities:** keen scent, pack, trip, vicious bite, **Saves:** Fort +4, Ref +5, Will +1, **Abilities:**

Str 16, Dex 14, Con 16, Ins 10, **Skills:** Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +6 (+10* tracking). *Skills include racial bonuses.

Keen Scent: Hussgar have a keen sense of smell and gain a +4 bonus to track creatures if able to use their sense of smell in a relevant check.

Pack: Hussgar fight in packs, if teaming up against a single opponent they are able to apply basic pack tactics. For every two hussgar attacking a single opponent, they gain a +1 to defense and to attack rolls.

Trip: Against medium size or smaller opponents, the hussgar can make a trip attack. The hussgar simply makes a normal attack (no damage inflicted) against an opponent. If successful the opponent and hussgar make a Strength vs Strength check. If the opponent fails, they fall to the ground and the hussgar gain a +2 bonus to attacks (all hussgar not just the one making the trip attack) until the target stands back up.

Vicious Bite: The hussgar are known for their strong vice-like bites, a bite so powerful that it has severed an arm in a single ripping attack. Once per round the hussgar may exert itself (spend 3 energy points) to increase the damage of its bite by one dice (2d8+3).

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in defending yourself against attacks. You increase your Base Defense Bonus by +1 each time you take this Attribute.

DODGE

Attribute: 3CP

Energy Cost: 2

You can strain yourself to attain that extra little speed you need to get out of the way of a lethal attack. When you use this attribute, spend the listed energy points and you gain a bonus equal to your level in Border Marshal, to either a single Defense check or Reflex save. You can decide to do this right before you make the check.

FAVORED ENEMY

Attribute: 2CP/rank

Energy Cost: 0

As a Border Marshal of a specific area, you learn much about the enemies of the Guild within your area. Learning their tactics, what their weakness is, etc. You can take this Attribute multiple times for different enemy types.

Rank 1: You gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival skill checks when using these skills against your favored enemy. You also get a +2 bonus to damage against your favored enemy.

Rank 2: You gain a +4 bonus to the above listed skills and a +4 damage bonus against your favored enemy.

Rank 3: You gain a +6 bonus to the above listed skills and a +6 damage bonus against your favored enemy.

FAVORED TERRAIN

Attribute: 1CP/rank

Energy Cost: 0

You have grown used to and are at home in a single type of terrain of your choice: arctic, forest, jungle, swamps, mountains, underground, plains.

Rank 1: You gain a +2 bonus to Hide, Knowledge: Nature, Listen, Move Silently, Spot, and Survival skill checks while in the terrain of your choice.

Rank 2: You gain a +4 bonus to the above listed skills while in the terrain of your choice.

FORTITUDE

Attribute: 1CP/rank

Energy Cost: 0

You keep in good health. You can increase your Fortitude save by +1.

IMPROVED INITIATIVE

Attribute: 1CP/rank

Energy Cost: 0

Your training has made it so that you have a greater chance to act first in combat.

Rank 1: Gain +2 bonus to Initiative checks.

Rank 2: Gain +4 bonus to Initiative checks.

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 1 energy point you heal back one hit point of damage.

Rank 2: Each time you spend 1 energy point you heal back two hit points of damage.

QUICK KILL

Attribute: 1CP/rank

Energy Cost: 0

You have studied the deadliest places to strike an unwary target. You are able to incapacitate or kill in a single blow. Whenever you attack a target that is flat footed, you may add the Quick Kill bonus damage to a successful strike. This can only be done with melee weapons.

Rank 1: +1d6 damage on surprise attack.

Rank 2: +2d6 damage on surprise attack.

SNARE

Attribute: 2CP/rank

Energy Cost: 0

By spending 1d6 minutes with a rope and surrounding brush/trees/limbs you can create a snare that will ensnare subjects walking upon the 5 foot diameter area (exact area selected by you when you create it).

Rank 1: When anything walks over the area, they must make a Reflex save (DC 15) or be caught up and entangled (see Entangled on page 170).

Rank 2: DC for the Reflex save is increased to DC 20.

TREE HOME

Spell: 2CP/rank

Energy Cost: 4/per rank

It cannot be denied that you have picked up a trick or two from traveling Magi and Fey. You have learned the workings of a spell that comes in useful. Whenever you desire, you may "mark" a tree, by simply touching it and spending a moment in concentration. You can only have one marked tree at a time. When you cast this

spell, you will be instantaneously teleported back to your marked tree as long as the tree still lives.

Rank 1: Teleport to your tree as long as you are within 1 mile.

Rank 2: Teleport to your tree as long as you are within 10 miles.

TWO-WEAPON FIGHTING

Attribute: 2CP/rank

Energy Cost: 0

Prerequisite: Dexterity 13 +

You have 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. You gain an extra attack with this weapon. Accordingly, the penalty for doing so is also reduced by 2 (see attacking with two weapons on page 166) or you can use the extra weapon to parry incoming melee attacks, granting you a +2 bonus to your Defense Bonus. Every time you take this Attribute, you reduce the penalty for making two attacks by 2.

VISCIOUS CHARGE

Attribute: 2CP/rank

Energy Cost: 0

You have learned to use your momentum to deliver a vicious attack, attempting to take out your enemy before they can retaliate.

Rank 1: Do +1d8 damage on a charge attack.

Rank 2: Do +2d8 damage on a charge attack.

WILDERNESS AWARENESS

Attribute: 1CP/rank

Energy Cost: 0

By listening to the sounds of the wildlife and using your experience in the wilderness, you can "sense" things that others have a hard time picking up on.

Rank 1: You gain a +3 bonus to Spot skill checks against ambush and you can never be caught flat footed while in wilderness areas.

Rank 2: You gain a +6 bonus to Spot and Listen skill checks against ambush and you gain a +6 bonus to your Spot skill check to detect snares and pits.

WOODLAND STRIDE

Attribute: 1CP/rank

Energy Cost: 0

You are practiced at moving through undergrowth and overgrown areas.

Rank 1: You can move through heavily overgrown areas at normal speed without suffering damage or fatiguing yourself.

Rank 2: You can move through heavily overgrown areas at a run without suffering damage or fatiguing yourself.

LORE HUNTER

The Magi have their hands full with the present to be too concerned with the past. But there are many who would know of the past and feel that there are many secrets that will be unlocked as the past is revealed. An organization known simply as the Lore Hunters has arisen to the challenge of finding out everything they can of their ancient world. Lore Hunters come from all walks of life; many Magi, merchants, and commoners find themselves drawn to the quest of figuring out the past.

Lore Hunters are a loose organization that meets within the Temple of the



Ancients located just outside of Harbor City. These adventurous sages risk their lives searching out the old runes of temples, lost cities, and anything else connected to the past, and then they spend countless hours studying those things that they have found. Lore Hunters are encouraged to log their findings within the grand library located within the Temple of the Ancients where other Lore Hunters can share in their newfound knowledge. Access to the library is only granted to those who are Lore Hunters or visiting with a known Lore Hunter. The Lore Hunters will pay well for any artifacts, books or other relics that fellow hunters bring to the Temple. It is a well known fact that many Merchant Houses take more than a passing interest in these ancient treasures and lore and are responsible for most of the funding.

Combat Mastery: A Lore Hunter spends a good deal of time in action. However, so do they spend a lot of time going over old tomes and studying artifacts. For this reason the Lore Hunter may only take the Attack Combat Master Attribute every even level. Thus, they can only purchase a rank in Attack Combat Master when they reach 2nd, 4th, 6th and so on.

Abilities: Lore Hunters rely on being fast on their feet and quick of wit. For this reason, Dexterity and Wisdom are important. Lore Hunters who spend long hours in study learning about foreign cultures, ancient religions, and other obscure knowledge would do well to have a high Intelligence.

Class Skills: Balance (Dex), Climb (Str), Decipher Script (Int), Escape Artist (Dex), Gather Information (Cha), Jump (Str), Knowledge: All (Int), Navigate (Int), Rune Device (Int), Search (Int), Speak Languages (Int), Swim (Str), Tumble (Dex), Use Rope (Dex).

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

Skill Points at Each Additional Level: $4 + \text{Int}$.

ADRENAL BURST

Attribute: 1CP/rank

Energy Cost: 1/per rank

Even though you are an academic, you are still a thrill seeker at heart. 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.

Rank 3: Increase your Strength and Dexterity by 6 points.

APPRAISE

Attribute: 1CP

Energy Cost: 0

You have learned to see meticulous details that most others miss. You gain a +2 bonus to Craft and Decipher Script skill checks.

ARCHITECTURE AWARENESS

Attribute: 1CP/rank

Energy Cost: 0

Lore Hunters have to be aware of secret passages, hidden treasure chambers, and be good at finding their way through labyrinth like passages.

Rank 1: You are able to automatically determine the approximate age of a building, underground complex, tomb, etc.

Rank 2: When coming within 10 feet of a secret passage or hidden door the GM will secretly roll a Search skill check as if you were actively searching for such.

Rank 3: You automatically can find your way out of anything you have found your way into.

Rank 4: You can find traps (both normal and magical) just like you can find secret doors (as detailed in rank 1) and gain a +5 bonus to do so.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

You have trained to fight in armor and do 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.

ATTACK COMBAT MASTERY

Attribute: 3CP/rank

Energy Cost: 0

You have trained in the use of melee combat. You gain a +1 bonus to your Base Attack Bonus (BAB). This could increase your attacks per round if your BAB is increased to +6, +11, +16, or +21, as normal.

ATTACK ON THE RUN

Attribute: 1CP/rank

Energy Cost: 1/per rank

Attacking on the move is your preference. Attackers have a harder time keeping track of a moving target and you try to keep moving, preferably away from the attacker. With practice you are able to move and attack in the same round without suffering too much of a penalty, if one at all. Normally a character is only able to jog (2 x base movement) and attack without suffering a movement penalty.

Rank 1: Able to run (3 x base movement) without suffering a penalty to attack in the same round.

Rank 2: Able to sprint (4 x base movement) without suffering a penalty to attack in the same round.

BLIND SIGHT

Attribute: 1CP/rank

Energy Cost: 0

As a Lore Hunter you learn to see with all your senses. Even without the aid of your eyes, you can use your sense of touch and sound to "see" your surroundings. You can perform actions, such as combat, detect secret passages, traps, search, etc., without the normal penalties that darkness would entail. The rank of this Attribute determines how effective the blind sight is.

Rank 1: "See" everything within 10 feet.

Rank 2: "See" everything within 25 feet.

Rank 3: "See" everything within 50 feet.

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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 a 1 energy point in a bloodstone.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

You have trained your body to withstand harsh punishment, as well as increasing your endurance. You gain an extra hit dice + Constitution modifier in hit points each time you take this Attribute.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in the overall defense tactics as applied to melee, ranged and even magical attacks. You can increase your Base Defense Bonus by +1 each time you take this Attribute.

DEFENSIVE ROLL

Attribute: 2CP/rank

Energy Cost: 2/per rank

Prerequisite: Tumble 7+ ranks

As a Lore Hunter, you have spent more time training to avoid lethal attacks than delivering them. You can choose to "roll with the punch" at a successful attack

against you. Your rank in this Attribute determines how much of the damage you can avoid. You can decide to use this Attribute before damage is rolled but after the attack and defense roll is made.

Rank 1: Take only 75% of the normal damage.

Rank 2: Take only 50% of the normal damage.

Rank 3: Take only 25% of the normal damage.

EVADE

Attribute: 2CP/rank

Energy Cost: 0

The Lore Hunter must be quick on their feet, able to evade danger instead of face it head on. They are not interested in defeating the danger, only getting past it. Lore Hunters who hesitate and are not aware of their surroundings, don't last very long.

Rank 1: You are never caught flat footed; you retain your Dexterity bonus to defense rolls even when surprised or attacked by an invisible opponent.

Rank 2: When you would normally be allowed to make a Reflex save to take half damage, you instead take no damage if the save is successful.

Rank 3: When you would normally be allowed to make a Reflex save to take half damage, you instead take half damage on a failed save and no damage on a successful save.

EVASIVE TARGET

Attribute: 1CP/rank

Energy Cost: 0

Danger seems to always hang out in groups. You have learned to use your opponents against one another. Whenever you are in melee combat with an opponent, you can move about and use that opponent to get in the way of his fellows.

Rank 1: All other attacks, both melee and ranged, other than your primary opponent (the one you attack for the round) suffer a -2 penalty to strike you.

Rank 2: Secondary opponents suffer a -4 penalty to strike you.

LUCK

Attribute: 1CP/rank

Energy Cost: 3

Some greater power seems to look out for you from time to time, granting you a bit of what appears to be raw luck. You can choose to re-roll a single dice once per game session equal to the number of ranks in this Attribute. You must keep the second roll even if it is lower than the first.

MOVE QUICKLY

Attribute: 1CP/rank

Energy Cost: 0

You learn to lengthen your stride to get where you need to go quickly.

Rank 1: Increase your base movement rate by 5 feet.

Rank 2: Increase your base movement rate by 10 feet.

Rank 3: Increase your base movement rate by 15 feet.

Rank 4: Increase your base movement rate by 20 feet.

OBSCURER KNOWLEDGE

Attribute: 1CP/rank

Energy Cost: 0

Lore Hunters pick up a lot of knowledge that does not really fall into any one category of study. This obscure knowledge could be rumors about the guardian of an ancient tomb, powers of a magic item, or a bit of information that the Lore Hunter read in some random book that might come in handy someday. How rare the knowledge is sets the DC of the Intelligence check. DC 10 equals common knowledge to the majority of people. DC 20 equals uncommon knowledge that only a few would know about. DC 25 is obscure knowledge that is very hard to come by. DC 30 is knowledge that only a handful of people might have heard about. This check can only be made once per particular subject. Each time this Attribute is taken beyond the first rank you get a +4 bonus to the check.

REFLEX

Attribute: 1CP/rank

Energy Cost: 0

You are quick on your feet at the slightest sign of danger. For each rank in this Attribute you gain a +1 bonus to your Reflex save.

WILLPOWER

Attribute: 1CP/rank

Energy Cost: 0

It takes a lot of determination and self control to face some of the dangers you have faced. For each rank in this Attribute you gain a +1 bonus to your Will saves.

MOON MAGI

The Moon Magi are well known for their magical powers of fixing and creating rune items. They understand the workings of such devices more than anybody else.

DC FOR RUNE ENGRAVING

To craft the actual physical rune device requires 50% of its listed cost in the equipment section. This is without runes, but includes the bloodstone(s). After the device is made, the DC of the Engrave Rune check depends on the final price of the piece of equipment according to the equipment chapter. Thus, an engraver would need to beat a DC of 25 to completely engrave all the runes to make a thunder pistol work (final cost of pistol is 1,500 sg's).

Item Price	Engraving DC
1-500 sg's	15
501-1000 sg's	20
1001-1500 sg's	25
1501-2000 sg's	30
2000-2500 sg's	35
2,501-3000 sg's	40
3000 +	45

Their magic extends into the realm of divination, travel, and alteration. But just because the Moon Magi don't concentrate on war, like the Sun Magi, or espionage like the Shadow Magi, does not mean they do not see their share of action. Moon Magi are needed to keep the land ships and sky holds running. They pilot most of the land ships and work some of the strongest magic the Guilds possess.

Abilities: The Moon Magi must be able to learn quickly, as well as have a good dose of common sense. For this reason Intelligence and Wisdom serve them well. Those Magi who serve out in the field may also benefit from a high Constitution which would allow them to survive longer.

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Heal (Wis), Knowledge: All (Int), Navigate (Int), Profession (Wis), Rune Device (Int), Search (Wis), Spellcraft (Int).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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 a 1 energy point in a bloodstone.

Rank 2: Spend 2 energy points to recharge 1 energy point in a bloodstone.

Rank 3: Replace energy points on a 1:1 ratio.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in defending yourself against attacks. You increase your Base Defense Bonus by +1 each time you take this Attribute.

ENERGY BONUS

Attribute: 1CP

Energy Cost: 0

Through training you have increased your capacity for channeling energy. You are allowed to roll another racial energy dice and add the result to your current rating. You can take this talent multiple times.

ENGRAVE RUNES

Attribute: 2CP/rank

Energy Cost: 2/per hour spent engraving

Runes are not just a bunch of simple markings that can be duplicated by just anybody. Engraving a rune takes 10 + 1d10 hours to finish. The runes need not be done all at once,

but no power is granted to the weapon/armor/item until the rune string is completely finished. When engraving a

rune, the Magi is not only making the symbols but tying and working the magic into each rune. The

process is specialized enough that the work must be completed by the same Magi that it was started by. After the required hours have been spent working on the runes, a Spellcraft skill check must be made against a DC based on the value of the rune item or rune-string. If the check is failed, the process must be started from scratch, roll for time taken and the cost paid again, followed by another skill check. More powerful rune items are created by a team of Moon Magi and so get bonuses for aiding one another (see Getting Help on page 119). This Attribute grants you a +4 bonus to the Spellcraft skill check for every rank you have in it after the first.

ENLARGE

Spell: 2CP/rank

Energy Cost: 3/per rank

You cast this spell upon yourself and it causes you to grow, as well as your attire and equipment worn. The amount you can enlarge by is restricted by your rank in this spell. Enlarging in size grants certain bonuses and penalties as outlined below. When your Constitution bonus grants you more hit points, these hit points are considered "free" hit points and are lost before any other hit points. When you return to your own size, you don't lose any of your own hit points unless these 'free' hit points were completely lost first. This spell lasts for 1 scene.

Rank 1: Increase size to Large (x2 height) and gain the following modifiers: Strength +8, Dexterity -2, Constitution +4, Natural Armor 2, Defense Bonus -1, Attack Bonus -3.

Rank 2: Increase size to Huge (4x height) and gain the following modifiers: Strength +16, Dexterity -4, Constitution +8, Natural Armor 5, Defense Bonus -2, Attack Bonus -6.

Rank 3: Increase size to Gargantuan (6x height) and gain the following modifiers: Strength +24, Dexterity -6, Constitution +12, Natural Armor 9, Defense Bonus -4, Attack Bonus -9.



EYE OF THE MAGI

Spell: 2CP/rank

Energy Cost: 2/per rank

This spell conjures a small glowing black orb of about fist size. Within the orb, if one were to look closely, they would see what appeared to be the retina of an eye. By concentrating (full round action) you can close your eyes and actually see through the eye, although the vision grows blurry beyond short range (30 feet) from the orb's center. The eye can be struck by magical weapons or energy attacks. It has an Armor 5, Hit Points 10, Defense Bonus +6, as well as a Hide and Move Silently skill bonus of +10. This spell lasts for 10 minutes.

Rank 1: The eye can fly at a rate of 30 feet per round and a maximum distance of 1000 feet.

Rank 2: The eye can fly at a rate of 90 feet per round and has a maximum distance of 5 miles.

Rank 3: The eye can transmit sound, as well as sight.

FABRICATE

Spell: 2CP/rank

Energy Cost: 2/per rank

This spell allows you to turn raw materials into something useful such as turning a bunch of trees into a wooden bridge, or a length of rope from a patch of hemp. If the item requires a degree of craftsmanship, you need to make a Craft skill check of the appropriate type although you do not need any tools.

Rank 1: You can fabricate up to 10 lb of material.

Rank 2: You can fabricate up to 50 lb of material.

Rank 3: You can fabricate up to 300 lb of material.

Rank 4: You can fabricate up to 1 ton of material.

Rank 5: You can fabricate up to 5 tons of material.

FLIGHT

Spell: 2CP/rank

Energy Cost: 2/per rank

When you cast this spell upon yourself, you gain the ability to fly. The spell has enough power to lift yourself and up to the maximum load you can

carry. Flying does not require you to concentrate, so you could take action normally while flying, although you still suffer penalties for moving and taking action in the same round as normal. The spell lasts for one scene per activation.

Rank 1: You can levitate yourself up or down at a rate equal to your Dexterity rating in feet per round.

Rank 2: You have a basic flight speed equal to your Dexterity multiplied by 3.

Rank 3: You have a basic flight speed equal to your Dexterity multiplied by 6.

MAGICAL APTITUDE

Attribute: 1CP

Energy Cost: 0

You have trained in magic and found that you have a knack for it, even above others who have trained with you. You gain a +2 bonus on all Knowledge: Arcane and Spellcraft skill checks.

MAGI HANDS

Spell: 1CP/rank

Energy Cost: 1/per rank

When you cast this spell you create a spectral set of hands that can be controlled by concentrating on them.

These hands can manipulate stuff up to a short distance away (usually up to 30 feet). You can use the hands as your own, even picking up a weapon and attacking with it (-4 penalty due to aiming issues). The weight you can lift is dependent on the rank in this spell. This spell lasts for one scene.

Rank 1: Able to lift up to 2 pounds.

Rank 2: Able to lift up to 20 pounds.

Rank 3: Able to lift up to 100 pounds.

MAGI LOCK

Spell: 1CP/rank

Energy Cost: 3/per rank

This spell can be cast on any portal of moderate size. Very large doors may require more energy to affect (GM's decision). When this spell is



placed upon a portal, only the Magi who cast the spell can open the portal. The magical lock can be broken by another magic using creature but they must spend double the energy points (of the original used to cast this spell in the first place) to make an attempt. The breaking, magic using, creature must make a Spellcraft skill check against the lock at a DC of 12 + 2 per rank the lock-placer had in this spell when it was placed. How long the lock lasts depends on the rank that the Magi used to cast this spell.

Rank 1: Lock lasts 1 day.

Rank 2: Lock lasts 6 days.

Rank 3: Lock lasts 30 days.

Rank 4: Lock lasts 90 days.

Rank 5: Lock lasts 1 year.

MENDING

Spell: 1CP/rank

Energy Cost: 1/per rank

You can weld cracks, rips, and breakage of items. The density and hardness of the material you are able to affect is based on your rank in this spell. By welding, this means joining the items together, even items of different materials. Welding a door shut or a weapon into a scabbard are some examples of how Magi have used this spell.

Rank 1: You can affect organic material such as cloth, wood, etc. You can affect up to 5 pounds of material. This power will heal a Golem by 5 hit points.

Rank 2: You can affect stone and mortar, such as granite blocks or hardened clay. You can affect up to 20 pounds of material. This power will heal a Golem by 15 hit points.

Rank 3: You can affect metals, such as iron or even alloys such as steel. You can affect up to 50 pounds of material. This power will heal a Golem by 25 hit points.

MERGE

Spell: 2CP/rank

Energy Cost: 2/per rank

This spell allows you to meld yourself and your equipment into a solid object. The object must be large enough to accommodate your body by all three dimensions. When casting the spell is complete you simply step into the object. While in the object you remain in contact with its surface, and even though you cannot see outside the object, you can hear what is happening around the object. You cannot cast spells, but can activate flesh runes while merged. What type of materials you can merge with is dependent on the rank. If the item you are merged with is damaged to

the point that you cannot fit within it, you take 5d6 points of damage and are expelled from the object. If the item is completely destroyed, you must make a Fortitude save (DC 18) or be slain. This spell lasts for 10 minutes.

Rank 1: You can merge with wooden objects.

Rank 2: You may merge with earth or stone objects.

Rank 3: you may merge with metal objects (more than one Magi has used this spell to merge with a Golem until danger has passed!).

PRINT FLESH RUNE

Attribute: 2CP/rank

Energy Cost: 2/per hour spent printing

You have learned the process of printing flesh runes upon living skin. Tying the flesh rune to the subject's own personal aura is the hardest part, but with careful study, you have learned how. A single flesh rune or adding a rank to a flesh rune takes 8 + 1d8 hours to complete. The cost of materials needed for the rune is roughly a quarter of the listed price for a finished rune. After the rolled time goes by make a Wisdom check against a DC (use the same DC as if it were a Rune Device). If you fail the check, you lose all materials and must start again. Every time you take this Attribute, after the first, you gain a +4 bonus to your Wisdom check.

RUNES OF WARDING

Spell: 2CP/rank

Energy Cost: 2/per rank

The Magi are very strict with their secrets and their security is something they take very seriously. By drawing temporary runes around a portal, a box, or similar opening device, they can create a deadly trap. You can specify how the runes are activated. This could be opening the device, touching an object, etc. You could even specify specific individuals that would trigger the runes. When triggered the runes lash out with magical energy and inflict damage on any who are causing the trigger. How long the runes of warding last is dependent on the rank. It should be noted that the attack has the "magic" weapon quality.

Rank 1: Runes inflict 2d6 and last 1 day. Make Reflex save (DC 10) for half.

Rank 2: Runes inflict 4d6 and last 5 days. Make Reflex save (DC 12) for half.

Rank 3: Runes inflict 6d6 and last 30 days. Make Reflex save (DC 14) for half.

Rank 4: Runes inflict 8d6 and last 1 year. Make Reflex save (DC 16) for half.

Rank 5: Runes inflict 10d6 and last 10 years. Make Reflex save (DC 18) for half.

SHRINK

Spell: 2CP/rank

Energy Cost: 1/per rank

You can shrink yourself and all your equipment, as well as your dress attire. When you shrink this entails certain bonuses and penalties as outlined below. This spell lasts for one scene.

Rank 1: Decrease size to small (1/2 height) and gain the following modifiers: Strength -4, Dexterity +2, Constitution -2, Defense Bonus +1, Attack Bonus +1, Hide +4.

Rank 2: Decrease size to tiny (1/4 height) and gain the following modifiers: Strength -8, Dexterity +4, Constitution -2, Defense Bonus +2, Attack Bonus +2, Hide +8.

Rank 3: Decrease size to diminutive (1/10 height) and gain the following modifiers: Strength -10, Dexterity +6, Constitution -2, Defense Bonus +3, Attack Bonus +3, Hide +12.

TELEPORT

Spell: 3CP/rank

Energy Cost: 3/per rank

Because of the nature of Hollow Energy and its affect at disrupting the magical flows of Lannith, teleportation across great distances is unwise. This spell will allow a Moon Magi to teleport himself with equipment equal to his maximum lift capacity, to a far off location where the Magi has visited previously. The spell will transport the Magi immediately with no lapse of time. If you attempt to teleport yourself into an unknown dangerous location, the spell will teleport you to the nearest "dead space" location.

Rank 1: You can teleport up to 1 mile.

Rank 2: You can teleport up to 10 miles.

Rank 3: You can teleport up to 50 miles.

Rank 4: You can teleport up to 100 miles

UNRAVEL SPELL

Attribute: 2CP/rank

Energy Cost: special

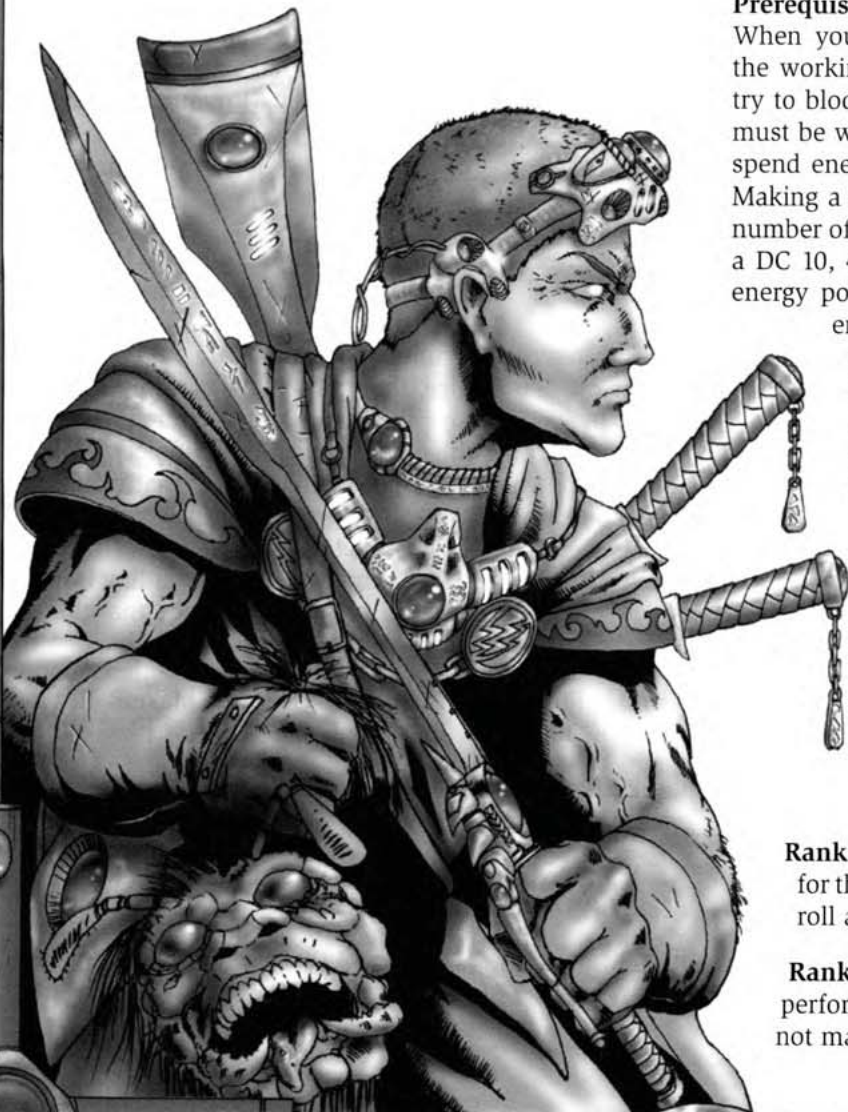
Prerequisite: Magic Sight Flesh Rune

When your Magi Sight Tattoo is active, you can see the workings of magic to such an extent that you can try to block the spells of others. The target spell caster must be within medium range (300 feet) and you must spend energy points equal to that spent by the target. Making a Spellcraft skill check against a DC set by the number of energy points spent. 1-3 energy points equals a DC 10, 4-6 energy points spent equals a DC 14, 7-9 energy points spent equals a DC 18, and 10 or more energy points equals a DC of 22. If successful, the target spends the energy points but the spell has no effect. If you fail, the spell goes off as normal and you still lose half your energy points (round up). Powers affected by this attribute include spells, prayers, divine favors, tattoos, and anything else that calls upon magic to work. Hollow powers are not magic as men know it and cannot be unraveled with this attribute.

Rank 1: You need to have an action available before the enemy spell caster and must hold the action until the enemy casts their spell you wish to unravel. Unraveling a spell is a standard action.

Rank 2: You can unravel a spell instead of moving for the round, but you must have a higher Initiative roll and not have moved.

Rank 3: Unraveling is a free action and you can perform it any number of times per round. It does not matter what your initiative is for the round.



WILLPOWER

Attribute: 1CP/rank

Energy Cost: 0

You have trained your mind to resist intrusion as well as taught yourself strong self control. Every time you take this Attribute your Will save increases by +1.

SHADOW MAGI

If any single word could classify the Shadow Magi it would be "informed". The Shadow Magi have their hands in everything. The other two guilds rely on the Shadow to keep on top of affairs, enemy movements, spies, as well as counterspies. The Shadow Magi are trained in the art of disguise, untruth, assassination, and illusion. Sometimes the best way to take care of an enemy is not by use of direct force.

Although the Shadow Magi keep their hands full with spying, gathering information, and other cloak and dagger tasks, a new threat has arisen. The Vor have learned to somehow send spies among the people of Everstone. The Hollow has learned to use the Shadow Magi's own tactics against the Guilds. It is not sure how serious this threat has become but the Shadow Magi have begun putting strong support towards the security of the inner valley, as well as always keeping their eyes to those enemies outside.

Most Shadow Magi prefer concealable weapons, such as pistols and long daggers. They are not accustomed to using heavier types of armor, but will try to always have light armor of some kind in case they are confronted in a fight. They are proud of their ability to optimize specialized equipment such as the assassin construct, bracers of foresight, etc.

Abilities: Shadow Magi rely on stealth, trickery, and common sense to see them through trouble. They prize high ability scores in Dexterity and Wisdom most of all. A high Charisma is also helpful.

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge: Arcane (Int), Knowledge: Area (Int), Knowledge: Foreign Culture (Int), Knowledge: Streetwise (Int), Move Silently (Dex), Open Lock (Dex), Poisons (Int), Rune Device (Wis), Search (Wis), Seduction (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

ALTER CLOTHING

Spell: 1CP/rank

Energy Cost: 1/per rank

This spell allows you to create an illusion over yourself, changing the appearance of your clothing and equipment. The illusion affects the visual and touch senses and lasts for 30 minutes.

Rank 1: Illusory clothing that affects visual and touch senses. If attempting to disguise yourself this spell grants a +3 bonus to your check.

Rank 2: Illusory clothing also affects the senses of smell and sound (smell of leather, sound of sword scabbard knocking against knee, etc). If attempting to disguise yourself this spell grants a +6 bonus to your check.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

You have trained to fight in armor and do not suffer the armor check penalty to attack or defense rolls. The penalty only applies to skill checks that involve moving.

Rank 1: Proficient in light armor.

ATTACK COMBAT MASTERY

Attribute: 3CP/rank

Energy Cost: 0

You have trained in the use of melee combat. You gain a +1 bonus to your Base Attack Bonus (BAB). This could increase your attacks per round if your BAB is increased to +6, +11, +16, or +21, as normal.



CHANGE APPEARANCE

Spell: 1CP/rank

Energy Cost: 1/per rank

When you use this spell it allows you to use illusion to cover the appearance of your skin, hair, and eye color. The spell lasts for 30 minutes.

Rank 1: Affect the color of your skin, eyes, or hair color. If attempting to disguise yourself this spell grants a +3 bonus to your check.

Rank 2: Change your Attributeues completely within reason. Make your nose bigger, hair longer, skin texture different, etc. The illusion also affects the sense of touch. If attempting to disguise yourself this spell grants a +6 bonus to your check.

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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 a 1 energy point in a bloodstone.

Rank 2: Spend 2 energy points to recharge 1 energy point in a bloodstone.

Rank 3: Replace energy points on a 1:1 ratio.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

You have trained your body to withstand harsh punishment, as well as increasing your endurance. You gain an extra racial hit dice + Constitution modifier in hit points each time you take this Attribute.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in defending yourself against attacks. You increase your Base Defense Bonus by +1 each time you take this Attribute.

ENERGY BONUS

Attribute: 1CP

Energy Cost: 0

Through training you have increased your capacity for channeling energy. You are allowed to roll another racial energy dice and add the result to your current rating. You can take this talent multiple times.

EARTH TITAN

The earth titan is a left over minion of a long dead Hollow Lord. In appearance, it closely resembles the land ripper, with multiple eyes and the same grey-brown hard carapace shell. These huge beasts are a common danger along the barren belt that acts as the main trade route between Shone and Everstone. Over the last few years they have begun to burrow their way through the Wind Rapid Mountains where they cause incredible destruction on the cultivated orchards of the citizens of Telegrona. These beasts burrow below the ground at incredible speeds, coming upon prey without warning.

Type: huge hollow minion, **Level:** 13, **Hit Points:** 150(d12), **Energy Points:** 31, **Initiative:** +2, **Speed:** 70 feet, burrow 35 feet, **Defense Bonus:** +3, **Armor:** 12, **Attack Bonus:** +11/+6/+1, **Attack:** claws (2d8 + 10) and 1 bite (3d8 + 10), **Qualities:** dark vision (medium), strengthen hide, tremor sense (medium), **Saves:** Fort +14, Ref +9, Will +7, **Abilities:** Str 30, Dex 14, Con 22, Ins 10, **Skills:** Jump +15, Listen +11, Spot +4.

Dark Vision: The earth titan can see up to 300 feet in complete darkness without penalty.

Strengthen Hide: The earth titan has the hollow power to increase the density of its armor plating for a short duration. Each round, the earth titan can increase its armor rating by the number of energy points used. This increase is only for the round.

Tremor Sense: While underground and not moving, the earth titan can sense vibrations and detect movement over land up to 300 feet away.

ILLUSIONARY CREATURE-OBJECT

Spell: 2CP/rank

Energy Cost: 2/per rank

This spell allows you to create a three dimensional visual illusion of a creature or object. The illusion will move as you mentally command it to. You create a visible illusion of a creature or object of medium size or smaller. For each rank you have in this spell beyond the first, you can add the following effects to the illusion. You may choose different sensory elements to add each time you cast the spell. The illusion will last for as long as you concentrate on it (see Concentration skill page 119). Viewers can make a Spot skill check (DC 10) to detect the illusion's true nature. As the illusion adds more sensory elements, this DC increases and makes it harder for observers to detect.

Increase Illusion size: By 1 step, i.e. from medium to large. You can select this Attribute more than once to continue to increase the illusions size.

Add Smell: The illusion smells just like the real thing. This increases the DC of detection by +2.

Add Sound: The illusion sounds real, up to a volume equal to that of two men's voices. You can select this Attribute more than once. Each time you do it increases

in volume equal to that of two more men. This increases the DC of the detection by +3.

Add Taste: You include taste in your illusion. This is only handy if it is an illusion that includes food, kissing, or drink, but can only be included if the "touch" sense is added to the illusion as well. This increases the DC of detection by +1.

Add Touch: The illusion feels real to the touch, although if it suffers 1 point of damage, the attack will simply pass through. This increases the DC of detection by +4.

INSUBSTANTIAL

Spell: 2CP/rank

Energy Cost: 2/per rank

You can control your density to the point of passing through objects. The higher the rank in this attribute, the greater solidity of the obstacle able to pass through. As things of this nature do not have an effect on you, neither do you have an effect on them. Thus, if you changed insubstantial to pass through a wooden wall, then you could not affect the wooden wall. The spell also turns all of your carried equipment (up to your maximum carrying capacity) insubstantial as well. GM's should use the following guidelines when deciding exactly what you can pass through and what



is beyond your ability. Note, that this ability does not grant the ability to fly and all the rules of gravity still apply to an insubstantial subject. This spell lasts for as long as you can concentrate (see Concentration skill on page 119).

Rank 1: Pass through paper and cloth.

Rank 2: Pass through wood and water.

Rank 3: Pass through stone and earth.

Rank 4: Pass through iron and steel.

Rank 5: Pass through lead and gold.

Rank 6: Pass through energy fields, such as the Solar Shield used by the Sun Magi.

INVESTIGATOR

Attribute: 1CP

Energy Cost: 0

You have been trained to spot relevant information or clues. You gain a +2 bonus on all Gather Information and Search skill checks.

INVISIBILITY

Spell: 2CP/rank

Energy Cost: 2/per rank

You create a cloak of illusion around yourself that makes you and all equipment carried completely invisible to sight. Although invisible to sight, you can still be detected by sound, smell, touch, or other senses that creatures may use to sense the world around them (although this may change with higher ranks in this spell). If an opponent detects you (you make an attack against them, or make a loud sound) they can attack you with a -4 penalty to their melee and a -8 penalty to their ranged attacks. Also, the penalty is halved if the attacker is using a "spreading" or "area of effect" attack quality against you. This spell lasts for one scene.

Rank 1: Invisible to sight.

Rank 2: Also invisible to hearing (additional -2 to strike in combat).

Rank 3: Invisible to sixth sense like attributes such as Danger Sense and Vor-Sight.

MAGIC FOCUS STRIKE

Attribute: 2CP/rank

Energy Cost: 2/per rank

The Shadow Magi focuses magical energy into their fist, as well as their foot. Either needs to be bare of glove or footwear for this charm to work. Normally, characters deal 1d3 plus their Strength modifier in damage in unarmed combat. With this Attribute the Magi increases this base damage and counts as a magical attack (see

Attack Qualities sidebar on page 142). Once activated the magical charm lasts for 1 scene.

Rank 1: Unarmed damage is magical and deals 1d6 plus Strength modifier.

Rank 2: Unarmed damage is magical and deals 2d6 plus Strength modifier.

Rank 3: Unarmed damage is magical and deals 3d6 plus Strength modifier.

PASS WITHOUT TRACE

Spell: 1CP/rank

Energy Cost: 1/per rank.

You can use this spell to ease your passing and decrease the chance of enemies being able to follow. This spell lasts for one scene.

Rank 1: You can run over sand, snow, or ice at full speed without hindrance.

Rank 2: You leave no footprints, tracks, or scent when you walk or run.

Rank 3: You have the ability to run over water as if it were land. Note that you must run and keep running or you sink.

PORTAL

Spell: 2CP/rank

Energy Cost: 2/per rank

You can cast this spell to create a portal like door to appear right in front of where you stand, just large enough for you to step through. The other side of the door can appear anywhere within range that you can see or you have visited and know the exact location. The portal opens for a single round as you step through and then closes. You can have the portal remain open for an additional round, allowing others to use it (maximum two per round) but must spend one energy point for each round you do so.

Rank 1: Portal has a maximum distance of 30 feet.

Rank 2: Portal has a maximum distance of 300 feet.

Rank 3: Portal has a maximum distance of 3,000 feet.

PROJECT SOUNDS

Spell: 1CP/rank

Energy Cost: 1/per rank

You can use this spell to create illusionary sounds of any type within medium range (around 300 feet). These sounds could be men talking, a cat hissing, footsteps, etc. The sounds created have a volume rating comparable to that made by a single human man. The spell lasts for as long as you concentrate on it (See the Concentration skill on page 119).

Rank 1: Sound volume made by single man's voice.

Rank 2: Sound volume equal to the voice of 10 men.

Rank 3: Sound volume equal to the voice of 100 men.

QUICK KILL

Attribute: 1CP/rank

Energy Cost: 0

You have studied the deadliest places to strike an unwary target. You are able to incapacitate or kill in a single blow. Whenever you attack a target that is flat footed, you may add the Quick Kill bonus damage to a successful strike. This can only be done with melee weapons.

Rank 1: +1d6 damage on surprise attack.

Rank 2: +2d6 damage on surprise attack.

Rank 3: +3d6 damage on surprise attack.

Rank 4: +4d6 damage on surprise attack.

Rank 5: +5d6 damage on surprise attack.

Rank 6: +6d6 damage on surprise attack.

REFLEX

Attribute: 1CP/rank

Energy Cost: 0

You have trained to be quick on your feet. Increase your Reflex save by 1 for each rank purchased in this attribute.

SHADOW SELF

Spell: 1CP/rank

Energy Cost: 1/per rank

Create an illusionary duplicate of yourself that will move and speak as you desire (in your own voice). The illusion requires your concentration (see Concentration skill page 119) to maintain. The illusion appears up to a medium distance (around 300 feet) away and you must be able to maintain visual contact with the illusion for it to function. The spell will last for as long as you maintain concentration. For each rank in this spell you have beyond the first you can add another element to the illusion as given under the "Illusionary Creature/Object" spell description. The same DC is used to decide if targets can detect the illusion.

SWIFT MESSAGE

Spell: 1CP/rank

Energy Cost: 2/per rank

This spell allows you to formulate a vocal message of a given length and send it off on the wind to a known person within range. The vocal message will be delivered within moments (traveling at about 100 miles per hour), whispered within their ear so that they can only hear. As an option you may have the message delivered before the person in your own clear voice, spoken so all within earshot of the subject may hear.

Rank 1: Message of up to 1 minute in length can be delivered up to 1 mile away.

Rank 2: Message of up to 5 minutes in length can be delivered up to 10 miles away.

Rank 3: Message of up to 20 minutes in length can be delivered up to 100 miles away.

Rank 4: Message of up to 1 hour in length can be delivered up to 1,000 miles away.

WALL WALKING

Spell: 1CP/rank

Energy Cost: 1/per rank

This spell allows you to adhere to a surface almost like that of a spider. The spell causes your hands and feet (even if covered with gloves or boots) to stick to a surface by sheer force of will, allowing you to climb surfaces that would be otherwise impossible. This spell lasts for as long as you concentrate (see Concentration skill page 119).

Rank 1: +10 bonus to Climb skill checks.

Rank 2: +20 bonus to Climb skill checks.

Rank 3: +30 bonus to Climb skill checks.

SORCERER

Although the Magi are powerful users of magic, they are not the only ones who have mastered the mystical arts. Sorcerers are professional magic users who come from all over the world, not just Everstone. Sorcerers are common among the wandering tribes of people throughout Lannith. Sometimes they go by such names as shaman, magician, or even wizard. Everstone seems to draw Sorcerers simply by rumor of powerful magic. In fact, many Magi start out as Sorcerers before they are accepted into the Guilds. Some Sorcerers see the Magi as too structured and look down on the control they maintain over their Guild members, while others understand and appreciate this as a strength against the Hollow.

How a Sorcerer learns their art is as varied as the number of people who make it their profession. Some simply study old books that were handed down to them. Some have mentors, and yet others just seem to have a knack for working magic.

Abilities: The abilities most useful for a Sorcerer vary greatly. A Sorcerer that relies on showmanship would do well to have a high Charisma. While a Sorcerer who seems to be drawn to conflict would rely on a good Constitution. Sorcerers that rely on guile would do well



to have a high Wisdom, but a Sorcerer who relies on book smarts would do better with a high Intelligence.

Class Skills: Concentration (Con), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge: Arcane (Int), Knowledge: Nature (Int), Perform (Cha), Poisons (Int), Sense Motive (Cha), Slight of Hand (Dex), Speak Language (Int), Spellcraft (Int).

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

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

ANIMAL MESSENGER

Spell: 1CP/rank

Energy Cost: 1/per rank

You can summon and charm an animal of small size and put a spell upon it that will allow it to deliver a message to a subject of your choice. The magic of the spell is such that it allows the animal to pass the message off to

other animals in an attempt to have your message reach its target swiftly.

Rank 1: Message can be up to 5 minutes long and can be delivered up to 1 mile.

Rank 2: Message can be up to 5 minutes long and delivered up to 10 miles away.

ANALYZE MAGIC

Spell: 2/rank

Energy Cost: 2/per rank

When you use this spell upon an item or person, it helps you to understand the power that is active or latent within them. This information is gained over a period of one minute while you study the item or person.

Rank 1: You can use this power on items. You know what magical powers the item has, how much energy it has left (charges), and how to activate the item.

Rank 2: You can use this spell upon a subject. You can determine any active magic that the subject is being influenced by and what effect the magic is having upon them. This spell will also let you know how many energy points they have left and what their maximum energy point value is.

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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.

CIRCLE OF WARDING

Spell: 2CP/rank

Energy Cost: 4/per rank

With this spell you can create a magical circle 10 feet in diameter. The circle must be drawn upon the floor (with chalk, blood, ink, etc.) and takes 1d4 minutes to complete. Once the circle is drawn you may cast the Circle of Warding spell into the circle. The spell creates a protective circle that will inflict damage upon a specified creature type passing in or out. The creature type is a general species, such as Human, Fey, Vor, Roogadin, Hussgar, etc. The lines of the circle glow with power, giving a hint of the protective energy that charges them. The protective/guarding power only works against physical objects, energy or magic passes through unhindered. You can use the spell to protect yourself, or keep a creature prisoner within it. The spell lasts for one scene.

Rank 1: The spell inflicts 6d6 of magic damage to creature of specified type attempting to pass through.

Rank 2: The spell inflicts 10d6 of magic damage to creature of specified type attempting to pass through.

Rank 3: The spell inflicts 15d6 of magic damage to creature of specified type attempting to pass through.

CREATE MAGIC ITEM

Attribute: 2CP/rank

Energy Cost: 4/per hour spent enchanting

Although the Magi have adapted to the use of runes and constructing magic items with such is much easier, the old way of crafting magic items has not been lost. Sorcerers can endow items with powerful magic without the aid of runes, it is simply much more time consuming and telling on them. The benefit of such items is that they can draw upon their own power supply and will recharge by themselves over

EXAMPLE FAMILIAR TYPES

These are a few of the creatures in this book that would be considered for familiars. You could easily use 1 or 2 HD creatures from other d20 books with your Game Masters permission.

Flying Spirre

Jossil

Mokket

Spotted-Back Spider

Tree Devil

Vassa Howl

time (usually 1 energy point per hour). The powers of magic items are rated in bonuses (from +1 to +10), even if the magic item does not grant a bonus (see Magic Items in the equipment chapter on page 156). To construct such an item a Sorcerer must gather the material components (up to the Game Master) which usually cost one tenth of the final selling price. The Sorcerer must then spend 20 + 1d20 hours per bonus of endowment, working the magic into the item. After the time is spent and the item is finished the Sorcerer needs to make a final Spellcraft check against the items DC (provided on the table one page 156). If successful the item is created. Sorcerers may only create a magic item with a maximum bonus rating equal to their rank in this attribute. Thus if a Sorcerer had Create Magic Item at rank 3, they could create a +3 magic item.

DISINTIGRATE

Spell: 2CP/rank

Energy Cost: 3/per rank

This spell allows you to summon one of the most destructive forces known, magic that unravels the very fabric of matter. By placing both hands together and pointing them at a target, you make a ranged attack with a +2 bonus due to the cone shaped beam. If you strike a living target it inflicts damage as given below. Half damage if the target makes a Reflex save (DC 10). If you do enough damage to reduce the target of all hit points and wounds, the beam completely disintegrates them into dust. If you target a non-living object, you simply destroy the given mass as shown below.

Rank 1: Inflict 2d6 of magical damage or destroy up to 1 pound of material.

Rank 2: Inflict 3d6 of magical damage or destroy up to 5 pounds of material.

ENERGY BONUS

Attribute: ICP/rank

Energy Cost: 0

Through training you have increased your capacity for channeling energy. You are allowed to roll another racial energy dice and add the result to your current rating. You can take this talent multiple times.

FAMILIAR

Attribute: ICP/rank

Energy Cost: 0

Sorcerers are often recluses from the rest of society, seemingly more at home with animals than members of their own race. Small animal companions they attract to themselves as friends are called "familiar". Because you are skilled in magic, you are able to apply this in bond with the animal. You are always aware of your familiar's health and presence and can communicate empathically when it is near, almost as if you and the animal's spirit are linked in some way. The bonding that this Attribute represents is mystical in nature and can only be attained if you have had the animal as a companion for at least 30 days. You can have more than

FLYING SPIRRE



Rodent like creatures named for the forest they live in. A flying spirre is a tree dweller that can live its entire life without ever having to touch the forest floor. They are especially adapted to living in the trees, as they are superb climbers and can leap from limb to limb over great distances with the use of their wing like flaps that grow between front and rear leg. They are nocturnal hunters that feed off of insects and worms, as well as many of the roots of plants found within the woods. They have large ears that allow them a keen sense of hearing. The spirre has two sets of eyes which helps it see in the dark. The upper eyes are kept shut during the day because of the large pupils that allow them greater night vision. These creatures have become popular familiars for the Magi and Sorcerers of Everstone.

Type: small rodent, **Level:** 2, **Hit Points:** 13(d6), **Energy Points:** 9, **Initiative:** +3, **Speed:** 16 feet, glide 32 feet, **Defense Bonus:** +6, **Armor:** 0, **Attack Bonus:** +3, **Attack:** 2 claw (1d4+1) or bite (1d6+1), **Qualities:** claw lash, low-light vision x4, **Saves:** Fort +3, Ref +3, Will +1, **Abilities:** Str 8, Dex 16, Con 16, Ins 12, **Skills:** Balance +3, Climb +8*, Hide +12*, Jump +4, Listen +10*, Move Silently +6, Search +3, Spot +4. *Skills include racial bonuses.

Claw Lash: The flying spirre can lash out with either its front or rear claws making two attacks in the same round at full attack bonus.

Low-light Vision: When the flying spirre opens its upper set of eyes it can see in shadowy conditions up to four times the normal distance.

1 familiar at a time, but each familiar must be purchased separately with this Attribute. If one of your familiars dies, you can replace it (with its special abilities) if you pay an experience penalty of 250 points. Each rank you have in this Attribute allows you to choose two of the following attributes that you and your familiar share.

Hardiness: Your familiar is much tougher than other animals of its type. Each time you give it the hardiness ability it gains another hit dice + Constitution modifier in hit points. You can purchase this attribute more than once for your familiar.

Alertness: The link you share with your familiar can enhance your own senses. When the familiar is within arms reach (perched on your shoulder, for example) you gain a +2 bonus to Listen and Spot skill checks.

Improved Evasion: You give your familiar a sixth sense that allows it to more easily avoid damage. When it is allowed to make a Reflex save to take half damage, instead the familiar takes no damage on a successful save.

Share Spell: You can have any spells that you use upon yourself, also affect your familiar. For example, if you cast "walk on air" on yourself, your familiar can also walk on air. This attribute will only work on the familiar if it is within arms length.

Speak with Master: The familiar can verbally speak with you, although you are the only one who can understand its animal tongue.

Speak with Animals of its Kind: You must first have the "speak with master" attribute to select this attribute. You can now speak to animals of the same species as your familiar.

Heighten Save: Your familiar gains a +1 bonus to all its saves. You can purchase this attribute multiple times for your familiar.

Increased Attack: Your familiar gains a +1 bonus to its BAB. You can purchase this attribute multiple times.

Increased Intelligence: Your familiar increases its Instinct attribute by +2. You can purchase this attribute multiple times.

See Through Familiars Eyes: If you spend 3 energy points, you can close your eyes and see through the eyes of your familiar. If you spend 6 energy points you can also hear through the familiars ears. You must first have the "speak with master" and "alertness" attribute before you can purchase this attribute. The attribute will only work for a maximum distance of 1 mile.

GLOBE OF LIGHT

Spell: 1CP/rank

Energy Cost: 1/per rank

You can summon forth a sphere of light that will float and move about with you (about 1 foot in diameter), lighting a given radius. The globe of light can follow above your head or behind you or for an extra energy point you can attach it to something so that it will remain stationary.

Rank 1: Globe illuminates a 20 foot radius and lasts for 30 minutes.

Rank 2: Globe illuminates a 60 foot radius and lasts for 60 minutes.

Rank 3: Globe illuminates a 200 foot radius and lasts for 120 minutes.

ROLLING FOG

Spell: 1CP/rank

Energy Cost: 1/per rank

This spell conjures forth a billowing cloud of thick fog. The fog takes a given length of time to form and will last as long as normal fog would last, depending on wind conditions. All Spot, Search, or other awareness skill checks while in the fog suffer a -10 penalty. Ranged attacks beyond 10 feet suffer a -10 penalty as well.

Rank 1: The fog appears over the course of 5 minutes and covers a 30 foot radius.

Rank 2: The fog appears over the course of 1 minute and covers a 300 foot radius.

Rank 3: The fog appears over the course of 2 rounds and covers a 3000 foot radius. The fog also ignores wind and other natural conditions and will remain for a minimum of 30 minutes.

SLEEP

Spell: 2CP/rank

Energy Cost: 2/per rank

You can cast this spell upon a target to make them fall into a deep slumber from which it is very hard to awaken. The target of the spell will only awaken if they suffer at least a single hit point of damage.

Rank 1: You can affect a single target up to a short distance (30 feet or so) away. The target must make a Will save (DC 12) or fall into a slumber for 1d4 rounds.

Rank 2: You can affect a single target up to medium distance (300 feet or so) away. The target must make a Will save (DC 14) or fall into a slumber for 1d4 minutes.

Rank 3: You can affect all within a 10 foot radius up to medium distance (300 feet or so) away. The target(s)

must make a Will save (DC 14) or fall into a slumber for 1d4 x10 minutes.

SPIRIT TRAVEL

Spell: 2CP/rank

Energy Cost: 2/per rank

To cast this spell you must spend at least 5 minutes meditating and controlling your breathing while in a restful position. When your spirit leaves your body you are considered incorporeal (see page 170). While in spirit form you have no control over your physical body and if your physical body suffers a single hit point or wound of damage, then you instantly return. You cannot cast spells or use tattoos while in spirit form.

Rank 1: You can travel up to 1000 feet away from your body and the spell lasts for one scene.

Rank 2: You can travel up to 1 mile away from your body and the spell lasts for 1 hour.

Rank 3: You can travel up to 10 miles away and the spell lasts for 2 hours.

SPELL OF SLOW- ING

Spell: 2CP/rank

Energy Cost: 2/per rank

You can cause a creature to be affected by a field of time alteration that makes them move, think, and react slower. Slowed creatures can either move or take action during a round, but not both. They suffer a -1 to their attack rolls, defense rolls, and Reflex saves. Their movement is limited to half their normal speed, and they can only make a single attack per round, even if normally allowed more. The duration lasts for 1 minute (10 rounds).

Rank 1: You must make a touch attack against a target within 5 rounds after casting this spell. If you

are successful, the target must make a Will save (DC 14).

Rank 2: The spell automatically affects a target up to a short distance away (30 feet). Make Will save (DC 16) to resist affect.

Rank 3: The spell affects all targets within a 10 foot radius up to a medium distance away. Make Will save (DC 18) to resist the affect.

WALK ON AIR

Spell: 2CP/rank

Energy Cost: 2/per rank

When you cast this spell, you gain the ability to walk on the very air like it was hard ground. You can support yourself and any equipment that you can carry. The spell lasts for one scene.

Rank 1: You can walk upon the air in a perfectly horizontal direction. This is good for crossing over water, canyons, ditches, etc.

Rank 2: You can walk upon the air at a slope, or as if you were walking up stairs, allowing you to change elevations.

Rank 3: You can use this spell on somebody you touch. Commonly used on the Sorcerer's mount.



WILLPOWER

Attribute: 1CP/rank

Energy Cost: 0

You have trained your mind to resist intrusion, as well as taught yourself strong self control. Every time you take this Attribute your Will save increases by +1.

STORMGUARD

The Magi don't hold back the dark terror of the Hollow all on their own. They need a lot of help and most of this help comes from the elite soldiers known as the Stormguard. The Academy of Arms trains all Stormguard soldiers in the use of rune weapons, such as thunder guns and storm breaker halberds, as well as the basic principle behind rune technology. Although they do not possess the powerful spells of the Sun Magi, they are very remarkable warriors in their own right. After all, they have much more time to spend training with their weapons than the average spell user.

Stormguard can be found in every aspect of the valley's defense. From sky-hold duty to investigating all the varied dangers that still lurk within Everstone's walls. A few Stormguard will resign from their position to become mercenary bodyguards for rich merchants and the like. The pay is good but most refuse advances from such employment as it does not provide the newest and most powerful rune technology that Stormguards are used to having at their disposal.

Abilities: Stormguard mostly rely on their physical endurance. A high Constitution helps them to survive. Strength and Dexterity serve in equal amounts. A guard who is cunning is usually promoted for his tactics and a high Wisdom would serve well for this.

Class Skills: Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge: Area (Int), Knowledge: Streetwise (Int), Listen (Wis), Ride (Dex), Rune Device (Int), Search (Wis), Spot (Wis).

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

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

You have trained to fight in armor and do 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

You have trained in the use of melee combat. You gain a +1 bonus to your Base Attack Bonus (BAB). This could increase your attacks per round if your BAB is increased to +6, +11, +16 or +21, as normal.

BLIND FIGHTING

Attribute: 2CP/rank

Energy Cost: 0

You have trained to detect an enemy by way of your other senses. Watching for air movement, scent, tracks left on the ground, etc.

Rank 1: Melee Combat. You suffer no penalties for attacking or defending in low-light, absolute darkness, or against invisible opponents.

Rank 2: Short Ranged Combat. You half all penalties associated with attacking or defending due to low-light, absolute darkness, or invisible opponents.

BRAWL

Attribute: 1CP/rank

Energy Cost: 0

You have trained in unarmed combat and know how to maximize your damage with your fist, foot, or knee. Normally, you inflict 1d3 plus your Strength modifier in damage.

Rank 1: Your unarmed damage is 1d6 + Str modifier.

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

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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.

Rank 2: Spend 2 energy points to recharge 1 energy point in a bloodstone.

CLEAVE

Attribute: 2CP/rank

Energy Cost: 0

If you deal an opponent enough damage to make the opponent drop, you get an extra melee 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 only make one cleave attack per round, even if you drop more than one opponent.

Rank 2: You can make as many extra cleave attacks in a round equal to the number of opponents you drop.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

You have trained your body to withstand harsh punishment, as well as increasing your endurance. You gain an extra hit dice + Constitution modifier in hit points each time you take this Attribute.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in defending yourself against attacks. You increase your Base Defense Bonus by +1 each time you take this Attribute.

EXTRA DEFENSES

Attribute: 3CP/rank

Energy Cost: 0

Normally, you suffer a -2 penalty for each defense roll after the first, but with training you can learn to be aware and defend against multiple attacks per round. Each round you can make an additional defense action without suffering the normal penalty. Each time you purchase this Attribute, it grants you an additional defense roll without penalty.

FOCUS TARGETING

Attribute: 1CP/rank

Energy Cost: 1/per rank

You are able to focus your ranged attacks more accurately when you exert a little magic. Working with Magi all the time has its benefits.

Rank 1: You suffer only half the normal penalty for shooting at targets behind concealment or cover.

Rank 2: You suffer only half the penalty for firing a ranged personal weapon from a moving vehicle or mount.

GINTII

The gintii were trained and put to use long before the Night of Terror and have always been the companion to men and their mount of choice. The gintii is easily trained and although fierce in combat, are gentle and good natured. Gintii breeding is a lucrative trade and such beasts are not only used as mounts, but beast of burden and pets. Trainers can usually be found in any village within the valley and are not overly expensive. These beasts are so easily trained that the trainer receives a +2 bonus to their Handle Animal skill roll (see Handle Animal skill page 122).

Type: large beast, **Level:** 4, **Hit Points:** 42(d10), **Energy Points:** 8, **Initiative:** +2, **Speed:** 62 feet, **Defense Bonus:** +2, **Armor:** 2, **Attack Bonus:** +5, **Attack:** charge (1d10+8), hoof (1d10+6), trample (1d6+6), **Qualities:** scent, speed burst, trample, **Saves:** Fort +7, Ref +4, Will +1, **Abilities:** Str 22, Dex 14, Con 16, Ins 10, **Skills:** Listen +8, Spot +7.

Charge: On a charge attack, the gintii can bring its head down and use its horns.

Scent: The gintii can automatically smell creatures within 60 feet. This range increases to 120 feet if downwind. They also get a +4 bonus to all checks involving scent.

Speed Burst: The gintii can strain itself to reach greater speeds. When spending 2 energy points it can increase its base speed to 90 feet. This speed burst lasts for 1 minute (10 combat rounds).

Trample: The gintii can make a trample attack against any targets within its path when moving at jogging speed. No attack roll is needed. Targets may make a Reflex save (DC 12) to get out of the way of the attack.

FORTITUDE

Attribute: 1CP/rank

Energy Cost: 0

You keep in good health. You can increase your Fortitude save by +1.

IMPROVED INITIATIVE

Attribute: 1CP/rank

Energy Cost: 0

Your training has made it so that you have a greater chance to act first in combat.

Rank 1: Gain +2 bonus to Initiative checks.

Rank 2: Gain +4 bonus to Initiative checks.

Rank 3: Gain +6 bonus to Initiative checks.

Rank 4: Roll 2 twenty-sided dice and take the highest roll for your Initiative. Then add +6 bonus to this roll.

JUDGE OPPONENT

Attribute: 1CP/rank

Energy Cost: 0

You have trained to see an opponent's weaknesses and strengths, including combat skill, as well as endurance. You must witness the opponent's combat form and style over a period of 6 rounds minus a number of rounds equal to your rank to be able to use this Attribute.

Rank 1: Determine target's Base Attack Bonus, remaining hit points, and Defense Bonus.

Rank 2: You can study weaknesses in an opponent's style of melee combat. When in melee with the combatant you get a +1 Attack Bonus and +1 Defense Bonus, but only against that specific combatant.

Rank 3: As rank 2, but you get a +2 Attack Bonus and +2 Defense Bonus.

Rank 4: As rank 2, but you get +3 Attack Bonus and +3 Defense Bonus.

LEAP ATTACK

Attribute: 2CP

Energy Cost: 0

Prerequisites: Dexterity 13+, BAB +3

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

MOUNTED COMBAT

Attribute: 2CP/rank

Energy Cost: 0

Prerequisite: Ride skill

You have trained in the cavalry and have learned how to make your mount more effective in combat.

Rank 1: Once per round, you 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 your mount's chance to get out of harms way.

Rank 2: When you are mounted and you charge into melee combat (at least half of your mount's base movement) you deal double damage. If you have a lance or similar pole arm you deal triple damage.

POINT BLANK SHOT

Attribute: 1CP/rank

Energy Cost: 0

You have trained to wait until the enemy is almost upon you, increasing your chance for a deadly shot before closing for melee.

Rank 1: You gain a +1 bonus to strike and damage with a ranged weapon when target is within 30 feet.

Rank 2: You gain a +2 bonus to strike and damage with a ranged weapon when target is within 30 feet.

Rank 3: You 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 you can make a power attack. You can subtract a number of points from your melee attack roll (must be stated before attack roll is made) and add the same amount to your damage if the attack is successful.

RAPID LOAD

Attribute: 2CP

Energy Cost: 0

Normally it takes a full round to reload a thunder weapon. Through training you have decreased this time to a move equivalent action. On the round you reload and take another action (such as shooting with the weapon you just loaded) you receive a -3 penalty to that action.

REFLEX

Attribute: 1CP/rank

Energy Cost: 0

You are quick on your feet at the slightest sign of danger. For each rank in this Attribute you gain a +1 bonus to your Reflex save.

SHIELD PROFICIENCY

Attribute: 1CP/rank

Energy Cost: 0

Through training with your shield, you have learned to optimize its defense capability. Against a single attacker you gain a +1 Defense Bonus per rank in this Attribute (along with normal +2 bonus for using a shield). If you have at least 3 ranks in this Attribute, you can use your shield to block ranged attacks.

TEAMWORK

Attribute: 1CP/rank

Energy Cost: 0

The Stormguard is constantly facing threats much larger than themselves, fighting titanic beasts that can only be overcome with well organized strategy, discipline, and teamwork. The number of combatants you can team up with is dependent on your rank in this Attribute. Each other combatant must also have this Attribute for your strategy to work. You gain a +1 to strike and a +2 to damage for each other combatant who joins your efforts, per strike. Thus, if you were to join up with two other comrades who had the Teamwork Attribute, and were all fighting against the same target and you had this Attribute at rank 2, you would gain a +2 bonus to strike and a +4 bonus to damage.

Rank 1: Able to team up with 1 combatant.

Rank 2: Able to team up with up to 3 combatants.

Rank 3: Able to team up with up to 5 combatants.

TWO-WEAPON FIGHTING

Attribute: 2CP/rank

Energy Cost: 0

Prerequisite: Dexterity 13 +

You have 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. You gain an extra attack with this weapon. Accordingly, the penalty for doing so is also reduced by 2 (see attacking with two weapons on page 166) or you can use the extra weapon to parry incoming melee attacks, granting you a +2 bonus to your Defense Bonus. Every time you take this Attribute, you 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, you have increased your ability to inflict grievous wounds. When using the weapon type you are specialized in (long sword, mace, spear, etc) you gain +1 damage bonus per rank in this Attribute, to a maximum of 6 ranks. You can take this Attribute multiple times for multiple weapon types.

SUN MAGI

The Sun Magi are the brute force of the Magi Guilds. They can use destructive magic or enchanted blades and armor with equal ease. The Sun Magi are the face of the Guilds. They get the glory, the praise, and the respect of the common people of Everstone. But this comes at a price; they are the front line of any battle, meeting the Vor and Cryaxxen head on. Sun Magi make it their explicit duty to defend the valley even if it means giving their life. Most Sun Magi serve in the Stormguard, but many others work as loners or with adventuring groups.

Sun Magi prefer a wide variety of weapons, such as thunder and blaze weapons with a common favorite being the Magi warblade. Sun Magi also excel at the use of heavier armor but it is not unheard of for a Sun Magi to don lighter armor for better mobility.

Abilities: Sun Magi are usually more physically capable. For this reason Sun Magi will usually have higher ratings in their Strength and Constitution scores. Those Sun Magi who wish to rise in the ranks and lead men might want to have a reasonably good score in Charisma.

Class Skills: Climb (Str), Concentration (Con), Diplomacy (Cha), Intimidation (Cha), Jump (Str), Knowledge Arcane (Int), Knowledge Area (Int), Listen

(Wis), Ride (Dex), Rune Device (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

You have trained to fight in armor and do 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

You have trained in the use of melee combat. You gain a +1 bonus to your Base Attack Bonus (BAB). This could increase your attacks per round if your BAB is increased to +6, +11, +16 or +21, as normal.

AURA OF COMMAND

Attribute: 1CP/rank

Energy Cost: 0

You have trained to lead men in combat. You can rally companions and leaderless individuals and give them guidance. You can lead them into danger and they will follow. You have the ability to inspire them and give them a common goal and cause. GM's might require a Charisma check against a difficulty based on what kind of danger you are taking your followers into. How many times you purchase this attribute determines how many you can affect at once.

Rank 1: You can inspire one person.

Rank 2: You can inspire up to two people.

Rank 3: You can inspire a small team (1-10).

Rank 4: You can inspire a medium team (11-50).

Rank 5: You can inspire a large team (50-200).

Rank 6: You can inspire a very large team (200-1000).

BATTLE RAM

Spell: 2CP/rank

Energy Cost: 2/rank

This spell can harden your fist into a hammer like battering ram that is useful for destroying blocking obstacles, such as doors, walls, furniture, etc. The spell will last for up to one scene.

Rank 1: Your arm is surrounded by kinetic energy that acts as a weapon with the following attributes: **Base Damage:** 3d6, **Weapon Qualities:** armor penetrating 10, magic, static, slow 2.

Rank 2: Your arm is surrounded by kinetic energy that acts as a weapon with the following attributes:

Base Damage: 5d6, **Weapon Qualities:** armor penetrating 20, magic, static, slow 2.

BLADE OF THE SUN

Spell: 2CP/rank

Energy Cost: 2/ per rank.

This charm summons a blade of intense light (sheds light up to 30 feet) which appears in your hand. The weapon will remain for one scene.

Rank 1: Single-handed sword with the following attributes: **Base Damage:** 3d6, **Weapon Qualities:** affects incorporeal, burning 3, magic, muscle-powered.

Rank 2: Two-handed great



sword with the following attributes: **Base Damage:** 4d6, **Weapon Qualities:** affects incorporeal, armor penetrating 1, burning 4, magic, muscle-powered, two-handed.

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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.

Rank 2: Spend 2 energy points to recharge 1 energy point in a bloodstone.

Rank 3: Replace energy points on a 1:1 ratio.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

You have trained your body to withstand harsh punishment, as well as increasing your endurance. You gain an extra racial hit dice + Constitution modifier in hit points each time you take this Attribute.

DANGER SENSE

Attribute: 1CP/rank

Energy Cost: 0

You have trained to sense the magical flows to such an extent that you can sense unseen dangers. You can make a Wisdom check against a DC 10 if the danger is very real and will most likely end in the character's death if not detected. The DC increases for threats that are not as imposing or obvious; DC 15 for imminent physical danger and DC 20 against those simply harboring ill intentions or plans. This check should be made in secret by the GM. Each time you purchase this attribute you increase your Wisdom check by +4.

Rank 1: Make Wisdom check to detect danger.

Rank 2: +4 to Wisdom check.

Rank 3: +8 to Wisdom Check.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in defending yourself against attacks. You increase your Base Defense Bonus by +1 each time you take this Attribute.



ENERGY BONUS

Attribute: 1CP

Energy Cost: 0

Through training you have increased your capacity for channeling energy. You are allowed to roll another racial energy dice and add the result to your current rating. You can take this talent multiple times.

EXTRA DEFENSES

Attribute: 3CP/rank

Energy Cost: 0

Normally, you suffer a -2 penalty for each defence roll after the first, but with training you can learn to be aware and defend against multiple attacks per round. Each round you can make an additional defense action without suffering the normal penalty. Each time you purchase this Attribute, it grants you an additional defense roll without penalty.

FORTITUDE

Attribute: 1CP/rank

Energy Cost: 0

You keep in good health. You can increase your Fortitude save by +1.

HURL MELEE WEAPON

Attribute: 1CP/rank

Energy Cost: 1/per rank

You can hurl your melee weapon in an effective attack against a target within range. Make a melee attack at your normal Base Attack Bonus and inflict normal damage. This ability is usually combined with the "summon weapon" spell allowing the Magi to retrieve the hurled weapon.

Rank 1: Hurl weapon up to 30 feet.

Rank 2: Hurl weapon up to 100 feet.

Rank 3: Hurl weapon up to 300 feet.

KILLING CHARGE ATTACK

Attribute: 1CP/rank

Energy Cost: 1/per rank

Channeling your inner energy into a single powerful charge, you attempt to take out your opponent before they get a chance to strike back. If you have more than 15 feet between you and your target you may perform a "Killing Charge Attack" against them. This bonus is only granted for the initial attack.

Rank 1: +4 to Attack Bonus with +1d8 damage, but only when charging.

Rank 2: +2d8 when charging.

MOUNTED COMBAT

Attribute: 2CP/rank

Energy Cost: 0

Prerequisite: Ride Skill

You have trained in the cavalry and have learned how to make your mount more effective in combat.

Rank 1: Once per round, you can make a Ride skill check and replace the mount's defense roll if your ride check is better. This greatly increases your mount's chance to get out of harms way.

Rank 2: When you are mounted and you charge into melee combat (at least half of your mount's base movement) you deal double damage. If you have a lance or similar pole arm you deal triple damage.

SOLAR BURST

Spell: 2CP/rank

Energy Cost: 4/per rank

When things look grim and you are surrounded by the enemy, the Solar Burst is going to be your best option to get your enemy to back off. The Sun Magi creates a sphere of energy that extends out from the Magi at its center and creates a damaging attack to everybody within range with you remaining unharmed at the center.

Rank 1: Solar Burst is a weapon that centers on yourself with the following attributes: **Base Damage:** 2d6, **Weapon Qualities:** area of effect x1, burning 2, static.

Rank 2: As rank 1, except for the following changes: 3d6 damage, area of effect x2, burning 3.

Rank 3: as rank 1 and 2, except for the following changes: 4d6 damage, area effect x3, burning 4.

SOLAR SHIELD

Spell: 2CP/rank

Energy Cost: 2/per rank

The Sun Magi can call forth a protective dome of solar energy about himself in a radius that will protect him and any companions within 10 feet of himself. This force field can withstand a number of hit points of damage before collapsing. The Solar Shield keeps things out, as well as in, so that no attack may come from within the force field, magical, or otherwise. The Solar Shield cannot move and will remain rooted to the spot where it was created. Because of the damaging energy that the shield is created from, it will inflict damage on any who touch it, from within or without. The Solar Shield lasts for one scene.

Rank 1: Solar Shield can withstand 20 hp of damage before collapsing. The shield inflicts 1d6 "magic" damage against anything touching it.

Rank 2: Solar Shield can withstand 30 hp damage.

Rank 3: Solar Shield inflicts 2d6 magical damage.

Rank 4: Solar Shield can withstand 60 hp damage.

Rank 5: Solar Shield inflicts 3d6 magical damage.

Rank 6: Solar Shield can withstand 90 hp damage.

SUMMON WEAPON

Spell: 1CP/RANK

Energy Cost: 1 per rank

This spell requires a ring, armband, or amulet made of myth-stone (200+ silver guilders) engraved with the same signature rune which you have also had placed upon your weapon (usually costs 100 silver guilders to get this rune engraved). If you have the ring, amulet, or armband, the weapon can be teleported to you if it is within range, no matter who has it or what intervening obstacles may be in the path.

Rank 1: Weapon within 50 feet.

Rank 2: Weapon within 1 mile.

Rank 3: Weapon within 10 miles.

Rank 4: Weapon within 100 miles

SUN KNIVES

Spell: 2CP/rank

Energy Cost: 2/per rank

This spell allows you to launch energy-like blades from your outstretched hand. They are a number of shard like projectiles that can be launched as if you threw them. The sun blades fly in a fan-like spray out from your hand up to 30 feet away. For information on spreading see Attack Qualities sidebar on page 143.

Rank 1: 2d6 spreading 1, short ranged attack.

Rank 2: 3d6 spreading 2, short ranged attack.

Rank 3: 4d6 spreading 3, short ranged attack.

Rank 4: 5d6 spreading 4, short ranged attack.

SUN GLOBE

Spell: 2CP/rank

Energy Cost: 2/per rank

You can conjure a glowing yellow ball of radiance that is the size of your fist, appearing almost like a miniature sun. Make an attack roll against a target within medium range.

Rank 1: The Sun Globe is a ranged attack with the following attributes: **Range:** medium, **Base Damage:** 3d6, **Attack Qualities:** affect incorporeal, area of effect x2, flare 1, low penetration 5, magic, stoppable.

Rank 2: As rank 1, but with the following changes: 4d6 damage, area of effect x3, flare 2.

Rank 3: As rank 1 and 2, but with the following changes: 5d6 damage, burning 2.

TEAMWORK

Attribute: 1CP/RANK

Energy Cost: 0

The Magi are constantly facing threats much larger than themselves, fighting titanic beasts that can only be overcome with well organized strategy, discipline, and teamwork. The number of combatants you can team up with is dependent on your rank in this Attribute. Each other combatant must also have this Attribute for your strategy to work. You gain a +1 to attack and a +2 to damage for each other combatant who joins your efforts, per strike. Thus, if you were to join up with two other comrades who had the Teamwork Attribute, and were all fighting against the same target and you had this Attribute at rank 2, you would gain a +2 bonus to attack and a +4 bonus to damage.

Rank 1: Able to team up with 1 combatant.

Rank 2: Able to team up with up to 3 combatants.

Rank 3: Able to team up with up to 5 combatants.

WHIRLWIND ATTACK

Spell: 2CP/rank

Energy Cost: 2/per rank

When you cast this spell it grants you a number of extra melee attacks that you can use at any time during the upcoming battle. You can use these attacks as needed and even use all extra attacks in the same round. This attack is made at your highest Base Attack Bonus. All attacks in the round must be of the same type, although they can be against different opponents. If the extra attacks are not used up by the end of the battle then they are lost. This spell does not stack if you use it more than once and does not stack with other abilities that grant extra attacks during the same round. For example, if you use a weapon with the "speed" rune-string active on it for a round, you cannot use any extra attacks from this spell on the same round. This spell lasts for one scene.

Rank 1: You get 1 extra attack to use for the battle.

Rank 2: You get 2 extra attacks to use for the battle.

Rank 3: You get 3 extra attacks to use for the battle.

TEMPLAR

On the Night of Terror, the gods drew their divine power away from the world. It is not known why, or to what extent, but the gods have seen fit to once again answer the prayers of men. There are many who have turned

away from the gods of old, saying that even the deities fear the Hollow Lords. But there are a few who have taken the divine close to their heart and sworn vows to uphold their commandments and pay these gods their much deserved respect. Some priests feel that they need to represent the gods upon the field of battle, fighting these usurper Hollow Lords. These priests are backed by the Temple of the Ancients and given the title Templar. They are the warrior priests, hands of the gods, bringing down justice and vengeance upon all of the Hollow Lords and their minions.

A Templar is a warrior who agrees that the Magi are noble in their cause, but believe that only through the favors of the old gods can Lannith truly be set free from the darkness of the Hollow. Although few in number, Templars feel it is their responsibility to bring this faith to the battlefield, showing the non-believers that the old gods do hear their prayers and will protect those who turn to the light of days passed. Templars worship all the old gods, seeing each as a balance in the "Tapestry of Creation". The Templars attain their skills and powers from each of these philosophies and teachings. Most Templars usually travel alone, but a

few will take companions to aid them in their search for a way to defeat the Hollow Lords.

Most Templars attempt to keep their appearance traditional, wearing suits of ancient plate armor with winged helms. They choose to fight from their mount, so often employ the lance, as well as flails. Many a Templar have had suits of myth-stone armor crafted in the likeness of ancient armor, to take advantage of rune-strings, as well as the better metal. Most of the time Templar concentrate on their combat techniques to help them stand good stead when in melee. That does not mean that they will be defenseless when caught at a range. Templar carry thunder guns and even employ the long bow which has become popular since the emergence of the Fey twelve years ago.

Abilities: The Templar is always seeking insight and understanding. Thus, Wisdom is an important attribute. Templars also try to bring others to the light of the old gods and lead these followers in war against the Hollow Lords. For this reason Charisma is helpful.

Class Skills: Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidation (Cha),

GIANT DROVE

Living along the mountains of the valley, particularly the cliff areas, the beautiful giant drove can be seen as either a single hunter or as a mated pair. The drove is a very large bird with a wingspan of twenty feet from tip to tip. The drove is a day time predator that hunts game such as the sage grouse, jossil, and even young gintii. The drove can be trained if started young enough. Such trained birds act as scouts, messengers, and hunters.

Type: large bird, **Level:** 4, **Hit Points:** 26(d10), **Energy Points:** 14, **Initiative:** +5, **Speed:** 16 feet, fly 96 feet, **Defense Bonus:** +4, **Armor:** 3, **Attack Bonus:** +6/+1, **Attack:** 2 claws (1d6+4) or 1 bite (1d8+4), **Qualities:** low-light vision x 4, extra defense, **Saves:** Fort +5, Ref +7, Will +3, **Abilities:** Str 18, Dex 16, Con 12, Ins 10, **Skills:** Listen +7, Spot +11.

Low-light Vision: The giant drove can see four times as far in shadowy light as normal.

Extra Defense: The giant drove can make a single extra defense roll without the normal penalty.



Knowledge: Religion (Int), Listen (Wis), Ride (Dex),
Rune Device (Int), Sense Motive (Wis), Spot (Wis)

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

Skill Points at Each Additional Level: $4 + \text{Int modifier}$

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

You have trained to fight in armor and do 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.

ATHORA'S BLOCKING MASTERY

Attribute: 2CP/rank

Energy Cost: 0

Through rigorous training and self-control the Templar is able to block ranged attacks with a hand held shield or weapon. Note that these bonuses do not stack. So if the Templar is carrying a shield and a melee weapon at rank 4 in this ability, they only get a +4 bonus to defense against ranged attacks, not a +8.

Rank 1: The Templar can use a shield to block ranged attacks (+2 Defense Bonus against ranged attacks while carrying a shield) that are not energy.

Rank 2: The Templar can use a weapon to block ranged attacks (+2 Defense Bonus against ranged attacks while carrying a melee weapon) that are not energy.

Rank 3: +4 Defense Bonus against range attacks using a shield.

Rank 4: +4 Defense Bonus against range attacks using a weapon.

ATHORA'S RESOLVE

Prayer: 1CP/rank

Energy Cost: 1/per rank

The Templar has given his soul to the gods and is not afraid to die. His loyalty is unquestionable. Such resolve is catchy and the Templar's allies around him gain the benefit of this prayer. For each rank in this prayer the Templar receives a +2 bonus to Willpower checks against fear and other similar mind affecting attacks. This prayer lasts for one scene and affects all allies within thirty feet of the Templar.

ATTACK COMBAT MASTERY

Attribute: 3CP/rank

Energy Cost: 0

You have trained in the use of melee combat. You gain a +1 bonus to your Base Attack Bonus (BAB). This could increase your attacks per round if your BAB is increased to +6, +11, +16 or +21, as normal.

BROONE'S MASTER

ARMOR

Prayer: 1CP/rank

Energy Cost: 1/per rank

The Templar can use this prayer upon his own armor (light, medium, or heavy) making it as though it were manufactured by a master craftsman. Such fine craftsmanship increases the armor's protection value. This spell lasts for one scene.



Rank 1: Increase protection value of armor by 2.

Rank 2: Increase protection value of armor by 4.

Rank 3: Increase protection value of armor by 6.

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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.

CLEAR THOUGHTS OF EAMCRISS

Prayer: 1CP/rank

Energy Cost: 2/per rank

When calling upon the aid of Eamcriss, the Templar can clear his mind to bring forth the exact memories of anything within a certain time frame. Examples could be calling forth books that were read, conversations, or tutoring sessions word for word. GM's might grant a bonus of +2 to any Int based skill check while under the influence of this prayer, or simply allow the Templar to call up the exact information that he is trying to remember.

Rank 1: Call forth any information within last month.

Rank 2: Call forth any information within lifetime.

CURSE OF SABBLE

Prayer: 2CP/rank

Energy Cost: 2/per rank

The Templar calls upon this goddess of rot, disease, and ill health, to inflict agony upon his enemies. This prayer effect lasts for one scene.

Rank 1: A selected target within short range must make a Fortitude save (DC 12 + Templar's Wisdom modifier) or suffer a -2 penalty to all action checks, damage rolls, and saving throws.

Rank 2: Save DC increases by +2 and the target suffers a -4 penalty.

Rank 3: Save DC increases by +4 and the target suffers a -6 penalty.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

The Templar has trained his body to withstand harsh punishment as well as increased his endurance. Roll an additional hit dice + Constitution modifier and add it

to the Templar's hit point total. This Attribute can be taken multiple times.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in defending yourself against attacks. You increase your Base Defense Bonus by +1 each time you take this Attribute.

ENERGY BONUS

Attribute: 1CP

Energy Cost: 0

Through training the Templar has increased his capacity for channeling energy. The Templar is allowed to roll another energy dice and add the result to his current rating. This talent can be chosen multiple times.

FAUNA'S GUIDANCE

Prayer: 2CP/rank

Energy Cost: 2/per rank

By giving a prayer to Fauna, the Templar can gain guidance and knowledge for the best course to take through overgrown areas; finding trails where there seems to be none at first sight. This prayer lasts for one hour.

Rank 1: The Templar, his mount, and any companions are able to travel through overgrown areas as quickly as if they were traveling over clear level land.

Rank 2: At this rank the prayer closes up on the path behind the Templar and any companions, covering any sign of passing. Anybody trying to follow suffers a -10 penalty to their Tracking skill attempts.

FAJA'S HEALING MANTRA

Prayer: 2CP/rank

Energy Cost: 2

The Templar places his hands upon the subject's head (or on self), calling upon Faja to heal by reciting the "Holy Mantra of Life". The Templar can heal up to 10 hit points of damage. The number of times this prayer can be used per day is dependent on the rank.

Rank 1: Heal up to 10 hit points per day.

Rank 2: Heal up to 20 hit points per day.

Rank 3: Heal up to 30 hit points per day.

Rank 4: Heal up to 40 hit points per day.

FORTITUDE

ATTRIBUTE: 2CP/RANK

Energy Cost: 0

The Templar stays in good health. He can increase his Fortitude save by +1 for each rank in this.

MOUNTED COMBAT

Attribute: 2CP/rank

Energy Cost: 0

Prerequisite: Ride Skill

You have trained in the cavalry and have learned how to make your mount more effective in combat.

Rank 1: Once per round, you can make a Ride skill check and replace the mounts defense roll if your ride check is better. This greatly increases your mount's chance to get out of harms way.

Rank 2: When you are mounted and you charge into melee combat (at least half of your mount's base movement) you deal double damage. If you have a lance or similar pole arm you deal triple damage.

RAZTOFF'S LOYAL MOUNT

Attribute: 2CP/rank

Energy Cost: 0

Raz'toff, the god of beasts, has endowed the Templar with the favor of a loyal mount. This mount can be of any suitable creature, such as a gintii or a granite mountain lion. If treated with respect and care, the beast will remain loyal till death. If the beast is ever slain, the Templar will suffer a 250 point experience point penalty. The GM may replace the beast, if appropriate to the campaign.

Rank 1: The Templar's beast gains another hit dice + Constitution modifier and a +1 bonus to melee attacks, defense, and saving throws.

Rank 2: The Templar's beast gains another hit dice + Constitution and another +1 bonus to melee attacks, defense, and saving throws. An empathic link, up to a hundred feet, is developed between the mount and the Templar allowing a +6 to Handle Animal and Ride skill checks.

Rank 3: Your beast gains two more hit dice + Constitution modifier in hit points and another +2 bonus to melee attacks, defense, and saving throws. The empathic link described above now has unlimited distance between the mount and the Templar. Also, the Templar will always know the direction, distance, and mental state of his beast.

SANTRA'S BLESSING

Prayer: 1CP

Energy Cost: 1

The Templar prays, purging (cleaning it of poison and rot) his meal and drink of any ill effects. Most Templars use this small blessing on every meal they eat.

SANTRA'S SUSTENANCE

Prayer: 1CP/rank

Energy Cost: 2/per day

Santra has seen fit to grant the Templar the ability that enables him or her to go without food, water, or any form of sustenance for a number of days equal to their rank in this favor x 3. The Templar will consume two energy points per day for as long as he or she goes without any of the above. These two energy points cannot be regained until he or she has eaten and drunk their fill. At which time the energy points return at their normal rate.

STRIKE OF JUSTICE

Favor: 2CP/rank

Energy Cost: 1/per rank

By calling upon the name of Amthon, the Justice Bringer, the Templar draws upon divine strength to deliver a powerful blow to one who has wronged him or his people in some way (always works against Hollow Creatures!). The Templar gains a +2 bonus to damage for each rank in this favor. He can choose to use this favor after determining if the strike was successful or not. This favor applies to all of the Templar's attacks during one round of combat.

TRUTH OF WORN' LORN

Prayer: 1CP/rank

Energy Cost: 1

After hearing the words of another, the Templar may give a small prayer to Worn'lorn asking guidance as to whether the words spoken by the subject are true or not (at least what the subject sees as truth). The Templar may perform this prayer a number of times per day equal to the ranks he has in it.

WORN' LORN'S WARNING

Favor: 2CP/rank

Energy Cost: 0

When in danger, the Templar receives a warning in the form of a chill running along his spine, raising the hair up on the back of his neck. This warning grants the Templar an Initiative bonus on the first round of combat. What he is warned against is dependent on his rank.

Rank 1: This favor automatically warns the Templar against a hidden attack from any Hollow Minion. This also grants him a +2 bonus to Spot skill check for such creatures and to Initiative on the first round of combat.

Rank 2: This rank in this favor warns the Templar against any type of threat. The warning grows stronger, increasing his bonus to +4 to his Spot skill check and to his Initiative on the first round of combat.

Rank 3: The Templar gets a +6 to his Spot skill check and to his Initiative in the first round of combat.

Rank 4: The Templar gets a +8 to his Spot skill check and to his Initiative in the first round of combat.

TRADER

The Merchant Traders of Everstone are becoming a title that is known throughout the northern hemisphere of Lannith. Everstone Traders have become known for their daring, cunning, and shrewd decision making. Merchants train their traveling Traders to be well rounded in knowledge, have a good grasp of self defense, and be diplomatic. Merchant Traders are loyal backers of the three Guilds, seeing the Magi as a solid and lawful government that backs trade and provides a strong foundation where the Merchant families can flourish. To gain the favor of the Magi and the benefit of their protection the Traders almost always allow Magi Guild members free passage upon their ships, wherever they may be bound. Even if free passage is not given, Traders will always discount the cost of passage to be very fair.

Traders use a wide variety of equipment. Many have adapted the Fey dueling sword as the "gentlemen's" weapon. Most Traders will almost always have a small blaze pistol concealed about them somewhere do to the hostile environments they travel through. It is not unheard of for a Trader to wear armor when traveling.

Abilities: More than anything a Trader needs is a good Charisma in order to barter and act as diplomat. Depending on the Traders orientation, they will either have a high Intelligence, if more studious, or a high Dexterity if they prefer the more romantic swash buckling life style that seems to be their popular archetype.

Class Skills: Balance (Dex), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge: All (Int), Navigate (Int), Rune Device (Wis), Search (Wis), Seduction (Cha), Sense Motive (Wis), Speak

Language (Int), Spot (Wis), Tumble (Dex), Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

APPRAISE

Attribute: 1CP/rank

Energy Cost: 0

You can determine the value of items and how much they will sell for in different locations. You know what price you can get the item from in one place and what its rough value will be if you attempt to sale it in another place.

Rank 1: You can determine common household and military equipment such as spices, furniture, weapons, armor, etc.

Rank 2: You can determine exotic items such as gems, magic items, rare/magical metals, etc.

Rank 3: You can determine what the worth of rare artifacts and one of-a-kind items are and where their worth would bring the best profit.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

You have trained to fight in armor and do 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.

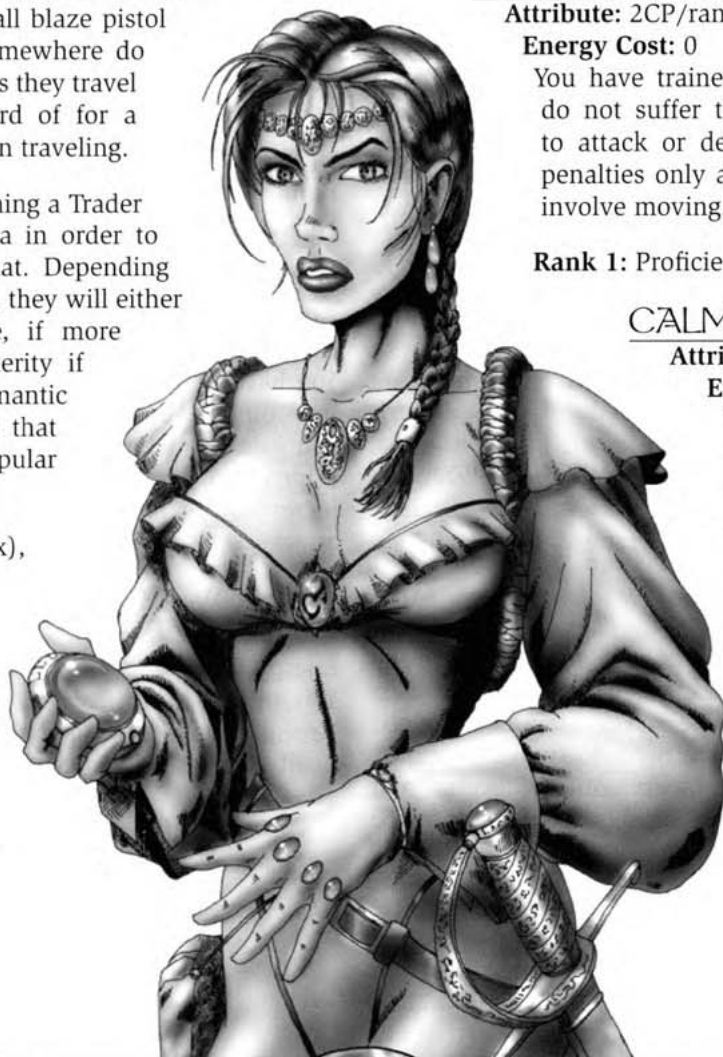
CALM OTHERS

Attribute: 1CP/rank

Energy Cost: 1/per rank

You have the ability to calm hostile targets either before they break out in combat, or if you are a neutral you can calm down both sides. Calmed targets will listen to reason, but if they do not see reason by the time the duration is up, they may again become angered.

Rank 1: Up to two hostile targets must make a Will save (DC



16) or become calm and listen to the Trader for at least 1 minute.

Rank 2: Up to six hostile targets must make a Will save (DC 18) or become calm and listen to the Trader for at least 5 minutes.

Rank 3: All who are within hearing must make a Will save (DC 20) or become calm and listen to the Trader for at least 5 minutes.

CHARGE BLOODSTONE

Attribute: 1CP/rank

Energy Cost: special

You can use your own 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.

CHARM OF HEARING

Spell: 2CP/rank

Energy Cost: 2/per rank

Living so close to the Magi has allowed you to learn a spell or two that helps you in various ways. With this spell you can make a few simple movements with your fingers and overhear a conversation with perfect clarity. By concentrating you can move this sphere of hearing (roughly about 5 feet in diameter) around and listen to anything within the range of the spell. The spell lasts for 1 scene.

Rank 1: You can move the spells area of effect anywhere within 25 feet.

Rank 2: You can move the spells area of effect anywhere within 100 feet.

Rank 3: You can move the spells area of effect anywhere within 1000 feet.

CHARM OF SMUGGLING

Spell: 1CP/rank

Energy Cost: 3/per rank

With magic being a common tool used by most, the merchants have had to learn a few tricks to keep on top of the smuggling business. The Magi have helped them to learn such magic in order to smuggle escaped slaves out of Adone, as well as informants, records, and spies out of Shone. When cast, this spell works for 20 minutes at a time.

Rank 1: You are able to mask your words to magical detection. Your words cannot be overheard by another attempting to use magic to listen, magic that works to detect lies and false statements will not work either.

The downfall of this spell is that it works on all within 10 feet of you, so that you may not use such detection magic on others who stand close by.

Rank 2: You have the ability to cloak up to 2 passengers with each casting of this spell. This makes the passengers undetectable to magic, even magical scrying or sight. For example, if a Magi were using the "Eye of the Magi" to inspect a merchant ship, the passengers would be completely invisible to the magical eye.

Rank 3: You have the power to cloak an entire cargo hold of your ship from magical detection or sight. This includes a rough area of 50 feet in radius.

SUGGESTION

Spell: 2CP/rank

Energy Cost: 4/per rank

You are able to concentrate your friendly demeanor upon a target and make them fall under the effects of a suggestion. After speaking with a subject for at least 1 minute, you may make a reasonable suggestion to the target, one that does not endanger their life. Game Masters determine what kind of things may allow the target to make another Will save to break the condition.

Rank 1: Target must make a Will save (DC 16). Suggestion lasts for 5 minutes.

Rank 2: Target must make a Will save (DC 18). Suggestion lasts for 30 minutes.

Rank 3: Target must make a Will save (DC 20). Suggestion lasts for 1 hour.

WEAPON FOCUS

Attribute: 1CP/rank

Energy Cost: 0

You have trained with a specific type of weapon more than others. For each rank you put into this Attribute you gain a +1 bonus to attack with that weapon type (long sword, rapier, etc). Note that this bonus does not increase your Base Attack Bonus, thus granting more attacks, only a bonus to strike.

WILLPOWER

Attribute: 1CP/rank

Energy Cost: 0

You are aware of the tricks of mental persuasion and have a strong self discipline. Every time you take this Attribute your Will save increases by +1.

WAR GOLEM

Many attribute the freedom of Everstone to these powerful war machines. Their strength on the battlefield cannot be denied and even with today's land ships, they still play a large role in keeping the valley protected. War Golems are able to carry massive weapons of destruction that men would never be able to wield, and they are fearless in combat. With the advancement of the rune-spheres, Golems are capable of thought and show a keen intellect that is almost human. Although most newly created Golems are a bit distracted with the new world within which they find themselves, they quickly learn and adapt. Some Golems are so taken with the world around them, that they even learn to read books and attempt to study interesting subjects, attending tutoring sessions with many of the younger Magi.

Golems have an inherent loyalty to their creator that has been transferred to the Magi Guilds. Most of the time a Golem will be assigned to a Magi, much like a mentor and apprentice. If the mentor is ever slain, the Golem will usually transfer this loyalty to a new mentor, one with the similar personality, attitude, and demeanor if possible. Player character Golems are a bit different in that they are more self-aware and individualistic. This happens from time to time and the Magi have learned that it is these Golems that have the most potential. The Magi will usually let these Golems make their own decisions and choose their own path, taking roles within the Guilds other than that of simple machines of destruction to be used against invaders. Such Golems are allowed to choose their own path, but must purchase their own upgrades and repairs as needed. This includes the Golems beginning upgrades which must be purchased with the typical "starting Cash" that is normally allowed to players.

Energy Points: A Golem is considered to have enough energy from its mana-generator to keep it functioning, but the generator does not power weapon and armor rune-strings. A Golem's energy points (those gained from level to level) are considered points that are over and above those needed to keep it running. It is from these extra energy points that rune-strings and mounted weapons use.

Rune Device Rank (RDR): Although a Golem is a rune device itself, it still needs to know how to activate rune-strings. For this reason a Golem is limited to the rune-strings it can use per its Rune Device skill rank, just like normal. See the Rune Device Skill for more on this.

Races: War Golems can only be Golems.

Abilities: Golems have one of three body types which they must pick at character creation. See the Golem race on page 63.

Class Skills: Balance (Dex), Climb (Str), Intimidation (Cha), Jump (Str), Listen (Wis), Rune Device (Wis), Spot (Wis).

Skill Points at 1st Level: (2 + Int. Modifier) x 4

Skill Points at Each Additional Level: 2 + Int. Modifier.

ARMOR WARDING

Rune-strings: 1CP/rank

Energy Cost: Per rune-string activated

Just like myth-stone armor worn by the Magi, the Golem can have rune-strings added to its armor to increase its effectiveness. Each time the Golem purchases a rank in this upgrade it can select a single rank from the following rune-strings: compartment of holding (1-2), missile warding (1-3), and warding (1-4). Remember, the Golem must pay for each rune-string activated from its own energy points. **Cost:** see individual rune-strings.

ATTACK COMBAT MASTERY

Attribute: 3CP/rank

Energy Cost: 0

You have trained in the use of melee combat. You gain a +1 bonus to your Base Attack Bonus (BAB). This could increase your attacks per round if your BAB is increased to +6, +11, +16 or +21, as normal.

BLADE FIST

Upgrade: 2CP, 1CP/rank

Energy Cost: Per rune-string activated

Golems are known for their weapons of awesome destruction. When a Golem gets this upgrade it can replace one of its hands with a bladed claw-like weapon. The first time this upgrade is purchased, you receive the basic blade fist replacement (for 2CP's). Each additional time this upgrade is purchased, a single rune-string upgrade can be chosen from the list below (for 1CP). The blade fist has the following characteristics. **Cost:** 2,000 silver guilders + rune-strings.

Base Damage: 3d6, **Weapon Qualities:** magic, muscle powered, unarmed attack, **Rune-Strings:** armor puncture (1-4), shock (1), slicing (1), speed (1-2), striking (1-2).

BLAZE CANNON

Upgrade: 2CP, 1CP/rank

Energy Cost: 1 + rune-strings

The Golem can upgrade one of its hands into a blaze cannon. This weapon can launch forth a blast of fire bolts at enemies up to short range. A blaze cannon takes a minute to recharge, but its power is devastating when it strikes. When you purchase the first rank in this upgrade (for 2CP's) you receive the blaze cannon



itself. When you purchase additional ranks (for 1CP) you get a single rune-string from those listed below. Whenever the Golem activates one of these rune-strings or fires the weapon it must pay the energy cost from its own energy points. The weapon has the following characteristics. **Cost:** 3,000 silver guilders + rune-strings.

Range: short, **Base Damage:** 3d6, **Weapon Qualities:** magic, slow 1, **Rune-Strings:** armor puncture (1-2), bane (1-2), striking (1-2), stunning (1-4).

CRUSHING FIST

Upgrade: 1CP/rank

Energy Cost: Per rune-string activated
The Golem's oversized fist is like a battering ram. Normally, the Golem inflicts 1d6 + Str modifier due to the sheer strength behind the impact, but with this upgrade it increases the brute damage capability. The first rank you purchase in this upgrade gets you the weapon. When you purchase additional ranks you gain one of the rune-strings listed below. This weapon has the following characteristics. **Cost:** 1,200 silver guilders + rune strings.

Base Damage: 2d6, **Weapon Qualities:** magic, muscle powered, unarmed attack, **Rune-Strings:** crushing force (1-3), eruption (1-2).

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

You have trained in defending yourself against attacks. You increase your Base Defense Bonus by +1 each time you take this Attribute.

DROPPABLE

Upgrade: 1CP/rank

Energy Cost: 1/per rank

The Golem has a drop belt installed onto its waist that allows it to land safely from a given height. When dropped, the Golem spends a number of energy points and the belt slows its fall to land safely. **Cost:** 250 silver guilders per rank.

Rank 1: Fall 60 feet without harm.

Rank 2: Fall 180 feet without harm.

Rank 3: Fall 600 feet without harm.

ENHANCED STRENGTH

Upgrade: 1CP/rank

Energy Cost: 0

With the proper upgrade the Golem can increase its Strength attribute. Each time it purchases this upgrade increase the Golem's Strength by two points. The Golem can have a maximum Strength equal to twenty-four plus its level. **Cost:** 250 silver guilders per rank.

EXTRA LIMB

Upgrade: 1CP/rank

Energy Cost: 0

When the Golem has replaced its hands with weapons, it may find that it needs more to be able to manipulate and use other devices and weapons. The Golem gains an extra limb for every rank it spends on this upgrade. Limbs include hands, but characters can purchase this upgrade to have a weapon mounted on their shoulder, back, etc. **Cost:** 500 silver guilders per limb.

GOLEM WARAXE

Upgrade: 2CP, 1CP/rank

Energy Cost: Per rune-string activated

When the Golem purchases this upgrade it has a special war axe that is bonded with it, thus, allowing it to use its own magic to power the rune-strings from its energy points. The Golem can either use the axe one-handed or two-handed. When it purchases this upgrade for the first time (for 2CP's) it gets the axe. Each additional purchase (for 1CP) allows the Golem to add one more rune-string of its choice. This war axe has the following attributes. **Cost:** 3,200 silver guilders + rune-strings.

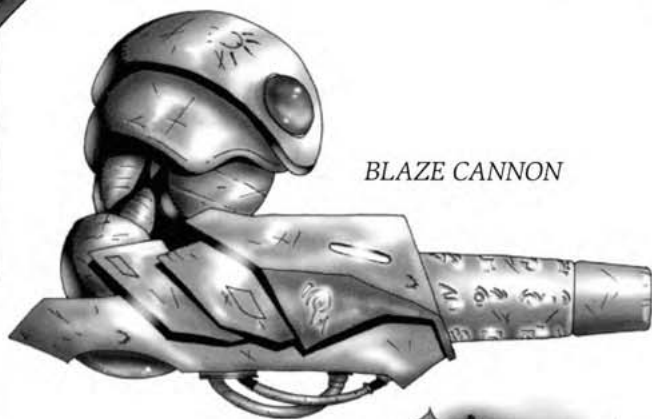
Base Damage: 3d6 (4d6 if used two-handed), **Weapon Qualities:** magic, muscle powered, **Rune-Strings:** crushing force (1-2), defending (1-2), eruption (1-3), flaming/frost/shock (1-4), spreading strike (1-3).

PYRO-POD LAUNCHER

Upgrade: 2CP, 1CP/rank

Energy Cost: 1 + rune-strings

With this upgrade, the Golem replaces one of its hands with a three-barrel pod launcher. This pod launcher shoots forth, large rune-covered rocket like projectiles called "pods", not like the thunder cannon ball, but longer and travels a bit slower. When the Golem purchases the first rank in this upgrade (for 2CP's) it



BLAZE CANNON



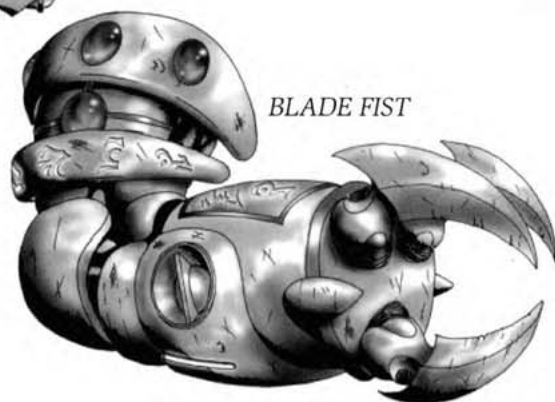
SELF REPAIR UPGRADE



THUNDER CANNON



PYRO-POD LAUNCHER



BLADE FIST

gets the basic launcher. Each additional rank (for 1CP) allows it to add a rune-string from those listed below. A pyro-pod launcher has the following attributes. **Cost:** 4,500 silver guilders + rune-strings.

Range: long, **Base Damage:** 4d6, **Weapon Qualities:** magic, static, stoppable, **Ammo:** 3 (takes 6 rounds to reload) **Rune-Strings:** flaming/frost/shock (1-4), inferno (1-4), tangle (1-4).

REINFORCED ARMOR

Upgrade: 1CP/rank

Energy Cost: 0

The Golem has a few layers of myth-stone added to its armor and although this increases its weight, the protection is well worth it. Increase the Golem's armor protection by 1 for each rank in this upgrade, up to a maximum of 10 ranks. **Cost:** 600 silver guilders per rank.

REINFORCED FRAME

Upgrade: 2CP/rank

Energy Cost: 0

By having shock absorber arms and legs and a reinforced frame installed, the Golem can increase its hit points. Each time the Golem chooses this upgrade, roll another hit dice (d10) + Constitution modifier and add it to its hit point total. **Cost:** 500 silver guilders per rank.

SEER SCOPE

Upgrade: 2CP/rank

Energy Cost: 0

The Golem has a built in seer scope that allows it to see in full 360-degree vision, as well as detect any hidden objects and the like. This sensor acts as an advanced warning system and grants a bonus to the Golem's Reflex saves. **Cost:** 1,200 silver guilders.

Rank 1: Full circular vision grants heightened awareness and a +4 bonus to all Spot skill checks. Also, a +1 bonus to Reflex saves.

Rank 2: By sending out magical emissions, the Golem gains radar like sight that allows it to see around corners and things that might be hidden by obstructions. This sight extends up to sixty feet and works in complete darkness, granting Dark Vision 60 ft. Also, it increases the Reflex save to +2.

Rank 3: As rank 2, except the sight extends up to one hundred and twenty feet and works in complete darkness, granting Dark Vision 120 ft. This gives the Golem a +3 bonus to Reflex saves.

SELF REPAIR

Upgrade: 1CP/rank

Energy Cost: 0

Golems do not heal naturally like living organisms. Instead, they must be repaired to regain any lost hit points. This newly designed upgrade allows the Golem to repair itself. From a compartment, small arms attached with tools and manipulators extend to help the Golem make its own repairs. The Golem has also been fitted with a myth-stone mender upgrade that patches damaged plates and rods on its own. It is important to note that this upgrade does not heal back Strength damage, or work after the Golem has been completely destroyed (once all Strength points are gone). Strength damage needs to be repaired using a Golem Repair Kit. See page 135. **Cost:** 1000 silver guilders per rank.

Rank 1: Golem regains 2 hit points every hour.

Rank 2: Golem regains 4 hit points every hour.

Rank 3: Golem regains 6 hit points every hour.

Rank 4: Golem regains 8 hit points every hour.

Rank 5: Golem regains 10 hit points every hour.

TEAMWORK

Attribute: 1CP/rank

Energy Cost: 0

Golems are constantly facing threats much larger than themselves, fighting titanic beasts that can only be overcome with well-organized strategy, discipline, and teamwork. The number of combatants the Golem can team up with is dependent on its rank in this Attribute. Each other combatant must also have this Attribute for this strategy to work. The Golem gains a +1 to attack and a +2 to damage for each other combatant who joins its efforts, per strike. Thus, if the Golem were to join up with two other comrades who had this Teamwork Attribute, and all were fighting against the same target, and the Golem had this Attribute at rank two, it would gain a +2 bonus to attack and a +4 bonus to damage.

Rank 1: Able to team up with 1 combatant.

Rank 2: Able to team up with up to 3 combatants.

Rank 3: Able to team up with up to 5 combatants.

THUNDER CANNON

Upgrade: 2CP, 1CP/rank

Energy Cost: 1 + rune-strings

With this upgrade the Golem can replace one of its hands with a thunder cannon. When it purchases the first rank in this upgrade (for 2CP's) it gets the basic cannon. When purchasing additional ranks (for 1CP) it may select a single rune-string to be added to the weapon for each additional rank. After the thunder cannon has shot all 12 bullets, it may be reloaded in 1d3 minutes. Thunder cannons have the following attributes. **Cost:** 3,500 silver guilders + rune-strings.

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

VISION ENHANCEMENT

Upgrade: 1CP/rank

Energy Cost: 0

Normally, the Golem can see just like everybody else, needing light and up to only a limited distance (as per human's normal vision). However, with this enhancement the Golem can increase its vision capability well beyond normal. **Cost:** 750 silver guilders per rank.

Rank 1: The Golem receives low-light vision and can see up to x 2 the normal distance in shadowy light.

Rank 2: The Golem's vision is enhanced to see up x 3 further than a normal human. This reduces the DC of an attempt to Spot skill check at a distance.

Rank 3: The Golem can see up to sixty-feet in complete darkness.

Rank 4: The Golem can see up to three hundred feet in complete darkness.

Rank 5: The Golem has a range finder, allowing it to determine exact distance and speed of spotted targets. This grants the Golem a +2 to attack bonus with ranged weapons that shoot a projectile, such as a thunder cannon or a pyro-pod launcher.

CHAPTER 8

SKILLS



I think the saying goes "It's not what you know it's who you know". This saying goes both ways. You are nothing without what you know. Take me for example; what sets me apart from the people around me. I'll tell you what, I can control magic. I can cast spells, work charms, and even make magical items. These are skills that I will carry with me forever. I don't just use these skills every day, mind. I use them every hour. Of course, it's the little things I know that help me out as well. I know about animals, I can tend to wounds, and I know more about things arcane than most libraries could tell you. When you join with a team of adventurers to head out into the wild lands, they don't care "who" you are so much as "what" you know.

-Gazdena, adventuring Sorceress-

Choose your skill ranks as described in the *Player's Handbook*. Skills are classified as either "class skills" or "cross-class skills" depending on the character's chosen class at the time of skill purchase. At every new level achieved skill points are gained. These skill points can be spent on skills as normal. Class skills cost one skill point per rank increase and cross-class skills cost two skill points per rank increase.

Characters can only have a maximum number of class skill ranks in a given skill equal to their level + 3. Cross-class skills can only have a maximum rank of half that of a class skill (round down).

BONUS VS RANK

It should be noted that rank and bonus are separate. When you get a bonus to your roll, this does not increase your rank. A bonus is simply a value that modifies your check, it does not increase your rank. This is important because sometimes you receive special benefits when you have higher ranks in a skill. A good example of this is the Rune Device skill. The higher your rank, the more powerful rune-strings you can activate. If you get a bonus to your Rune Device check, this does not increase your rank, just increases your check. You can only increase your rank with skill points.

KEY ABILITIES

Each skill has an ability listed that it uses for the purpose of granting a modifier. For example, a skill with the key ability of "Dexterity" would apply the character's Dexterity modifier to all the checks dealing with that skill. Likewise, if a character does not have any ranks in that skill, they can still attempt the task by only applying the key ability modifier.

There are endless ways to apply a skill, so the Game Master is completely free to change a skill's key ability depending on the application the skill is being used for. The key ability listed is simply the most applicable.

SPECIALIZATIONS

When a character purchases their first rank in a class or cross-class skill, they gain a single specialization in that skill. Whenever they make a check with that skill in their area of specialization, they get a further +1 bonus to the roll. Specializations can be purchased later at the cost of one skill point for two specializations, either in the same skill or two different skills. You cannot buy specializations in cross-class skills!

USING SKILLS

The BESM d20 system is much more lenient than the traditional d20 systems. Normally, the d20 system has a rigid set of bonuses and penalties that apply to each

situation. We allow Game Masters to determine the situational modifiers as they see fit. After all, no situation is exactly the same. There are countless factors that GM's and players could point to but we leave it up to the GM's discretion to simply apply those deemed relevant. Below, we quickly cover any modifiers that may apply.

SKILL CHECKS

When your character makes a skill check simply roll 1d20 and add the relevant skill rank, key ability score modifier, and any other modifiers that might apply from special Attributes, spells, or special abilities. The higher the roll, the better the outcome.

DIFFICULTY CLASS

The Difficulty Class (DC) is a number that your Game Master contrives for your character to roll against. Almost every task in the game will include a DC, whether it is a saving throw, a skill check, or an attack. Example DC's can be found in the sidebar. GM's should use this as a guideline, not a number set in stone. Like we said, every situation is different and there is no way to codify exact formulas to reflect the weird, and often times bizarre situations that your character may encounter.

OPPOSED CHECKS

When appropriate, the DC of an action can be determined by a resisting target. For example, in combat an attack is rolled against the target's defense roll. Game Masters choose when the skill check is a fixed DC or an opposed check. If the skill involves a character taking action against another character, it will be an opposed check.

TRYING AGAIN

As a general rule, if you don't succeed the first time you can try and try again. However, failure has consequences. Game Masters are the judges of whether or not your character can try again. Sometimes failed attempts can be frustrating and a GM might reflect this by penalizing the character -1 for each failed attempt. This could also be cumulative. Thus, after three attempts, a -3 would be applied to the check. This penalty might go away if he takes a break and gives it a rest for a day, or it might only go away if there is an increase in the applicable skill rank by one to show that the character has received more training. Game Masters have the final voice on whether a check can be attempted more than once.

UNTRAINED SKILL CHECKS

If a character does not have any ranks in a skill that he needs to use, simply make the check without adding the benefit of ranks, there is no penalty. However, some

DIFFICULTY CLASS	
DC	ACTION
0	Very Easy
5	Easy
10	Average
15	Tough
20	Challenging
25	Formidable
30	Heroic
40	Nearly Impossible

advanced skills require at least a marginal amount of training before they can be attempted. Such skills will have this noted in their description. Such skill checks carry a -4 penalty. This penalty can be applied or ignored based on the situation and the GM's judgment.

TIME AND SKILL CHECKS

The time it takes for a skill check is up to the Game Master. Some skill checks might be considered a free action, as is the case for skills rolled as a reaction, or they might take a round, a minute, or an hour. There is no way to really know how long it will take until you describe what your character is trying to do with the skill and then your Game Master can give you a time estimate.

CHECKS WITHOUT ROLLS

Usually checks are only required when the characters are not performing mundane tasks. Tasks that are performed without stress or as a simple profession (such as many of the Craft skills) can be done without the need to roll. This will be dependent upon how much time they have to perform the task.

TAKING 10

Instead of rolling 1d20, the character can spend double the amount of time needed and simply take an average roll of 10.

TAKING 20

Instead of rolling 1d20, the character can take his time, making sure the job is done right and take a high roll of 20. The character needs to spend at least four times

MASTER SKILL LIST

SKILLS	ABILITY	SPECIALIZATIONS
Balance	Dexterity	Shaking surface, slippery surface, tightrope
Bluff	Charisma	Acting, con-artist, fast-talk, misdirection, misleading body language, story improvisation
Climb	Strength	Natural surface, poles, ropes, vegetation, walls
Concentration	Constitution	Meditation, resist pain, spell focus
Craft	Intelligence	See skill description
Decipher Script	Intelligence	Ancient language, hieroglyphics, magical markings
Diplomacy	Charisma	Etiquette, social grace, heraldry, negotiation, haggle
Disable Device	Intelligence	Breaking, by-passing, hidden disable, rune, traps
Disguise	Charisma	Costume, dialects, impersonation, make-up
Escape Artist	Dexterity	Grappling, escape, tight spaces
Forgery	Intelligence	Detection, guild, merchant, handwriting
Gamble	Wisdom	Card games, dice games, strategy
Gather Information	Charisma	Contacts, gossip, rumors
Handle Animal	Charisma	Any single animal type
Heal	Wisdom	Dentistry, diagnosis, first aid, surgery, veterinary
Hide	Dexterity	Concealment, skulking, shadowing
Intimidation	Charisma	Business, interrogation, psychological, street, torture
Jump	Strength	Long, high, pole vault
Knowledge	Intelligence	See skill description
Listen	Wisdom	Awareness, eavesdropping, recognition
Move Silently	Dexterity	Soft step, rural, urban
Navigate	Intelligence	Air, sea, urban, wilderness
Open Locks	Dexterity	Combination, padlock, puzzle lock
Perform	Charisma	Comedy, dance, drama, music, public speaking, singing, story-telling
Pilot	Dexterity	Destroyer, explorer, leviathan, pot belly, sky-hold, land runner
Poisons	Intelligence	Injected, ingested, contact, slow, fast, gas
Profession	Intelligence	See skill description
Repair	Intelligence	Rune device, mechanical, golem
Ride	Dexterity	Specific mount
Rune Device	Wisdom	Weapons, vehicles, equipment, armor
Search	Intelligence	Secret compartments & doors, outside, inside, underground
Seduction	Charisma	Young, old, female, male, romance, sexual
Sense Motive	Wisdom	Body language, mannerisms, speech
Sleight of Hand	Dexterity	Pick pocket, stage magic, slip poison
Speak Language	Intelligence	Specific language
Spellcraft	Intelligence	By magic type: Magi, Fey, Mord, Adone, etc
Spot	Wisdom	Ambush, movement, tailing, sleight of hand, disguise, read lips
Survival	Wisdom	Climate type, tracking, wilderness lore
Swim	Strength	Endurance, diving, deep sea diving, speed
Tumble	Dexterity	Dive, flip, somersault, combat, acrobatics
Use Rope	Dexterity	Knots, securing, bind prisoner, swinging, repelling

the amount of time allowed as if he or she was hard pressed.

GETTING HELP

Characters may help one another in a task that the Game Master deems appropriate. To do the main portion of the task, one of the characters must be appointed (usually the one with the highest rank in the task). Each of the other characters aiding must make an appropriate skill check against a DC of 10. If successful, they grant a +2 synergy bonus to the final roll. The Game Master decides how many other helpers can chip in.

SKILL SYNERGY

At times, a character might have more than one skill that will apply towards a task. In this case, the Game Master must decide which skill is the primary skill to use and if the other skill will be of any aid. If so, then having a solid understanding of that other skill (at least five ranks) will provide the primary skill with a +2 synergy bonus. The number of skills that might apply towards the task is completely up to the Game Master.

ENCUMBERANCE RESTRICTIONS

Most skills that require movement, such as Move Silently or Climbing, will suffer a penalty if the character is encumbered or wearing movement restrictive armor. The Game Master is free to apply encumbrance or armor penalties to skills where he feels this applies.

BALANCE (DEX)

Specializations: *Shaking Surface, Slippery Surface, Tightrope*

This skill allows the character to keep his balance when he has limited space for footing, walking on something slippery, or the surface is moving about in a random way. In most instances, the character must move at half speed on such precarious footing. However, with a high enough skill check, the GM might allow the character to move at full speed. A skill check might come in handy for avoiding an enemy's attempt at knocking a character from his feet or trying to perform some other risky action that would be difficult while maintaining balance.

BLUFF (CHA)

Specializations: *Acting, Con-Artist, Fast-talk, Misdirection, Misleading Body Language, Story Improvisation*

This skill is the ability to make the outrageous and untrue seem plausible. It is also good for talking your way out of trouble, confusing people, and outright lying. Game Masters might allow a target of the character's Bluff to make a Sense Motive skill check to determine if he is pulling their leg. Modifiers may be applied to either roll depending on how well the target knows him, if he has ever been caught in a lie before, or just the believability of their story.

CLIMB (STR)

Specializations: *Natural Surface, Poles, Ropes, Vegetation, Walls*

This is a basic skill that all children begin to learn at a young age. This skill includes climbing a tree, a rope, or onto a roof of a building. The DC of the climb is dependent on how many handholds there are available and the slope of what the character is trying to climb. Climbing equipment, such as a harness, climbing spikes, proper footwear, and other useful items, can grant the character anywhere from a +1 to +10 bonus. As a general guideline, use the climbing sidebar for examples.

CLIMBING EXAMPLES	
DC	Surface
0	Slope barely too steep to walk
5	Knotted Rope, tree with many limbs
10	Rope, smooth tree
15	Rough rock surface
20	Uneven roughly textured wall
25	Smooth wall, overhang

CONCENTRATION (CON)

Specializations: *Meditation, Resist Pain, Spell Focus*

This skill allows the character to keep his mind focused even when there are many distractions. Spell casters practice keeping their focus and concentrating to maintain spells. Some spells have a duration of "concentration"; such spells last as long as the spell caster can keep focused on them. The longer they attempt to concentrate on a spell the higher the DC. Game Masters might also call for a Concentration skill check for characters to ignore distractions that might hamper other action attempts, such as picking a lock when a battle rages on around them. The DC is completely dependent on the level of distraction.

Less than 1 minute: No Concentration skill check is needed if the spell caster keeps the spell's duration less than one minute.

1 to 5 minutes: Spell caster needs to make a Concentration skill check against a DC 10.

6 to 30 minutes: Spell caster needs to make a Concentration skill check against a DC 15.

30 minutes to 2 hours: Spell caster needs to make a Concentration skill check against a DC 20.

CRAFT (INT)

Specializations: *Alchemy, Armor Smith, Basket Weaving, Bookbinding, Bow Making, Black Smith, Calligraphy, Carpentry, Cobbling, Gem Cutting, Leatherworking, Lock Smith, Painting, Pottery, Rune Device, Sculpting, Ship Making, Stonemasonry, Tattoo, Trap Making, Weapon Smith, Weaving*

Craft is actually a few different skills in one. The character must develop each specialization separately as a completely new skill. He needs to know the Craft skill in order to manufacture items of the appropriate type. The DC the character rolls against is dependent on the complexity of the item he is attempting to make, as well as the quality of the materials and tools he is using. The length of time it takes is dependent on the item being made. The cost is roughly equal to 50% of what the character could sell it for in an average market within Everstone. When working with larger projects, the character can recruit other craftsmen for aid (see Getting Help page 119) to make the task easier and faster. If the character's final Craft skill check fails, he either creates a lower quality item or loses 50% of the materials that he was working with, GM's choice.

DECIPHER SCRIPT (INT)

Specializations: *Ancient Language, Hieroglyphics, Magical Markings*

Most Lore Hunters excel at figuring out written text of long lost civilizations and deciphering ancient maps to hidden cities. This is the skill being used in such examples. Using this skill will usually take some time (an hour or two) and only then does the character get a rough idea of what the script is about. If the character spends a day or two, he will have a chance of learning

the exact meaning of such script. If the script were rooted in the same language and markings of the character, then the DC would be around 15 to 20. If the language is completely alien and the markings had no relation to anything the character knows, then the DC might be 30 or more.

DIPLOMACY (CHA)

Specializations: *Etiquette, Social Grace, Heraldry, Negotiation, Haggle*

This is the skill of turning a potential hostile or trade negotiation to the character's favor. Few realize how powerful this skill can be in the right hands. Simply failing a Diplomacy skill check at the wrong time could cause a full-fledged war to break out between Everstone and Adone. But a successful Diplomacy skill check at the right time and one could avoid disaster. The DC of a Diplomacy check depends on many factors, for this skill covers many aspects. Game Masters should base how well a situation goes according to who has the highest Diplomacy skill check roll.

DISABLE DEVICE (INT)

Specializations: *Breaking, By Passing, Hidden, Rune, Traps*

This skill is used when attempting to make a device malfunction. With this skill a character can even hide the disablement so that a user would not even know it was not working until they went to use the item. Either way, you need the appropriate type of tools to disable the device (except if you are just outright breaking the item). The DC of the task depends on the complexity of the item and how much the character knows about it. Disabling should take 1d10 rounds for most instances. Game Masters must use their best judgment. Failed attempts at disabling might cause the item to activate or add an additional 1d10 rounds.

DISGUISE (CHA)

Specializations: *Costume, Dialects, Impersonation, Make-up*

Although the Shadow Magi can rely on their illusions for disguises, others do not have this luxury. Even then, any Shadow Magi worth his salt will have some ability at this mundane skill. The DC of the skill check is



dependent on how radical the change the character is trying to depict. The DC could drop if he has a good supply of props, like outfits, makeup, etc. The Game Master should make the Disguise skill check for the disguised character in secret. This becomes the DC for potential Spot skill checks of those who might find reason not to believe or question the disguise. A good disguise can take anywhere from ten minutes to three hours to construct.

ESCAPE ARTIST (DEX)

Specializations: *Grappling, Escape, Tight Spaces*

Shadow Magi commonly use this skill to slip out of manacles or bonds. Lore Hunters use this skill to squeeze through tight openings in deep underground caverns. The escape DC is based on the bond type or how tight the space is. If not hard pressed, the escaping character can easily take 20. This could increase the escape time to around 30 minutes.

FORGERY (INT)

Specializations: *Detection, Guild, Merchant, Handwriting*

Spies, crooked merchants, and others of ill repute use this skill. This skill allows the character to forge documents of various types from legal deeds to transportation rights. Forgery requires the right tools for the job. This could be as simple as a quill and ink, if simply forging a name, to an already made up document. When the character creates the forgery, the Game Master rolls a Forgery skill check in secret. This is the DC of the Forgery check (Forgery skill is also used to detect false documents) that might be made against your forgery by suspicious inspectors. Adequate tools, supplies, and examples to follow could grant a character a bonus to this roll.

GAMBLE (WIS)

Specializations: *Card Games, Dice Games, Strategy*

Spending an entire lifetime under the mountains of the Rune Lords, the people of Everstone had a lot of free time to fill. Many games were developed during this time, both of strategy and chance. Many of these games, such as "Mage" have become games that are part of the culture. When gambling, everybody in the game makes an opposed Gambling skill check. The best two out of three rolls wins. A high rank in this skill can bring in enough money for a character to make more than an adequate living.



You know, if you have a mind to, you could make a living by gambling. I mean, heck I got this friend who does real good with a game or two a day. He plays down in Cinder, can take your shirt off your back you let him. The most popular game around of course is that game we call Mage, you know? Everybody has played it.

It's been around since long before we hid down in them mines. They say that the Magi made the game way back when for their apprentices? To quicken their wits and help them get used to forming strategy. Every so often they come out with some more cards; everybody's got their favorite deck. I got this one that's full of nothing but creatures. Well, I could go on about it for at least an hour. Heck there are a few who do nothing but go on, and on, and on, if you know what I mean. You want to play a real strange game? In Adone they got this game Demon. They love it but I think it's kind of boring. Everyone plays from the same fixed deck that contains only sixty-six cards! They never come out with any new ones or nothing!

-Galadan, ex-guild pilot, current pilot for House Rossnar-

GATHER INFORMATION (CHA)

Specializations: *Contacts, Gossip and Rumors, Underworld, Magi Guild, Merchant, Foreign, Research*

Sometimes half the battle against an enemy is being informed about that enemy. Wise adventurers should not ignore the value of this skill. The DC of Gather Information is set by the friendliness of those the character is attempting to gather the information from. If they see him as a threat or hostile, the character's DC might be quite high (around DC 25), but if he is on friendly terms and they trust him, his DC could be as low as 10. The DC is modified again by the rarity of the information the character seeks. How high the Gather Information skill check is above the DC determines the usefulness of the information gained.

HANDLE ANIMAL (CHA)

Specialization: Any single animal, such as, Gintii, Hussgar, Marmoth, etc.

This is the skill of compelling an animal to do as the character wishes. The normal DC of getting an animal to do what it is trained to do is 10. To train an animal the character must spend a base of six days, plus six days for each additional "trick" he wishes to train it. At the end of this time, simply roll against the given DC. If the character succeeds, then the creature learns the tricks. If failed, the character must spend exactly half the time with the animal again and make another check at a +5 bonus. This can continue until the check succeeds.

Combat Riding (DC 20): An animal trained for combat riding understands the "tricks" of attack, come, defend, down, guard, and heel.

Fighting (DC 20): An animal knows such "tricks" as attack, down, and stay.

Guarding (DC 20): An animal knows such "tricks" as attack, defend, down, and guard.

Heavy Labor (DC 15): An animal knows how to work, even under pressure.

Hunting (DC 20): An animal trained to hunt knows such "tricks" as attack, down, fetch, heel, seek, and track.

Performance (DC 15): A performing animal knows such "tricks" as come, fetch, heel, perform, and stay.

Riding (DC 15): An animal trained to bear a rider knows the "tricks" of come, heel, and stay.

HEAL (WIS)

Specializations: Dentistry, Diagnosis, First Aid, Surgery, Veterinary

This skill covers the whole spectrum of medical aid in the Everstone game. Templars make excellent healers, especially those with the "Faja's Healing Mantra" attribute. There should be no doubt that while under the hands of a trained healer, the wounded have a much better rate of recovery. A Heal skill check might be called for to perform makeshift help, such as a splint, a sling, or to stop bleeding, but when it comes to healing, things take time. A trained healer knows how to make herbal presses, bind and clean wounds, and spot infection. Where this skill really comes into play is over long-term care and the skill of the healer. Compare the healer's skill bonus with those listed below to see the benefits that they grant to the wounded or ill. A healer can increase the healing rate of a number of patients equal to one half (round down) their ranks in this skill.

Bonus +1-5: A healer within these ranks simply has the ability to keep infection away. Hit/strength points are regained at +25% of normal.

Bonus +6-10: As a healer of these ranks, the character can increase the number of hit/strength points regained by a patient by +50%.

Bonus +11-15: As a healer of these ranks, the character can increase the number of hit/strength points regained by his patients by twice the normal allowed amount.

Bonus +16-20: As a healer of these ranks, the character can increase the number of hit/strength points regained by his patients by triple the normal amount.

Poison & Disease: When a patient that is infected with poison or disease is in the character's care, they may replace the healers Heal skill check with their Fortitude save if it is better, to resist the effects of the disease or poison.

HIDE (DEX)

Specializations: Concealment, Skulking, Shadowing

This is the skill that characters use to attempt to remain unseen. The Hide skill check is usually an opposed roll against Spot skill checks. Things like heavy foliage, dark shadows, dark clothing, and distractions, may give the character that is attempting to hide a bonus to the roll.



INTIMIDATION (CHA)

Specializations: *Business, Interrogation, Psychological, Street, Torture*

Intimidation is the art of making people think that the character is capable of following through on spoken or hinted at threats. The Intimidation skill check is an opposed roll against the target's Will save. Things that might grant the character a bonus is if he is armed and they are not, or if he belongs to a powerful organization (such as the Guilds or Merchant Houses) and they do not. Of course, these same things could grant the intended target a bonus.

JUMP (STR)

Specializations: *Long, High, Pole Vault*

This is the skill of jumping long and high consistently. Normally, the character can jump equal to their height forward (double if you get running start) and half their height feet up or back. This skill will increase his maximum horizontal distance by +1 foot per two bonus in this skill. This modifier is doubled for a running start and halved for vertical and backward jumps. The only time characters need to make a Jump skill check is when they are attempting a risky maneuver. In which case the DC is determined by how risky and outrageous the maneuver is.

KNOWLEDGE (INT)

There are a number of knowledge skills that must be developed individually. Each knowledge skill represents an entirely different area of study. When the character makes a skill check, the DC of the task is dependent on how detailed and rare the knowledge is. Lore that falls within the common area of study would be a DC 10 (easy questions), uncommon lore would be DC 15 (basic questions), and lore that is not usually known to most, even within that area of knowledge is DC 20 to 30 (tough to really tough questions). The areas of knowledge that are common in the Everstone game are listed below, as well as their specializations.

Arcane: ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, magical beasts.

Architecture: buildings, aqueducts, bridges, fortifications, underground.

Area: specific land, forest, mountains.

Hollow: taint, vor, cryaxxen, levithorn.

Nature: animals, plants, season cycles, weather, insects.

Physical Sciences: alchemy, astronomy, engineering, mathematics, physics.



Religion: Amthon, Athora, Azersun, Broone, Desrakken, Eamcriss, Faja, Fauna, Mantyle, Rathlorn, Raz'toff, Saddle, Santra, Worn'lorn, Xentor.

Streetwise: fencing, lingo, thief activity, underground, laws.

LISTEN (WIS)

Specializations: *Awareness, Eavesdropping, Recognition*

This skill could be used when a character attempts to hear somebody sneak up on him or attempts to listen in on a conversation through a door. The DC would be the sneaking person's Move Silently skill check or is simply based on a number that reflects the sound level of the voices trying to be overheard. The DC goes up or down depending on situations, such as background noise, listening through barriers, and distance.

MOVE SILENTLY (DEX)

Specializations: *Soft Step, Rural, Urban*

This skill is used for sneaking up behind somebody to make a surprise attack or trying to move through a room without being heard. Normally, you can only move at base speed, but GM's might simply penalize

you for moving at faster speeds. The DC for this skill check is equal to any Listen skill checks within earshot. The DC would be modified by noisy undergrowth, hard surface, squeaky floors, or wearing noisy equipment.

NAVIGATE (INT)

Specializations: *Air, Sea, Urban, Wilderness*

This skill is used to read maps, fix a location, or find a known location. The DC of the skill check would be based on how familiar the character is with his surroundings and how many landmarks there are. GM's might grant the character a bonus for exceptional maps or equipment or might give him a penalty if he has no idea where he is when awakened in a unfamiliar place.

OPEN LOCKS (DEX)

Specializations: *Combination, Padlock, Puzzle Lock*

This skill is used to pick locks and open them without a key. The DC of the lock generally lies between 20 and 40 (remember you can "take 20" on the pick attempt if there is plenty of time to do so) with a bonus or penalty depending on how good the character's equipment is.

PERFORM (CHA)

Specializations: *Comedy, Dance, Drama, Music, Public Speaking, Singing, Story Telling*

This skill is a depiction of the character's artistic expression in any number of ways. Simply roll a Perform skill check, the higher the roll the better.

PILOT (DEX)

Specializations: *Destroyer, Explorer, Leviathan, Pot Belly, Sky-hold, Sky-runner*

Most of the time when piloting a land ship, land-runner, or even a sky-hold, the character will not need to make any kind of Piloting skill check if all actions are within the "normal" range of maneuvers. Game Masters can call for checks when characters attempt something that stretches what the vehicle is capable of. See Chapter 11:

Rune Vehicles for more details on what a character with the Pilot skill can do with land ships and the like.

POISONS (INT)

Specializations: *Injected, Ingested, Contact, Slow, Fast, Gas*

The skill of manufacturing poisons is well guarded and very few admit to such craft. It is rumored that the Shadow Magi practice in the art of poisons, but they deny any accusations. This skill comes in useful when brewing poisons from common to rare ingredients, as is reflected in price of the poison. It takes a number of hours to create a single dose of poison, or roughly a number of hours equal to half its creation DC. For each dose after the first, add another hour to the time. After the character has spent the time and half the market cost of the poison, he should make a Poison skill check against the creation DC. If passed the poison is created. If failed he loses all the materials and must begin again from scratch. The rank the character has in the Poison skill sets the limit on the potency of the poisons he can create. To see how poisons work see page 173.

Rank 1-5: The character can create poisons with a maximum Fortitude DC of 14.

Rank 6-10: The character can create poisons with a maximum Fortitude DC of 18.

Rank 11-15: The character can create poisons with a maximum Fortitude DC of 22.

Rank 16-20: The character can create poisons with a Fortitude save of DC 23 or higher.

PROFESSION

Specializations: *Apothecary, Boater, Bookkeeper, Brewer, Cook, Driver, Farmer, Fisher, Guide, Herbalist, Herder, Hunter, Innkeeper, Lumberjack, Miller, Miner, Porter,*



There are rumors that poisons can be purchased in places of ill repute such as Cinder or in the back allies of South Harbor. I have to admit I have had a few dealings with poisons and "low lives" trying to fence such-debase tools to our own merchants, but we have no need of poisons, other than those used to exterminate small vermin. Those rumors that Shadow Magi use the evil concoctions is probably true, but lets face it, they deal a lot with the Adone, and where the Adone are concerned any weapon is a good weapon, no matter how dishonorable.

-Wuunlun, O'grom Trader of the Wind Caste-



Rancher, Sailor, Scribe, Stable-hand, Tanner, Teamster, Woodcutter

This skill is similar to Craft and Knowledge skills, in that each specialization is its own skill and must be advanced separately. The list above is not complete, but includes the most common Profession skills within Everstone. Although the GM might require the character to roll a skill check from time to time, the basic function of this skill is dependent on his rank. The higher the rank he has in the skill the more competent he is at the task. This can usually be seen in yearly business dealings. Each rank of skill grants the character the percentage he would make per year in comparison to the average trade of that kind. Thus, if one had a rank of one in the skill, they would make 10% of the normal average per year. Not very good business, but then again, the character is not very good at what he does. To make the average, he would need to have at least ten ranks (100% of the average income per year). Any rank above this and the character is exceeding the average and may bring in as much as 200% beyond what is considered normal (rank 20 in the Profession skill).

REPAIR (INT)

Specializations: *Rune Device, Mechanical, Golem*

With this skill you can repair broken equipment, vehicles, and even Golems. The DC is based on how bad the damage is. When repairing something you need the proper tools to do so. This could be simple blacksmith or carpenter tools, or it might require specialized tools such as those found in the Golem Toolkit. Modifiers might be applied to the resources available and condition of your tools.

RIDE (DEX)

Specializations: *Specific Mount, Gintii, Granite Lion*

This skill includes how to take care of the mount, saddle it, mount and dismount properly, and controlling the mount. This skill also allows the character to try a few specialized maneuvers with his mount. Some examples are listed below. Most are free actions that can be taken at the beginning of the round unless noted otherwise.

Cover: Allows the character to drop down beside his mount and use it for cover.

Guide with Knees: Allows the character to use both hands for the round.

Fast Mount/Dismount: This allows the character to make a Ride skill check to mount or dismount as a free action.

Fight with War Mount: Allows the character to attack with his mount on the round that he also attacks.

Leap: Allows the character to leap as part of its movement, using the Ride skill or its Jump skill (whichever is lower).

Soft Fall: Allows the character to make a check to take no damage when he falls from his mount or when the mount goes down.

Spur Mount: The character can make a Ride skill check to make his mount go faster (5 x normal movement rate).

Stay in Saddle: Allows the character a better chance to stay in his saddle when the mount bolts or when the character suffers a lot of damage.

SAMPLE POISONS

Poison	Type	Initial Damage	Secondary Damage	Price
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 sg
Black Hand	Ingested DC 12	1d6 Str	1d6 Str	120 sg
Bulging Pain	Ingested DC 10	1d8 Dex	1d8 Str	300 sg
Dream Mist	Inhaled DC 14	1d8 Wis	1d4 Wis	220 sg
Fey Bane*	Injected DC 16	1d4 Con	1d10 Con	350 sg
Hazel Dust	Inhaled DC 11	2d4 Int	2d4 Int	900 sg
Red Spice	Injected DC 17	1d6 Dex	Unconsciousness	245 sg
Shadow's Sword	Injected DC 18	1d10 Con	1 Con	750 sg
Silk Wood Hornet	Injected DC 10	2d6 Dex	0	500 sg

*Is only effective against those with Fey blood

RUNE DEVICE (WIS)

Specializations: Weapons, Vehicles, Equipment, Armor

This skill covers the understanding of how runes work and how they can be applied and activated. Without this skill a character would not be able to figure out how rune equipment works or even understand how to turn it on. As a character develops this skill they begin to learn the basic mechanics of how the runes can be used and how to send magic through the rune-string so that it will activate properly. This knowledge is needed for simple activations such as a single rune-string on a sword, to the more complex devices such as a seerscope, or even piloting a rune driven land ship.

The most common use of Rune Device skill is its application to hand held rune weapons and rune armor. Characters are limited to the rune devices they can use by the items rune-string "RDR" (Rune Device Rank). This is the items prerequisite rank that a character must have in their Rune Device skill to be able to use it. If a character does not have the appropriate rank they simply do not have the know-how needed to work it. A character can attempt to activate a rune-string that is beyond their capability by making a Rune Device skill check against a DC. The difficulty of the roll is equal to double the Rune Device's RDR rating. This kind of check is a complex task and requires the character to use up a single action to simply activate the device.

Example of Rune Device Rank: If a character with a Rune Device skill rank of 6 were to use any item or rune-string with an RDR rating of 6 or less, they could do so without trouble. But if a character were to pick up an item or rune-string with an RDR of 7 or higher, they would have to make a Rune Device skill check. So, if the character with 6 ranks in his skill and a Wisdom of 14 (+2 bonus for key ability score) picked up an item that had a RDR of 8, they would need to make a skill check against a DC of 16 (double the RDR rating). If successful the item is activated as normal.

SEARCH (INT)

Specializations: Secret Compartments, Secret Doors, Outside, Inside, Underground

This skill is used to search a room for evidence or search for somebody hiding in the bushes. If it is an item, such as a secret door, the Game Master sets a DC in comparison of how well it is hidden, as well as lighting and equipment used in the search. If the character is searching for a creature, the creature's Hide skill check acts as his DC with modifiers based on the same conditions as items. It takes roughly ten minutes to search an average room and about one hour to search the room thoroughly (Taking 20).

SEDUCTION (CHA)

Specializations: Young, Old, Female, Male, Romance, Sexual

With this skill the character can seduce another. The time it takes is dependent on the target's initial reaction with the character. It also depends on their attachments to others and their feelings about being seduced by the character. Game Masters will set a secret DC and have the character roll against it for each time period (10 minutes, 30 minutes, one hour, etc.).

SENSE MOTIVE (WIS)

Specializations: Body Language, Mannerisms, Speech
The character can use this skill to discern what a subject's true intention is as whether they are trying to get a secret message across, that they are lying, or that they have ulterior motives. The DC is usually the target's Bluff skill check, Seduction skill check, or Diplomacy skill check.

SLEIGHT OF HAND (DEX)

Specializations: Pick Pocket, Stage Magic, Slip Poison

This is the skill of manual Dexterity, as well as misdirection, pulling somebody's attention away while the character tries to pick their pocket or poison their drink. If he is being watched closely, then the DC is equal to the watcher's Spot skill check. If not, then the DC is dependent on how hard the GM decides the attempted action is. The character may get a bonus, if the target(s) is distracted in some way or careless.

SPEAK LANGUAGE (INT)

Specialization: Specific language

Each rank the character purchases in the Speak Language skill grants one spoken and written language. The only reason the GM might require a character to make a Speak Language skill check is if they are attempting to figure out a foreign language and their ability to speak multiple languages would come in handy attempting to understand one that they do not know.

SPELLCRAFT (INT)

Specializations: Magi Spells, Fey Spells, Adone Spells, Mord Spells

This skill allows you to identify magical effects, as well as learn new spells, create spells, etc. This is also the skill you would use to unravel a spell. Some example DC's are given below. Game Masters should modify these general DC's as he sees fit. Also, some means of detecting the magic may be needed for invisible effects or inactive magic (such as on a magic item), in such a case you would need "Magic Sight" (see page 155).

Identify Spell being Cast: If it is the same type of magic (Magi identifying Magi spells for example) DC is equal to 10. If identifying different magic, DC is 15.

Identify Magic Symbols and Effect: If identifying symbols that are familiar (such as Magi Runes) DC is 15. If the character is identifying symbols that are strange (such as Adone Glyphs) the DC is 20.

Identify Spell in Place: Familiar magic is DC 20. Unfamiliar magic is DC 25.

Identify Magic Substance Effect: Potions or discerning magic metal qualities should be a DC of 25.

Create New Spell: When creating a new spell of the type of magic that the character knows the DC should be 20 to 25 depending on its power. If the character is working with unfamiliar magic the DC should be 30 or higher.

SPOT (WIS)

Specializations: *Ambush, Movement, Tailing, Slight of Hand, Disguise, Read Lips*

This is the skill the character uses to spot hidden items when not actively searching (that would be the Search skill) or to notice somebody trying to slip poison into their drink. Spot skill checks typically set the DC for other skills being used against the

character, such as hide, sleight of hand, or disguise. The DC is usually increased if what they are trying to Spot is further away (around -1 for every 50 foot increment), they are distracted, or vision is hindered by shadowy light. Using magnification, light source, and other equipment that enhances the character's vision can offset these penalties.

SURVIVAL (WIS)

Specializations: *Aquatic, Artic, Desert, Plains, Tundra, Forest, Jungle, Tracking, Wilderness Lore*

This is the skill of knowing what to do and how to survive in the wild. GM's will have the character check against this skill to find shelter, catch edible animals,

predict the weather, know what plants can be eaten, etc. The DC increases if they need to take care of others or the land gets more hostile. Associated equipment, such as hunting weapons, a knife, rope, blankets, etc. can lower the DC. This skill is also useful for Tracking creatures. The DC for Tracking is based on how soft the ground is, how fresh the tracks are, how many creatures are in the group that the character is tracking, lighting conditions, and how fast the character is moving while tracking. The character should have to make a Tracking

skill check every thirty minutes to an hour, depending on how easily the tracks are to follow. If he fails the check, he loses the tracks and must spend 2d10 minutes trying to pick them up again.

SWIM (STR)

Specializations: *Endurance, Diving, Deep Sea Diving, Speed*

This skill reflects how well the character can swim. Normally, he only needs to check against extreme conditions, such as swimming during a storm, diving off a very high location, racing against somebody else, etc. The character's ranks in Swim determines the basic speed with which he can swim, as well as how long he can hold his breath. Normally, characters without any ranks in Swim can

only swim at quarter their base

speed.

Rank 1-5: Swim at half the character's base speed and hold his breath for a number of rounds equal to half his Constitution.

Rank 6-10: Swim at three-quarter the character's base speed and hold his breath for a number of rounds equal to his Constitution.



Rank 11-15: Swim at the character's full base speed and hold his breath for a number of rounds equal to one and a half times his Constitution.

Rank 16-20: Swim at one and a quarter the character's full base speed and hold his breath for a number of rounds equal to twice his Constitution.

TUMBLE (DEX)

Specializations: *Dive, Flip, Somersault, Combat, Acrobatics*

This is the skill of maneuvering with acrobatics, such as handstands, flips, or tumbling. Game Masters might allow the character to make a Tumble skill check to take less damage on a fall. Of course, this would depend on how far the fall is and what kind of surface the character is falling against. Also, if the character

spends a whole round fighting defensively, a Game Master might allow a Tumble skill check to receive a bonus to their Defense (either a +1 or +2 depending on the success of the check). The character could also use higher ranks in Tumble to entertain people.

USE ROPE (DEX)

Specializations: *Knots, Securing, Bind Prisoner, Swinging, Repelling*

This skill expresses the training the character has received with ropes, cords, and tie downs. Game Masters should call on skill checks when the character swings across the deck of a land ship, ties up a prisoner, or tries to quickly unbind an ally.

GRANITE MOUNTAIN LION

Within the higher elevation of the mountains around Everstone, the granite mountain lion makes its home. These beasts are often solitary, but mother and cub families can be seen during the spring. The lion is usually a threat to most anything it comes across; with its angry temperament it can inflict incredible damage within a short period. The lions will often attempt to get their prey by surprise, using its skill in moving quietly and its ability to blend to get close before pouncing. These beasts can be captured as small cubs and trained with some difficulty. Such beasts prove to be deadly mounts.

Type: large beast, **Level:** 6, **Hit Points:** 51(d10), **Energy Points:** 21, **Initiative:** +3, **Speed:** 64 feet, **Defense Bonus:** +3, **Armor:** 3, **Attack Bonus:** +8/+3, **Attack:** claw (1d6+6), **Qualities:** color change, low-light vision x2, pounce, **Saves:** Fort +5, Ref +8, Will +2, **Abilities:** Str 22, Dex 16, Con 16, Ins 10, **Skills:** Balance +7, Hide +5, Jump +10, Listen +3, Move Silently +10, Spot +5.

Color Change: Granite mountain lions fur can shift in color to take on that of their surroundings. The lion uses up 2 energy points and it receives a +5 bonus to its Hide skill check for the scene.

Low-light Vision: The lion can see up to double the normal distance in shadowy conditions.

Pounce: On a charge attack, the lion can pounce and deliver an automatic 1d6+6 raking damage if it strikes with its charge.

CHAPTER 9

EQUIPMENT

TRADE AND COMMERCE

The Everstone merchants are known as the most widespread and active traders of Lannith. They trade with the Shone, the Mords, the Adone, the O'grom, and with numerous smaller tribes, such as the Ka'taan. As of yet, they have not opened any lines of trade with the Roogadin, but the merchants are very persistent and encouraged to do so by the Magi. It will be only a matter of time before the war-like Roog are added to their list of trading partners.

The most common coins found throughout the valley are those minted by the Guild. They are aptly termed "guilders". The most valuable of these coins is the "gold guilder" (gg). The "silver guilder" (sg) is the most commonly used coin and less valuable than that of the gold. The "copper guilder" (cg) is the least valuable coin and is used as spare change. In exchange, it takes ten copper guilders to equal one silver guilder. It takes ten silver guilders to equal one gold guilder.

Since these coins are pure gold, silver, and copper, they are accepted in almost every land and have become the standard trade coin. The Kingdom of Shone has followed suite with their own coins and have a "gold king" and "silver queen" coin that can be traded on a one for one basis with the gold guilder and silver guilder.

STARTING WEALTH

Characters are considered to have beginning resources above and beyond that of a typical person within the Everstone Valley. Characters have 2,500 silver guilders per level (7,500 sg's at third level) to purchase equipment, weapons, and armor. This includes any upgraded rune-strings that they might want engraved on these items.

BREAKING OBJECTS

Sometimes it is important to know how much damage an item can suffer before it is destroyed. When a land ship is knocked into the ancient ruins of a temple, does the land ship get so seriously damaged that it crashes? Or do the ruins give way and crumble before it?

WAGES

The typical wages within Everstone are decided by the rarity of the occupation. Most professional wages are paid in silver guilders. Untrained labor is usually paid in copper guilders. Some typical wage examples include:

Armor Smith	12 silver/day
Bodyguard	15 silver/day
Black Smith	8 silver/day
Cook	3 silver/day
Fixer	15 silver/day
Healer	5 silver/day
Laborer	5 silver/day
Scribe	8 silver/day
Ship Gunner	15 silver/day
Ship Pilot	25 silver/day
Performer (low)	2 silver/day
Performer (med)	5 silver/day
Performer (high)	10 silver/day
Tailor	6 silver/day
Tutor	5 silver/day
Weapon Smith	8 silver/day
Wild Land Guide	20 silver/day
Wood Smith	7 silver/day

Objects are divided into two main categories, static and operational. Static objects are those that exist without working parts, such as most melee weapons, furniture, and buildings. Operational objects are things that have moving parts that work together in some way to accomplish a task. Examples of these are land ships, carriages, and rune driven lifts.

STATIC OBJECTS

Static objects possess an armor rating representing the amount of damage that the object is capable of stopping. If the object is hit with more damage than this, the remaining damage passes through it (such as a character holding up some object to protect them from a blow). Though the object is damaged, it will still maintain its structure but will require repair later. If an object suffers repeated damage, roughly five to ten times the armor rating within a short period (GM's discretion), it has suffered sufficient damage to break. If the object suffers five times its armor rating in damage in one attack, it is completely destroyed, beyond repair and must be completely rebuilt or replaced.

OPERATIONAL OBJECTS

Operational objects have both an armor rating and hit points. If the object suffers more damage than its armor rating, the excess damage is deducted from its hit points. If its hit points are ever reduced to zero, it ceases to function in its given task. A good example of this is a Golem. A Golem is a construct with an armor rating and if it completely depletes its hit points to zero, it will stop functioning until it is repaired to at least one hit point. It is important to note that if an operational object is reduced to zero the item is not destroyed, just rendered non-functional. It can be repaired later and returned to normal. Additionally, as with static objects, if the item suffers five times its armor rating in damage in one attack, regardless of

STATIC OBJECT ARMOR RATINGS

Object	Armor Rating
Bench/table, metal	4
Bench/table, wood	2
Column, stone	15
Door, wood	4
Door, metal	9
Furniture, wood	3
Melee weapon	*
Tree, giant	20
Tree, large	15
Tree, medium	10
Tree, small	5
Wall, stone	20
Wall, wood	5

how many hit points it has remaining, it is completely destroyed. It is beyond repair and must be completely rebuilt. This rule is not advised for Golems being played by a player.

DAMAGE TO WEAPONS

When a character uses a melee weapon against an armored foe, there is a risk of the attack's force breaking that weapon. If the target's armor prevents damage

It used to be that you had to be the lackey of a Guild Magi to get any kind of rune device. We non-guild sorcerers had to go to great lengths to find a decent piece of rune equipment. If you're looking for a hard to get piece of equipment or even to add a rune-string or two, then you need to look up an old acquaintance of mine. Now days he goes by the name of Blind Zenn. He used to be a Moon Magi until he started to go blind and retired because of reasons best left to another story. Now he runs a small shop out in Cinder, a place called Total Eclipse. He doesn't ask any questions and has only one one stipulation, he does not sell to Adone. If you visit his shop regularly he will usually see to it that you get a discount.

-Gazdena, adventuring Sorceress-



BLOODSTONE

The required energy source for rune devices is the red, smooth crystal known as bloodstone. How much energy can be stored within a bloodstone is dependent upon its size. Each ounce of the bloodstone will hold one energy point. Thus, a bloodstone of twelve ounces could hold twelve energy points.

However, bloodstones do not recharge. The energy is placed within the stone(s) by those who have the knowledge, such as a Magi (see the Charge Bloodstone attribute page 83). As a rune device uses its charges, simply mark the charges off. Once a device is drained of all its energy, its runes will not function until recharged. Note that this may render some pieces of equipment completely useless.

Those with the charge bloodstone attribute can choose to use their own personal energy to activate a rune-string. The normal expenditure of energy points for each energy point replaced is exacted. This recharge can be done only if the character is holding the stone and has skin contact with it.

Upgrading Bloodstones: The character can increase the amount of bloodstones on a piece of equipment by having a skilled craftsman spend one day per ounce of bloodstone added up to a maximum of double the original bloodstone(s). The process requires a successful Craft (rune device) skill check at DC 20 to perform and 100 silver guilders per ounce of bloodstone. If the check is failed the character loses half the resources and must begin again.

equal to five times the weapons armor rating (equal to the weapons maximum rolled damage, without rune-strings) in one attack, the weapon breaks, snapping under the strain. When a character scores a critical hit, his or her weapon will not break, regardless of any damage prevented.

MYTH-STONE ITEMS

Weapons made from myth-stone are much stronger and lighter than the same weapons made from iron or steel. Such weapons are expensive, costing around five times the amount of the normal weapon of the same type. Treat the weapon or armor as having double the armor rating when subjected to an attack. Also, because of the

weight difference, myth-stone armor has less of a penalty when attempting action-oriented skills.

MUNDANE EQUIPMENT

The characters can find almost any kind of mundane equipment within Everstone. However, most common folk cannot afford many of the rune devices developed by the Magi. Only a few families can afford such tools and domestic items like the mage lantern or the everful canister. In general, many people still use old-fashioned oil lanterns, water-skins, and basic hand tools. Provided in the appendix of this book is a long list of generic items that can be found at the local markets. These items are not described in full as they are self-explanatory (see page 236).

RUNE EQUIPMENT

Everyday rune devices are becoming more common. The cost for such items goes down as used items are circulated and they become more widespread. Although it takes some skill to use a rune device, more and more common folk are learning the process. Some of the common and rare rune devices that characters might find helpful are listed in this chapter. Each rune device includes a Rune Device skill rank (RDR) that is needed to operate the device properly (see the Rune Device skill on page 127). When more than one number is given, the number in front of the slash is the basic RDR needed to operate the device at its basic use. Each number after the slash is the RDR needed to operate the more powerful rune strings in the order given.

ACTIVATING RUNE DEVICES

If a character has the Rune Device skill rank needed to activate the rune-string, he will know how to channel the energy from the device's bloodstone(s) into the proper runes to get the device to operate as he wants. This process is usually a free action and takes only a small portion of the character's energy, unless otherwise indicated. A user can only activate one rune-string per device, per round. When activating a rune-string of higher rank, it is not necessary to spend the energy points to activate all the ranks up to that rank. Thus if you were to activate the 3rd rank rune-string on Climbing Gauntlets, it would cost 3 energy points not 6 (1 for 1, 2 for 2 and then 3 for 3).

Weapons, armor, and devices, may have as many rune-strings active as you care to activate at once. But abilities of the same general type do not stack. For example, if you had a weapon with both the flaming/frost/shock rune-string and the bane rune-string (both damage increasing runes) the damage from both runes would not stack, the damage bonus would come from either

one rune-string or the other, but not both at once.

RUNE-STRINGS

Some rune devices can be engraved with more powerful rune-strings, but each rank in power costs more energy from the rune device's bloodstone(s). It should be noted that a user is not required to activate the device's most powerful rune-string, lesser rune-strings could be activated in order to conserve energy points.

The character can purchase an item from a Guild Hall with just the base rune-string or with as many rune-strings as he can afford. Notice that those rune items that can have varying ranks of power have a cost that is added to the cost of the item. These rune-strings can also be added later if the character can find a Moon Magi or ex-Magi who is willing to engrave the string(s).

DURATION

The duration that a device can be used for is listed under each device. The listed energy cost is used up even if the item was not used for the entire duration. The character can always shut the device off before its full duration is up, but the energy cost remains the same.

Many rune-strings have a duration of one scene. This is roughly about five to ten minutes long. Why did we do this? Because the bookkeeping needed to keep track of each rune-string and how much energy was being spent is a little too much for the kind of action we would like to see the players enjoy. Don't worry about the exact times. Instead, the GM should allow the rune-string's affect to last for the duration of an average battle. Some powerful rune-strings that have a more devastating affect on the game may last only a round or two, in which case, the GM or players should keep track of exact times.

RUNE GLOW

Bloodstones glow continuously, although faintly. All rune items glow with a pale red light when activated. The glow can light up a ten-foot radius area in a completely dark environment. Rune weapons and armor usually flare much brighter than this when activated and can light up an area of up to twenty feet in radius.

ASSASSIN CONSTRUCT

Rune Device Rank: 10

The possession of an assassin construct is very illegal. Many think the assassin construct is only a myth, for it is a very rare device. It was first developed by the

RUNE EQUIPMENT

Rune Device	RDR	Cost
Assassin Construct	10	3,900 sg
Bracers of Foresight	6	2,000 sg
Rank 2	8	+ 800 sg
Rank 3	10	+ 1,200 sg
Cloak of Warming	4	450 sg
Climbing Gauntlets	4	1,500 sg
Rank 2	6	+ 750 sg
Rank 3	8	+ 750 sg
Drop Belt	6	950 Sg
Rank 2	8	+ 450 sg
Rank 3	10	+ 450 sg
Everfull Water Canister	3	450 sg
Explorer Pack	4	2,250 sg
Goggles of Moonlight Vision	2	800 sg
Rank 2	3	+ 400 sg
Rank 3	4	+ 400 sg
Golem Toolkit	6	2,500 sg
Healer Kit	6	2,400 sg
Leaping Striders	3	1,800 sg
Rank 2	5	+ 900 sg
Rank 3	7	+ 900 sg
Mage Light	2	500 sg
Magi Shackles	9	3,500 sg
Pocket Dial	1	300 sg
Speech Translator	4	250 sg
Spyglass Goggles	5	500 sg
Swimmer	7	1,400 sg
Targeter	5	750 sg
Voice Band	4	600 sg
Water Breather	4	400 Sg

Shadow Magi. In appearance, it looks like a fist sized sphere that would easily fit in a good size pouch, but the seemingly harmless sphere is very deceiving. When the sphere is activated, it is usually rolled along the floor (into a sleeping chamber preferably) where it comes to a halt. Ten seconds or up to six hours after activation (determined by the user when activated) the assassin construct unfolds into a beetle like form. The construct is then worked by the person wearing a linked control ring. The user, by closing their eyes can concentrate on the construct, seeing what it sees. Controlling the construct takes full concentration and if the controller takes any action other than concentrating on it, the construct comes to a stop until concentration is once again maintained. The construct holds one six-ounce bloodstone that allows it one full hour of operation (it does not use any energy while lying dormant). The assassin construct has a lethal poison sting with two charges that it can use before needing to



ASSASSIN CONSTRUCT

Type: tiny construct, **Level:** 1, **Hit Points:** 10, **Initiative:** 0, **Speed:** 12 feet **Defense Bonus:** +2, **Armor:** 6, **Attack Bonus:** +5, **Abilities:** Str 4, Dex 12, **Saves:** Fort +1, Ref +2, Will +0, **Attacks:** sting (1d2), **Qualities:** darkvision 30', poison, **Skills:** Climb +5, Hide +10, Move Silently +10

be replenished. The exact poison in the sting depends on the user's preference. **Cost:** 3,900 silver guilders.

BRACER OF FORESIGHT

Rune Device Rank: 6/8/10

These are rune covered bracers with twelve-ounces of bloodstone. When activated, the bracers will project a three dimensional simulation of the owners surroundings with him standing at the center. The bracers will pick up all life forces of smaller or larger size. The character will be granted information of how many life forces are within the bracers radius, direction of their travel, and a rough outline of their size. When active the bracers read for one scene.

Rank 1: Read up to a 100-foot radius for 1 energy point. **Cost:** 2,000 silver guilders.

Rank 2: Read up to a 300-foot radius for 2 energy points. **Cost:** +800 silver guilders.

Rank 3: Read up to a 900-foot radius for 3 energy points. **Cost:** +1,200 silver guilders.

CLOAK OF WARMING

Rune Device Rank: 4

This cloak is made of soft leather material and is fitted with a myth-stone collar. When activated the collar warms the cloak and grants the wearer protection against cold weather and cold attacks. The cloak has one three-

ounce bloodstone and uses up one energy point per hour of use. This grants the wearer warmth from cold weather conditions as well as provides two points of armor against cold attacks. **Cost:** 450 silver guilders.

CLIMBING GAUNTLETS

Rune Device Rank: 4/6/8

The fingers of these gauntlets can extrude microscopic blades that help the wearer cling to things. These gauntlets each have a four-ounce bloodstone that can hold a combined value of eight energy points. When the gauntlets are activated the rune string power will last for ten minutes.

Rank 1: +4 bonus to Climb skill checks for 1 energy point. **Cost:** 1,500 silver guilders.

Rank 2: +8 bonus to Climb skill checks for 2 energy points. **Cost:** +750 silver guilders.

Rank 3: +12 bonus to Climb skill checks for 3 energy points. **Cost:** +750 silver guilders.

DROP BELT

Rune Device Rank: 6/8/10

The drop belt is a chain of interlocking runes (worn as a belt or a bandolier) that can be activated to slow the descent of a fall. The buckle of the belt holds enough bloodstones to grant five energy points.

Rank 1: For 1 energy point, the belt will allow the character to drop one hundred feet without suffering damage. **Cost:** 950 silver guilders.

Rank 2: For 2 energy points, the belt will allow the character to drop up to three hundred feet without suffering damage. **Cost:** +450 silver guilders.

Rank 3: For 3 energy points, the belt will allow the character to drop up to nine hundred feet without suffering damage. **Cost:** +450 silver guilders.

EVERFULL WATER CANISTER

Rune Device Rank: 3

This canister is eight inches in diameter and two inches thick. It has a spout at the top that the user can drink from. The canister replenishes itself when empty and can do so up to a dozen times before needing its bloodstone recharged. It has a three-ounce bloodstone. **Cost:** 450 silver guilders.

EXPLORERS PACK

Rune Device Rank: 4

The explorers pack is a backpack made from myth-stone and covered with runes. It has a comfortable strapping system that helps to spread the weight evenly for easy transport. It has many qualities that any traveler would appreciate. When the top flap opens, it appears that the space inside would hold a mere cubic foot of material,

but will in fact, hold five cubic feet. Also, on the sides, there are four separate smaller compartments that contain six square inches of space each. No matter how much weight the items within the pack add up to, the pack never weighs more than 35lb. The pack holds a number of bloodstone(s) equaling up to 8oz. The pack uses 1 energy point per day. If the energy points are depleted completely, opening the pack will reveal nothing more than an empty space. The contents of the pack cannot be reached until at least one energy point has been restored to the bloodstone(s). **Cost:** 2,250 silver guilders.

GOGGLES OF MOONLIGHT VISION

Rune Device Rank: 2/3/4

This rune lens endows the wearer with the ability to see in the dark. The goggles have a number of bloodstones equaling eight ounces (8 energy points) mounted in them. A single activation will last for one hour of use.

Rank 1: Allows the character to see in complete darkness (darkvision) up to thirty feet for 1 energy point. **Cost:** 800 silver guilders.

Rank 2: Allows the character to see in complete darkness (darkvision) up to ninety feet for 2 energy points. **Cost:** +400 silver guilders.

Rank 3: Allows the character to see in complete darkness (darkvision) up to three hundred feet for 3 energy points. **Cost:** +400 silver guilders.

GOLEM TOOLKIT

Rune Device Rating: 6

The Golem Toolkit is a long myth-stone box that can hold much more than what is apparent on the outside. It opens up to be a complete workshop holding all kinds of basic tools used by the Gavown and Moon Magi to work on Golems. It holds patches, welders, cutting saws, and other tools that are powered by small bloodstones. The Toolkit allows a trained craftsman to repair Golems or smaller rune devices. It is assumed that the toolkit is restocked and charged after fixing up to one hundred hit points of damage. The cost of restocking this kit equals 10 silver guilders per hit point repaired. **Cost:** 2,500 silver guilders.

Repair Skill Check: 1-10: No hit points are regained, but the character has a full assessment of the damage and what it will take for future repairs.

Repair Skill Check 11-15: The item has ten hit points or 2 strength points restored.

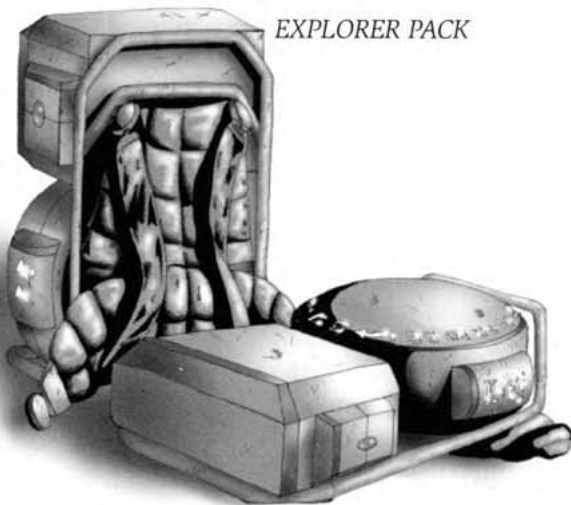
Repair Skill Check 16-20: The item has twenty hit points or 4 strength points restored.

Repair Skill Check 21-25: The item has thirty hit points or 6 strength points restored.

DROP BELT



EXPLORER PACK



SPYGLASS GOGGLES



GOGGLES OF MOONLIGHT VISION



VOICE BAND



WATER BREATHER



MAGE LIGHT

Repair Skill Check 26-30: The item has forty hit points or 8 strength points restored.

Repair Skill Check 31 +: The item has fifty hit points or 10 strength points restored.

HEALER KIT

Rune Device Rank: 6

This is a small wooden suitcase containing a health seer, wound closer, blood inducer, basic bandages, and splints. The healer kit requires the experienced healer to have at least a Heal skill at five or more ranks. A trained healer can make a heal check to restore a wounded character's hit points. Characters normally receive hit points per hour equal to their level. The healer kit needs to be recharged and replenished after it has healed up to 100 hit points. Replenishing the healer kit will cost 5 silver guilders per hit point used. **Cost:** 2,400 silver guilders.

Heal Skill Check 1-10: No hit points are regained but the targets wounds are cleaned and bandaged well.

Heal Skill Check 11-15: The patient receives an immediate 10 hit points back.

Heal Skill Check 16-20: The patient receives an immediate 20 hit points back.

Heal Skill Check 21-25: The patient receives an immediate 30 hit points back.

Heal Skill Check 26-30: The patient receives an immediate 40 hit points back.

Heal Skill Check 30 +: The patient receives an immediate 50 hit points back.

LEAPING STRIDERS

Rune Device Rank: 3/5/7

These boots are made from sturdy leather and mythstone with embedded runes that allow the wearer to leap extraordinary heights. When activated, the boots grant a bonus to the character's Jump skill check for a single leap. The boots hold enough combined bloodstone to equal twelve ounces (twelve energy points).

Rank 1: The character gains a +10 bonus to his Jump skill check for 1 energy point. **Cost:** 1,800 silver guilders.

Rank 2: The character gains a +20 bonus to his Jump skill check for 2 energy points. **Cost:** +900 sg's.

Rank 3: The character gains a +30 bonus to his Jump skill check for 3 energy points. **Cost:** +900 sg's.

MAGE LIGHT

Rune Device Rank: 2

This is a lantern like rune device that will send forth an intense beam of light that illuminates a cone shaped path up to two hundred feet. The mage light is very hardy, hence, used by most Stormguard in combat zones. It has a four-ounce bloodstone that allows it to work for up to a week non-stop. **Cost:** 500 silver guilders.

MAGI SHACKLES

Rune Device Rank: 9

A Magi is a difficult subject to keep restrained. Their magical spells and tattoos allow them to break free of even the most secure imprisonment. For this reason the magi shackles have been developed. Most Magi detest that these devices were even invented but cannot deny the necessity. The wearer has a very hard time activating tattoos and casting spells when the large shackles are placed over their hands, as well as their head. By spending five energy points, the shackled Magi or Sorcerer may make an attempt to activate a single tattoo or cast a spell. They must make a Spell Craft skill check (DC 30) to do so. If the check succeeds they must spend the normal energy points, as well as the energy points spent just to attempt the task. When the shackles are worn, the wearer may still speak, although muffled. The magi shackles hold two 8oz bloodstones that drain 1 energy point for every hour of use (for a total of 16 hours of restraint). **Cost:** 3,500 silver guilders.

POCKET DIAL

Rune Device

Rank: 1

The pocket dial was conceived by a Lore Hunter that noticed traditional sundials did not work when exploring ruins below ground. The pocket dial tells accurate time, allowing the user to know the exact time of day without having to be outside. The pocket

dial has two rows of runes; the larger runes on the outside show the hour of the day and the smaller runes running along the inside show the minutes of each hour. The pocket dial holds a two-ounce bloodstone that supplies it enough energy to keep it running for a whole year. **Cost:** 300 silver guilders.

SPEECH TRANSLATOR

Rune Device Rank: 4

Because of the many cultures that Traders and Magi have come across out in the wild lands over the years, the Moon Magi have developed a simple rune device that translates the speech of whoever wears it. The speech translator is usually worn around the neck and only activated when needed. Because it is placed around the neck, many think that the translator works on the words of the wearer. However, it actually translates words that the user can hear into meaning. It does not allow the user to be understood by others. Thus, many Traders carry at least two of these devices so that one can be worn by each of the subjects attempting to understand one another.

The device only holds a 1oz bloodstone that allows up to 1 hour worth of translation.

Cost: 250 silver guilders.

SPYGLASS GOOGLES

Rune Device Rank: 5

This spectacle like rune device is usually kept on a cord around the neck for easy access or in a pouch at the belt. When held up to the eyes they enhance the users vision so that they can see up to 50x the normal distance, allowing the user to make Search and Spot skill check at that distance. The spyglass holds a four-ounce bloodstone, enough for four energy points. 1



energy point will power the spyglass for 1 scene. **Cost:** 500 silver guilders.

SWIMMER

Rune Device Rank: 7

The swimmer is a rune device that is worn on the back (like a backpack) and will push the wearer through the water at a base speed of thirty feet per round. When worn, the swimmer gives the wearer a +10 bonus to their Swim skill checks. The swimmer holds an 8oz bloodstone. It uses 1 energy point per ten minutes of use. **Cost:** 1,400 silver guilders.

TARGETER

Rune Device Rank: 5

The targeter is actually two pieces of equipment. The main part of the device is a lens connected to a headband that fits over one eye and the other part is a cylindrical like device that fits to the barrel of a gun (such as a thunder gun or pistol). When activated, the targeter will enhance the wearers ability to aim with the fitted weapon, negating up to four points of penalty from cover, moving targets, and range. The targeter holds a four-ounce bloodstone and depletes its energy by 1 energy point per day that it is used. **Cost:** 750 silver guilders.

VOICE BAND

Rune Device Rank: 4

The voice band is a headband like device that has a voice reader and sound generator that fits over the ear. The device allows the wearer to speak and hear others who are wearing a similar voice band with the same signature rune. When activated, it allows the character to send a message to all the other voice bands within range and with the same signature rune. The voice band only holds a 2oz bloodstone (two energy points) but a single energy point will allow the wearer a full day of use (twenty-four hours). The voice band has a range of ten miles. **Cost:** 600 silver guilders.

WATER BREATHER

Rune Device Rank: 4

This is a small cup shaped device with straps that hold it into place over the mouth and nose. When activated this rune device supplies the wearer with breathable air. The breather has a three-ounce bloodstone. Each energy point will create enough breathable air for thirty minutes. **Cost:** 400 silver guilders.

MELEE WEAPONS

On the whole, more Everstonians use mundane weapons than the highly specialized myth-stone weapons of the Magi. These weapons make do and can be deadly in the hands of a skilled user. However, a rune weapon made of myth-stone and engraved with rune-strings is all the more potent when used by an expert.

RUNE WEAPONS

Those who can afford them will have weapons endowed with magical runes.

Such weapons must be constructed of myth-stone to be of any use. This makes the weapon expensive to begin with. With the added price of a bloodstone and runes engraved by those with direct connections to the Magi Guilds, only those who can afford to spend a small fortune on a single weapon will have them. Lieutenants and Captains within the Stormguard will be awarded such weapons for heroic deeds and acts of valor.

Anybody can have a weapon or armor made from myth-stone, but having it engraved with runes requires special connections. There are retired Magi who will do the job, but require double the listed price. As for the Magi, they can have their weapons engraved in the Guild Towers located at Harbor or South Harbor.

Used weapons and armor can be purchased from fellow soldiers or a few out of the way trade shops. There is a good market for such items and they are easily sold for three-quarters the full price.

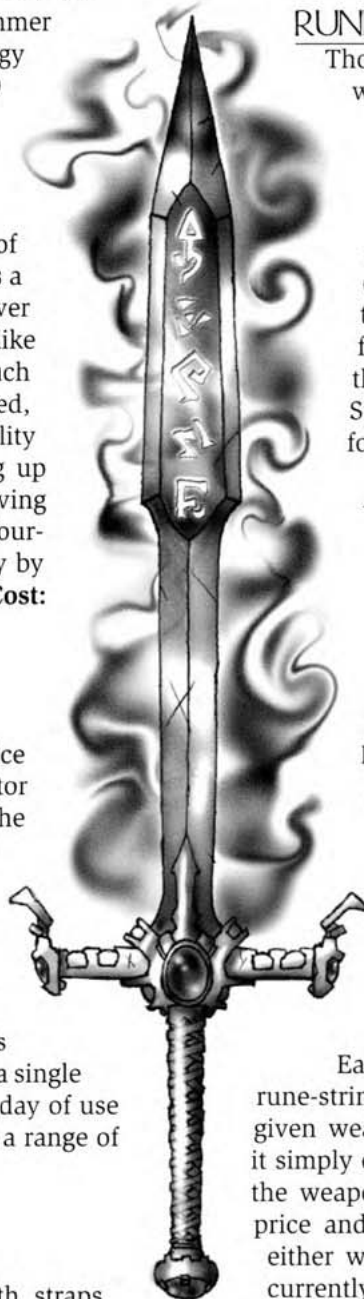
RUNE-STRINGS

Each weapon is listed with a number of rune-strings that are commonly engraved on the given weapon type. When purchasing a weapon, it simply comes as a normal myth-stone version of the weapon, but the character can pay the listed price and get any number of rune-strings added either when they buy it or later on if funds are currently low.

MAGI LONG DAGGER

Rune Device Rank: as rune-strings

There are a few different versions of this long dagger, roughly twelve to twenty-four inches in length. The single-sided blade and the double-sided blade are both commonly used. These daggers are made of myth-stone



and usually decorated with gold and silver inlay. **Cost:** 1,000 silver guilders.

Base Damage: 1d6, **Bloodstone:** 8oz, **Weapon Qualities:** magic, muscle powered, **Rune-Strings:** agile striking (1-3), armor puncture (1-2), bane (1), defending (1), flaming/frost/shock (1-2), striking (1).

MAGI WARBLADE

Rune Device Rank: as rune-strings

There are many blades that are used throughout Lannith. The merchants of Everstone have brought in many types of long swords, short swords, and falchions. These blades might be appropriate for most of the soldiers, mercenaries, and tribes of the wild lands, but the Magi have forged various war blades made from myth-stone. These blades come in either the smaller one-handed or two-handed version. **Cost:** Single-Handed - 1,800 silver guilders. Two-Handed - 2,500 silver guilders.

Single-Handed

Base Damage: 2d6, **Bloodstone:** 12oz, **Weapon Qualities:** magic, muscle-powered, **Rune-Strings:** agile strike (1-2), armor puncture (1-3), bane (1-3), defending (1-3), flaming/frost/shock (1-3), flare (1), quick strike (1-2), slicing (1-2), striking (1-3), speed (1-2).

Two-Handed

Base Damage: 3d6, **Bloodstone:** 16oz, **Weapon Qualities:** magic, muscle-powered, two-handed, **Rune-Strings:** armor puncture (1-3), bane (1-3), defending (1), flaming/frost/shock (1-4), flare (1), slicing (1-3), spreading attack (1), striking (1).

RUNE BOMB

The huge beasts that roam the unpopulated wild lands have always proved a near impossible obstacle for the Stormguard. Such beasts are only harmed by the largest of weapons. The Magi have come up with a weapon that, although difficult to use, is quite effective against even the largest of monsters. The rune bomb is a one time use device that can be activated and attached to the target. This requires user to make a touch attack (+6 bonus to strike) against the target after they have activated the trigger rune. Once attached, the rune bomb uses its magic to seal itself to the target, adhering with a Strength of 45. Most of the monstrosities that the rune bomb is used on are usually not intelligent enough to realize the threat of the small device. Trying to dislodge the weapon requires a Strength test. Two rounds after the bomb has been attached it explodes in a directed cone shaped blast against the creature. The bomb is destroyed in the blast. As can be imagined, the

expense of such a device is high and wasting the much needed materials is not taken lightly. Most Stormguard ships will have a single rune bomb at their disposal for emergencies. **Cost:** 2,800 silver guilders.

Base Damage: 12d6, **Bloodstone:** 8oz, **Weapon Qualities:** affect incorporeal, area affect 3, armor penetration 10, magic.

STORM HAMMER

Rune Device Rank: as rune-strings

These huge mauls are forged from pure myth-stone, and even though lighter than typical iron, they are so heavy that only the strongest Magi and Stormguard can wield them. The handles of these giant hammers are almost four feet long with a counterweight at the end. They are uncommon only because soldiers large enough to wield it are so rare. A character needs at least a Strength of 17 or greater to use the hammer correctly. For every point of strength the user has less than this they will suffer a -1 penalty to strike with the hammer. **Cost:** 3,200 silver guilders.

Base Damage: 4d6, **Bloodstone:** 16oz, **Weapon Qualities:** low penetration 2, magic, muscle powered, two-handed, **Rune-Strings:** bane (1-2), flaming/frost/shock (1-4), crushing force (1-3), eruption (1-3), striking (1).

STORM BREAKER HALBERD

Rune Device Rank: as rune-strings

The City watch of Harbor and South Harbor both favor the halberd as a common weapon. The Stormguard have their version of the halberd, made with myth-stone and has a wickedly sharp crescent blade at the top. These halberds are also used by many of the Sun Magi as well as Stormguard. **Cost:** 2,800 silver guilders.

Base Damage: 3d6, **Bloodstone:** 16oz, **Weapon Qualities:** magic, muscle powered, two-handed, **Rune-Strings:** armor puncture (1-4), bane (1-2), defending (1-2), flaming/frost/shock (1-3), slicing (1), striking (1-2), speed (1), spreading strike (1-4).

TREMOR GAUNTLETS

Rune Device Rank: as rune-strings

These gauntlets come in pairs. They are made of myth-stone, flexible at the joints. They can be worn as part of armor, although they are more solid and heavier than most armor gauntlets. Many Magi use these gauntlets as their primary weapon. However, their reach is only as long as the Magi's arm. **Cost:** 1,900 silver guilders.

Base Damage: 1d6, **Bloodstone:** 12oz, (each has 6oz bloodstone), **Weapon Qualities:** low penetration 1,



COMMON WEAPONS THROUGHOUT EVERSTONE

Weapons	Damage	Bloodstone	Cost	Qualities
Axe				
Battle	1d8	0	10 sg	armor puncture 2, melee, muscle powered,
Great	1d12	0	20 sg	armor puncture 2, melee, muscle powered, two-handed
Bow*	1d8	0	75 sg	medium range, muscle powered
Club	1d4	0	0	melee, muscle powered
Dagger	1d3	0	2 sg	concealable, melee, muscle powered, short range
Halberd	1d10	0	10 sg	melee, muscle powered, two-handed
Handaxe	1d6	0	6 sg	melee, muscle powered, short range
Lance	1d8	0	10 sg	melee, muscle powered, triple damage oncharge
Mace	1d8	0	12 sg	melee, muscle powered
Morningstar	1d8	0	8 sg	melee, muscle powered
Scimitar	1d6	0	15 sg	melee, muscle powered
Spear	1d8	0	5 sg	armor puncture 1, melee, muscle powered two-handed
Sword				
Long	1d8	0	15 sg	melee, muscle powered
Short	1d6	0	10 sg	concealable, melee, muscle powered
Great	2d6	0	50 sg	melee, muscle powered, two-handed
Warhammer	1d10	0	12 sg	low penetration 2, melee, muscle powered
Special Weapons				
Blaze Pistol	2d6	12 oz	1,500 sg	accurate 2, affects incorporeal, magic, short range
Fey Deuling Sword	2d6	0	130 sg	armor puncture 2, magic, melee, muscle powered
Fey Dueler	2d6	12 oz	2,500 sg	accurate 4, magic, short range, single shot myth-stone
Fey Bow	2d6	0	80 sg	magic, medium range, muscle powered
Ka'taan War Spear	2d8	0	200 sg	melee, muscle powered, two-handed
Disc	1d8	0	5 sg	muscle powered, short range, two-handed
Myth-stone	3d6	16 oz	3,100 sg	magic, muscle powered, two-handed
Myth-stone disc	2d6	0	300 sg	magic, muscle powered, short range, slow 1, two-handed
Magi Long Dagger	1d6	8 oz	1,000 sg	magic, muscle powered
Magi Warblade				
Single-Handed	2d6	12 oz	1,800 sg	magic, melee, muscle powered
Two-Handed	3d6	16 oz	2,500 sg	magic, melee, muscle powered
Pyro-pod Launcher*	4d6	18 oz	4,000 sg	inaccurate 2, long range, magic, static, stoppable
Rune Glaive	2d6	24 oz	2,800 sg	magic, medium range, muscle powered, slow 1
Storm Hammer	4d6	16 oz	3,200 sg	magic, melee, muscle powered, two-handed
Storm Breaker Halberd	3d6	16 oz	2,800 sg	magic, melee, muscle powered, two-handed
Thunder Gun*				
Pistol	2d6	12 oz	1,500 sg	magic, short range
Rifle	3d6	16 oz	2,000 sg	magic, two-handed
Tremor Gauntlets	1d6	12 oz	1,900 sg	low penetration 1, magic, melee, muscle powered

*Ammo: thunder gun bullet = 3 sg, thunder cannon = 6 sg, dozen arrows = 3 sg, pyro-pod = 20 sg.

You won't get very far without a good blade in your hand or a thunder pistol in your holster. After all, it's about who can bring on the heat and keep it on. You want to die, hesitate. You want to obliterate the bugs, then bring it on quick and strong. That's what those tinkers do, supply us Sun with the right weapons to get the job done. Me, I don't touch a weapon unless it's covered in runes. The more runes a weapon has the better. Nothing like wading into battle humming with the sound of destruction. I love to hear it humming so loud that I can barely hear myself laughing.

-Kelden, War Magi of the Sun Guild-



magic, muscle powered, **Rune-Strings:** agile strike (1), compartment of holding (1), crushing force (1), defending (1-3), flaming/frost/shock (1-2), speed (1), stunning (1-2).

RANGED WEAPONS

Although ranged weapons, such as the bow, are in wide use by many people in Everstone, those who can afford them prefer the ranged rune weapons designed by the Moon Magi. The most popular and favored range weapon of the Stormguard is the thunder gun.

BLAZE PISTOL

Rune Device Rank: 5

This is a small pistol easily held in one hand. Because of its small size it is easily concealable. The weapon makes a slight hiss when fired, like steam escaping. The blaze pistol uses up one energy point per shot, but can use more if using any of the rune-strings. **Cost:** 1,500 silver guilders.

Range: short, **Base Damage:** 2d6, **Bloodstone:** 12oz, **Weapon Qualities:** accurate 2, affects incorporeal, magic, **Rune-Strings:** armor puncture (1-3), striking (1-3), stunning (1-2).

PYRO-POD LAUNCHER (SHOULDER)

Rune Device Rank: 7, as rune-strings

This weapon is a large cannon device that can be shot while supported by the shoulder. The pyro-pod launcher must be loaded with a canister shell that can be launched at long range. All pyro-pod launchers shoot forth the same type of pod, but different launchers can have various rune-strings that charge the pods to have different effects. The character can only activate a single rune-string type per pod shot. It takes two energy points to launch a pod and one full round to reload a pod. **Cost:** 4,000 silver guilders.

Range: long, **Base Damage:** 4d6, **Bloodstone:** 18oz, **Weapon Qualities:** inaccurate 2, magic, static, stoppable, **Rune-Strings:** flaming/frost/shock (1-2), inferno (1-4), striking (1-2), tangle (1-3).

RUNE GLAIVE

Rune Device Rank: 6, as rune-strings

The rune glaive is an invention that was originally constructed by a Moon Magi for one of his companions. After finding that the glaive was indeed a potent weapon, he turned his findings over to the Guild, who refined the weapon and made it deadlier. The weapon consists of a rune-covered discus that has a razor sharp edge running all the way around and a handle at its center. The glaive is accompanied by a rune-covered gauntlet. Both are made of myth-stone and share the same signature rune. When the glaive is thrown, its flight can be manipulated by the wearer of the gauntlet. The gauntlet is required to capture the glaive safely on its return flight; otherwise it can be quite dangerous to the user. The disc can only be used once per round as it takes time for the glaive to make a full pass. Each throw costs a single energy point. **Cost:** 2,800 silver guilders.

Range: medium, **Base Damage:** 2d6, **Bloodstone:** 24oz (gauntlet and glaive combined), **Weapon Qualities:** magic, muscle-powered, slow 1, **Rune-Strings:** bane (1-3), slicing (1), striking (1-2).

THUNDER GUN

Rune Device Rank: 5

The most common version of the thunder weapons is the pistol and the gun. These weapons have six barrels, each loaded with but a single shot. This shot consists of a metal ball carved with runes that are charged by the magic bloodstone in the gun. The rune-strings placed upon the barrel of the gun propel and launch the bullet at incredible speeds, fast enough to leave the space behind its path completely void of air, which causes the

ATTACK QUALITIES

The following are traits that weapons may possess. Instead of describing each quality multiple times as it is noted under various weapons, we have simply described their effects here.

ACCURATE

Some weapons are more easily aimed than others. These weapons have the accurate quality. Each rank in this quality grants the user a +1 bonus to strike. Thus, a weapon with the "Accurate 3" quality would gain a +3 bonus to strike.

AFFECT INCORPOREAL

The attack will affect creatures and objects that are incorporeal in nature, including gaseous creatures (creatures that have turned to mist, smoke, or wind).

AREA OF EFFECT

An attack that covers an area, such as an explosion, is noted as having an "area of effect". The area is always a circular radius. Each area of effect multiplier increases the area that the attack covers. For example, an attack might have an area of effect x3. This would cover a twenty-foot radius. GM's might allow targets a Reflex save against the damage if they have something to hide behind that would protect them from the blast. The DC of such a save would be 10 + Area of Effect rank. Successful saves would reduce the damage to half.

Area of Effect x1 = 5 foot radius
Area of Effect x2 = 10 foot radius
Area of Effect x3 = 20 foot radius
Area of Effect x4 = 40 foot radius
Area of Effect x5 = 80 foot radius
Area of Effect x6 = 160 foot radius

ARMOR PENETRATION

An attack with this quality is good at penetrating armor. For each rating in this quality the weapon can negate a single point of armor that the target wears for the purpose of the attack. Thus, if the weapon had an armor penetration of 3 it would negate 3 points of armor when figuring out how much damage the target suffers.

BURNING

This quality is typical of acid, flaming liquid, or a similar attack that delivers damage on the following round. If the initial damage from the attack penetrates the opponent's armor, the target will suffer additional damage equal to the burning attack rating. Thus, a burning rank of 3 would do three

points of damage on the next round (very beginning of the round before anybody takes action). Armor will not protect against the extra burning damage in subsequent rounds. After this extra damage is inflicted it has no further affect.

FLARE

A target that becomes subject to a flare attack may become blinded. Each target looking at the weapon or that are within its area of effect must roll a Fortitude save against a DC 10 + 2 per rank in this quality. If the target(s) fail their Fortitude save they will be blinded for a number of combat rounds equal to the amount by which the save was failed. The flare affects all except the wielder of the weapon that are within its area of effect (5' x its rank).

FORK

A weapon that forks its attack can split off and strike additional targets. These additional targets should be within one range increment less than the main weapon, i.e. if the weapon was a medium ranged weapon, additional targets would need to be within short distance of the primary target. The weapon can fork off and strike one additional target per rank in this quality. The damage of the attack is lessened by 1 dice and an attack roll must be made to strike each of the additional targets at the Base Attack Bonus that was used to strike the primary target. For example, a volt thrower is a medium range weapon that inflicts 3d6 damage. If it strikes the primary target it has full effect and since it has "Fork 2" as one of its weapon qualities, it can make up to two additional attacks at separate targets that are within short range of the primary target. This secondary attack would only inflict 2d6 damage, but would still have all the same weapon qualities (such as Armor Penetration).

INACCURATE

Some weapons are more clumsy and harder to aim than others. Such weapons have the inaccurate quality. Each rank in this quality causes the user to suffer a -1 to their attack roll. Thus, a weapon with an attack quality of "Inaccurate 2" would cause the user's attack rolls to be penalized by -2 with the weapon.

LOW PENETRATION

Attacks that are not very good against armor are assigned the low penetration quality. Each rank in this quality causes the target's armor to count as one more point of protection. Thus, a low penetration of

four would count the targets armor as being four points higher than it already is. If the target has no armor whatsoever, low penetration has no effect.

MAGIC

Magic attacks from magical metal or materials can cause weapons to have a much more devastating effect. Magic attacks always use d6's for damage dice. When damage is rolled and a six is the result on any of the dice, then all the dice with "sixes" are re-rolled and added to the total. Sixes can be re-rolled and added to the total as long as "sixes" are the result of the roll. This means that magical attacks have a very high damage potential on very lucky rolls. Critical hits are figured out as normal, but it should be noted that even the extra dice that are rolled for the critical (critical hits usually allow for double the dice of damage be rolled) are re-rolled on sixes as well. Examples of two magical metals in Everstone are the *myth-stone* that the Magi use and the cursed *black steel* the Roogadins are fond of.

MUSCLE POWERED

This quality applies the Strength modifier to melee weapons as they are more effective when being wielded by a powerful user. This quality is usually applied to thrown weapons as well. It might be applied to a bow if the bow is specifically made with a stronger resistance on the pull for users of greater strength.

SLOW

Some weapons take longer to ready, recharge or reload. When a weapon has the slow attack quality it restricts its use depending on the rank of slow. Slow 1 weapons can only be used once per round, no matter how many attacks the user may have. Slow 2 weapons can only be used once every other round, slow 3 weapons can only be used once after 2 rounds of no use, and so on.

SPREADING

This type of attack spreads to cover an expanding area in the shape of either a fan or cone. Defenders receive a -1 penalty to their defense roll per spreading attack rank. Multiple or adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation up to a maximum of one extra target for every rank the weapon has in spreading. Each rank in this quality extends the range of the attack by five feet. Thus, an attack with a spreading of four, could affect up to five targets that are up to twenty feet away and would cause them to suffer a -4 to their defense roll.

STATIC

A weapon with this quality cannot be used while the character or vehicle (if vehicle weapon) is moving. There are various reasons why a weapon would need to be static. A vehicle or character is considered flat-footed during the round that they make this attack.

STOPPABLE

This attack quality is given to some large ranged weapons. This attack shoots forth a large slow projectile that has a chance to be shot down because it does not reach the target until initiative zero. Consequently, the attack can be stopped in mid-flight. Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack, a successful hit (or hits) must deliver at least three hit points of damage for each dice of damage the projectile will deliver. Attacks against the projectile usually suffer a -6 penalty to strike, because of its size and speed (although considered slow for a projectile it is still traveling very quickly!).

STUN

An attack with this quality inflicts temporary damage and renders its targets unconscious. Hit points sustained from such weapons are recovered at a rate of one point every minute. Stun damage does not kill.

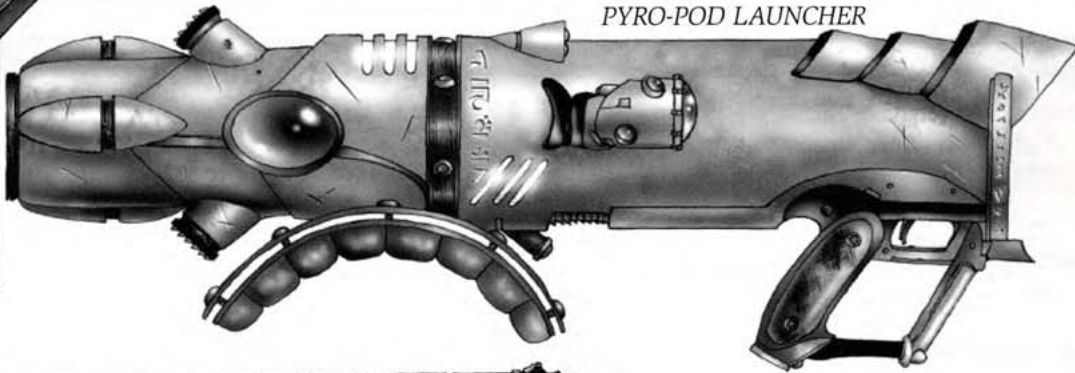
TANGLE

Attacks that can tangle the victim include special pod launcher ammo that launches webbing like substance or Fey druid spells that cause the branches of an animated plant to wrap around a target. Tangle has 4 hit points for each rank. If a target does not successfully defend a tangle attack, he is trapped until sufficient damage is delivered to the tangle to reduce it to zero hit points (at which point it is destroyed). Such characters are considered entangled (see page 170). A tangle attack does not inflict damage unless noted in the attack type. Characters can attempt to get out of the entanglement by making a Escape Artist check against a DC of 10 + 2 per rank of the tangle attack.

TWO-HANDED

Weapons with this quality require two hands to use properly. GM's might let larger characters attempt to use the weapon one handed with a penalty of -1 to -3 to strike. This penalty might apply to damage as well if it is a weapon with the muscle powered quality.

PYRO-POD LAUNCHER



POD



THUNDER RIFLE



THUNDER PISTOL



RUNE BOMB



BLAZE PISTOL



RUNE GLAIVES



thundering boom for which the weapon is named. Both the pistol and the gun have six shots that can be fired before they need to be reloaded (it takes one full round to reload all six shots). Each shot takes one energy point from the gun's bloodstone. Other rune-strings can be engraved upon the gun. Remember, the character can only activate one rune-string at a time, so if he has more than one, he must select which string will affect each shot. **Cost:** Pistol - 1,500 silver guilders. Rifle - 2,000 silver guilders.

Pistol

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

Rifle

Range: Medium, **Base Damage:** 3d6, **Bloodstone:** 16oz, **Weapon Qualities:** magic, two-handed, **Rune-Strings:** flaming/frost/shock (1-2), crushing force (1-2), inferno (1), speed (1).

ARMOR

Mundane armor is still widely used, but the Magi have incorporated the use of myth-stone into armor which is more adaptable to the use of runes and bloodstones. The following armor is made by the Moon Magi and used by those usually associated with the Guilds, although used versions can usually be purchased by anybody. Used rune armor is still quite expensive, going for roughly 75% to 90% of new.

BUCKLE ARMOR

Rune Device Rank: as rune-strings

This new armor has seen more and more use among the Shadow Magi. It is soft yet very strong leather made from the hide of a granite mountain lion. The leather is usually snug and drawn tight with small belts and buckles. Small myth-stone plates protect the shoulders, upper arms, and calves. The armor has a number of

COMMON ARMOR THROUGHOUT EVERSTONE

Armor	Armor Protection	Encumbrance Penalty	Defense Bonus	Cost	Bloodstone	Weight
Breastplate (med)	5	-4	0	200 sg	0	30 lb.
Chainmail (med)	5	-5	0	150 sg	0	40 lb.
Leather (light)	2	0	0	10 sg	0	15 lb.
Plate Armor (hev)	7	-7	0	600 sg	0	50 lb.
Special Armor						
Buckle (light)	3	0	0	1,500 sg	12 oz	10 lb.
Combat Shell (med)	4/5*	-3	0	3,600 sg	24 oz	30 lb.
Full Shell (hev)	7/8*	-6	0	6,200 sg	36 oz	40 lb.
Magi Armor (med)	4	-2	0	3,300 sg	34 oz	25 lb.
Shields						
Buckler	4	0	+1	15 sg	0	5 lb.
Round Shield	6	-1	+2	20 sg	0	15 lb.
Crescent Shield	8	-2	+3	1,500 sg	12 oz	20 lb.

* Armor protection value if helm is being worn

pockets, pouches, and straps to hold weapons and equipment. **Cost:** 1,500 silver guilders.

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

COMBAT SHELL ARMOR

Rune Device Rank: as rune-strings

This armor is standard for Sun Magi and Lieutenants of the Stormguard. This armor is the less protective version of full shell armor. It is completely made of myth-stone. The process by which this armor is fabricated is called myth-weave; a lightweight mesh made from thin-laced myth-stone cords that are flexible, allowing freedom of movement for the joints. The armor comes with a helm that hampers perception (-2 to Listen and Spot skill checks while wearing it), but has a built in voice band and grants full protection while worn. **Cost:** 3,600 silver guilders.

Protection: 5 (4 without helmet on) **Encumbrance Penalty:** -3, **Bloodstone:** 24oz, **Weight:** 30 lb, **Rune-Strings:** blur (1), compartment of holding (1), disguise (1-2), free movement (1-2), missile warding (1-2), reinforcement (1-3), warding (1-2).

CRESCENT SHIELD

Rune Device Rank: as rune-strings

Although large weapons are favored when facing the ferocious threats that seem so abundant in the wild lands, there are many Stormguard and Magi who prefer a one-handed weapon with a good shield at his side. When using a shield the character receives a +2 to his Defense Bonus. If he successfully defends the attack it strikes the shield and reduces the attack's damage by the shield's armor value. If the attack does more damage than the shield has armor, the rest passes through to the character (deduct the worn armor value from the damage that does make it through). **Cost:** 1,500 silver guilders.

Protection: 8, **Encumbrance Penalty:** -2 **Bloodstone:** 12oz, **Weight:** 10 lb, **Rune-Strings:** compartment of holding (1), defending (1-2), flare (1-3), missile warding (1), reinforcement (1-4).

FULL COMBAT SHELL ARMOR

Rune Device Rank: as rune-strings

Heavier than regular combat shell, the full shell armor provides better protection, but at a hindrance to movement. The armor is very costly and usually only available to those who can afford it, such as Captains of the Stormguard and elite members of the Sun Magi. The armor comes with a helm that when worn, seals the armor, providing a closed atmosphere with runes of air that allows the wearer to breathe safely. Also, the helm has a built in voice band, as well as hearing and sight enhancements so that perception related checks (like

Listen and Spot skills) are not hampered when worn. The helmet uses up an insignificant amount of energy. As long as the armor has one energy point remaining, it will function. **Cost:** 6,200 silver guilders.

Protection: 8, **Encumbrance Penalty:** -6, **Bloodstone:** 36oz, **Weight:** 40 lb, **Rune-Strings:** disguise (1), compartment of holding (1), free movement (1-3), missile warding (1-3), reinforcement (1-4), warding (1-3).

MAGI ARMOR

Rune Device Rank: as rune-strings

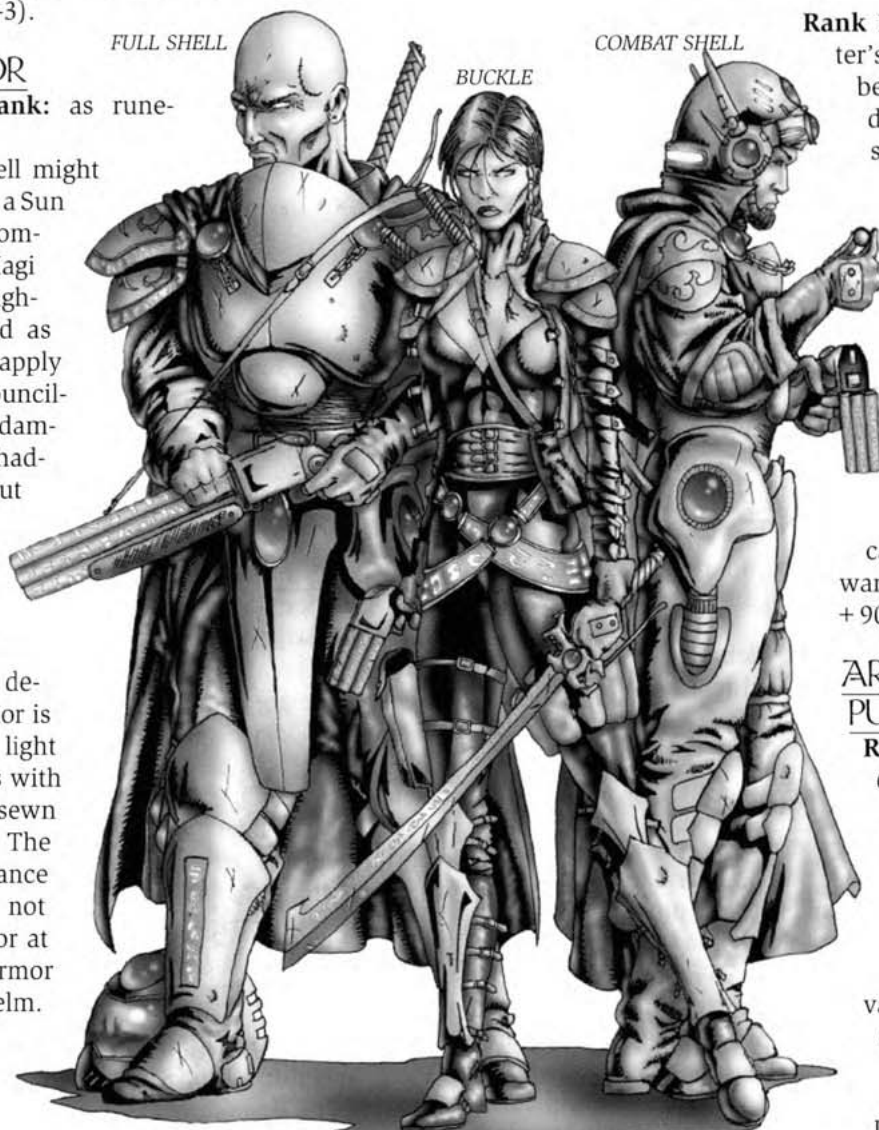
Shell and full shell might be good armor for a Sun Magi, but less combat oriented Magi are found throughout the battlefield as well. Moon Magi apply themselves as councilors and work on damaged Golems. Shadow Magi also put themselves to use as scouts. For this reason the less encumbering magi armor was developed. The armor is fabricated from light myth-stone plates with flexible slats sewn into the fabric. The outward appearance is almost that of not wearing any armor at all. The magi armor does not use a helm. **Cost:** 3,300 silver guilders.

Protection:

4, **Encumbrance**

Penalty: -2 **Bloodstone:**

24oz, **Weight:** 20 lb, **Rune-Strings:** blur (1-2), compartment of holding (1-3), disguise (1-2), missile warding (1-2), spell breaker (1-3), teleport enhancer (1-3), warding (1).



RUNE STRINGS

AGILE STRIKING

Rune Device Rank: 4/6/8

Energy Cost: 1/per rank

This allows the character to add his Dexterity modifier as a damage bonus to the weapon. Once activated the rune-string lasts for an entire battle.

Rank 1: +2 of the character's Dexterity bonus can be applied towards the damage. **Cost:** +700 silver guilders.

Rank 2: +4 of the character's Dexterity bonus can be applied towards the damage. **Cost:** +800 silver guilders.

Rank 3: +6 of the character's Dexterity bonus can be applied towards the damage. **Cost:** +900 silver guilders.

ARMOR PUNCTURE

Rune Device Rank:

6/9/12/15

Energy Cost: 1/per rank

This rune-string helps the weapon puncture through armor. Once activated it lasts for the entire one scene.

Rank 1: Ignore 2 points of armor value. **Cost:** +500 silver guilders.

Rank 2: Ignore 4 points of armor value. **Cost:** +500 silver guilders.

Rank 3: Ignore 6 points of armor value. **Cost:** +800 silver guilders.

Rank 4: Ignore 8 points of armor value. **Cost:** +1,600 silver guilders.

THICKET SHAMBLER



In appearance, the thicket shambler looks as if it is made from living plants, mud, and broken bits of wood and branches. The eyes are deep set glowing points of light and it has a discernable mouth but does not have an apparent need for it, other than the low moaning sounds it makes (so low that a person can feel more than hear them). It is thought that the thicket shambler shares many characteristics with some other creatures haunting remote locations of the valley, and all such beasts are left-over minions from a Hollow Lord that is either dormant or has been destroyed. Not much is known about these nine feet tall beasts, as they are very hard to find unless they wish to be found.

Type: large plant beast, **Level:** 8, **Hit Points:** 60(d10), **Energy Points:** 28, **Initiative:** -1, **Speed:** 32 feet, **Defense Bonus:** +5, **Armor:** 8, **Attack Bonus:** +8/+3,, **Attacks:** fist slam (2d8+6), **Qualities:** low-light vision x3, entangling cocoon, camouflage, breathe water, regenerate, tremor sense (medium), **Saves:** Fort +6, Ref +3, Will +1, **Abilities:** Str 22, Dex 8, Con 16, Ins 10, **Skills:** Climb +10, Hide +15*, Listen +8, Move Silently +12*, Spot +5, Swim +14.
*Skills include racial bonuses.

Mighty Fist Slam: The muck shambler can swing its huge fist together into a mighty slam which inflicts an additional d8 damage (3d8+6), but must be the only action, which means that it loses its second attack.

Low-light Vision: The muck shambler can see three times the normal distance in shadowy conditions.

Camouflage: The muck shambler gains a +8 bonus to Hide and a +4 bonus to Move Silently as long as it is within swampy or heavily overgrown areas.

Breathe Water: The muck shambler can breathe underwater as well as it can out of water.

Regenerate: The muck shambler can regenerate 2 hit points per round as long as it has contact with water, such as standing in a swamp.

Digest: The muck shambler does not eat its food in the traditional way. Instead, it attempts to entangle its victims in vine like tendrils, almost like a cocoon of vegetation. On a successful attack with both fists, the muck shambler can spend 4 energy points to entangle a victim. The victim can make a Reflex save (DC 14) to get out of the entangling effect before it is too late. Otherwise the target is held fast and considered entangled (see page 170). Every round, the victim suffers 1d10 points of damage as the vines begin to secrete an acid like substance. After the victim is completely disintegrated, the muck shambler returns and digests the sludge left over. Victims who inflict more than 20 hit points of damage (Armor Protection 2) or makes a Strength check (DC 20), destroys the cocoon and can escape.

Tremor sense: The muck shambler can use its plant like appendages to root into the ground around it and sense any movement or sound up to about 300 feet away. It takes a full round for the muck shambler to extend its fingers into the ground and gain this ability.

BANE

Rune Device Rank: 6/9/12/15

Energy Cost: 1/per rank

When activated these runes increase the damage against a specific type of foe (such as Roog, Vor, or Cryaxxen). The rune activation lasts for one scene.

Rank 1: Increases weapon's damage by +1d6 against specific creature type. **Cost:** +450 silver guilders.

Rank 2: Increases weapon's damage by +2d6 against specific creature type. **Cost:** +600 silver guilders.

Rank 3: Increases weapon's damage by +3d6 against specific creature type. **Cost:** +1,200 silver guilders.



BLUR

Rune Device Rank: 4/6/8

Energy Cost: 1/per rank

This activated rune-string will cause the armor and its wearer to become a blurry haze creating tracer images as he moves and shuddering from side to side if standing still. The whole affect is disorienting to attackers and increases the wearers chance to effectively defend against attacks. This rune-string lasts for one scene.

Rank 1: Defenders gain a +1 bonus to their Defense roll. **Cost:** +800 silver guilders.

Rank 2: Defenders gain a +2 bonus to their Defense roll. **Cost:** +1,000 silver guilders.

Rank 3: Defenders gain a +3 bonus to their Defense roll. **Cost:** +1,200 silver guilders.

COMPARTMENT OF HOLDING

Rune Device Rank: 3/6/9

Energy Cost: 1/per rank

The character has a number of small compartments on his armor that can hold items. When he places an item into the compartment, it is transferred to an extra dimensional location that cannot be reached other than through the various pockets located on his armor. Although all compartments lead to the same extra-dimensional location, each item must be redrawn from the same compartment it was put into. The stored equipment does not weigh anything while inside its compartment. Small door like compartments are attached to the armor wherever the character wants them and once purchased at a higher rank, they cannot be changed. The cost in energy is per 24-hour period. So, if this rune-string is at rank 3, you would have

to pay 3 energy points every 24 hours to keep your compartments accessible. If your armor is completely drained of energy and cannot pay the energy, the items are immediately ejected out of the compartment doors and the extra-dimensional space is gone.

Many Moon Magi use these compartments to hold tools for a Golem Toolkit or a Healers Kit. Not to mention food supply, extra weapons, change of socks, etc.

Rank 1: You have 1 compartment that will hold up to 5 lb of material. **Cost:** +800 silver guilders.

Rank 2: You have 3 compartments that hold up to 15 lb of material. **Cost:** +1,600 silver guilders.

Rank 3: You have 6 compartments that hold up to 60 lb of material. **Cost:** +2,400 silver guilders.

CRUSHING FORCE

Rune Device Rank: 5/10/15

Energy Cost: 1/per rank

This rune-string only works on blunt weapons. The weapon makes a loud thundering boom when it strikes and increases the force with which it strikes. This rune-string only lasts for 1 round when activated.

Rank 1: Struck opponent must make a Strength check (DC 10) or be knocked back 5 feet for every point they fail by. This attack also inflicts double damage against inanimate objects. **Cost:** +500 silver guilders.

Rank 2: Struck opponent must make a Strength check (DC 15) or be knocked back 5 feet for every point they fail by. This attack also inflicts triple damage against inanimate objects. **Cost:** +700 silver guilders.

Rank 3: Struck opponent must make a Strength check (DC 20) or be knocked back 5 feet for every point they failed by. This attack also inflicts quadruple damage against inanimate objects. **Cost:** +900 silver guilders.

DEFENDING

Rune Device Rank: 6/8/10

Energy Cost: 1/per rank

With this rune-string active it helps you parry and increases your Defense Bonus against a single melee attack per round. This rune-string lasts for one scene.

Rank 1: +1 against single melee attack per round. **Cost:** +400 silver guilders.

Rank 2: +3 against single melee attack per round. **Cost:** +600 silver guilders.

Rank 3: +5 against single melee attack per round. **Cost:** +800 silver guilders.

DISGUISE

Rune Device Rank: 6/8/10

Energy Cost: 1/per rank

This rune-string is very powerful in that it will change the armor into an ordinary set of clothing (exact appearance must be set at rune engraving). While in clothing form the armor does not provide any kind of protection other than what normal clothing of that type would grant (against normal weather elements, etc). The length of time that the armor will change for is dependent on the rank.

Rank 1: Change aspect of armor for 30 minutes. **Cost:** +450 silver guilders.

Rank 2: Change aspect of armor for 2 hours. **Cost:** +500 silver guilders.

Rank 3: Change aspect of armor for 6 hours. **Cost:** +600 silver guilders.

ERUPTION

Rune Device Rank: 8/12/16

Energy Cost: 3/per rank

This rune-string can only be placed upon a crushing weapon such as a war hammer. When you strike it upon the ground before you, it causes a ripping in the earth and causes the ground to explode upward in a straight line away from you, damaging all combatants in that line. The energy cost must be spent each time you use this attack.

Rank 1: Eruption stretches out to 15 feet and inflicts 2d6 damage to all within the line unless they make a Reflex save (DC 12) for half damage. **Cost:** +2,000 silver guilders.

Rank 2: Eruption stretches out to 30 feet and inflicts 3d6 damage to all within the line unless they make a Reflex save (DC 14) for half damage. **Cost:** +2,500 silver guilders.

Rank 3: Eruption stretches out to 60 feet and inflicts 4d6 damage to all within the line unless they make a Reflex save (DC 16) for half damage. **Cost:** +3,000 silver guilders.

FLAMING-FROST-SHOCK

Rune Device Rank: 6/10/14/18

Energy Cost: 2/per rank

The blade of the weapon becomes surrounded in fire, frost, or electrical current. The rune-string causes the weapon to become shrouded with the aura for one scene, but extra energy can be spent to launch the damaging aura out at a target up to a short distance away (if melee weapon). For example, if you had a rune weapon with rank 3 (fire) in this rune-string, you could surround your weapon with a flame that inflicted +3d6 damage. For 2 energy points you could shoot



forth a flame up to short distance away (around 30 feet) and inflict 3d6 damage on a target. But this distance strike would be a one time effect that would need to be activated again (and so the extra 2 energy points spent again) if you were going to use it for another such attack. Launching a distance attack like this is a full round action. The normal application of this string lasts for one scene.

Rank 1: +1d6 magical damage of the selected aura type. **Cost:** +1,000 silver guilders.

Rank 2: +2d6 magical damage of the selected aura type. **Cost:** +1,500 silver guilders.

Rank 3: +3d6 magical damage of the selected aura type. **Cost:** +2,000 silver guilders.

Rank 4: +4d6 magical damage of the selected aura type. **Cost:** +2,500 silver guilders.

FLARE

Rune Device Rank: 4/6/8

Energy Cost: 1/per rank

Your weapon shines forth with light and will illuminate a given area around you while this rune-string is active.

Rank 1: Your weapon shines forth with a soft glow and lights up a 60 foot radius with you at its center. You can cause it to focus into a beam (cone shaped) and light up a path 180 feet long. **Cost:** +350 silver guilders.

Rank 2: You can cause a flare 1 attack (see Attack Qualities sidebar on page 142) to all within your front arc (180 degrees). **Cost:** +500 silver guilders.

Rank 3: As rank 2, except it is a flare 3 attack. **Cost:** +700 silver guilders.

FREE MOVEMENT

Rune Device Rank: 3/6/9

Energy Cost: 1/per rank

The armor is lightened and your movement is assisted so that it does not hamper your freedom. This rune-string will negate the armor penalty for physically oriented skill checks due to the armor's encumbrance factor. This rune-string lasts for one scene.

Rank 1: Cancel up to 1 point of penalty. **Cost:** +500 silver guilders.

Rank 2: Cancels up to 3 points of penalty. **Cost:** +550 silver guilders.

Rank 3: Cancels up to 6 points of penalty. **Cost:** + 600 silver guilders.

INFERNO

Rune Device Rank: 6/9/12/15

Energy Cost: 2/per rank

This rune-string causes the missile to explode upon impact, delivering a hot fire magma covering the targets caught within the area of effect. The damage is equal to the weapons base damage. For area of effect and burning attack qualities see the sidebar (page 142).

Rank 1: Area of effect 1, burning 3. **Cost:** + 950 silver guilders.

Rank 2: Area of effect 2, burning 6. **Cost:** + 1,200 silver guilders.

Rank 3: Area of effect 3, burning 9. **Cost:** + 1,500 silver guilders.

Rank 4: Area of effect 4, burning 12. **Cost:** + 1,900 silver guilders.

MISSILE WARDING

Rune Device Rank: 6/9/12/15

Energy Cost: 2/per rank

The armor sets up a repulsion like field that wards away any hurled or projectile against your character. Roll damage for the missile, if the damage it inflicts is higher than the armor value of the protection, it passes through and has full effect (warding does not stop any of the missile's damage) on the wearer, although armor may stop some of the damage as normal. If the missile inflicts less damage than the protection, it is pushed away harmlessly. The rune-string stays active for one scene.

Rank 1: Gain armor value of 8 against missile attacks. **Cost:** + 900 silver guilders.

Rank 2: Gain armor value of 16 against missile attacks. **Cost:** + 1,300 silver guilders.

Rank 3: Gain Armor Value of 24 against missile attacks. **Cost:** + 1,700 silver guilders.

QUICK STRIKE

Rune Device Rank: 4/6

Energy Cost: 1/per rank

When making your attack with this weapon you can go on a faster Initiative. Note that this is only for your attack, not for movement, other actions, etc. The rune-string lasts for one scene.

Rank 1: You strike as if you rolled an Initiative of + 2 higher than your normal Initiative. **Cost:** + 375 silver guilders.

Rank 2: You strike as if you rolled an Initiative of + 4 higher than your normal Initiative. **Cost:** + 400 silver guilders.

REINFORCEMENT

Rune Device Rank: 6/9/12/15

Energy Cost: 2/per rank

These runes increase the armors protection under the force of incoming blows. The rune-strings effect will last for one scene.

Rank 1: Increases armor value by 1. **Cost:** + 1,000 silver guilders.

Rank 2: Increases armor value by 2. **Cost:** + 1,300 silver guilders.

Rank 3: Increases armor value by 3. **Cost:** + 1,600 silver guilders.

Rank 4: Increases armor value by 4. **Cost:** + 1,900 silver guilders.

SLICING

Rune Device Rank: 8/12/16

Energy Cost: 3/per rank

This rune-string can only be placed upon a cutting weapon with a blade. The rune-string lasts for one scene.

Rank 1: Score a critical hit on natural roll of 19 or 20. **Cost:** + 2,000 silver guilders.

Rank 2: Score a critical hit on natural roll of 18, 19, or 20. **Cost:** + 2,500 silver guilders.

Rank 3: Score a critical hit on natural roll of 17, 18, 19, or 20. **Cost:** + 4,000 silver guilders.



SPEED

Rune Device Rank: 5/10

Energy Cost: 2/per rank

This rune-string quickens your swing to the point of allowing you another attack in a round. The rune-string must be activated every round you wish to use it.

Rank 1: Get an additional free attack with your weapon at your highest attack rating with a -2 penalty. **Cost:** +1,000 silver guilders.

Rank 2: Get two free additional attacks with your weapon at your highest attack rating with a -2 penalty. **Cost:** +2,200 silver guilders.

SPELL BREAKER

Rune Device Rank: 4/8/12

Energy Cost: 1/per rank

Two small pod like devices on your shoulder grant you an increased chance to your Unravel Spell Attribute (see Moon Magi page 86). You must pay the extra energy cost whenever you attempt to unravel a spell and choose to use this device's power to boost your chance.

Rank 1: Gain a +2 bonus to unravel spell. **Cost:** +650 silver guilders.

Rank 2: Gain a +4 bonus to unravel spell. **Cost:** +850 silver guilders.

Rank 3: Gain a +6 bonus to unravel spell. **Cost:** +1,000 silver guilders.

SPREADING STRIKE

Rune Device Rank: 4/8/12/16

Energy Cost: 2/per rank

When you activate this rune-string, you use a full round action to make a slice through the air towards your frontal arc (180 degrees). All within your front arc suffer an invisible spreading attack as if they were cut with an invisible razor edge. The activation only works for 1 attack. See Attack Qualities sidebar earlier in this section for description of "spreading" attack.

Rank 1: Spreading 1 attack, inflicts 2d6 damage. **Cost:** +1,100 silver guilders.

Rank 2: Spreading 2 attack, inflicts 3d6 damage. **Cost:** +1,600 silver guilders.

Rank 3: Spreading 3 attack, inflicts 4d6 damage. **Cost:** +2,000 silver guilders.

Rank 4: Spreading 4 attack, inflicts 5d6 damage. **Cost:** +2,400 silver guilders.

STRIKING

Rune Device Rank: 4/8/12

Energy Cost: 2/per rank

This rune-string guides your hand and helps you seek out weak locations in opponents defenses. When activated the string lasts for one scene.

Rank 1: You get a +2 bonus to strike with the weapon. **Cost:** +500 silver guilders.

Rank 2: You get a +4 bonus to strike with the weapon. **Cost:** +750 silver guilders.

Rank 3: You get a +6 bonus to strike with the weapon. **Cost:** +1000 silver guilders.

STUNNING

Rune Device Rank: 3/6/9/12

Energy Cost: 2/per rank

Instead of dealing lethal damage, your weapon deals stunning damage. The weapon deals the same amount of damage, but as stun (see Attack Qualities sidebar, page 143). There is also a chance that the weapon will knock a subject out completely.

Rank 1: Damaged targets make a Fortitude save (DC 8) or be knocked unconscious. **Cost:** +350 silver guilders.

Rank 2: Damaged targets make a Fortitude save (DC 10) or be knocked unconscious. **Cost:** +600 silver guilders.

Rank 3: Damaged targets make a Fortitude save (DC 12) or be knocked unconscious. **Cost:** +1,000 silver guilders.

Rank 4: Damaged targets make a Fortitude save (DC 14) or be knocked unconscious. **Cost:** +2,000 silver guilders.

TANGLE

Rune Device Rank: 6/8/10/12

Energy Cost: 1/per rank

When this missile strikes, it explodes outward, delivering a sticky like substance, appearing much like giant spider webbing. The webbing is very sticky and explodes outward from where the projectile struck. For description on the tangle attack quality listed below, see sidebar on page 143.

Rank 1: Area of effect 1, tangle 2. **Cost:** +500 silver guilders.

Rank 2: Area of effect 2, tangle 3. **Cost:** +700 silver guilders.

Rank 3: Area of effect 3, tangle 4. **Cost:** +900 silver guilders.

Rank 4: Area of effect 4, tangle 5. **Cost:** +1,100 silver guilders.

TELEPORT ENHANCER

Rune Device Rank: 4/8/12

Energy Cost: 3/per rank

The armor has a small pod like device on the back that enhances teleportation spells. When a Moon Magi uses their spell of teleportation, the teleport enhancer boosts the teleport distance by the given amount.

Rank 1: +50% normal distance. **Cost:** +500 sg's.

Rank 2: Double normal distance. **Cost:** +500 sg's.

Rank 3: Triple normal distance. **Cost:** +500 sg's.

WARDING

Rune Device Rank: 4/8/12

Energy Cost: 2/per rank

These runes can be activated to cause damage to any who touch the armor. These runes will not harm the wearer of the armor, but any who touch the armor with bared flesh (almost always unarmed attacks) will suffer the damage listed below each time they successfully strike the wearer. This damage is either fire, cold, or electrical related, chosen by the engraver at the time of engraving. These runes last for one scene.

Rank 1: Inflict 1d6 points of damage on any who touch the armor. **Cost:** +1,500 silver guilders.

Rank 2: Inflict 2d6 points of damage on any who touch the armor. **Cost:** +2,000 silver guilders.

Rank 3: Inflict 3d6 points of damage on any who touch the armor. **Cost:** +3,000 silver guilders.

FLESH RUNES

The Magi have not only learned the art of engraving runes upon solid items, but have also learned to print these markings upon the skin, called flesh runes or tattoos as many have come to nickname them. Flesh runes are permanent and will not come off once they are in place. Of course, many people get simple tattoos that are nothing more than pretty pictures or symbols. But if you get a Moon Magi to do it, they can form any kind of picture you want. If you look real close at these tattoos, you will see that there are hundreds of tiny flesh rune-strings within their makeup.

GETTING A TATTOO

When you wish to get a magical tattoo, you will probably need to find a Moon Magi or ex-Moon Magi who has the skill of printing them. When you find somebody willing to do it, it will most likely be expensive. See the Print Flesh Rune Attribute on page 85 for more details on how to print a flesh rune and how long it takes.

ACTIVATING TATTOO

All you need to do to activate a tattoo is simply concentrate on it with a mental command. Unless otherwise noted, activating a tattoo is a free action. If you have the energy points needed to activate the tattoo, it immediately has its effect and lasts for as long as indicated. Notice that many tattoos have a duration of one scene. This is roughly 5 to 10 minutes (GM decides when the tattoo stops working when he feels that 5 minutes has gone by in game time). This keeps bookkeeping down so that you do not have to keep track of round to round or minute to minute. Some powerful tattoos only last a number of rounds before fading, such tattoos you should keep track of closely and note down how much longer it will be active.

ARMOR

Rune Device Rank: 4/8/12

Tattoo: 2CP/rank

Energy Cost: 2/per rank

This tattoo spreads its magical energy about your body and provides you with armor like protection. This tattoo works in conjunction with worn armor but only provides half the protection. When activated this tattoo lasts for one scene.

Rank 1: Gain 2 points of armor protection. **Cost:** 1,200 silver guilders.

Rank 2: Gain 4 points of armor protection. **Cost:** +2,400 silver guilders.

Rank 3: Gain 6 points of armor protection. **Cost:** +3,600 sg's.

BOND

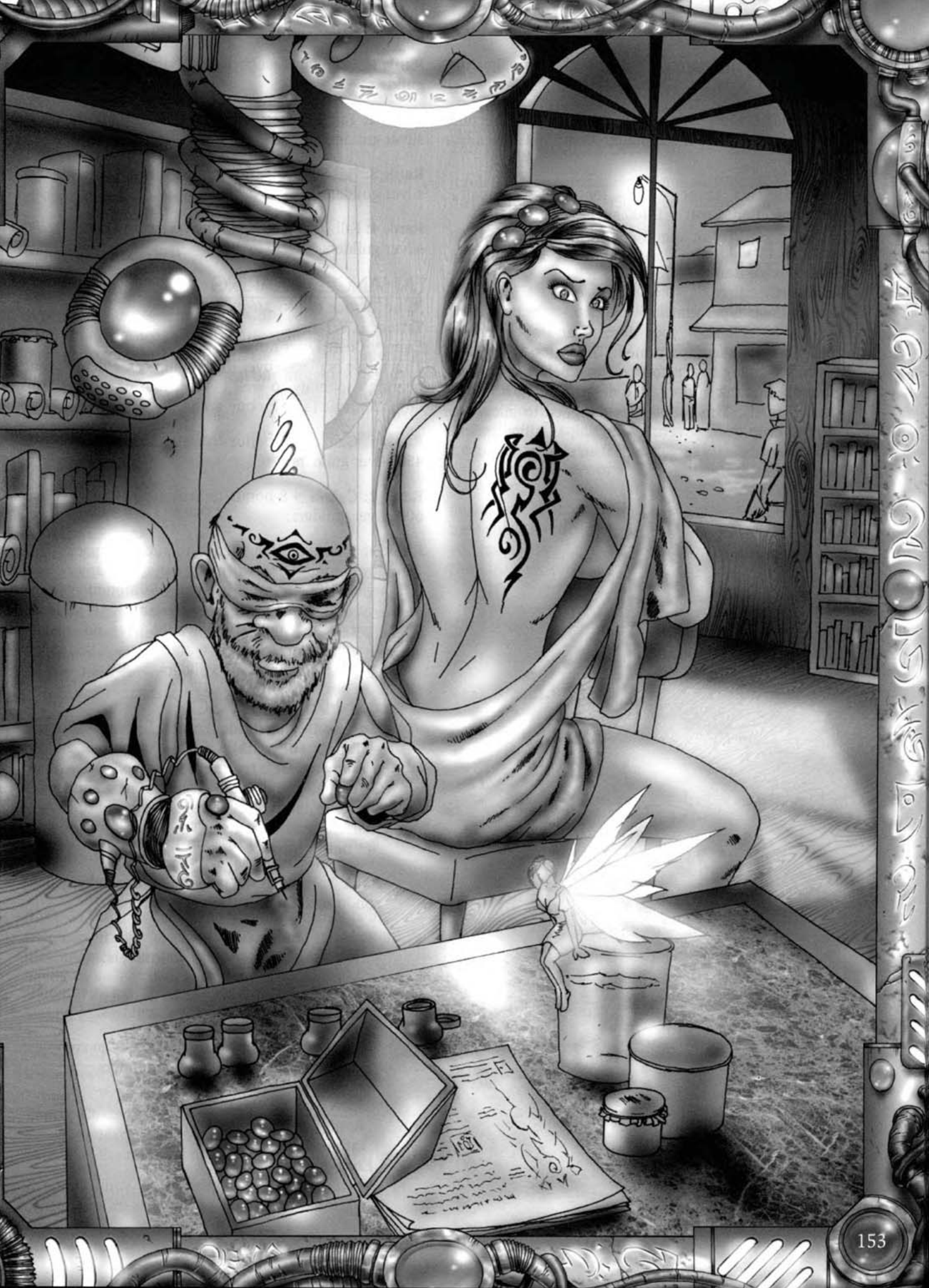
Rune Device Rank: 3/6/9

Tattoo: 1CP/rank

Energy Cost: 1/per rank

To be of any use, you must have the tattoo inscribed with the same signature rune of at least one companion with this same tattoo. You can activate the tattoo at any time to determine the direction, current health, and general distance (short, long, medium, or extreme range) of any companion who is bonded with you. Others can sense when you are making connection with the bond and are trying to glean information about your condition. The exact information of the bond is dependent on the rank of this attribute.

The Magi learned long ago, that if any success was going to be achieved over the Hollow Lords, there would need to be an incredible amount of teamwork. For this reason, Magi Mentors are always looking for warriors who seem to work together in teams well. A properly selected Magi team can make the difference between a successful strike and one that ends in disaster.



Rank 1: You can determine health (sick, dying, healthy, etc.) of your comrade. **Cost:** 1,000 silver guilders.

Rank 2: This tattoo allows you to determine direction, and distance to your comrade. **Cost:** +1,200 silver guilders.

Rank 3: This tattoo allows for limited empathic communication. **Cost:** +1,400 silver guilders.

BREAK FALL

Rune Device Rank: 3/6/9/12

Tattoo: 1CP/rank

Energy Cost: 1/per rank

This tattoo will slow your descent and allow you to land upon your feet unharmed. The tattoo is triggered as you are falling and it stops you just before you hit the ground. The rank of the tattoo determines how far you can fall safely. This tattoo was designed to allow Sun Magi to drop from hovering land ships, falling quickly so as to not be easy targets and then slowing rapidly as they near the ground.

Rank 1: Fall 50 feet, suffering no harm. **Cost:** 750 silver guilders.

Rank 2: Fall 100 feet, suffering no harm. **Cost:** +800 silver guilders.

Rank 3: Fall 500 feet, suffering no harm. **Cost:** +1,000 silver guilders.

Rank 4: Fall 1000 feet, suffering no harm. **Cost:** +1,200 silver guilders.

ENHANCED HEARING

Rune Device Rank: 3/6/9

Tattoo: 1CP/rank

Energy Cost: 1/per rank

This tattoo is placed over the ear and can enhance your hearing capability to well beyond that of normal. The tattoo's magic lasts for one scene.

Rank 1: Gain a +4 bonus to Listen skill checks. **Cost:** 450 silver guilders.

Rank 2: Gain a +8 bonus to Listen skill checks. **Cost:** 600 silver guilders.

Rank 3: Hearing is heightened to such a capacity that you have "sonar" like sense that can detect any objects within 100 feet. Letting you see around corners, attacks from behind, and even sense invisible attackers so that you would have no penalty when attacking them within range of this sonar. **Cost:** +1,200 silver guilders.

ENHANCED VISION

Rune Device Rank: 3/6/9/12

Tattoo: 1CP/rank

Energy Cost: 1/per rank

This tattoo is placed over the eyes and grants you the ability to see in shadowy light or in total darkness when active. The tattoo's magic lasts for one scene.

Rank 1: You can see twice as far in shadowy light conditions. **Cost:** 300 silver guilders.

Rank 2: You can see up to 30 feet in complete darkness. **Cost:** +500 silver guilders.

Rank 3: You can see up to 90 feet in complete darkness. **Cost:** +500 silver guilders.

Rank 4: You can see up to 270 feet in complete darkness. **Cost:** +500 silver guilders.

CATS GRACE

Rune Device Rank: 4/8/12

Tattoo: 1CP/rank

Energy Cost: 2/per rank

When you activate this tattoo your Dexterity increases. This tattoo's power lasts for one scene.



Rank 1: Increase your Dexterity by +4. **Cost:** 1,200 silver guilders.

Rank 2: Increase your Dexterity by +8. **Cost:** +2,000 silver guilders.

Rank 3: Increase your Dexterity by +12. **Cost:** +2,800 silver guilders.

HEALING

Rune Device Rank: 3/6/9/12/15

Tattoo: 1CP/rank

Energy Cost: 4

When this rune is activated it will heal lost hit points. Each time you activate this rune it heals up to 10 hit points once per day on yourself. Each rank you purchase in this tattoo allows you to heal one more time per day. Thus, if you had 5 ranks you could heal 10 hit points on yourself 5 times in a single 24 hour period. **Cost:** 1,000 silver guilders, +1,000 silver guilders per rank after the first.

MAGIC SIGHT

Rune Device Rank: 4/8/12

Tattoo: 1CP/rank

Energy Cost: 1/per rank

When activated this tattoo allows you to see magical aura and its affect it is having. The sight works up to medium range (300 feet). You must make a successful Spellcraft skill check to determine details. The DC of the check is determined by the GM but should range from 10 (for basic function) to 20 (for exact application). This tattoo remains active for one scene.

Rank 1: Able to detect magical auras that surround objects, although not the effect of the magical aura. Such sight allows you to easily see invisible subjects, although just an outline of the subject. **Cost:** 675 silver guilders.

Rank 2: You can determine the nature of the magic and the general application it is having. **Cost:** +800 silver guilders.

Rank 3: You can determine when a creature is able to use magic or magic like abilities. You can determine their magical strength (how many energy points they have), as well as their most powerful magical ability. If studying an item, you can discern the item's power and what it can do. **Cost:** +1,000 silver guilders.

MENTAL SHIELD

Rune Device Rank: 4/8/12

Tattoo: 1CP/rank

Energy Cost: 1/per rank

When the Magi of Everstone came into contact with the Shone for the first few times, it was not under friendly terms. The Shone were very protective of their land and wary of all outsiders, so it became obvious that the Magi

needed protection against their mental attacks. Over time things have smoothed out, but things get heated and once in a while the two have their differences. This tattoo protects the users mind against mental invasion. This tattoo remains active for one scene.

Rank 1: User gains a +3 bonus to Will saves against mental attacks. **Cost:** 450 silver guilders.

Rank 2: User gains a +6 bonus to Will saves against mental attacks. **Cost:** +500 silver guilders.

Rank 3: User gains a +9 bonus to Will saves against mental attacks. **Cost:** +500 silver guilders.

RUNNING

Rune Device Rank: 3/6/9/12/15/18

Tattoo: 1CP/rank

Energy Cost: 1/per rank

Normally, a character can move a number of feet per round equal to their Dexterity. This is increased or decreased for larger or smaller characters as shown on the Size Category Table on page 166. Normally you can move a maximum distance in one round equal to your base speed x 4. However, when you activate this tattoo, you increase your maximum speed to that given below. Note that when running at these increased speeds, you cannot perform any other action.

Rank 1: x 6 base speed. **Cost:** 500 silver guilders.

Rank 2: x 8 base speed. **Cost:** +1,000 silver guilders.

Rank 3: x 10 base speed. **Cost:** +1,500 silver guilders.

Rank 4: x 12 base speed. **Cost:** +2,000 silver guilders.

Rank 5: x 14 base speed. **Cost:** +2,500 silver guilders.

Rank 6: x 16 base speed. **Cost:** +3,000 silver guilders.

TITANS STRENGTH

Rune Device Rank: 4/8/12/15

Tattoo: 1CP/rank

Energy Cost: 2/per rank

This tattoo is placed upon both arms and increases your Strength by a given amount when activated. This Strength increase is for one scene.

Rank 1: Increase Strength by 4. **Cost:** 800 silver guilders.

Rank 2: Increase Strength by 8. **Cost:** 1,600 silver guilders.

Rank 3: Increase Strength by 12. **Cost:** 2,400 silver guilders..

Rank 4: Increase Strength by 16. **Cost:** 3,200 silver guilders.

MAGIC WEAPON COST

Bonus	Craft DC	Cost
+1	10	2000 silver guilders
+2	14	8000 silver guilders
+3	18	18,000 silver guilders
+4	22	32,000 silver guilders
+5	26	50,000 silver guilders
+6	30	72,000 silver guilders
+7	34	98,000 silver guilders
+8	38	128,000 silver guilders
+9	42	162,000 silver guilders
+10	46	200,000 silver guilders

MAGIC ARMOR COST

Bonus	Craft DC	Cost
+1	10	1,000 silver guilders
+2	14	4,000 silver guilders
+3	18	9,000 silver guilders
+4	22	16,000 silver guilders
+5	26	25,000 silver guilders
+6	30	36,000 silver guilders
+7	34	49,000 silver guilders
+8	38	64,000 silver guilders
+9	42	81,000 silver guilders
+10	46	100,000 silver guilders

WEATHER ADAPTION

Rune Device Rank: 3/6/9

Tattoo: 1CP/rank

Energy Cost: 2/per rank

This tattoo makes you immune to the affects of such an extreme environment. This also extends to armor like protection against elemental attacks dealing with either hot or cold. Once the tattoo is activated it will remain active for 1 hour.

Rank 1: Weather ranging from 35 to 120 degrees Fahrenheit. 2 points armour protection against cold or hot attacks. **Cost:** 350 silver guilders.

Rank 2: Weather ranging from 0 to 150 degrees Fahrenheit. 4 points armour protection against cold or hot attacks. **Cost:** + 700 silver guilders.

Rank 3: Weather ranging from -50 to 200 degrees Fahrenheit. 6 points armour protection against cold or hot attacks. **Cost:** + 1,275 silver guilders.

MAGIC ITEMS

Although the Magi have turned to runes as a conduit for their magical power, the old ways are still studied and practiced by quite a few. Sorcerers endow all sorts of items with enchantments that have no need of myth-stone, bloodstone, or runes. Such items are hard to construct and take much out of the creator. The magic users of old had honed the skill of magic craft to a fine art and could create items of such power and wonder, which even the strongest rune weapons are hard pressed to equal. Such items were rare and expensive, for few wanted to put the time and effort into such a straining task. Magic items of old are still used by many adventurers and those found within the ruins and lairs of fell monsters are prized more than ever.

TEMPLE OF THE ANCIENTS

It has become the mark of the Magi to use magic in combination with runes, but the Temple of the Ancients influence their priests and followers to go out and find those enchanted items of long ago. Many treasures are lost and each find proves to unlock more knowledge of their making. Although such magic is prized and enchanted items of old have become the Templar's trademark, it is not uncommon for many of these warrior priests to use rune items to their fullest extent.

To represent the Templar's advantage of having access to such items, Templar characters may choose to spend their starting wealth on magic items from those given in the sidebar.

SORCERERS

Most magic users who are not of the Guild are simply referred to as Sorcerers. Sorcerers come from a wide range of backgrounds, from those who show magic potential right here within the valley to those whom have traveled from across the land and are simply visiting Everstone. These sorcerers are numerous and the Guilds are only too happy to accept them into their ranks should they choose. Many a Magi go outside the Guild in an attempt to learn the less tamed magic and consider themselves more experienced in doing so. Although a Magi who has learned the secret of

runes rarely attempts to master the skill of enchanting items with this old fashion art. This is not the case for Sorcerers who wish to relearn the old ways and many have made great strides. Because of the vast amount of time, effort, and expense, magical items created in this fashion are much more expensive. Most Sorcerers have a hard time adding additional magical powers to an item that has already been enchanted. The original magic placed upon the item will usually become unstable and unravel when a new enchantment is attempted. Adding a new enchantment to an item that has already been so enchanted increases the DC of the task by 10. If the new enchantment fails to take, then there is a 35% chance that the item's magic is twisted and becomes nothing more than a mundane item again.

CREATING MAGICAL ITEMS

Although, more expensive and rarer, magic items that are not dependent on runes definitely have their benefit. Magic items have no need to be recharged. They recharge themselves and usually do so without need of the user's own energy reserves. Even if an item is only usable so many times a day the item will usually replenish itself within the hour (usually 1 energypoint per hour). Also, a magic item does not require the user to know how to activate it (the requirement for Rune Device Rank). See the Craft Magic Item Attribute (page 93) in the Sorcerer Class for more on crafting such items.

MAGIC ITEMS DESCRIPTION

Magic items are usually listed as a bonus of +1 to +5. This is a bonus that is added to striking, defense, damage, armor protection, saves, etc. Depending on the exact item, the bonus will be applied in various ways. Other unique magical effects will be rated as a bonus as well. This simplifies and helps the Game Master derive the items cost. For example, a +2 weapon that grants a bonus of 2 to strike, as well as damage, cost 800 silver guilders. Those of you familiar with magical items in

the *DMG* pages 211-215 should have no trouble relating to magic items of Lannith.

WEAPONS

There are a number of weapons that have a simple enchantment which make them stronger, faster, lighter, and inflict greater damage. Such weapons grant a bonus to strike and the same bonus to damage. The less powerful weapons of +1 or +2 are not too rare, but the more powerful weapons (+3 and above) are hard to come by and you won't find them simply for sale in the local market.

ARMOR

The magical armor of the old days is usually beyond comparison as far as beauty, but it is also rare and sometimes not as protective as the modern myth-stone types. Armor that has a magic bonus enhancement simply increases the armor protection value of the armor by the bonus amount. Armor of +2 or better enhancement is rare and usually cannot be found for sale. Many Templars hold off on purchasing any kind of armor until they find their own suit of ancient armor.

DMG MAGIC ITEMS

Game Masters are free to add any magic items from the *DMG* or any other open gaming source they desire. As a matter of fact we encourage it! There are a plethora of books out there which include magic items that would fit into any generic fantasy world of the last age. The price would remain the same (1 silver guilder in *Everstone* is equal to 1 gold piece in the *DMG* or *PHB*). At the Game Masters option, such items might be purchased by a beginning Templar at the appropriate cost.

It should be noted that crafting such magic items is different than found in the *PHB* or *DMG*. See the Sorcerer Class on page 93.

CHAPTER 10

RULES

In this section we are going to cover the basic rules used to tell your story within the Everstone setting. These rules are almost identical to those found in BESM d20. If you have never played a role-playing game before and you need a detailed description of what role-playing is, then you might want to read over the BESM d20 version of these rules. That book goes into more detail of taking actions, setting up, when to roll, when not to roll, etc. This book is for players who are already familiar with the basic concept of story telling and role-playing mechanics.

TAKING ACTION

Most of the time your character will be performing actions that are simple or mundane and so no roll of the d20 is needed. When you have your character perform an action that has a chance of failure, and that failure has an affect on the story, even if it is simply losing time, then you need to make what is referred to as a "check".

DIFFICULTY CLASS

Whenever you make a check, it is by rolling a d20 and adding relevant modifiers in hopes of getting a score equal to or higher than a set Difficulty Class (DC). This Difficulty Class is set by your Game Master and is either a defined number given within the rules or a number which the GM has set based on the situation and the task you are attempting. It can range from 1 to 30, and even higher! If your roll, with modifiers, is equal to or higher than the DC of the check, your action was successful.

CHECK TIME

Usually most checks take a round, but the exact time taken depends on what you are attempting. A check to craft an item from raw materials might take hours, where as a check using your Diplomacy skill during a negotiation with merchants and Magi, might take 10 minutes or longer. The Game Master decides if the check can be made after 1 round, 1 minute, 1 hour, or whatever. Most combat actions take only a single round, and when making multiple attacks, you can sometimes perform more than one action during a round.

DIFFICULTY CLASSES

DC	Task Difficulty
3	Practically Guaranteed
5	Extremely Easy
7	Easy
10	Average Difficulty
15	Above Average Difficulty
20	Difficult
25	Quite Difficult
35	Supremely Difficult
40	Practically Impossible

ABILITY CHECK

When your character takes an action and it does not fall within one of the listed skill types, Game Masters can call for you to make an "Ability Check". Simply roll a d20 and add your character's relevant ability modifier. The ability that is used for the check is decided by your Game Master. If the check is equal to or higher than the defined DC then you have succeeded.

Ability Check = d20 roll + Ability modifier.

SKILL CHECKS

When you take an action that incorporates one of your skills, you make a check that is similar to an ability check, but you get the benefit of adding in your relevant skill ranks as a positive modifier. This greatly increases your chance of success, but of course, actions that have relevant skills are usually more complex and so set against higher DC's. If you do not have any ranks in the skill, then you simply make the roll and add the key ability used for that skill. That is, of course, unless the



TIME INCREMENTS

As a Game Master you can break the time into increments as you see fit. For simplicity we suggest three different rates.

Scene: An adventure is made up of individual scenes, much like a movie. A scene may last anywhere from 1 minute to a few hours depending how involved it is. Many spells and special abilities use the scene as a duration to simplify play. On average a scene is 5 to 10 minutes long.

Round: When things get tense the Game Master may want to start getting critical and break the scene into rounds of 3 to 6 seconds. During a round characters take turns taking a single action. Every round they roll initiative to see who gets to take their action first. Combat is almost always performed in rounds.

Initiative: Your character's slot to act within a round is called their "Initiative". This is the allotted space where they get to act; make an attack, cast a spell, run, jump a pit, etc.

skill is an "trained" skill, which means that you cannot even attempt the check without at least a single rank.

Skill Check = d20 roll + key ability modifier + skill rank.

CONTESTED ACTION

When two individuals are directly competing in some way, such as combat when one combatant is attempting to strike and the other combatant is attempting to avoid the strike, then an opposed check may be called for. The acting character rolls a check and the opposing character rolls a check using the first roll result as the DC. The higher check succeeds.

COMBINING CHECKS

Game Masters can allow one character to help another in a task. Examples could be when a character is attempting something like repairing a land ship or attempting to decipher an ancient scroll. In such a case the Game Master will request all helping characters to make the appropriate check against a DC of 10. If successful, the character leading the effort will finally get to make the actual check with a +2 modifier for each helper who succeeded in their roll. Game Masters should set limits on how many helpers a character can use ("too many cooks in the kitchen" as the saying goes).

DEGREE OF SUCCESS AND FAILURE

Regardless of the actual DC a character is considered to have a critical failure if they roll a 1. Likewise, a roll of 20 is always a success. This means that characters can even accomplish impossible tasks 5% of the time. But no matter how high their skill gets, they will always have a 5% chance of failure. Nothing is certain, especially in Lannith.

RETRYING

If your skill check fails the Game Master may allow you to try again, although the Game Master is within their right to disallow the retry until something in the situation changes. You learn something more relevant, you get aid, you increase your skill rank, etc.

TAKING 10 OR 20

When you have the time to be really critical with your attempt and to take all precautions, then you can choose to take 10. If you are really being careful and don't care how much time it takes, you can take 20. This means that instead of rolling you can get an automatic roll result. If you take at least double the amount of time that you would normally take on the action, you can take 10. When you have enough time on your hands that you want to spend up to twenty times the length of time, you can take 20. Craftsmen are the most obvious users of this option. Normally, a craftsman (armor, weapon smith, leather worker, etc) will take 10 on most mundane items they create. This way they do not unnecessarily risk ruining their resources and time. A craftsman, who takes 20, spends a great deal of time on the fine details and making an item that is truly something to take pride in. Although most craftsman do not bother, because it is not cost effective to take such great care to make something that many cannot afford to purchase.

SAVING THROWS

Characters have three basic bonuses called "Saves". They are called saves because a successful save check can "save" your hide. They are your ability to resist specific effects. The Game Master can call for you to make a save check, which is a basic d20 roll with your save bonus and key ability modifier added in. If you overcome the DC of the check, you successfully avoided either all, or most of the ill effect.

FORTITUDE SAVE

Your Fortitude save is your body's ability to resist harmful effects, such as poison and disease. Most poisons and diseases will have a DC for potency that reflects how strong it is and how well it works on the average person. Make a check to avoid infection or resist damaging effects. Your Fortitude save is modified by your Constitution ability modifier.

Fortitude Save = 1d20 roll + Constitution modifier + Fortitude save bonus

REFLEX SAVE

Your Reflex save is how fast you are at keeping on your toes and able to dodge area effect attacks, jump out of the way when a wall of stone is falling on you, etc. When you make a Reflex save you can either reduce the effect (most of the time half damage is taken) or avoid the damage altogether, depending on the attack type. Your Reflex save is modified by your Dexterity ability modifier.

Reflex Save = 1d20 roll + Dexterity modifier + Reflex save bonus

WILLPOWER SAVE

Your Will save is a reflection of your self discipline, self control and mental will power. Game Masters might call for a Will save when resisting mental attacks, charms or mind control. When making a Willpower save you add your Wisdom ability modifier to the roll.

Willpower Save = 1d20 roll + Wisdom modifier + Willpower save bonus

COMBAT

You should look at combat as ordinary actions, following the rules above, but with greater detail and options. Combat is the meat of an adventure for conflict begets action and action is what every hero needs to make them shine. For this reason, like most role-playing games, we define combat with the most detail. Characters can still take normal actions as explained above, but in this section we are going to cover attacking and defending.

INITIATIVE

Each round, combatants roll an initiative check. Roll 1d20 and add your Dexterity ability modifier, as well as any other modifiers that specifically add to your initiative. The higher your final check, the better, because combatants get to act in descending order, with the highest going first, next highest going second, and so on until you reach the lowest initiative.

Alternatively, if the combat has many combatants, Game Masters may call for only a few rolls of initiative. Breaking combatants into groups of "good guys" and "bad guys" is common, rolling only a single dice per side and then all combatants adding in their various modifiers and going off of one roll.

HOLDING ACTIONS

If you do not want to go first, you can hold your action to any time during the round, after you would normally be able to act. For example, if you rolled an initiative

TABLES & MODIFIERS

Everybody has a preference for the way they like their role-playing game. Some like every rule and modifier spelled out and some don't. The way the Everstone game is meant to be played is more dramatic than the normal d20 game. We don't believe that every situation can be defined by exact modifiers and tons of tables. We do not encourage taking time to look up rules and modifiers. Pretty much we give the Game Master full dominion over his story. He can use his best judgment and call out a DC for the character to roll against. The character makes the roll and if it is equal or higher than the DC he succeeds, if not, he fails. Game Masters should read through this section, see how the rules work, get the "gist" of them, and only look back into the rules after his first session and maybe a time or two later on down the road to freshen up. If your players are throwing modifiers and rules at you from every direction. Simply smile and say "well, there are a lot of factors I am compensating for that you do not see", because in truth, the Game Master is the only one with the godlike perception of their story.

check of 16, you could go on initiative 16, or you could hold your action until 15, 14, 13 or lower. There is no penalty for holding your action.

SIMILAR INITIATIVE

When two combatants have the same initiative, the combatant with the highest Dexterity gets to go first. If both combatants have the same Dexterity as well, then both combatants act simultaneously. This means that each takes action at the same time, rolling attacks, calculating damage, etc. at exactly the same instant. In this way it would be possible for two combatants to kill one another, with no survivors (for those of you who are new to role-playing, this happens more than you think!).

FREE ACTIONS

You are allowed a single action every round during your initiative, but some actions are so simple and quick that they are considered "free actions". Free actions are things like yelling a command, dropping a weapon, activating a rune-string, or anything else the Game Master decides is a free action.

BASE ATTACK BONUS

You will notice that the formula is simple enough. Every 6 ranks you get an additional attack that is 5 points less than the one before it. The table below does not represent your characters BAB advancement from level to level, it is simply provided to show you the order of advancement as your character increases their BAB (through either class advancement table or Attack Combat Mastery). Notice that characters cannot have more than four attacks per round in this way, although more attacks per round can be gained in other ways, such as through attributes.

Base Attack Bonus

+1
+2
+3
+4
+5
+6/+1
+7/+2
+8/+3
+9/+4
+10/+5
+11/+6/+1
+12/+7/+2
+13/+8/+3
+14/+9/+4
+15/+10/+5
+16/+11/+6/+1
+17/+12/+7/+2
+18/+13/+8/+3
+19/+14/+9/+4
+20/+15/+10/+5
+21/+16/+11/+6
+22/+17/+12/+7
+23/+18/+13/+8
+24/+19/+14/+9
+25/+20/+15/+10
+26/+21/+16/+11
+27/+22/+17/+12
+28/+23/+18/+13
+29/+24/+19/+14
+30/+25/+20/+15

ATTACKING

Attacking is simply another type of check (called a Strike check), rolling 1d20 and adding your attack bonus, as well as any modifiers, if you score higher than the DC (defenders Defense roll), you score a hit.

Strike Check = 1d20 roll + Base Attack Bonus + modifiers

CRITICAL STRIKE

If you roll a natural 20 (natural means you rolled an actual 20 on the face of the d20) it is considered a 'critical'. Targets cannot defend against a critical strike, so they do not roll a Defense check and use up one of their Defense rolls for the round. Also, a critical inflicts double damage. Roll double the dice and add twice any damage bonuses (such as Strength for muscle powered attacks).

MULTIPLE ATTACKS

More skilled combatants have the option to make more attacks as a single action. All extra attacks are made at the same initiative as your first attack. To be able to make multiple attacks your Base Attack Bonus needs to be of appropriate levels. As you increase your Attack bonus you get additional attacks as shown on the Base Attack Bonus sidebar. All multiple attacks must be made against the same target and be the same type of attack. For example, if I have a Magi long dagger and attack a target four times in melee, all attacks must be against the same target and made with the Magi long dagger. But if I have that same Magi long dagger in one hand, and a war blade in the other, I cannot throw the Magi long dagger with one attack and then commence to use my war blade on melee opponents in the same round.

RANGED ATTACK

Ranged attacks are any attack made beyond the characters reach; otherwise they are melee or unarmed attacks. To keep things simple and flowing, ranges have been broken down into short, medium, and long.

Short: A short ranged attack can be made out to 30 feet; beyond this by less than twice the range (60 feet) suffers a -4 penalty to strike. Beyond twice the distance but less than quadruple the range (120 feet) is a -8 penalty to strike.

Medium: Medium ranged attacks have an effective range out to about 300 feet. Beyond this, but less than double (600 feet) the strike check suffers a -4 penalty. An attack that is more than double, but less than quadruple (1,200 feet) suffers a -8 penalty to strike.

Long: Long range attacks have a considerable range of 2 miles. There are not many long range attacks in

STRENGTH & DEXTERITY

It should be noted that Strength and Dexterity do not modify the attack rolls like that in other d20 game systems. Since armor is handled differently, and actually reduces damage instead of making it harder to strike you, Strength does not increase your chance to strike in melee or unarmed combat, although the modifier is still added to the damage for these types of attacks. Dexterity is added to your Defense Bonus because it reflects your fleet of foot and dodge capabilities, but does not add to your ranged attacks. Simply put, your Base Attack Bonuses are increased by using character points and level advancement, using the various Attributes found in the different character classes.

the Everstone game. Long range attacks cannot fire beyond this base range.

UNARMED ATTACKS

If you do not have a natural attack such as claws or vicious bite, say only a fist, then you inflict 1d3 points of damage plus your Strength modifier.

When unarmed (neither weapon nor natural weapon) you are at a disadvantage against opponents who are armed. Armed opponents do not fear an unarmed combatant as much as they do an armed one. Not to mention you have nothing to block with and your reach is limited. Armed melee opponents get a +4 bonus to strike against unnamed defenders.

TOUCH ATTACK

Some spells or special abilities require that an attacker merely touch the target. Just touching a target is much easier than attempting to physically strike and cause damage. Touch attacks get a +6 bonus to their strike roll. If attempting to touch a specific part of the body a called strike special maneuver may be required (see Special Combat Situations later on in this section).

DEFENDING

When you are attacked you will want to avoid the attack if possible. Dodging, parrying, and getting behind cover all count as defending. Defending is simply a contested check against the attackers Strike check. You roll 1d20 and add your Dexterity modifier, as

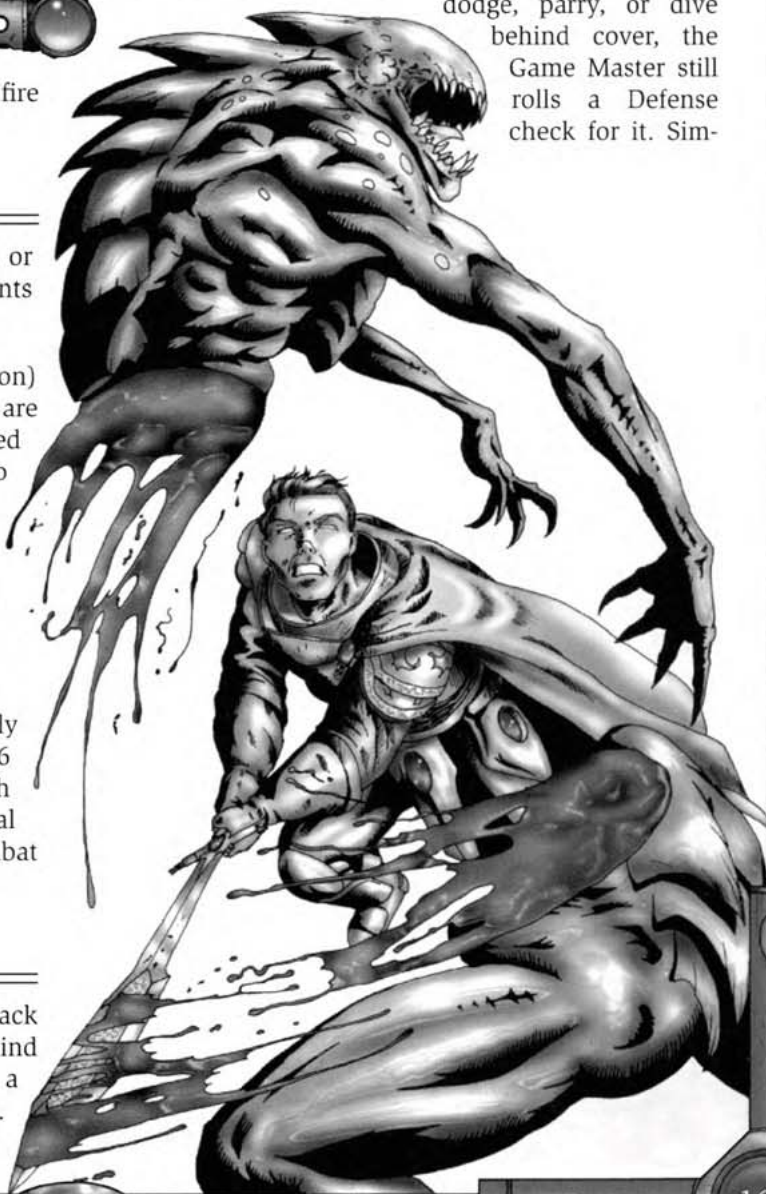
well as adding in your Defense bonus and any other modifiers. Your Defense rating is how well you are at defending yourself, much like a skill rank.

Defense Check = 1d20 roll + Dexterity modifier + Base Defense Bonus + modifiers

Example of Combat: Say you are being attacked by a Roogadin. He has a Base Melee Attack Bonus of +4. There are no situational modifiers like lighting, high ground, cover, etc. So he just rolls a d20 (gets a 12) and adds his BAB of +4 for a final score of 16. You of course want to dodge this melee attack so make a Defense check roll of 1d20 (you get 10) and add your Defense Bonus of +3, but you get to also add your Dexterity modifier of +2, so your final Defense check is 15. Two points shy of dodging/parrying the attack. Ouch, now the roogadin rolls damage, hope it's not a lot!

NON-MOVING OBJECTS & DEFENSE

Even though a non-movable object is not able to dodge, parry, or dive behind cover, the Game Master still rolls a Defense check for it. Sim-



COMBAT MODIFIERS

Attacker is:

Taking an action to aim	+2
Attacking with two weapons (same targets)	-6 and -10
Attacking with two weapons (different targets)	-8 and -12
Attempting to touch target	+6
Making a total attack	+2
Firing a weapon from a moving vehicle	-2 or -4
Firing a weapon while piloting a vehicle	-8
In an awkward position	-4

Character Pace

Penalty

Jogging (speed x2)	no penalty
Running (speed x3)	-2
Sprinting (speed x4)	-4

Firing from Mount

Mounts Pace

Penalty

Jogging (speed x2)	-2
Running (speed x3)	-4
Sprinting (speed x4)	-8

Firing from Vehicle

Penalty

Vehicle moving 0-30ft/round	no penalty
Vehicle moving 31-90ft/round	-2
Vehicle moving 91-180ft/round	-4
Vehicle moving 181 + /round	-6

Target within melee range and:

Penalty

Concealed by trees or brush	-2 to -6
Partially concealed by darkness, fog, or smoke	-2 to -4
Fully concealed by darkness, fog, or smoke	-6 and up
Taking cover	-2 to -8

Target beyond melee range and:

Penalty

Concealed by trees or brush	-4 to -8
Partially concealed by darkness, fog, or smoke	-4 to -6
Fully concealed by darkness, fog, or smoke	-12 and up
Taking cover	-4 to -10

Range modifiers

Penalty

Attacking at up to twice range	-4
Attacking at up to four times range	-8

ply rolling 1d20 with a -5 penalty (for having a Dexterity of 0), with modifiers for size, distance, etc.

FLAT-FOOTED

A character that is caught unprepared is said to be flat-footed. Flat-footed characters do not get their Dexterity bonus or any dodge bonuses to their Defense roll. This includes no Defense bonus from the Defense Combat Mastery attribute.

MULTIPLE DEFENSE

When you make a Defense check for the first time in a round you are okay and get your full bonus. But each additional check for the round causes you to suffer a cumulative -2 penalty. Thus, the second Defense check suffers a -2 penalty, the third Defense check suffers a -4 penalty and so on.

BLOCK DEFENSE (USING SHIELDS)

A character can make a block defense roll if they have a shield, and only against melee attacks. As a result, the character gains a +2 bonus on their Defense check for an average size shield. If the Defense check would have been successful without the shield bonus, you get out of the way of the attack as normal. But if the check only succeeds because of your shield bonus, then the damage of the attack is inflicted against the shield. The shield absorbs the damage like armor, any damage over and above the shield's protection value passes through, although this excess damage is then decreased by any armor also worn.

MOVEMENT IN COMBAT

It is encouraged that exact distances and measurements not be used during an Everstone role-playing session. To keep things moving quickly, Game Masters might want to use abstract movement and simply allow characters to perform movement within reason. Note that the following penalties are for attacks not Defense checks.

Characters moving beyond jogging speed suffer a penalty as shown below.

Jogging: Jogging characters can move up to twice their base speed without suffering a penalty to their attack.

Running: Characters who are moving up to 3 times their base speed suffer a -2 to their attack.

Sprinting: Characters who are moving up to 4 times their base speed suffer a -4 to their attack.

CHARGING

When you are charging into combat, you do not suffer a penalty for moving and attacking as described above in the movement section. You may make a special charge attack (with a melee or unarmed attack) if you are at least a number of feet away from the intended target equal to your base speed or greater. You may charge the opponent and make a single attack that allows you to double your Strength modifier for calculating damage. The downside is that you are usually less able to defend yourself and so Game Masters may penalize your Defense check by -1 to -3.

FIRING WEAPONS FROM MOUNT

If you are firing a weapon from a mount you suffer double the penalty as you would for movement on foot. Thus, if you fired a weapon from a running mount, you would suffer a -4 penalty (instead of the normal -2).

FIRING A WEAPON FROM A VEHICLE

Land ships built and used by the Magi of Everstone do not travel at great enough speeds to warrant large penalties. See the Combat Modifiers Table (page 164) for modifiers that might be used for vehicles traveling at high speeds.

SPECIAL COMBAT SITUATIONS

Listed here we present quite a few specialized rule examples. You should note that these rules are not set in stone, as are no rules in this book. They are simply generalizations that should be used as guidelines.

CALLED ATTACK

At times it will be prudent for you to make a more difficult strike in order to have some specialized effect, such as bypassing an opponent's armor or knocking an opponent's weapon out of their hand. Some examples of what a called attack can do are given below.

Disarming: You can make a called attack to strike a weapon from an opponent's hand. If you have a ranged attack you suffer a -8 penalty to your strike check. If using a melee or unarmed strike, the attack has a -4 penalty. In either case the defender is allowed a Strength check (DC 12) to retain hold of the weapon. Even if the target retains the weapon in their hand, their next attack suffers a -4 penalty.

Bypass Armor: Armor that has limited coverage, such as wearing armor without a helmet, or wearing only a chest plate, can be bypassed with a -4 penalty to the strike.

CONCEALMENT & COVER

Targets that are hiding within clouds, behind brush, or using a window as cover are considered to have concealment or cover. See situation modifier on the modifier table on page 164.

OPTIONAL MAGIC

As you have read, we do not use the typical magic system of most d20 games. If you want to use the dynamic spell system in the Core rule books, you can do so. This will allow you to use normal magical spells of most d20 products, as well as spell using classes and prestige classes in those same products.

ENERGY POINTS

You can memorize and learn spells as normal, per the Wizard, Sorcerer, Cleric, Druid or other spell using classes. When you cast the spell you must spend the appropriate number of energy points as found on the table below.

Spell Level	Energy Cost
0	1
1	4
2	9
3	16
4	25
5	36
6	49
7	64
8	81
9	100

Prohibited Spells: Anti-Magic Shield, Astral Projection, Banishment, Contact Other Plane, Dimensional Anchor, Dimensional Black, Dismissal, Dispel (all), Divination, Ethereal Jaunt, Etherealness, Forbiddance, Gate, Globe of Invulnerability (all), Imprisonment, Limited Wish, Magic Jar, Maze, Miracle, Mordenkainen's Disjunction, Planar (all), Plane Shift, Spell Immunity (all), Spell Resistance, Wish.

SIZE CATEGORY

Size	Max Weight	Defense Modifier	Base Speed
Fine	1/8 lb	+8	x1/4
Diminutive	1 lb	+4	x1/2
Tiny	8 lb	+2	x1
Small	60 lb	+1	x2
Medium	500 lb	+0	x3
Large	2 tons	-1	x4
Huge	16 tons	-2	x5
Gargantuan	125 tons	-4	x6
Colossal	1,000 tons	-8	x7

EXTRA AIM

If you are using a ranged attack you may take an extra round to do nothing but aim. During this extra round you cannot move or take any other action. On the round after you aim, you receive a +2 bonus to your attack.

GRAPPLING

If you have at least one hand free you can attempt to grapple an opponent. Simply make an unarmed attack as normal. If successful (don't need to inflict damage, just strike) you can make a Strength against Strength check (as a free action) to maneuver the opponent into a position you favor. The one successful at the Strength check may restrain the other one, or break the hold (their choice). Game Masters may decide that opponents are immune to grapple attempts by attackers with a Strength ability score at least 8 points lower (such as a child attempting to wrestle an adult). These grappling rules are very free form, if you want grapple rules that are more in depth and completely compatible, check out the Grapple rules in the BESM d20 book (page 118).

SIZE

As in typical d20 games we define creatures into size categories of small, medium, large, huge, etc. Most characters will fall into the Medium size category but a few will fall into the small or large size category as well. Unlike the normal d20 systems, we instead give a simple one time modifier to the combatants Defense rating. This Defense modifier is used against all incoming attacks, no matter what size the attacker is. Compare your size

with the Size Category Table to determine your Defense modifier.

STRIKING TO INCAPACITATE

You can try to knock out your target by making either an unarmed or blunt attack against a unsuspecting target (flat footed). You make your attack at a -6 penalty. If the target suffers at least 1 point of damage the target must make a Fortitude save (DC 10 + attacker's Strength modifier) or fall unconscious. The damage inflicted is stun damage and heals 1 point per minute.

TOTAL ATTACK

Sometimes the need for offense is so great that you are willing to put yourself at risk. When making a total attack you suffer a -2 penalty to your Defense roll for the round (until your next action on the following round) and get a +2 bonus to your Strike roll (only one attack if you have multiple attacks).

TOTAL DEFENSE

Like total attack, a character can choose to fight defensively and take less effort in their offense. At the beginning of the round

a character can choose to fight with total defense and give up their highest attack bonus to gain a +4 bonus to their Defense roll. They can continue to give up their highest attack (if they have multiple attacks) to gain an additional +4 bonus to their Defense.

TWO WEAPONS

If you have a one-handed weapon in each hand you can attempt to use both to attack in the same round. The penalty is severe, the primary attack suffers a -6 to strike and the weapon with the off hand suffers a -10 to strike. If you are directing each attack against a different target this penalty increases to -8 with the primary attack and -12 with the weapon in the off hand.

Optionally, you can use the weapon in the offhand to help parry, instead of making another attack. If so, you gain a +1 bonus to your Defense checks against melee weapons.

DAMAGE AND INJURY

In a role-playing game we need a way to monitor a characters physical condition. We do this with Hit Points (HP). These points represent a lot of things. They are a system to keep track of fatigue, wounds, and even mental stress. Usually, the more experienced a character is the more hit points they will have. This is not because the character is getting "bigger and tougher" but a reflection of how well they manage themselves. Higher level characters learn to accomplish more, with doing

less, so as not to tire themselves out as quickly. They build up their stamina so that they can push themselves further.

When a character gets struck by a successful attack, the attacker rolls the appropriate dice (called damage) and the result is subtracted from your character's hit points (after armor protection and other factors that might apply are figured in). This hit point reduction does not actually reflect wounds, cuts and bleeding, but fatigue. Of course, we do not keep track of every knick and scratch, so there are many strikes that actually puncture the flesh, or give you a good scare. Your Game Master pretty much decides these things as he role-plays the combat scenes.

DAMAGE

When a strike is successful it will deal damage. This is usually represented in a dice value, such as 1d6, 2d8, etc. Simply roll the dice and add any modifiers. Melee and unarmed attacks add your Strength ability score modifier as a damage bonus, as well as some ranged weapons that are "muscle powered". After adding up the damage, you compare the result to the target's armor value. If they have armor, you reduce the damage by

the protection granted. If there are any damage points left, they are subtracted from the target's hit points.

HIT POINTS

Each level a character gains another hit dice roll to their hit points plus their Constitution modifier. The character's hit dice type is assigned by their race, usually the larger and hardier the race/creature the larger the hit dice type. Humans have a hit dice type of 1d8, but Gvorn have a hit dice type of d6.

Healing: You heal 1 hit point, per level, per hour. Thus, a character who was 3rd level would heal back 3 hit points every hour. Usually Game Masters can reduce this or even counteract it altogether if your character is pushing themselves too hard. It is hard to rest and regain fatigue if you are constantly in the middle of loosing fatigue. When a character runs out of hit points, damage will begin to inflict "Strength Damage".

STRENGTH DAMAGE

If a character has lost all of their hit points, they are still standing, and able to take action, damage inflicted is in the form of Strength Damage. This means each point of damage they take reduces their Strength ability score



by 1 point. As Strength is reduced, apply the ability score modifier.

Example of Strength Damage: You have 49 hit points and have been reduced to 0. You suffer another successful strike which causes 4 more hit points of damage. Since you don't have any more hit points, this is considered Strength damage. Your Strength is normally 16, but drops to 12 because of the 4 points of damage. You now have a Strength of 12 for all purposes. Damage bonuses, Strength checks, etc. If you were to drop down to 8 Strength, you would begin suffering an actual penalty (-1). If your Strength drops to 0, you are dead.

As an option, for stories that are not so harsh and unforgiving, Game Masters might knock characters unconscious as they take Strength damage. For every point a character loses they need to make a Fortitude check (DC 10) with a penalty equal to the number of Strength points lost. Thus, a character who took 5 Strength points damage, would need to make 5 Fortitude checks with a -5 to the roll, if he suffered another 2 wounds in a strike, he would need to make 2 more checks with a -7 to the roll.

As yet another option, Game Masters might only allow major villains to take Strength damage. Most creatures

DEATH SHRIEKER

A terrible curse was enacted upon the ancient city of Shrolshluk, deep within the Tangle Vine Forest. The city was ruins, even before the Night of Terror. The ancient race that once dwelt there long since extinct, but their phantoms still haunt their left behind treasures. Death shriekers have no power in the daylight and only show themselves during the dark hours. They hate their "unlife", they hate the curse that has been put upon them and they despise all who are still among the living. The shrieker appears as nothing more than a floating head of the person that the spirit once belonged to, ghostly and transparent when they choose to appear.

Type: small undead, **Level:** 5, **Hit Points:** 28(d6), **Energy Points:** 17, **Initiative:** +4, **Speed:** fly 72 feet, **Defense Bonus:** +5, **Armor:** 0, **Attack Bonus:** +8, **Attack:** spectral touch, **Qualities:** darkvision (extreme range), death shriek, incorporeal, life drain, sense life (medium range), sunlight bane, **Saves:** Fort +1, Ref +8, Will +6, **Abilities:** Str -, Dex 18, Con -, Int 10, Wis 14, Cha 8, **Skills:** Listen +10, Move Silently +15*, Spot +10. *Includes Racial Bonus

Darkvision: The shrieker can only come out in the dark, but it is not hindered by the darkness. Instead, it uses the darkness against its targets. Shriekers can see in absolute darkness up to extreme ranges (about 1 mile).

Death Shriek: By spending 4 energy points the shrieker can let out a horrible scratching scream that can stun all targets within short range (around 30 feet). All within range must make a Will save (DC 16) or become stunned for the rest of the round and the next. This penalty is not cumulative if multiple shriekers are screaming.

Incorporeal: The death shrieker is incorporeal (see page 170). The shrieker may not be invisible on the round it performs a death shriek or attempts to drain the life from a target.

Life Drain: Once per round, the shrieker may attempt to pass through a victim and use its negative life force to drain away the life of the target. Make a normal attack roll as the shrieker passes through the target, ignoring armor. If successful the target must make a Fortitude check (DC 16) or lose a point of Constitution.

Sense Life: The shrieker can sense all life force within medium range (around 300 feet), allowing to detect invisible, and hidden prey.

Sunlight Bane: Sunlight is the most potent weapon against the death shrieker. Its best hunting hours are during the darkest of nights, when domain is waxing and the boughs of the trees cast complete darkness on the forest floor. Full sunlight will instantly slay the shrieker and magic dealing with sunlight (most of the Sun Magi spells) deal full damage.

would die after loosing all hit points. This would be appropriate for the “fodder” type challenges the characters may face.

Healing: Strength points are much more serious than hit points and healing back a single point of Strength takes 24 hours of rest. If you do not rest for the entire 24 hours, you do not heal a Strength point back.

GLOSSARY OF CONDITIONS

Certain spells, magical powers, poison or other abilities will cause characters and creatures to fall under a condition that is easily summed up here for ease of reference. These are general guidelines and can be modified by the Game Master according to the exact situation. It is advised that Game Masters only use this section when they absolutely need to. Conditions vary considerably and are up to debate. Game Masters should practice playing conditions free form, referring back to the rules after the gaming session.

BLINDED

A character is unable to see and so suffers a -2 penalty to his Defense checks, loses his Dexterity Bonus to Defense, decreases his base speed to half, and takes a -4 penalty to most Strength and Dexterity checks. All checks that rely on vision, such as Spot and most Search skill checks will automatically fail. Blinded characters attempting to make a melee attack will suffer a -6 penalty. If making a ranged attack blind, the character suffers a -12 penalty to their attack roll.

DAZED

Characters have a hard time getting their mind up to speed, either from a bump to the head or some other special attack. Dazed characters cannot perform an action while it lasts other than moving at a walking speed. They still get their Dexterity and Dodge bonuses to Defense checks as normal.

DAZZLED

When subject to a bright light without warning a character can become dazzled. A dazzled creature takes a -1 penalty on attack rolls, Spot and Search skill checks.



DEAFENED

Characters that lose their hearing have a -4 penalty to Initiative and Balance checks. Such characters automatically fail their Listen skill checks.

ENTANGLED

A creature that is trapped in a net or web or similar restraining attack is considered entangled. Entangled creatures move at half speed with a maximum pace of a walk. Attacks and other checks are at a -2 penalty and their Dexterity is considered 4 points lower. Likewise, complex actions might be difficult (up to the Game Master).

FASCINATED

Characters that are fascinated, such as by a fairies racial ability, may only sit quietly, taking no action other than to pay attention to the source of the fascination. The creature suffers a -4 penalty on all checks made as reactions, such as Listen, Initiative, and Spot. Any potential detectable threats, such as a hostile enemy coming into view, drawing a weapon or casting a spell, allows the fascinated target another Will save against the given DC. If the creature takes damage the fascination is automatically broken. As a standard action, an ally of the fascinated creature may automatically shake them free.

FATIGUED

A creature may become fatigued due to an effect of an attack (such as poison) or just simply because the Game Master decides that the creature or character has been taxing themselves to the point that they become so. A fatigued creature can not run and suffers a -2 penalty to all actions. Fatigued characters may become unfatigued if they rest (sleep for most creatures) 8 hours.

FRIGHTENED

Characters who are frightened are considered "shaken" (see below) and are afraid of whatever caused them to become frightened so badly that they can do nothing but run away from the source as quickly as they are able. They can choose the path of their flight as long as it is away from the source. Once the frightened character is away from the source (none of their senses can detect the source) they may stop running, but if the source presents itself again the character must again run. If the character is cornered and cannot flee, they can fight but are still considered "shaken". The duration of the fright will be indicated in the source.

INCORPOREAL

An incorporeal creature has no body; they are ghost like energy that appear transparent and can become invisible if they so wish although they can be detected by abilities that normally detect magical auras. Incorporeal creatures are immune to all non-magical attacks. They can be harmed by other incorporeal creatures with

magical weapons and spell like effects which deliver energy type damage (lightning, fire, etc). Even if struck by an attack that would normally deal damage, they have a 50% chance of ignoring the damage. Incorporeal beings cannot be targets of critical strikes; they get no armor protection, either worn or natural. Incorporeal creatures can move in any direction and pass through solid objects at will. Therefore, if the incorporeal creature has an attack that can affect physical creatures, it may ignore shields, armor and even natural armor. Furthermore, incorporeal creatures have no weight, leave no foot prints, have no scent and make no noise, so they cannot be heard with a Listen skill check unless they wish it. Incorporeal creatures cannot fall or take falling damage. Partially incorporeal creatures, which are creatures who can pass through some materials, but not others, can still be damaged by objects which they cannot pass through (such as in the Shadow Magi's spell).

INVISIBLE

When a creature becomes invisible, it is as if it is completely transparent, but only to the eyes. Invisible creatures can still be heard, smelled, touched, etc. When invisible you get a +2 bonus to attack rolls because opponents cannot see your attack coming, they also lose their Dexterity bonus to their Defense rolls. Melee attacks against an invisible creature suffer a -4 penalty and ranged attacks suffer a -8 penalty. These penalties are halved if the attacker is using a "spreading" attack.

PANICKED

A character that is so scared that they have a hard time doing anything other than cowering and whimpering, are considered panicked. A panicked character is both "shaken" and "frightened", but instead of just running away from the source of the fear, they run from everything that proves to be even the slightest threat. If unable to run, they cannot fight (like when frightened) but do nothing but cover their faces and scream (lose Dexterity and other dodge bonuses to Defense rolls).

PARALYSIS

When a creature is paralyzed it cannot move, speak, or take any physical action. It is however aware of its surroundings and can see and hear normally. Such creatures may use mentally commanded powers (such as activating their rune armor for instance) or cast spells but suffer the normal energy point penalty for not being able to move their hands or speak the arcane words. A creature that is swimming or flying through natural means (with wings for instance) will plummet to the ground or sink.

SHAKEN

Characters who are shaken suffer a -2 penalty to all attack rolls, saving throws, skill and ability checks.

SICKENED

A sickened creature is mildly ill and uncomfortable to the point that they suffer a -2 on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks.

STUNNED

A stunned creature drops everything it is holding, cannot take actions, takes a -2 penalty to Defense and loses its Dexterity bonus to Defense rolls.

UNCONSCIOUS

When a creature is knocked out and helpless it is unconscious. Such a character cannot defend themselves and all melee attacks automatically strike. Ranged attacks get a +5 strike. Although anybody in melee range can simply spend a round and automatically slay the creature if so desired (GMs might determine that this is not the case with large creatures).

OTHER HAZARDS

Combat is not the only way for a character to suffer ailment. There are a whole bunch of other hazards that characters can come across to get themselves killed. Such things as poison, falling, disease, even falling into a pool of acid.

DISEASE

Sickness is a very real threat to the people of Everstone Valley. The Hollow Minions seem to have brought all manner of infectious disease with them, from wherever they came from.

When you get within infection range of the disease, the Game Master will have you make a Fortitude check against the DC of the disease or become infected. The disease then goes through a incubation period (dependent on the disease) before having full effect. After the disease has started to have an effect, the infected subject must then make a Fortitude check daily or suffer the diseases effect again. If the subject passes the Fortitude check twice in a row, then the disease has been purged from your system.

Infection: Diseases are transmitted a number of ways. The most common forms of infection are ingestion, inhaled, injury, or contact. Ingestion includes inhalation.

DC: This is the difficulty class of the Fortitude check to resist becoming infected, as well as the DC used when attempting to be rid of the disease.

Incubation: The incubation of the disease is the number of hours or days that the disease needs to have full affect. After this period of time has elapsed, you suffer the ill effect of the disease and each day

after that until you pass two Fortitude checks in a row.

Affect: This is the affect the disease has. Usually this is ability score damage, such as 1d4 Strength, 1d2 Intelligence, etc. but can include cosmetic changes such as welts, or blood loss, dizziness, etc. Ability score loss heals back at a rate of 1 point per day, but not until the disease is cured.

Healing Skill: If a subject infected with a disease is being taken care of by a trained healer they have a better chance of fighting off the infection. If the subject has been under the care of a healer for at least 8 hours, when they are required to make a Fortitude check, they may replace the check with the Heal skill check of the healer, if their check is higher.

FALLING

It seems that characters always find their way to some high place where there is a good chance of plummeting to their deaths. Falling is calculated in increments of 10 feet. For every 10 feet that the character falls, they suffer 1d6 points of damage. Thus, a character who fell 80 feet, would suffer 8d6 points of damage. Of course, Game Masters might want to intensify the injuries suffered by a fall to reflect realism. For every 10 points of damage suffered when a character falls, the Game Master should incorporate a -1 penalty for some injury that would make sense, such as a sprained ankle, or if a -6 or higher, perhaps a broken leg or arm.

FIRE & ACID

Fire is a danger that character might come across now and then. Perhaps they need to rescue a comrade from the crashed land ship that is burning, or they pick up a burning log to fight with for lack of a better weapon. When anything flammable touches an open flame it will automatically catch fire if exposed for at least a single round. Creatures suffer damage for every round they are exposed to fire.

FIRE & ACID EXPOSURE	
Fire Exposure	
Size of Fire	Damage
Torch	1d8
Campfire	3d8
Bonfire	6d8
Acid Exposure	Damage
4oz	1d8 per 4oz



POISON

Although not widely used, poisons are not unheard of within Everstone. It is rumored that the Shadow Magi use potent poisons against their enemies and the Adone are masters of the evil stuff. There are four basic ways that poison can affect a target.

Contact: These poisons will affect those who make skin contact with it. These poisons are the most lethal, but they are the hardest to use because of the danger to the user accidentally making skin contact with the poison themselves.

Ingested: These poisons are only bad if you eat or drink them. They are usually hidden within food or drink to disguise them.

Inhaled: These poisons must be contained in some way. They are gaseous and will poison the air of a given area. They do not work well in gusty or high wind areas.

Injected: These poisons must somehow enter the bloodstream to be of any good. Such poisons are usually coated onto weapons so that they deliver their lethal dose when the weapon inflicts damage.

For ease of reference poisons are broken down into the following rules. Game Masters should use the data provided as a guideline poisons can sometimes affect victims differently.

Type: This is how the poison is delivered, either through Contact, Ingested, Inhaled, or Injury.

DC: The difficulty class to save against with a Fortitude check. A successful Fortitude check can lessen the poisons effect, or negate it altogether.

Initial Damage: This is the damage done to the target if the first Fortitude check fails. The damage can be hit points damage, ability damage, paralysis, sleep or other effect. Poisons may cause the target to take on certain conditions.

Secondary Damage: Usually after a duration (one minute unless otherwise noted as a few rounds, minutes, or even hours), as stated by the poison, the victim is allowed another Fortitude check against the poisons DC. If failed the victim suffers the listed damage.

DANGER OF USING POISON

How dangerous the poison is to use, is dependent upon the poison itself. When making a poison or using a poison, the user should have to make a Poison skill

WINGED LURKER

The Winged Lurker has been a danger to the Everstonians from the very first. It is almost certain that these creatures are original inhabitants of Lannith, but this does not make them any less terrible. Most lurkers make their homes within the higher elevations of the Ardennes Mountains, but this does not stop them from ranging out into the valley when prey is scarce. These winged beasts are a constant threat against the sky-holds, and it is because of these ravaging thieves that edible livestock and supplies are kept within protective shelter and Stormguard soldiers always patrol in pairs. Although they often strike without warning, flying upon the wind and using the night as cover, prey caught downwind of the lurker is often warned by their incredibly strong scent, which is repulsive to say the least.

Type: medium beast, **Level:** 5, **Hit Points:** 38(d8), **Energy Points:** 18, **Initiative:** +3, **Speed:** 32 feet, fly 96 feet, **Defense Bonus:** +5, **Armor:** 5, **Attack Bonus:** +7/+2, **Attack:** 2 claws (1d8+3) or 1 bite (1d10+3), **Qualities:** low-light vision x5, stench, vicious dive, **Saves:** Fort +3, Ref +4, Will +3, **Abilities:** Str 16, Dex 16, Con 14, Ins 14, **Skills:** Hide +6, Listen +7, Spot +5.

Night Vision: The lurker hunts at night and preys upon the unwary or sleeping. They have keen eyesight in shadowy conditions allowing them to see up to five times the normal distance.

Stench: The smell of a winged lurker is very strong and unmistakable. Creatures attempting to track or detect the lurker gain a +4 bonus to do so if using scent.

Vicious Dive: The lurker attempts to incapacitate its intended prey on the first surprise attack it can get (although it does not need surprise in order to perform this maneuver). By exerting itself (4 energy points) it can make a vicious dive attack with its claws extended, inflicting 2d8+3 points of damage. This is a full round action and it cannot make multiple attacks while performing a vicious dive.

CREATING SPELLS

& MAGICAL ATTRIBUTES

All the attributes and spell created in this book used the BESM d20 rules as a guideline. Some Game Masters and players may want to have some fun and create their own spells. If so, go ahead and create to your hearts content if you have the BESM d20 book. Spells were made using the "magic" attribute and should fall within one of the above types of magic (tattoo, Attribute, spell, etc). Such spells could be from long ago and are found by players in some hidden ruins or lost temple. It is a good idea to arm villains with these spells, to keep the players guessing!

check against a DC set by the Game Master (usually in comparison with the poisons save DC). If the check is failed by more than 10 points, the target has poisoned themselves.

MAGIC

Magic is a part of everything in the Everstone game. Characters do not need to be spell users or even learn how to use magic. To many it is just innate and they can feel the magic and focus it out of instinct. All living creatures have an "energy point" total. This is their innate magical power reserve that they can call upon to use charms, spells and even magical Attributes or divine favors from their deities. The Everstone game does not use typical dynamic magic found in other d20 games. Instead, characters have magical powers (still called spells and the like) but they are more free form and a part of them, more like a magical skill instead of a spell.

ENERGY POINTS

All living things have energy points (and even a few non-living things). Energy points reflect a character's inner magic and ability to draw upon magic around them. As you learn to manipulate this magic, your energy point pool increases, reflected by rolling an energy dice as you go up every level of experience. Whenever you use magic, you usually are required to expend energy points. If you do not have the energy points to spend to activate the magical attribute, then you cannot do so.

Regaining Energy Points: You regain a number of energy points equal to your level, per hour.

MAGICAL ATTRIBUTES

Character classes and races have various magical attributes that they can activate for supernatural effects. These are spells, charms, favors and Attributes to name a few. Other supplements will contain other kinds of magical attributes, but we will be covering a few specific types in this section.

SPELL

1 action

When a character uses a spell attribute it is referred to as "casting a spell". Casting a spell entails the use of hands and voice for complex gestures that are required for the spell activation. If a caster does not have either their hands free or voice free to perform the complex components of the spell it costs 1 extra energy point, one extra energy point for not having hands free as well as one energy point for not having the vocal components of the spell. Thus, a spell could cost as much as 2 extra energy points to cast. It takes 1 action to cast a spell. It is important to note that although we have provided you with spells by class, any character can learn any spell with practice and study. Thus if you were playing a Sun Magi it is not impossible for you to learn the Unravel spell from the Moon Magi class. Its a spell that is not just at your finger tips and easily attained as are the rest of the spells in your class. Spells that fall within your own class are simply those that you need to spend character points on and "poof" your character knows them. Other spells, you need to go out of your way and study. Usually by spending 1 week of study (6 days by the Everstone calender) and making a Spellcraft check, you can learn the new spell. The DC of the Spellcraft check is based on how long you study the new spell. 1 Week of study = DC 30, 2 weeks of study = DC 25, 3 weeks of study = DC 20.

PRAYER

1 full action

The gods reward the faithful service of their worshipers by answering "prayers". Prayers require that the caller call upon the deity granting the request. This requires the use of the caller's voice. If the caller does not intone a small prayer or call out for aid from the deity, it costs 1 extra energy point to bring into effect. Intoning a prayer takes 1 full action. Although we have provided prayers as class attributes for a Templar in this book, it is not unheard of for other classes to dedicate themselves to divine powers. For this reason prayers are much like spells in that any character can choose to learn them as long as they adhere to the teachings and mindset of their deity. Prayers simply take much more time for none templar characters to learn. Usually taking one or two weeks of dedication and learning the deity's lore and commandments (up to the Game Master). Remember that Game Masters are free to strip the blessings which

prayers provide to a character if they somehow displease or disgrace the deity in any way.

FAVOR

free action

A favor is much like a charm. The worshiper of some deities are granted favors. Calling upon a favor requires nothing more than the caller's concentration and, of course, the expenditure of energy points. Calling on a Favor is a free action. Favors are not like prayers and cannot be learned by just any class who wishes to learn them. In this book the Favors are limited to the Templar class. Although later supplements will include favors in their own classes, those favors are restricted to those classes in which they appear.

ATTRIBUTE

no action

Some Attributes require the focus of energy points, this usually means they are focusing the character's inner magic in some way to enable them to perform beyond the normal. Such Attributes do not require any kind of invoking or preparation and are not even considered a free action. Characters with these Attributes are barely even aware that they are using up any magic whatsoever; many simply think it their own natural talent.

TATTOO

free action

Flesh runes are a new concept that has been around for only a few years. These runes are tattooed right onto the skin and allow the wearer to channel energy through them for increased magical effects. Activating a rune is a free action.

MAGIC DURATION & CONCENTRATION

Many magical attributes simply have a one time effect and then vanish. These are instantaneous and are easy to keep track of. Other magic attributes have a spell duration of 1 scene, for simplicity sake, this is anywhere from 5 to 10 minutes on average. Game Masters should not be too strict and make players do a bunch of bookkeeping. If a scene or battle runs for longer than average, you may require the user to spend additional energy points to keep it active, if they wish.

Some magical attributes have a duration of "concentration". These magical powers will stay in effect for as long as the user can maintain concentration on them. Characters who are concentrating to keep a magic attribute active suffers a -2 penalty to all other actions they attempt while doing so. Characters need to make a Concentration skill check against a DC that depends on how long they are attempting to keep the attribute active. See the Concentration skill (page 119) for more details.

Although rune items are more readily produced for less expense, there are old tomes within the Library of Tarot that explain the old ways of creating enchanted items, such as staffs, swords, and rings. There are a few Magi who still craft these wonders, although the time and resources is much greater than that of a rune item. The most powerful of these enchanted items are found from ancient days within the many ruins found throughout the wild lands. These items are prized above all other treasure and even the Magi seek them out whenever convenient. I myself have yet found quite a few. They sale good on the market and if you find a weapon or piece of armor you can usually find a Templar who will buy them.

-Shandra, veteran Lore Hunter-



CHAPTER 11

RUNE VEHICLES

I have seen old books that show pictures and diagrams of those great galleons that were built by shipwrights in ancient times. I know for a fact that many of these books were consulted when developing the idea of the land ships. Those old vessels were wooden tubs with giant cloth sails that would use the wind to propel them through the water on which they floated.

Yes, I've seen those old books, even read one or two, and I can tell you that there are similarities, but the land ships of today are a whole different beast. Wonders that fly just above the ground, upon waves of air, instead of water. The technology that they are armed with is the top of the line, titan crusher cannons, seer scopes, and a mana-matrix. Yes, indeed, a whole different beast!

-Runder, gavown foreman of the Sky Dock-



finish. They are fitted with the latest rune technology in a constant attempt to get an upper hand with the enemies of Everstone. Vessel types include the explorer, destroyer, leviathan, and the small land runner. Merchant ships on the other hand are built in the town of South Harbor. Although not as up to date on rune technology, these ships are still wonders to behold and spectators from all lands visit the docks to watch in their construction.

Land Runner: This is a one or a two man craft that can travel as fast as a running gintti and maneuver better than any other craft to date. However, it does not generate enough power to have mounted weapons because all the energy that is

produced by its mana-generator is used up by the rune-engine. Also, the land runner does not have enough power to get more than a few feet off the ground, thus, it is unable to change elevation like that larger ships.

Explorer: These are the most common vessels of the Guilds. They are used for exploratory, escort, and transport craft. They are lightly armed with either one large weapon or two smaller ones. They can carry either up to five tons of cargo and up to eight passengers comfortably. They are the quickest and most agile of the land ships. The explorer is a thirty-foot long and fifteen-foot wide craft.

Destroyer: These ships are the backbone of the Everstone fleet. They carry a strong range of armaments, have good armor protection, and can maneuver much faster than the leviathan. The destroyer can run on a skeleton crew of four, but usually requires a full crew of at least twenty to run properly. It can hold a full fifteen tons of cargo. Destroyers are gargantuan, up to seventy-five feet long and twenty feet wide.

Leviathan: These are the brute force of the Everstone fleet. Currently, the Guilds only have six such ships; each is prized and always accompanied by a destroyer and an explorer. The leviathan is the only land ship large enough to mount the titan crusher cannon that is

Everstone can attribute its sustained protection to the great land ships that ply the skies, mounting armaments that even the Hollow Lords find daunting. However, there are not as many land ships as the Magi would like to field, for building a land ship takes an amazing amount of resources. The cost in myth-stone and bloodstone is devastating!

LAND SHIP CLASSES

There are a number of different ship types, including the war ships of the Guilds and the trading vessels of the Merchant Houses. All the war vessels of the Magi are built in the sky dock at Tarot, from beginning to



so effective against the monstrous beasts of the Hollow Lords. These ships can run on a skeleton crew of ten, but require a full crew of thirty to run properly. The leviathan can hold up to twenty-five tons of cargo. Leviathan ships are colossal, one hundred and thirty feet long and thirty feet wide.

Trader Vessel: There are a variety of ships and modifications that the Merchant Houses have developed. They are nicknamed "pot bellies" because of their round hull for greater cargo capacity. Merchant vessels need to be as fast as possible, but also large enough to carry a reasonable amount of cargo. As per "Everstone Law", merchant vessels cannot be armed with large rune weapon ordinances, such as the volt thrower. This is to keep these powerful weapons out of enemy hands and to keep greedy merchants from selling the weapons to such customers as the Adone. The exception to this is House Rossnar, who the Magi have granted permission to arm their ships, with strict rules to keep the house honest. The threat of such powerful weapons falling into the hands of the enemy is just too great for the Magi to ignore. Most trading vessels are either a huge or a gargantuan craft.

VEHICLE SYSTEMS

Rune vehicles have all these common components that are needed in order to run. A mana-generator is used to power the ships systems. The rune-engine is used to keep the ship aloft and push it along, which is the mana-generators greatest drain. The rune-engines are controlled by the pilot at the rune-helm. From the rune-helm the pilot can control the movement almost as if the ship could read his or her mind. Keeping it all together is the mana-matrix. The matrix is a series of myth-stone cables running throughout the ship, powering all the systems and tying them together. The matrix runs power from the generator to mounted weapons, the seer-scope, the war table, and even the lighting found throughout the ship. The ships matrix engineer can control the flow of power through the matrix by using a mana-modulator.

MANA-GENERATOR

The energy source for the power of runes is magic. Magic is a potent force that can manipulate reality and it is this force that the Magi have harnessed to power their ships. A mana-generator can create a constant flow of magic that the vehicle uses to power its systems. To date, there are four classes of mana generators. The bigger the generator the more energy it produces. As a vehicle attaches different systems to the mana matrix, it uses up the energy of the generator, deducting from its total capacity. A vehicle is limited to the equipment that can be attached by the energy it takes from the vehicle's mana-generator. If a vehicle has more equipment than the mana-generator can handle, the ship will crash to

the ground, most likely destroying it or damaging it beyond use. For this reason, no craftsman in his right mind would hook up more devices than the generator could handle if all were running at the same time. A ship's mana-generator decides how much energy it has over and above what it takes to run the main functions. Each ship type has a number of energy points that are considered extra. These extra points can be used to purchase upgrades and additional weapons and armor.

MANA-MODULATOR

Ships have a matrix engineer that can control the ships flow of power. This control is granted through a device called the mana-modulator. The modulator is usually found within the command chamber of the ship, along with the rune-helm and seer-scope.

RUNE-ENGINE

A rune-engine is a large myth-stone sphere covered in powerful runes, allowing it to fly. The rune-engine usually puts the most drain on the ship's mana-generator. The exact size of a ship's engine is based on how much weight it needs to hold aloft. The land ships of Everstone have two movement types. The rune engines are not powerful enough to keep the ships aloft at great heights, as well as push it along at increased speeds. Thus ships have two different rates of speed, that for land travel and that for higher altitude flying.

Land Travel: When the land ships are traveling along the ground, hovering only a few feet above the actual earth (usually 5 to 10 feet), most of the rune-engines power can be applied to forward thrust. This allows the land ships to achieve greater speeds. The number before the slash on the vehicle table is the speed (in feet per round) that the land ship can achieve. When traveling along close to the land in this fashion, it does not have much need for its wind foils.

Air Travel: Land ships use their wind foils while using the rune-engines to increase its height up to the maximum ceiling. Since the rune-engine is being used to gain altitude, it does not have the power to also apply "push". Therefore it needs the foils to catch the wind and move it along. The number after the slash on the vehicle table under the speed column is the movement rate that the ship can achieve when using this mode.

Notice that the land runner and the sky-hold only have one mode of travel. A land runner cannot go higher than five feet off the ground and so only has the land travel mode. A sky-hold can stay aloft (up to 800 feet) and use its massive rune engines to still push it along, although very slowly. A sky-hold cannot go faster, just because it is flying lower.

SEER-SCOPE

It was determined early on that to effectively fight an enemy one needed to be able to detect them before they detected you. A good strategy could mean the difference between victory and defeat. The solution was a divination rune device that reads the flows of magic and can act as a supernatural sense for the ship and her crew. This device came to be called a seer-scope. A seer-scope is a number of sensors that can read the surrounding geography, vegetation, and wildlife, creating an illusionary duplicate of everything it reads and casting it onto a war table. A war table is where the captain and crew make strategies, as well as, use the information to pilot their craft. Smaller vessels do not usually have a seer-scopes.

Treat the seer-scopes as the eyes of the crew. Those watching the illusion generators atop the war table can make Spot skill checks within the safety of the ship's command center without penalties for concealment, lighting, or distance, as long as it is within the range of the scope. A seer-scope has a base range of one thousand feet around the vessel and adds a +2 to Spot skill checks. The seer-scope is usually tied directly into the rune-helm to help the pilot maneuver the vessel by granting him 360 degree vision.

Voice Band: Most ships have a built in voice band that allows communication between other ships. Normally, one needs to know the signature rune for two ships

to communicate through their voice bands. A ship's seer-scope will detect other ships within range and automatically show a symbol of their voice band's signature rune. This function is built in by the engineers so that two or more ships that encounter one another can hail each other before closing. However, the ships must be close enough to be able to read one another on their seer-scopes.

RUNE-HELM

To pilot a rune vehicle someone needs to be sitting at the rune-helm. This is a half sphere like station where the pilot sits and places their hands upon the duel control links that tie them into the ship's mana-matrix and rune-engines. When the pilot sits down at the helm and places their hands upon the two sphere controls, the seer-scope illusion projectors activate and show a three dimensional landscape, including potential threats and obstacles. Without the seer-scope projectors, the pilot would be blind, but with it, has a vision of the ship's surroundings.

THE CREW

Depending on the size of the ship and the equipment involved on each ship, the exact number of crew needed varies from vehicle to vehicle. A wagon or coach that simply has the capacity to float using its rune-engine and mana-generator, but needs to be pulled by a beast of some type, obviously needs only



a driver and that driver has no real need to know how the vehicle operates. On the other hand, land ships, the most complicated vehicles that the Magi have built; need a trained pilot. For the land ship to work at full capacity a Pilot, Matrix Engineer, Seer-Scope Operator, and a Captain are required. If the land ship has weapons, then a Gunner is needed for each weapon. If a ship is not crewed or the crew is not operating it, the ship will simply float in place at its last elevation. Many sky-holds are simply positioned in place and then left attended by a simple guard to make sure the rune-helm is not tampered with.

Below are listed the positions and the affect they may have upon the vehicle.

CAPTAIN

The Captain attempts to get the crew to work together as a team. With effective teamwork even the weakest war ship in the fleet can become a serious weapon that enemies need to be wary of. The Captain usually has a place of command between the Pilot, Seer Scope Operator, and the Matrix Engineer. The Captain's job is mostly mundane, requiring only the ability to supervise, but in the heat of battle the Captain can bring the crew together to make the ship perform well above average (usually by simply yelling commands and organizing their efforts). Each round, a Captain can take any of the following actions as a full round action. Such actions require a Captain to make a Concentration skill check as they attempt to optimize the ships resources from round to round. If the Concentration skill check fails against the listed DC, the Captain may attempt the action again at no penalty, on the next round.

All Guns on My Mark! (DC 20): This allows as many guns that can be fired to shoot at a single target (within their firing arc and range). They can all shoot at once and roll their damage together as a single attack. This helps to overcome the target's armor. If this check does not succeed, each attack strikes separately like normal.

Prepare (DC 15): By anticipating the enemies moves the Captain can attempt to position the ship to be best prepared for them. If successful, the ship gets a +5 bonus to its initiative check on the following round.

Primary Target (DC 20): The Captain selects a primary enemy as the ships goal to vanquish. The Captain may only make this check once per battle. If successful, all Gunners get a +1 to strike against the primary target and the Pilot, Seer Scope Operator, and Matrix Engineer all get a +1 to their relevant skill checks to perform their special tasks (see below) when it has to deal directly with that primary target.

Show Them Our Broadside! (DC 15): By maneuvering the ships most armored locations against potential threats, the Captain assures that most attacks will be

placed in places of the strongest resistance. For one round treat the ships armor as 5 greater against a single attack. For this to work, the Captain must make this command (have a higher Initiative) before that of the enemies attack.

PILOT

Only a single person is needed to pilot a land ship. The pilot sitting at the rune-helm can control all movement of the vehicle including propulsion, turning, and elevation changes. Somebody that does not have the Pilot skill can still maneuver the ship, although they cannot attempt any of the special maneuvers as described below. Also, the Pilot must have the appropriate Rune Device Rank to be able to activate and work the rune-helm (see below). Each round a Pilot may take one of the following actions while at the helm as a full round action. Each action requires a Pilot skill check modified by the ships handling rating.

Aid Gunner (DC 10): The Pilot can position the vehicle to best suit one of the mounted weapons on the vehicle. One of the Gunners on the vehicle gains a +2 bonus to their strike roll for the round.

Bring it Around (DC 15 or 20): By making a check against a DC 15 the Pilot can reduce the number of rounds to turn the vehicle about by one. By making a check against a DC 20 the Pilot can decrease the time it takes by two rounds. The vehicle must be traveling at least half-speed or more to attempt this maneuver.

Defensive Piloting (DC 15): The Pilot can choose to guide the vehicle in a random path that cause attacks against it to be more difficult. This check needs to be made at the first of the round. For the rest of the round the Pilot gets a +4 bonus to all Defense checks.

Prepare (DC 20): By positioning the vehicle into a strategic location the Pilot gets the following benefits on the next round: gets a +3 bonus to initiative, a +2 bonus to all Gunner strike rolls, and a +2 bonus to all Defense rolls.

Push It (DC 10): The Pilot can increase the vehicles maximum speed for the round by 25%.

Roll with Hit (DC 15): Against one attack in the round, after damage has been rolled, the Pilot can make a check to negate 20% of the damage.

Target Ram (DC 20): The Pilot can get the most out of making a ram attack with the vehicle. If successful, this will increase the ramming damage inflicted by +25%.

RDR Rating: To activate the rune-helm, the Pilot must have at least the Rune Device skill Rank equal to that of the vehicle's required RDR rating (given under each vehicles description later in this chapter).

SEER-SCOPE OPERATOR

If the ship has a seer-scope, it will require an operator. This operator has a number of magical rune devices that are used to reach out and sense the ship's surroundings making sure they are accurately fed into the war table's illusion generators. Seer-scope operators can make a Rune Device skill check to perform the following actions from round to round. These are only guidelines and GM's are free to increase or decrease the DC as the situation warrants.

Assist Lock-on (DC 15): Gunners have a seer-sight that is similar to that of the seer-scope, but less powerful. The operator can use their seer-scope to help a Gunner lock onto and track potential targets. If successful in this check, one Gunner aboard the vehicle gets a +4 bonus to their strike attempts for that round against a single target.

Increase Details (DC 20): Normally, a seer-scope grants those looking upon a war table a +2 bonus to Spot checks because of the scopes ability to see around intervening objects and through concealment, but this can be increased by intensifying the details, bringing

out more texture, shading, and colors. If Increase Details check is successful, viewers will get a +4 bonus to Spot checks in place of the +2 bonus. Increasing details can only be done while the ship is not moving and the bonus is lost as soon as the ship moves from its resting place.

Locate Object (DC 20): The operator can use the seer-scope sensors to attempt to locate a specific object, person, or hidden chamber that may be within range.

Push Range (DC 15): The operator can attempt to stretch the range limits of the seer-scope. If the check is passed the scopes range is increased by +25%. This range increase lasts for 2 rounds.

Read Enclosed Structure (DC 15-20): The operator can use the seer-scope's sensors to pick up people, items, and shapes within an enclosed structure, such as another land ship, a building, or even a cavern located underground.

Tactical Read (DC 20): By organizing the information of threats, weapons, and enemy and friendly movements,

MOKKET

The mokket originates from the lands of Shone, where it has been domesticated and is more common as a pet than a wild animal. The fuzzy little creature is witty and intelligent, as well as having incredible agility and dexterity. It is an animal with a sense of humor and it has a trait of copying everything it sees others do. These creatures are mostly found on trader ships that have visited Shone at one point or another, and taken it on as a deck pet. The mokket grows very fond of its people and is very subject to extreme moods of playfulness.



Type: tiny creature, **Level:** 1, **Hit Points:** 6(d4), **Energy Points:** 3, **Initiative:** +2, **Speed:** 10 feet, **Defense Bonus:** +5, **Armor:** 0, **Attack Bonus:** +1, **Attack:** bite (1d6 -3), **Qualities:** low-light vision x2, mimic voices, **Saves:** Fort +1, Ref +5, Will +2, **Abilities:** Str 4, Dex 16, Con 10, Ins 14, **Skills:** Balance +10*, Climb +10*, Hide +10*, Listen +3*, Spot +3. *Skills include racial bonuses.

Low-light vision: The mokket can see around two times further than normal in shadowy light conditions.

Mimic Voices: The mokket can mimic words and sentences with almost exact perfection. It will usually say whatever gets the biggest reaction from the people around it.

VEHICLE ATTRIBUTES

Each vehicle has the following characteristics that define what it is capable of.

Class: For ease of reference, as well as to make it easier to calculate the energy drain for upgrades, vehicles are organized into classes. Class I ships are the smallest up to Class IV ships the largest.

Class I ship = Large size

Class II ship = Huge size

Class III ship = Gargantuan size

Class IV ship = Colossal size

Helm RDR: Like most rune devices the character must know how to use rune devices to work a rune vehicle. This is the minimum Rune Device skill Rank needed to operate the vehicle.

Mana-modulator RDR: The Rune Device skill Rank needed by the Matrix Engineer to work the Mana-Modulator.

See-Scope RDR: The base Rune Device skill Rank needed by the Seer-Scope Operator to work the ship's seer-scope. This rating goes up as upgrades in the seer-scope are purchased.

Ceiling: This is the maximum flying height that the vehicle can achieve.

Speed: This is the number of feet the vehicle can travel in a single round. If two numbers are given, the number after the slash is the vehicles speed when the vehicle is using sails to push it along while hovering greater than ten feet above the ground. The number before the slash is the speed

the vehicle can achieve when its sails are down and it is hovering just above the ground.

Hit Points: This is how many hit points of damage the vehicle can take before it is disabled. A vehicle that suffers twice its hit points is completely destroyed, beyond repair!

Cargo: This number varies from vehicle to vehicle. This is the number of tons or pounds that a vehicle can carry without hindering its movement.

Armor: This is the amount of damage that the vehicle's armor stops.

Handling: This is the modifier that applies to Piloting skill checks, as well as the vehicle's initiative, and Defense rolls against incoming attacks.

Energy Points: This is the number of energy points the vehicle has left in its mana-generator to use towards extra equipment, weapons, and defenses. The character can never mount more rune devices on a vehicle than it has energy points to use.

Passengers: This is the number of passengers, including the required crew that can live/ride aboard the vehicle comfortably. For limited durations, up to 25% more passengers can live/ride in cramped conditions.

Cost: This is the cost of the vehicle in gold guilders. Remember that ten silver guilders equals one gold guilder. Of course, this is the cost for the basic vehicle with its rune-engine, mana-matrix, and any other basics needed to fly the vehicle. It does not include any upgrades that can be added, such as weapons.

the operator can help the pilot maneuver more strategically. If successful, on the next round, the Pilot gets a +2 bonus to their Piloting skill check, Gunners get a +1 bonus to strike, and the ship's initiative increases by +2.

RDR Rating: To operate a basic seer-scope, a character requires a Rune Device skill Rank of at least six. This rating increases by one for every two ranks in seer scope upgrade. See the upgrades section of the chapter for upgrading basic seer scopes.

MATRIX ENGINEER

A ship will only have one Master Matrix Engineer, but larger ships may have a number of lesser engineers to help the master perform his or her tasks. This includes replacing burned out bloodstones, making general repairs, making sure rune-strings are performing, keeping links to the rune engines clear, and keeping the magic flowing from mana generators to the numerous other rune devices and weapons. The Matrix Engineer can control basic flows to and from the mana-generator to the other devices straight from the mana mod within the command center. Lesser engineers are needed (at least three ranks in each of the skills Repair and Rune

Device are needed to be a lesser engineer) throughout the ship to carry out small tasks. The number of lesser engineers needed is dependent upon the ship type;

Explorer (1 lesser engineer)

Merchant (3 lesser engineers)

Destroyer (4 lesser engineers)

Leviathan (6 lesser engineers)

Sky-Hold (8 lesser engineers)

If a Matrix Engineer has the appropriate number of lesser engineers at their disposal, they can perform one of the following actions from the mana mod each round as a full action.

Engine Jump (DC 20): The engineer can attempt to increase the ships elevation climb by +50% on the round this check is made.

Follow Pilots Lead (DC 20): By trying to optimize mana flows as the Pilot needs, the engineer is able to enhance the Pilot's skill with that of their own. If successful, the Pilot gets a +4 bonus to any Pilot skill checks for the entire next round.

Issue Repairs (DC 20): When in battle, the lesser engineers attempt to make repairs as needed. If the matrix engineer makes a successful Issue Repair check, the ship gets a makeshift repair job that fixes ten hit points of damage. This check is unique in that the

matrix engineer can keep making the check from round to round until it is failed, at which point no more issue repairs checks are allowed for the rest of the battle. Issue repairs do not fix the damage permanently; the damage must still be repaired normally within twenty-four hours or the damage returns.

Speed Boost (DC 15): The engineer can boost the ships rune-engines by diverting extra power into them, increasing the ships speed by +25% for a single round.

Weapon Boost (DC 15): By re-routing more mana into a weapons matrix, the engineer can boost the weapons damage by +5. This damage bonus can be granted to any mounted weapon for the duration of one round.

Weapon Surge (DC 25): By allowing the power to build into a blaze cannon, titan crusher, or volt thrower, the engineer can attempt to increase the damage. If this check is successful, increase the damage of one of these mounted weapons by +10 for the round.

RDR Rating: A character cannot work a mana-modulator unless they have a Rune Device skill rank equal to that needed by the ship type. Each ship type has a RDR rating that denotes the complexity of its rune equipment.



EXPLORING PARTIES

A good idea for a moderate or high-level campaign is to grant characters access to a ship. The explorer class ship would be the most appropriate for a party of characters with perhaps a few henchmen or friends to round out the crew. Characters who are members of the Guild would have access to repairs, upgrades, and the like, although characters would be responsible for such equipment and need to take very good care of it. Consistent damage or loss of equipment would be overlooked if the party showed a high degree of success in their missions. Such a party of characters could be commissioned to go out into the wild lands as explorers, attempt to map out new territory, scout enemy positions, make contact with potentially new allies, investigate ruins, or escort merchant ships. This opens a whole new list of possibilities and story ideas. If the characters are not part of the Guilds, or are ex-Guild members, then they may save up enough money to purchase a used land ship. Of course, keeping a ship fitted and getting upgrades is expensive, but there is good profit to be had in trade or as adventurers for hire. Although mounted weapons are illegal, Game Masters might somehow work a few contacts into the story that "bend the rules" for the party and "loan" them a few used weapons to help protect their investment.

GUNNERS

Each weapon mounted on a vehicle requires a Gunner. Mounted weapons have a small gunner cockpit that is in a completely enclosed area known as the gunner sphere. This sphere is cramped with various rune instruments, such as, the seer-sight. Because of the heat built up in the small cramped sphere the Magi have developed a gunner suit (which is sometimes worn by the pilot as well) that cools the wearer down. A helmet (seer-sight) is placed over the head. This helmet is then attached to the weapon via myth-stone cords that gives the wearer a view of the weapon's firing arc, as if the Gunner was the weapon. The seer-sight grants a +2 bonus to strike because of the boost to the wearer's perception while wearing it.

RDR Rating: Such large rune weapons are very complex. They require training or at least a good deal of experience with rune devices. Thus, each weapon has a

different Rune Device skill rank rating that the Gunner must meet before being able to use it.

VEHICLE TYPES

There are many various types of vehicles being constructed by both the Magi Guilds and the Merchant Houses, but the following vehicle types are those that have seen the most use because of their functionality and popularity.

EXPLORER

The Explorer ships are so named for their reasonable size that requires a small crew and still has a moderate cargo capacity. They are perfect for reconnaissance out into the wild lands for short periods. These ships also act as scouts to the fleets and merchants use them for smaller trade runs to those smaller tribes of people in the wild lands, where sending a larger craft would make little sense. Explorer crews consist of a matrix engineer, a seer-scope operator, and a pilot who also doubles as the captain (every round, even though still flying the ship the pilot can choose to take a captain's action instead of one of the pilot's special actions as listed above). If the explorer is armed with a weapon, a gunner will also be a part of the crew. **Cost:** 20,000 gold guilders.

Class: 2 (huge), **Rune-Helm RDR:** 10, **Mana-Modulator RDR:** 8, **Ceiling:** 1,000 ft. **Speed:** 175/70, **Hit Points:** 100, **Cargo:** 5 tons, **Armor:** 10, **Handling:** -2, **Passengers:** 10, **Energy Points:** 60, **Upgrades:** Armor (1-4), Blaze Cannon (large), Elevation Boost (1-8), Increased Cargo Capacity (1-4), Maneuvering Foils (1-6), Passenger Accommodations (1-4), Pyro-Pod Launcher (3 shot), Reinforced Hull (1-4), Seer Scope (1-6), Specialized Shop (1-4), Speed Boost (1-6), Volt Thrower, Wind Foils (1-6).

DESTROYER

These ships are the knights of the sky fleets of Everstone. Destroyers can carry more weapons, soldiers, and armor than merchant ships, although they have less cargo space as a result. The Magi have fit a few destroyers as exploratory craft to explore further out into the wild lands. Such craft make bi-monthly trips to and from distant lands such as Shone, Mordonia, and Adone. Most of the time, these craft travel alone in an attempt to not draw attention to any Hollow Minions or their Lords. Destroyers have a captain, a pilot, a matrix engineer, a seer-scope operator and a number of gunners for their numerous mounted weapons. **Cost:** 35,000 gold guilders.

Class: 3 (gargantuan), **Rune-Helm RDR:** 12, **Mana-Modulator RDR:** 10, **Ceiling:** 700 ft. **Speed:** 120/48, **Hit Points:** 250, **Cargo:** 15 tons, **Armor:** 12, **Handling:** -4, **Passengers:** 25, **Energy Points:** 120, **Upgrades:** Armor

THE ORACLE



Class: 2 (huge)

Rune-Helm RDR: 10

Mana-Modulator RDR: 8

Seer-Scope RDR: 9

Ceiling: 1000 ft

Speed: 210 ft land, 84 ft flying

Hit Points: 110

Cargo: 3 ton

Armor: 12

Handling: +2

Passengers: 10

Energy Points: 0

Seer Scope Range: 4000 feet

Weapons:

Volt Thrower

RDR: 8

Firing Arc: aft

Range: long

Base Damage: 6d6

Weapon Qualities:

armor penetration 4,

fork 2, magic, slow 1

Specialized Shops: infirmary 1, library 1, repair shop 1.

(1-6), Blaze Cannon (large & huge), Elevation Boost (1-6), Increased Cargo Capacity (1-6), Maneuvering Foils (1-4), Passenger Accommodations (1-6), Port Chamber (1-4), Pyro-Pod Launcher (3 or 6 shot), Reinforced Hull (1-6), Seer Scope (1-8), Specialized Shops (1-2), Speed Boost (1-4), Volt Thrower & Spinner, Wind Foils (1-4).

LAND RUNNER

These small craft were first constructed as a way to scout for larger land ships. Gintii do not travel well long distances and they take up quite a lot of space on board the ships for their stables, their keepers, and their food. The land runner was the perfect solution.

One did not need much space to store one aboard a land ship, and they required no keepers or food, other than the fact that they needed to be charged before use. Land runners are perfect one or two people craft for short distances. Their weakness is the fact that their smaller rune engines and mana generators do not allow them a ceiling height greater than five feet. They are good over rough terrain as long as the terrain does not have rises or dips of more than a few feet. A land runner has a large enough generator to recharge its own bloodstones, but it cannot run consistently for more than a eight hour period. After which time it will need to rest for eight hours while it recharges. Users

who are careful and run their land runner for a few hours at a time with pauses in between use less energy, and thus, only need to rest for the amount of time used to fully recharge it (two hours of use needs two hours to fully recharge). Land runners only need one crew and that is the pilot. There are no controls for a seer-scope or mana-modulator and the vehicle is not large enough to mount a weapon (although a passenger on the back does nicely with a thunder gun in hand!). **Cost:** 2,500 gold guilders.

Class: 1 (large), **Rune-Helm RDR:** 8, **Ceiling:** 5 ft. **Speed:** 300/0, **Hit Points:** 50, **Cargo:** 250 lb. **Armor:** 5, **Handling:** 0, **Passengers:** 2 **Energy Points:** 12 **Upgrades:** Armor (1-2), Increased Cargo Capacity (1-2), Maneuvering Foils (1-6), Passenger Accommodations (1), Reinforced Hull (1-2), Speed Boost (1-6).

LEVIATHAN

There are only a handful of these colossal ships. They can mount a score of weapons and can even mount the large titan crusher cannon. A leviathan is almost twice the length of a destroyer and can carry an entire compliment of troops and equipment. Thus far, only one leviathan ship has gone down in battle. It was only two years ago when the Vor turned their attention towards Everstone Valley after dealing with the Roogadin invasion. There was only one leviathan close to the conflict and it was destroyed while defending the valley entrance along with a large number of destroyers and Golems. Many Magi who were present agree that the defenses would have failed if not for the single leviathan present. A leviathan needs a full compliment of crew and is large enough to warrant many gunners and even extra personel, such as, a co-pilot and a good staff of engineers. **Cost:** 95,000 gold guilders.

Class: 4 (colossal), **Rune-Helm RDR:** 14, **Mana-Modulator RDR:** 12, **Ceiling:** 500 ft. **Speed:** 75/30, **Hit Points:** 350, **Cargo:** 25 tons **Armor:** 15, **Handling:** -6, **Passengers:** 40, **Energy Points:** 180, **Upgrades:** Armor (1-8), Blaze Cannon (large & huge), Elevation Boost (1-4), Increased Cargo Capacity (1-8), Maneuvering Foils (1-2), Passenger Accommodations (1-8), Port Chamber (1-6), Pyro-Pod Launcher (3, 6, or 9 shot), Reinforced Hull (1-8), Seer Scope (1-10), Specialized Shops (1-4), Speed Boost (1-2), Titan Crusher, Volt Thrower & Spinner, Wind Foils (1-2).

MERCHANT POT BELLY

The first Merchant Houses were financed by the Guilds in a hope to spark interest in a growing economy. Everybody was surprised to see how much that interest grew and today the merchants are the wealthiest families in the valley. The first merchant vessels were contracted and supplied by the Guilds. But today, the merchants build their own vessels, although specialized rune devices are still built under contract by the Guilds. Supplying these parts has become one

of the Guilds chief sources of income and goes a long way in paying for the outrageous cost of defending the valley. Merchant vessels are not built for battle like the Magi ships but they are still awesome rune devices in their own right. To date, only House Rosssnar may mount weapons on their ships, and this is limited, for the Magi have no desire to let their technology fall into enemy hands. The listing given below is for building most Merchant vessels, except for the weapons, which should only be allowed on House Rosssnar ships. **Cost:** 25,000 gold guilders.

Class: 3 (gargantuan), **Rune-Helm RDR:** 10, **Mana-Modulator:** 8, **Ceiling:** 600 ft. **Speed:** 120/48, **Hit Points:** 200, **Cargo:** 200 tons **Armor:** 8, **Handling:** -5, **Passengers:** 20, **Energy Points:** 45, **Upgrades:** Armor (1-4), Blaze Cannon (large), Elevation Boost (1-4), Increased Cargo Capacity (1-8), Maneuvering Foils (1-2), Passenger Accommodations (1-4), Pyro-Pod Launcher (3), Reinforced Hull (1-2), Seer Scope (1-4), Specialized Shops (1-3), Speed Boost (1-2), Volt Thrower, Wind Foils (1-4).

SKY-HOLD

The sky-holds of Everstone were the first vehicles that the Magi constructed. The need to transport their Golems from battle to battle was great enough to spring forth many failed attempts before they finally got it right. But once they had the way of constructing a sky-hold, they truly gained the upper hand within the valley. Only the Magi have the resources to construct and raise one of these massive floating islands. However, there have been a few attempts by the Adone to take one of these holds for their own but the Magi have many fail safes built into them to make sure that such a strong weapon could not be taken and used against them. **Cost:** 250,000 gold guilders, 400,000 silver guilders or 650,000 silver guilders

Class: 4 (colossal), **Rune-Helm RDR:** 10, **Mana-Modulator:** 8, **Ceiling:** 800 ft. **Speed:** 0/20, **Hit Points:** 500, **Cargo:** 500 tons **Armor:** 8, **Handling:** -8, **Passengers:** 60 **Energy Points:** 200, 250 or 300 (depending on cost), **Upgrades:** Armor (1-10), Blaze Cannon (large & huge), Elevation Boost (1-6), Increased Cargo Capacity (1-10), Passenger Accommodations (1-10), Port Chamber (1-6), Pyro-Pod Launcher (3, 6, or 9 shot), Reinforced Hull (1-10), Seer Scope (1-20), Specialized Shops (1-6), Speed Boost (1-2), Titan Crusher, Volt Thrower & Spinner.

VEHICLE UPGRADES

Unlike rune-strings and upgrades for character weapons and armor, vehicle upgrades do not use energy when applied. The energy cost is instead deducted from a vehicle's energy points as a "one-time" cost. This reflects that the vehicle has enough energy to use the upgrade at any time as needed. Engineers never upgrade

THE CHIMERA DESTROYER



Class: 3 (gargantuan)

Rune-Helm RDR: 12

Mana-Modulator RDR: 10

Seer-Scope RDR: 9

Ceiling: 700 feet

Speed: 120 ft land, 48 feet flying

Hit Points: 325

Cargo: 15 tons

Armor: 12

Handling: -4

Passengers: 25

Energy Points: 120

Seer Scope Range: 4000 feet

Weapons:

Blaze Cannon - Huge (x2)

RDR: 9

Firing Arc: 1 starboard, 1 port

Range: medium

Base Damage: 8d6

Weapon Qualities: inaccurate 2, magic, slow 2

Blaze Cannon - Large (x2)

RDR: 6

Firing Arc: 1 starboard, 1 port

Range: medium

Base Damage: 6d6

Weapon Qualities: inaccurate 1, magic, slow 1

Pod Launcher - 9 shot (x2)

RDR: 10

Firing Arc: both forward

Range: long

Base Damage: 6d6

Weapon Qualities: area affect 3, burning 5, low penetration 3, stoppable

Volt Thrower (x2)

RDR: 8

Firing Arc: both aft

Range: medium

Base Damage: 5d6

Weapon Qualities: armor penetration 4, fork 2, magic, slow 1

a vehicle with more potential energy drain than it can put out all at once.

Energy Drain: Each upgrade has a cost in gold, as well as energy points. The characters can purchase as many upgrades as they have gold and their vehicle has energy points.

WEAPONS

When a weapon is mounted, the character must select a firing arc. There are four firing arcs; forward (fore), left (port), right (starboard), rear (aft). A weapon can strike any target(s) that fall within that firing arc of the vehicle. A weapon that has a swivel and is mounted right on the deck of the ship can fire in any direction, but cannot fire at target(s) under the ship.

ADDING UPGRADES

Many of the following upgrades, other than weapons, can be purchased at Harbor, South Harbor, or Sanctuary. Many of the Merchant Houses have dockyards where upgrades and repairs can be purchased regularly. Magi who own ships can have weapons mounted (although questions will be asked) on their ships at the docks of Tarot.

Some upgrades cannot be purchased after the vehicle is already built. They must, instead, be built into the vehicle from the start. A good example of this is added cargo space or passenger accommodations. If the character wishes to add passenger accommodations later on, they can only do so if they use up existing cargo space. Of course, every vehicle is different, so Game Masters have the final choice in the matter.

ARMOR

Energy Cost: 2/per rank (x class)

When the character adds armor to their vehicle, the rune engines need to work harder to carry the extra weight. Thus, armor has an energy cost. The ships armor is increased by one per rank. **Cost:** 350 gold guilders (x class).

BLAZE CANNON, HUGE

Energy Cost: 16

Rune Device Rank: 9

The huge blaze cannon deals more damage than that of the large blaze cannon and causes quite a bit more drain on the mana generators. **Cost:** 2,600 gold guilders.

Range: medium, **Base Damage:** 8d6, **Weapon Qualities:** inaccurate 2, magic, slow 1.

BLAZE CANNON, LARGE

Energy Cost: 12

Rune Device Rank: 6

Large blaze cannons are the most common mounted weapons found on explorer size ships. They are a round barrel like gun that creates a super heated projectile of magma that can be launched up to a reasonable distance accurately. **Cost:** 2,000 gold guilders.

Range: medium, **Base Damage:** 6d6, **Weapon Qualities:** inaccurate 1, magic, slow 1.

ELEVATION BOOST

Energy Cost: 1/per rank (x class)

With this upgrade the character can increase the vehicle's maximum ceiling height by 10% of the original value for each rank they purchase. **Cost:** 400 gold guilders (x class).

INCREASED CARGO CAPACITY

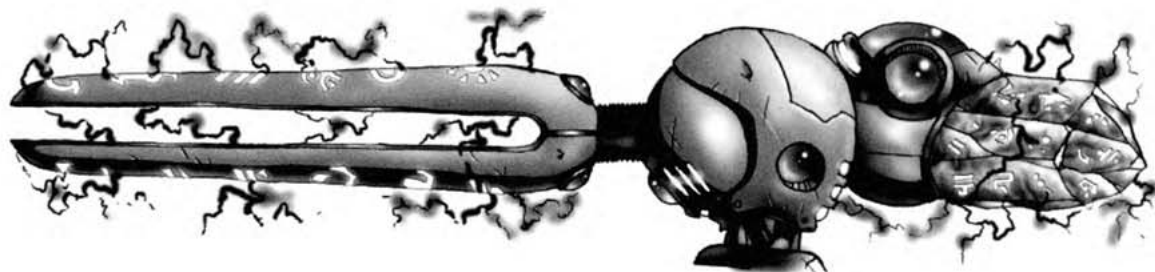
Energy Cost: 2/per rank

When the character adds cargo space to their vehicle, they increase the weight allowance on their rune engines, and thus, cargo space has an energy cost. Each rank of this upgrade increases their cargo capacity by 10% of the original value. **Cost:** 200 gold guilders (x class).

MANEUVERING FOILS

Energy Cost: 2/per rank (x class)

This upgrade increases the character's vehicle ability to turn and stop. Each rank in this upgrade will increase their vehicle's handling by +1. **Cost:** 600 gold guilders (x class).



PASSANGER ACCOMMODATIONS

Energy Cost: 1 or 2/per rank

This upgrade allows the vehicle to carry more passengers. It costs one point per rank if cargo space is used for the upgrade or two points per rank if not using the cargo space. Each rank in this upgrade increases the passenger rating by 10% of the original value. If using cargo space, the cargo space also decreases by 10% of the original value. **Cost:** 250 gold guilders (x class) or 375 gold guilders (x class) per rank.

PORT CHAMBER

Energy Cost: 10 base + 2/per rank

Rune Device Rank: 5 + 1 per rank

Flagships of the fleet will often have teleportation chambers that can teleport medium size targets to other flagships or back to the teleportation circles at Harbor, Sanctuary, or South Harbor. Such chambers are rare and used even more rarely for they require a major amount of drain on the mana generators. The ship must be completely at rest (hovering in place, only five feet above the ground) for a full ten minutes to open a portal between the ship and one of the aforementioned locations. The portal will last only a single minute before collapsing. If teleporting between land ships both ships must be aware and coincide the transfer (be within communication range). A teleportation chamber drains a base of ten energy points and then two points of energy for every rank beyond the first. **Cost:** 1,000 gold guilders per rank.

Rank 1: Teleport subjects up to 1-mile distance.

Rank 2: Teleport subjects up to 10 miles distance.

Rank 3: Teleport subjects up to 50 miles distance.

Rank 4: Teleport subjects up to 100 miles distance.

Rank 5: Teleport subjects up to 500 miles distance.

Rank 6: Teleport subjects up to 1,000 miles distance.

PYRO-POD LAUNCHER

Energy Cost: 8/12/16

Rune Device Rank: 10

A pod launcher is unique in that it requires ammunition. This launcher requires fist size oval stones that are charged within a shell like canister. These stones are placed within the rune engraved pod. The pod is then placed within the launcher where it waits to expend its cargo as a projectile with a high explosive charge. A launcher can hold three, six, or nine missiles before being expended. A single crewman can reload a single pod per round, although not on the round that the launcher is used. The same pods can be reloaded over for use again, but this usually takes specialized equipment. A fully loaded pod costs 20 gold guilders. Reloading a pod cost 5 gold guilders. **Cost:** 800 gold

guilders (3), 1,800 gold guilders (6), 3,200 gold guilders (9).

Range: medium, **Base Damage:** 6d6, **Weapon Qualities:** area effect x3, burning 5, low penetration 3, stoppable

RAMMING KEEL

Energy Cost: 1 (x class)

The ship's keel has been reinforced to provide better ramming damage with less damage to itself. The ramming ship increases its base ramming damage by 1d8 (before multiplied for class of ship) and reduces the damage it suffers itself (triple armor protection). See "ramming" further on in this section. **Cost:** 200 gold guilders (x class).

REINFORCED HULL

Energy Cost: 1/per rank (x class)

As armor is layered onto a ship it requires more energy to keep it aloft. Thus, reinforced hull has an energy cost. Each rank in this upgrade increases the ships hit points by 10% of their original value. **Cost:** 350 gold guilders (x class)

SEER-SCOPE

Energy Cost: 2/per rank

Normally, a seer-scope has a range of 1000 feet from the center point of the craft. This upgrade extends this distance by 1,000 feet per rank purchased. **Cost:** 500 gold guilders.

SPECIALIZED SHOPS

Energy Cost: 3 or 4/per rank

This upgrade covers a wide range of specialized rooms aboard your ship: repair shops, laboratories, infirmary, and a library. Each rank in this upgrade allows the character to get another kind of shop or upgrade an already existing shop. A shop grants the character a +3 bonus on selected checks as listed below, depending on the shop. If the character upgrades a shop they will get a +6 bonus. If they upgrade the shop again they will get a +9 bonus. This reflects that as the character puts more investment into the shop, the shop's resources and tools increase in performance. This upgrade costs three energy points per rank if using up cargo space. For each rank the character purchases in this upgrade the vehicle must give up one ton of cargo space. If not giving up cargo space then this upgrade will cost four energy points per rank. The following shop types are the most common:

Infirmary: This is a place where a person can take care of the wounded and sick. The bonus applies to Heal skill checks. The number of patients that can be kept here is equal to four multiplied by the rank in this upgrade. **Cost:** 250 gold guilders per rank.

Library: The ship has a study filled with research material, such as, books, maps, scrolls, as well as

CREW QUALITY

Crew Training	Pilot Bonus	Attack Bonus
Untrained	+0	+0
Normal	+2	+1
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+6/+1

instruments to make such. A library grants a bonus to Knowledge skill checks. **Cost:** 100 gold guilders per rank.

Repair Shop: The ship has a dedicated shop filled with repair equipment, as well as, materials for repairs. The character gets a bonus to their repair skill checks if working in a repair shop. Repair shops usually have larger exits to the outside, sometimes a cargo door access, so that repairs can be made on larger constructs such as Golems and land runners. **Cost:** 350 gold guilders per rank.

Stable: The ship is equipped to transport animals. This is usually a beast of war, such as a gintii or a granite rock lion. For each rank in this upgrade the ship can carry three large beasts. **Cost:** 50 gold guilders per rank.

SPEED BOOST

Energy Cost: 2/per rank

This upgrade increases the power of the rune engines on the character's vehicle. Each rank increases the land speed of the vehicle by 10% of the original speed. **Cost:** 450 gold guilders.

TITAN CRUSHER CANNON

Energy Cost: 15

Rune Device Rank: 12

The titan crusher cannon is the largest weapon the Magi have constructed to date. They can only be mounted on swivel mounts at the center of the ships deck and only one such weapon per ship. The titan crusher creates an energy envelope projectile that bursts upon striking a target. Within the envelope is the entropic power of destruction that disintegrates whatever it touches. These projectiles take a bit of time to formulate within the cannons entropy boiler chamber, so the gunner must wait between shots. **Cost:** 6,000 gold guilders.

Range: long, **Base Damage:** 10d6, **Weapon Qualities:** burning 10, inaccurate 5, low penetration 2, magic, slow 2.

VOLT SPINNER

Energy Cost: 10

Rune Device Rank: 10

This is a larger, twin-forked version of the volt thrower. It is slower to fire, as it requires more time to build up its electrical charge, but it can inflict devastating damage. **Cost:** 4,800 gold guilders.

Range: long, **Base Damage:** 4d6, **Weapon Qualities:** armor penetration 6, fork 3, inaccurate 2, magic, slow 2.

VOLT THROWER

Energy Cost: 8

Rune Device Rank: 8

The volt thrower builds up an electrical charge that can be devastating against armored opponents. **Cost:** 3,500 gold guilders.

Range: medium, **Base Damage:** 3d6, **Weapon Qualities:** armor penetration 4, fork 2, magic, slow 1.

WIND FOILS

Energy Cost: 2/per rank (x class)

The character can increase the size and number of wind foils used to propel their ship through the air. Increase air speed by 10% of the original value for each rank in this upgrade.

LAND SHIP COMBAT

The structure of vehicle combat is exactly the same as that for character combat. To help make things run a little smoother when vehicles get involved with conflict a few rule clarifications are given below.

CREW QUALITY

If there is not any defined individuals for a vehicle, supplied is a quick reference for determining the quality of the crew.

Check Modifier: This is the crewmembers check bonus to relevant skills that the crewmember might need to make, such as a Concentration skill check by the captain, a Pilot skill check by the pilot, a Rune Device skill check by the seer-scope operator or the matrix engineer.

Attack Modifier: This column shows the relevant attack modifier that will apply towards gunnery attacks.

ACTIVATING RUNE-VEHICLES

Rune vehicles are always active, that is to say, there is no need to "start" them. When a pilot sits down at the station, he or she has instant access to the vehicles maneuvering capabilities.

SCALE

All vehicle movement, ranges, and damage are given in character scale. There is no need for any converting.

INITIATIVE

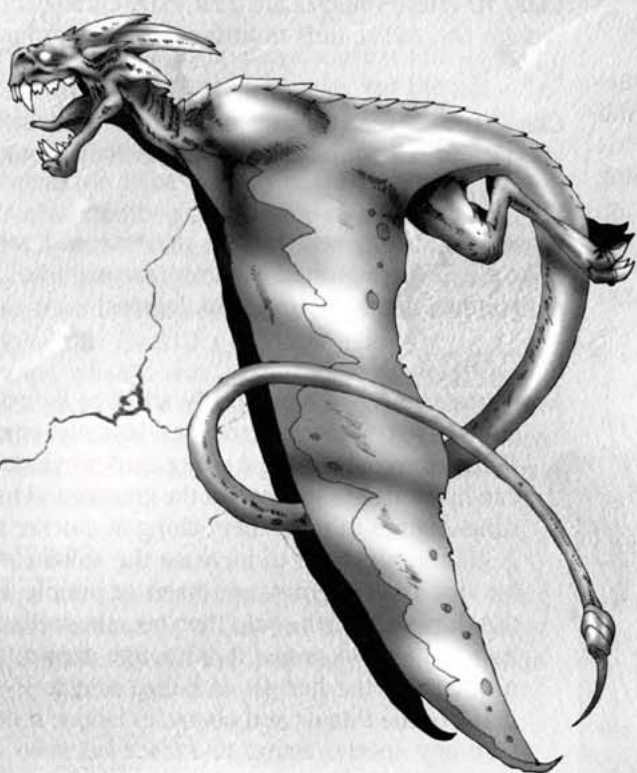
Combat has two forms when vehicles are involved. Either combat is happening outside the vehicle, as between two or more vehicles, and/or combat is taking place aboard the vehicle.

All combatants who are aboard a vehicle roll a single Initiative check, adding in the vehicle's handling score. All combatants aboard the vehicle get to go on

their vehicle Initiative phase and do not add in any of their own initiative bonuses, such as high Dexterity modifiers. This helps to simplify things so that there is not a lot of confusion. This also reflects that even the quickest reacting character is limited by the vehicles ability to get into range, view, or placement quickly for the character to react to the situation around them. Large enough creatures, such as, the Vor'kraken, could constitute its own vehicle and should roll its own initiative.

If a combatant is outside of a vehicle, they are allowed to roll their own Initiative and add in any modifiers

WYVERN



These beasts have become a problem over the last few years with the return of the Roogadin to the north. Wyverns seem to be the preferred mount of the Roog and their stupidity makes them easily cowed but very dangerous. They eat almost anything that is meat and they commonly take their trainers arm off when particularly famished. A wyvern must be trained from a small hatchling which means that the new born must be stolen from the cliff nests that seem more abundant as one goes north along the Stormwind Mountains.

Type: huge reptile, **Level:** 12, **Hit Points:** 126(d12), **Energy Points:** 42, **Initiative:** +5, **Speed:** 35 feet, fly 70 feet, **Defense Bonus:** +0, **Armor:** 8, **Attack Bonus:** +12/+7/+2, **Attack:** acid spit (2d8), acid spray (5d8), bite (2d8+6), tail sting (1d8+6 + poison), **Qualities:** acid attack, low-light vision x4, poison sting, **Saves:** Fort +12, Ref +9, Will +3, **Abilities:** Str 22, Dex 14, Con 18, Ins 8, **Skills:** Hide +4, Listen +13*, Move Silently +11, Spot +16*. **Includes racial bonuses.*

Acid Attack: The wyvern has very aggressive stomach acid that will cause unprotected flesh

or hyde to melt on contact. For 2 energy points, the wyvern can spit forth a ball of this corrosive acid up to medium distance (2d8 damage). For 6 energy points, they can call forth a stream of the acid that will strike up to a short distance away (5d8 damage). This acid only works against organic targets.

Low-light Vision: The wyvern typically hunts during the shadowy hours of dusk and can see four times as far in such light as normal.

Poison Sting: The wyvern will often times descend down upon a target and grab them up in a grapple attack, using its sting attack to do away with the unfortunate victim. Using the poison uses up 4 energy points. **Type:** injection, **DC:** 17, **Initial Damage:** 2d6 Con, **Secondary Damage:** 1d6 Con.

that would apply normally. This reflects that the character is more mobile and can more easily decide their own course of action, instead of being confined to the deck of a ship.

MOVEMENT AND ACTIONS

The vehicle's movement is listed in the same scale as that of the character. It should be noted that a vehicle cannot jog, run, or sprint. A vehicle's listed movement is its maximum movement per round. To achieve maximum movement from a standstill, a vehicle can accelerate up to 50% of its movement per round. Thus, it takes two full rounds for a vehicle to reach its maximum rate. This works likewise for a vehicle slowing down. A vehicle traveling at full speed can decrease its rate by 50% in one round, and on the next round come to a complete stop. The pilot making a Pilot skill check against a DC ranging from 10 to 25 can lift these restrictions, depending on the size of the vehicle being operated (Game Master's decision).

TURNING

How quickly a vehicle can turn depends on many variables, such as, a vehicle's traveling speed, wind conditions, and terrain. Game Masters should use the simple guidelines for restricting a vehicles turning capability. A successful Pilot skill check by a pilot can alter these times (see Pilot earlier on in this chapter).

Class I: These vehicles are smaller and usually require only a single round to turn completely around.

CRITICAL STRIKE	
1d20 roll	Result
1 to 4	Rune Engine Hit
5 to 8	Cargo Damaged
9 to 12	Wind Foils Hit
13 to 16	Weapon Struck
17 to 18	Crew Shaken
19	Generator Damaged
20	Command Center Struck

Class II: These vehicles are a bit more cumbersome and require two full rounds to turn completely around (180 degrees).

Class III: These vehicles are large and awkward, taking four full rounds to turn completely around (180 degrees).

Class IV: These vehicles are massive and require a huge area to turn around in. They take eight full rounds to turn completely around (180 degrees).

ELEVATION CHANGE

Everstone vehicles are especially adept at flying. Land ships have two movement types, land movement and flying movement. While using land movement they can hover five to ten feet off the ground and use their rune-engines to push them along at quicker speeds. A pilot can choose to increase the ships elevation, but the rune-engines are taxed in simply keeping the ship aloft, so the ship then becomes reliant upon its wind foils to propel it. Although slower, there is no denying the benefit of being able to fly above many of the threats and obstacles below. It does not take any special action to switch between modes, a pilot simply increases the elevation and the ship loses its speed benefit from the rune engines and immediately slows to its flying speed.

When in flying mode the ships can ascend or descend at a rate of thirty feet per round. Matrix engineers can attempt to push this rating by increasing power to the rune-engines (see Matrix Engineer earlier in this section).

RAMMING DAMAGE	
Vehicle Speed	Damage Dice
10 – 30 feet	2d8
31 – 90 feet	4d8
91 – 200 feet	6d8
201 + feet	8d8
Vehicle Size	Damage Multiplier
Class 1 (large):	x1
Class 2 (huge):	x2
Class 3 (gargantuan):	x4
Class 4 (colossal):	x6

ATTACKING AND DEFENDING

Characters, creatures, Golems, and the like attack and defend as given under the character combat rules. Even large creatures that are as big as a land ship follow normal character combat rules. The rules found in this section simply apply to land ships and similar vehicles. It should be noted that Gunners use their Rune Device skill rank for their attack bonus.

MOUNTED WEAPONS

Mounted weapons on a land ship have four fire arcs, fore, aft, port, and starboard. When the character mounts a weapon to a land ship it must fall within one of these fire arcs. A fire arc is a 180-degree line. This will allow many targets to fall within more than one fire arc at a time. Optionally, a weapon can be mounted right on the deck on a swivel mount. If a weapon is located on a swivel mount, it may fire into any of the fire arcs but may not fire at targets below the ship, only from the ship's deck elevation and higher.

RAMMING

As a desperate attack, a ship may choose to ram a target. The larger the ship the more damage, but the harder it is to maneuver the ship for a successful strike. When ramming, the pilot uses the lower of either their melee attack bonus or Pilot skill to make the attack. This attack is also modified by the ship's handling rating. If the target is within range, and the strike is successful, the vehicle scores a number of damage dice equal to its speed per round. These dice are then multiplied by the size of the craft. Thus, if a destroyer class ship were to ram a target when it was traveling 100 feet per round, it would inflict 24d8 damage (6d8 x damage multiplier of 4). This damage is also inflicted on the ship doing the ramming, although it gets to count double its armor against this attack.

DEFENDING

Land ships are slow and clumsy compared to a living combatant. As normal, a Defense roll is made against all attacks made against the land ship. Apply the ship's handling modifier to this check.

CRITICAL STRIKES

When a ship is subject to a critical strike (do double damage as normal) and suffers at least 25% of the ship's total hit points in a single strike, there is a chance that such a strike could directly affect the capabilities of the ship.

When the ship is subject to a critical strike, roll 1d20 and compare it to the critical strike chart. Then consult the result to determine what happens.

Repairing damage from a critical might require a specialized Repair skill check, as well as resources,

tools, etc. The exact resources needed is dependent upon the Game Master's discretion.

Rune Engine Hit: The rune engine has been damaged and the ceiling height is reduced to 50%, as well as the land speed. If this critical is suffered again, both are knocked down to 25%. If struck a third time, the ship crashes to the ground.

Cargo Damage: The cargo in the hold suffers a strike, destroying 10% of the cargo (GM decides what cargo is affected).

Wind Foil Hit: The wind foils are damaged, reducing air speed by 50%. If this critical is rolled again against the ship, air speed is reduced to 25%. If struck a third time air speed is reduced to 0.

Weapon Struck: One random weapon aboard the ship is knocked out of commission. The gunner manning the weapon at the time suffers 25% of the hit points done to knock the weapon out in the first place. If the ship is not armed with a weapon, roll again.

Crew Shaken: A jarring blow goes through the ship inflicting 20% of the damage of the attack against the crew. Characters and special NPC may make a Reflex save (DC 15) to avoid the damage altogether.

Generator Damage: The ship's generators are leaking and losing power. The ship must be repaired in 1d4 + 2 hours or fail to be able to stay aloft and crash to the ground. This requires a Repair skill check (DC 20) by a craftsman with a Rune Device skill rank of at least 8. A single check is allowed each hour. The craftsman may receive aid as described in the skill section (see page 116).

Command Center Struck: The command center is the heart of the ship. When struck, all within the command center suffer 20% of the damage of the initial strike. Until the damage is repaired (Game Master decides how bad damage is) all checks made with any of the equipment (rune-helm, mana-mod, seer-scope, etc.) suffers a -4 penalty. If this result is rolled a second time, the entire command center is knocked out and the ship simply drifts until repaired.

CHAPTER 12

EVERSTONE VALLEY

Of all the other lands, Everstone is the most diverse in its people, beliefs, and culture. I believe that the Guilds wide open approach is one of their biggest strengths. They trust everybody until they do not have a reason to trust them any longer. And to lose the trust of an ally so strong as Everstone is to lose something very valuable. I would advise all nations to tread carefully when dealing with the Magi. Everstone has grown unbelievably over the last century, even with the high attrition caused by the danger of the Hollow Lords and their minions. In a single hour of walking the streets of South Harbor I have witnessed no less than a dozen different races, walking together as neighbors and friends. I have seen the small woodland Froll, the plain running Ka'taan, the Fey Trolls, the winged Kamshoon, and even a reptilian looking fellow who claimed to herald from far to the south. He said he was a master of dragons or some such nonsense. But I don't know about such things and I have no reason to doubt him. Yes you can see and meet just about anybody and anything in this valley.

Wuunlun, O'grom merchant of the Wind Caste-



mountains runs out along the top most edge of The Shroud. The mountain range covers a length of almost 3,000 miles. It is within the southern portion of this range that Everstone lies. The valley is a natural formation that rests just above sea level and rises steadily towards the Great Plains, forming one of the few passes that goes all the way through the Stormwind.

Dawns Gate is the largest entrance into the valley from the Great Plains to the east, forming a natural gateway that makes defending the valley a possibility. All other passes into the valley are much less easily traveled, although many are patrolled regularly by the Stormguard.

The high mountain walls collect the water throughout the year and funnel it down through streams and rivers into a single large lake. From the lake it in turn spills into the ocean by way of the slow moving Lund River.

VEGETATION

In the lower elevations, the valley supports a strong belt of broad leaf trees with light underbrush. As one moves towards the hills and mountains this gives away to conifers and heavy underbrush. Throughout the valley there are spots with long fields of grass and golden rod but as one moves into the higher ground this gives away to the scratchy thyer brush.

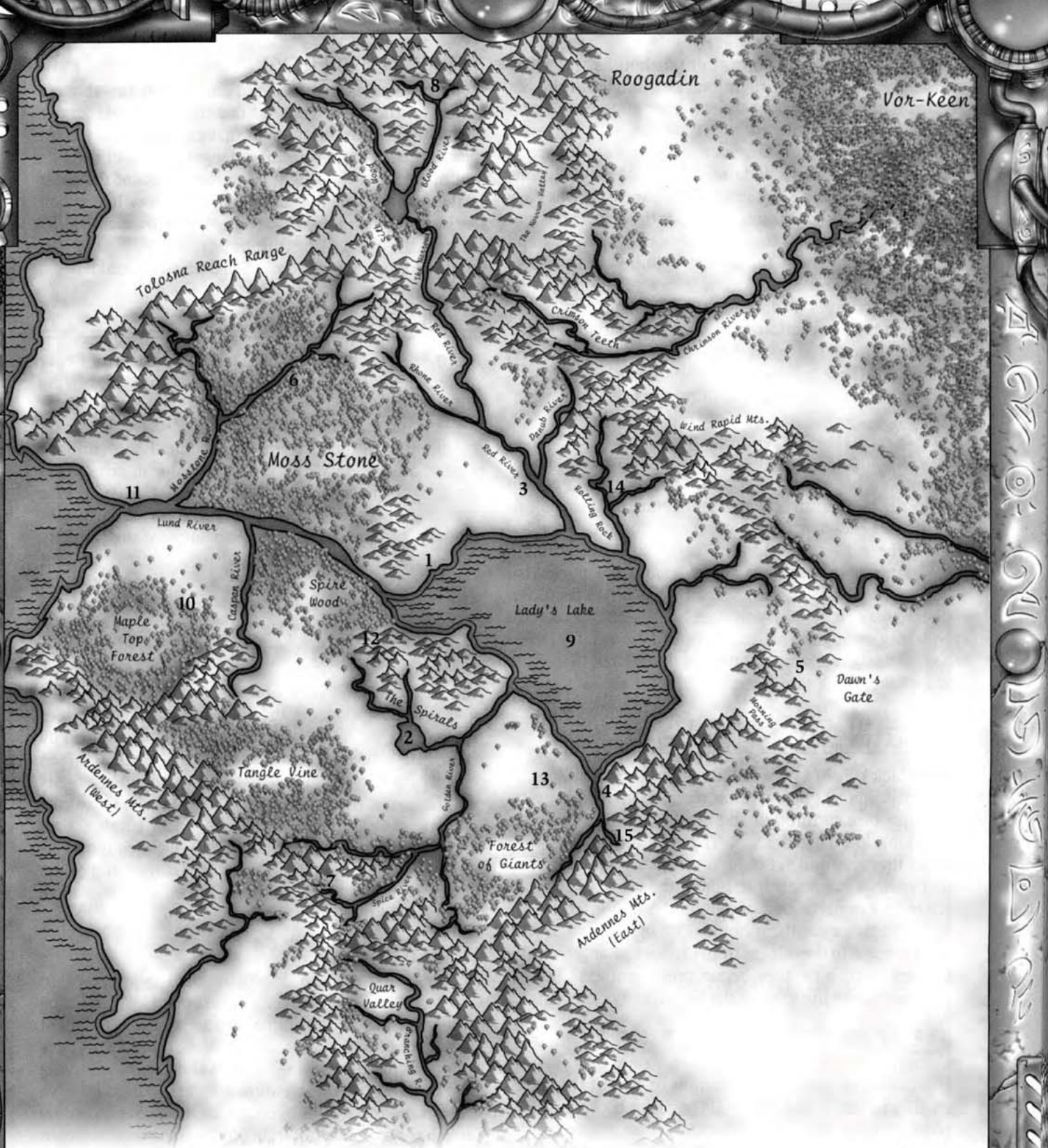
WEATHER

A warm current blows from over the southern Thessalonica Ocean and is broken up by the Storm Wind Mountains to form a cool breeze

in the summer and cause most snow storms to become heavy rainfall. Winters can be cool at times, and the lake will freeze for about one hundred feet out from the shore. The tops of the mountains will usually see a good deal of snow and remain covered for about three months during the winter storing water well into the

EVERSTONE VALLEY

The Stormwind Mountain range runs north to south along the Azurite Sea and then splits with wide breaks for the River of Broken Fingers. The north-west branch of the mountains runs and eventually connects into the Glass Plains, while the north-east branch of the



Cinder	1	Sanctuary	9
Elbe Lake	2	Shank Mill	10
Green Fields	3	South Harbor	11
Harbor	4	Stone Hold	12
The Keep	5	Tarot	13
New Avollorn	6	Telegrona	14
New Cartona	7	Valley of Black Orchids	15
Port Abyss	8		

spring. Summers are warm, but not hot, as the ocean wind currents create a slight breeze throughout the hot season.

WILDLIFE

Everstone has a very wide range of wildlife within its borders. When the Magi made their ascent, it was easy to locate wild herds of gintii, which is the primary mount of most citizens. The forest was rife with gor hogs and other beasts to hunt. But as the wildlife flourished so did many of the more viscious beasts, hidden deep within their caves or dark forests. The Magi have spent so much time and effort fighting off the minions of the Hollow Lords that most such beasts still roam free, preying on lone travelers and even terrorizing villages when they have the strength in numbers.

HERBS

Like creatures, you will find herbs listed throughout many of the forests and other wilderness areas of the valley. Of course, this is not a complete listing of herbs and each herb listed in an area could easily grow somewhere else on Lannith. These herbs are simply mentioned as a curiosity which characters may wish to exploit. The cost given after each herb is per dose. Characters can usually buy such herbs if they look hard and long enough. The Travelers Fair in South Harbor has some very exotic shops that specialize in buying and selling these rare plants.

THE BLACK HILLS

The Black Hills derive their name from the rich layer of coal deposits just below the surface. In many places the coal has broken through and created black protrusions that look like jagged scars. The hills are riddled with caves that are hidden by the thyer brush and scrag oak that grows abundantly throughout the vicinity. The hills cover an extensive area of land and a rather large tribe of cave ogres calls them home. The ogres have always been a threat to the miners from Cinder but only over the last few years have they begun pressing into the forest of Mosstone to the grief of the Fey who live there.

THE LOST CITY OF ORNICK

Unknown to all, the once proud Rune Lord city of Ornick, lay in ruins at the bottom of one of the many small valleys of the Black Hills. Over eight hundred years ago the Rune Lords fought off an attack by the Roogadin to the north and the city never recovered from the great number of casualties suffered. Even with the help of the mountain dwelling Rune Lords, the city was doomed. Although most of the city lies underground now, with great vaults and endless corridors, it still contains wonders yet undreamed of, and perhaps magical knowledge that would bring new insight to the Magi's current technology.

THREE TOED FROG

Within the small creeks that run through the shallow valleys of the Black Hills resides the three-toed frog, a yellow and brown amphibian that can reach the size of a man's fist. There is nothing dangerous about the frog and they are easily caught. However, a few of the older healers working at the mining camps know if you boil the frog's legs and dry them out, they make a fine jerky that will restore 1d4 lost hit points, as well as 1d6 lost energy points, per leg eaten. **Cost:** 35 silver guilders.

CINDER

Twenty-seven years ago, the large boomtown of Cedar Shore had been a prosperous town with a growing population. The myth-stone mines in the Black Hills drew workers and in turn drew craftsman, traders, alehouses, and the like. Almost overnight the small community's population exploded. Six years ago the mines played out and only a few coalmines were left to support a population that was much too large for such a poor industry. Four years ago the town suffered the calamity of a raging fire. Today, the town is a ghost of what it used to be. Most of the workers are gone, many of the businesses have closed down and only those who have nowhere else to go have stayed behind. Those few who have stayed are tough to say the least. They have rebuilt a good portion of their town and renamed it Cinder. Although the active tribe of cave ogres in the Black Hills proved a major obstacle, there are still quite a few mines producing a strong flow of coal. This coal is shipped by watercraft to Harbor, South Harbor, Telegrona, Green Fields, and a few smaller settlements inbetween. Six months ago, the Sworren family discovered a rich strike of myth-stone and Cinder is once again coming alive with the news. The Anitor family has declared the strike of myth-stone as falling on their own claims and to the dismay of the local Triumvirate, the two families have begun a feud that is getting the whole town involved.

TRIUMVIRATE

Probably one of the most troubled places within Everstone, it is considered a punishment of some type to be assigned to the ruling Triumvirate in Cinder. At least that is the way Constantin, Victor and Denisa see it. Constantin, of the Sun Guild, has his hands full trying to find able bodied adventurers to help keep the cave ogres of the Black Hills in check. Denisa, of the Shadow Guild has her hands full trying to keep the feud between Sworren and Anitor from boiling over. Victor, of the Moon Guild, has been given the task of trying to keep the swelling population organized. It is not unheard of for these three to not even talk for a few days at a time, due to the overwhelming number of tasks that each is trying to handle.

THE PITT

This tavern dates back to the boom days of old Cedar Shore. It is the largest tavern in Cinder and many miners, ranchers, and travelers can be found here daily. There are always at least two or three games of "Mage" being played and this number triples at night.

Unknown to many, the owner of the establishment, Delick the Hand, works the room as the local gambler and does quite well for himself. Most patrons believe his daughter, Ariana, to be the proprietor, as she does most of the work. The tavern is huge and even though many come for the food and showgirls (hourly), many

CAVE OGRES



Generally, cave ogres were thought to come from the Stormwind Mountains, to the north, but lately a small tribe of the ogres has been encountered around the salt mines of New Cartona. Cave ogres are a powerful addition to the Roog armies and have been encountered with the Roog, carrying great lava launchers on their backs and wielding wicked black steel hammers. However, tribes not so associated with the Roogadin are not so well equipped. A cave ogre tribe usually consists of five to twenty strong, with the strongest male leading the bunch. They are not quick of thought and usually have little regard for tactics, choosing to face all problems head on.

Type: large humanoid, **Level:** 10, **Hit Points:** 95(d10), **Energy Points:** 25, **Initiative:** -1, **Speed:** 24 feet, **Defense Bonus:** +3, **Armor:** 8, **Attack Bonus:** +15/+10/+5, **Attack:** hammer/club (2d10+7) or fist (2d6+7) or boulder (2d6+7), **Qualities:** boulder toss, ground pounder, hibernate, power

smash, Saves: Fort +12, Ref +4, Will +5, **Abilities:** Str 26, Dex 8, Con 18, Int 8, Wis 8, Cha 6, **Skills:** Climb +10, Jump +8, Listen +5, Spot +6.

Boulder Toss: A cave ogre uses rocks as a ranged weapon and will often have a makeshift pouch for storing 10 to 20 pound rocks. These thrown missiles are considered a medium range attack.

Ground Pounder: By using their large stone hammers, the cave ogre can make a crushing attack against the ground before their feet. This causes the ground to erupt and explode outward (away from them) inflicting 2d6 damage on everything in a 1 foot path up to 15 feet away unless the targets make a Reflex save (DC 12) to get out of the way. Each time the cave ogre does this, they exert themselves (3 energy points).

Hibernate: A cave ogre that has full hit points and full energy points can choose to go into a sleep lasting up to three months time. Cave ogres usually hibernate during the winter periods, storing up fat during the rest of the year in order to do so.

Power Smash: By exerting themselves (4 energy points) the cave ogre can make a single attack per round with its two-handed great hammer and deliver a terrible blow doing 3d10+7 points of damage.

more come for the pit fights held in the basement. These fights are the source of much money changing hands and are usually run until first blood is drawn. Many a grudge has been settled for good within "The Pitt". Many daring adventurers have found The Pitt to be a good place to make some extra cash, but it is widely known that there is also a high mortality rate.

TOTAL ECLIPSE

Down one of the less traveled streets you can find this small shop that specializes in rune equipment, as well as flesh runes. A blind ex-Moon Magi by the name of Blind Zenn owns the shop and charges decent prices. He will buy old rune equipment for about half the price, but sells the same equipment back for full price. He has a strong dislike for the Adone and refuses to sell to any who are known to be associated with them. Over the years old Zenn has had a few attempts at theft, but the retired Magi knows his way around his share of wards and magical traps.

PEARLBONE

Along the shores, not far from the town of Cinder quite a few fishing villages make a living from Lady's Lake. There are plenty of grey gorse fish and giant red-ringed runners to be had, but the real trade is for those fishermen who cage the pearlbone shellfish. Pearlbone walk the bottom of the lake and must either be hunted along the rocky shores, or divers can set cages and return later to collect any of the valuable fish that have wandered into them. Either way, the pearlbone is very hazardous prey. They feed off of unsuspecting lake life by using a two pronged stinger that shoots out from their mouth and injects a potent nerve poison. So potent, that it can kill a grown man in only a few minutes. Those who do have the "guts" to hunt the pearlbone are well rewarded for a successful catch, for the shellfish is a delicacy that many taverns will pay a high price for. If the fisherman knows how they can extract the deadly poison, but only those with the right connections will find potential buyers. Also, the shell for which the creatures are named is valuable for making jewelry, as well as decorative inlays for weapons and armor. A captured pearlbone is usually worth around 75 silver guilders.

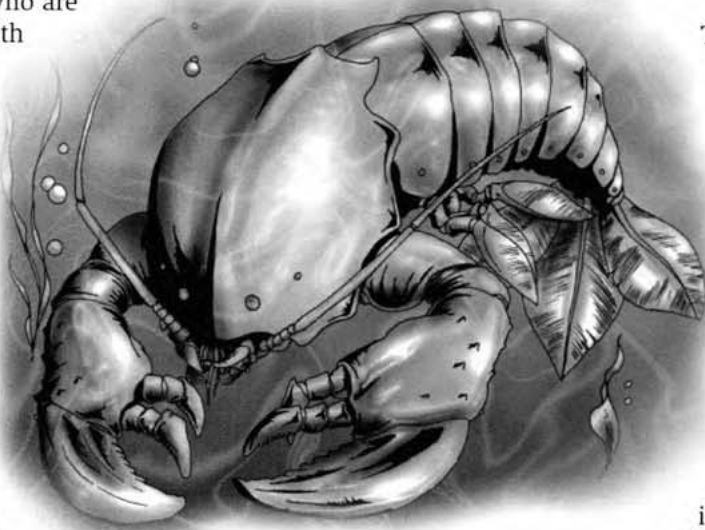
Pearl Bone Poison: Characters with the Poison skill of at least rank 6 can prepare the poison as described under the Poison skill (page 124). **Type:** injury, **DC:** 16, **Initial**

Damage: 1d20 Constitution, **Secondary Damage:** none.
Cost: 435 silver guilders per dose.

CRIMSON VALLEY

Just over the northern wall of Everstone, is a smaller valley that has been dubbed the Crimson Valley due to its vast amount of red granite, as well as the thick marble layer that seems to run along the northern valley wall which is streaked with a deep crimson and white. When it rains the rocky slopes do not absorb much of the moisture. It simply runs off into the valley floor causing the Crimson River to swell and overflow. This creates a muddy bog which rises a few feet and creates a perfect nesting area for small mosquitoes and other insects.

Thriving in the valley are the large mud worms that come out during these flooded times to mate and lay their eggs. These beasts live off of the plants and algae found throughout the valley, but will eat anything they can overwhelm. It seems the land rippers have discovered this breeding time during the late spring and make it a habit of coming around to feed on these worms.



LOST TEMPLE OF THE SERQUAN

Traveling around some of the seedier taverns of Telegrona are rumors of an old explorer who has a map to the lost Temple of Serquan. Many have heard the tales of artifacts of gold and platinum found from this ancient insect like race. Supposedly this old explorer has a map that leads to a cavern that contains a temple that was somehow preserved when a massive earthquake buried the rest of their city. The Serquan were known for their clever traps and strange magic. The rumor goes that an old explorer is trying to sell the map to the temple, because the rest of his exploration party was slain by the vicious mud worms that inhabit the lower valley and he no longer has the resources needed to go back for the treasure.

MUD WORM EGGS

It is said that if you take the eggs of a mud worm and boil them for ten minutes, you can eat the hard boiled egg and it will stop you from aging for six to eight months. Although this is hard to determine and nothing has been proven. The eggs can be sold to those desiring to extend their lives. **Cost:** 500 silver guilders.

ELBE LAKE

When the Magi first encountered this lake newly emerged from Stone Hold, they could sense something not right about it. The lake had a taint to it that seemed rotten, as if the land were spoiled with hollow energy similar to the The Shroud. However, there are no such indications of such taint, even though the number of Cryaxxen dead found here is great, as if a large battle between the Cryaxxen and another powerful foe took place along its shores. Elbe Lake is shallow as far as lakes go, only reaching estimated depths of 50 feet at its center. The lake slowly rises and forms a muddy swamp ring about it for about half a mile to all sides. Around the lake and within the swamp itself are thick gatherings of stunted forge elm trees and creeping willows. The swamps are thick with insects and snakes which hide in the moss and heavy grass growing up through the murky waters. It is not known what has tainted this land or what brought the taint here, but many speculate that the land was once the home to a now defeated Hollow Lord. It is rumored that the

Hollow Lord's minions still lurk within the lakes depths and only come out during the night and the fading light of dawn or dusk. Not many reports have been filed or logged, for there have never been any who have seen Elbe lake during the night and lived to tell about it.

DARK CREEPER

A black flat and smooth lily pad grows in the calmer shallow parts of the lake. If you dig up the root of the stem you will find a spiral looking bulb. By cooking this root until nothing is left but a burnt husk, you make an edible crust that grants Dark Vision (30 feet) for a duration of 3 hours. **Cost:** 25 silver guilders.

BLOOD KNEEL

The spreading plant is so named because it seems to thrive wherever a large amount of blood has been spilt within the last few years. The plant grows in a spoke pattern along the ground, spreading out thin vine like arms which in turn sprout a dark green almost purple leaf. If you collect enough leaves to crush them into a paste like substance and mix with water, you can

THORN-VINE FERN

Only a few dare to venture below the shadowy canopy of the Forest of Giants and search out the prized fern berries, and for good reason. The vines from which the berries grow are predatory in nature and recognizable by the light violet spots that appear on their broad leaves and along the vine itself. The vine sets its roots into the thick bark of the Redwood Cedars, where it draws a small bit of nutrients from, but its main energy source is living animals. The vines will usually grow near well used game paths where it will pick off lone wanderers. Once the vine has eaten its fill it is sedated. For this reason, pickers will often bring a live creature to feed to the vine so that they may harvest the berries.

Type: large carnivorous plant, **Level:** 3, **Hit Points:** 39(d10), **Energy Points:** 10, **Initiative:** +0, **Speed:** 5 feet, **Defense Bonus:** +0, **Armor:** 6, **Attack Bonus:** +6/+1, **Attack:** thorn lash (1d6+4), **Qualities:** blindsight (medium), entangle, elemental protection (cold/electricity) 10, life suck, **Saves:** Fort +5, Ref +4, Will +2, **Abilities:** Str 18, Dex 10, Con 16, Ins 6, **Skills:** Hide +13*, Listen +11*, Move Silently +11*. *Skills include racial bonuses.

Blindsight: The thorn-vine can sense everything within 300 feet of its host tree by feeling vibrations in the ground and in the air. This helps the thorn vine to prepare and set a trap for unsuspecting prey.

Entangle: The thorn-vine sets a snare along the path of a lone traveler. When the traveler walks over the snare they must make a Reflex save (DC 20) or become entangled by the thorny vines (still take damage for thorn lash on round of entangle). The victim is entangled (see page 170) for all purposes except their movement is reduced to zero for as long as they are entangled. While entangled the thorn-vine lashes the victim with its thorn covered stems, drinking the blood of the victim as gashes are made. To escape the entanglement the thorn-vine must be slain.

Elemental Protection: The thorn-vine reduces damage from cold and electrical attacks by 10.

Life Suck: As the vine lashes its victim, scarring and drawing blood, the vines feed off of the blood, using the bloods energy to repair itself. This allows the vine to regain 1 hit point every round that it inflicts even a single point of damage on the victim.

apply the paste to wounds; regaining 1d10 hit points after application. **Cost:** 10 silver guilders.

FOREST OF GIANTS

The forest gets its name from the giant redwood species of trees which makes up a good portion of its flora. These redwood cedars stand around four hundred feet tall at full growth and they can reach diameters of twenty feet. It is not known how these trees came to be here within Everstone, but it is rumored that these giant trees also grow half a world away in the Kingdom of Shone.

The giant canopy overhead blocks much of the sunlight on the forest floor, creating a fern like blanket of plants that need little light to grow. Many of the trees are covered in a rich green fungus that can reach about halfway up the trunk. As one moves towards the climbing walls of the valley, the redwood cedars give way to smaller conifers, such as the stout pine.

On the north eastern border of the forest is Fort Windlow, a military academy where those Stormguard who wish to follow the path of Border Marshal are trained. The Fort is very well hidden and built of wood using the surrounding lumber. Although the Forest of Giants can

be a very dangerous place, it makes an excellent training ground to break Border Marshals into the otherwise dangerous occupation that they have chosen.

THORN VINE FERN

A little known secret of the forest is the rich fern berries found on the purple speckled vines that grow in abundance along the shaded floor. These fern berries can be squeezed and crushed to create a rich juice that is very high in energy. These fern berries are collected by a few families who travel down from New Cartona and then sell the wine for a hefty profit to traveling merchants. Any who drink the juice before it has fermented (entire bottle) will gain a burst of energy and receive a +1 bonus to all Fortitude, Reflex, and Willpower saves for 1 hour. **Cost:** 75 silver guilders per bottle of wine.

STOUT PINE SAP

Along the border, as the elevation increases towards the mountains, the small but sturdy stout pines grow. These pines are never bothered by insects. This is due to the strange nature of the sap, that can be extracted and left to dry into a dust like powder that can be put into lotion and rubbed over the body. This acts as an insect

MARMADON



Before the Night of Terror the people of Everstone used the Marmadon as beasts of burden. After the Ascent, the Everstonians found large herds of the beast roaming wild throughout the valley of which many were captured and tamed. Once again the strong beast has become the chosen beast of burden, pulling plows, carts, wagons, and even providing beef.

Type: large beast, **Level:** 3, **Hit Points:** 43(d10), **Energy Points:** 8, **Initiative:** -1, **Speed:** 45 feet, **Defense Bonus:** -1, **Armor:** 4, **Attack Bonus:** +3, **Attack:** gore (1d8 + 8), trample (1d6 + 8), **Qualities:** Low-light vision x 2, scent, trample,

Saves: Fort +7, Ref +2, Will +0, **Abilities:** Str 24, Dex 10, Con 16, Ins 8, **Skills:** Listen +7, Spot +5.

Low-light Vision: The marmadon can see twice as far in shadowy light as normal.

Scent: The marmadon can automatically smell creatures within 30 feet. This range increases to 60 feet if downwind. They also get a +4 bonus to all checks involving scent.

Trample: The marmadon can make a trample attack against any targets within its path when moving at jogging speed. No to strike roll is needed. However, targets may make a Reflex save (DC 11) to get out of the way of the attack.

QUAREN GIANT



The Quaren have been trouble ever since The Ascent. A rather large tribe was driven out of Everstone, but it simply took up root in the Quar Valley to the south. The Quaren are barbaric and savage to say the least. They roam in tribes of about a dozen and they ravage the land completely of game, without care for the future. They are their own worst enemy, as they have a mean temperament and fight among themselves more than they fight with others. When times grow rough and food is scarce, quaren are not averse to eating one another. These giants have a rough language that has never been deciphered, for one cannot tell when they are just screaming in anger, or actually trying to communicate.

Type: huge humanoid, **Level:** 20, **Hit Points:** 410(d12), **Energy Points:** 70, **Initiative:** +1, **Speed:** 60 feet, **Defense Bonus:** +3, **Armor:** 15, **Attack Bonus:** +20/+15/+10/+5, **Attack:** hammer/club (3d10+16) or fist (2d6+16) or boulder (3d6+16), **Qualities:** boulder toss, ground pounder, power smash, war below, **Saves:** Fort +20, Ref +8, Will +16, **Abilities:** Str 42, Dex 12, Con 38, Int 8, Wis 10, Cha 10, **Skills:** Climb +10, Jump +15, Listen +15, Spot +16.

Boulder Toss: Quaren use rocks as ranged weapons and will often have a makeshift pouch for keeping 5 to 10 pound rocks in.

These thrown missiles are considered a long range attack that even sky-holds dread!

Ground Pounder: By using their large stone hammers or clubs, the quaren giants can make a crushing attack against the ground before their feet. This causes the ground to erupt and explode outward (away from them) inflicting 4d6 damage on everything in a 2 foot path up to 40 feet away unless the targets make a Reflex save (DC 16) to get out of the way. Each time a quaren giant does this, they exert themselves (6 energy points).

Power Smash: By exerting themselves (4 energy points) the giant can make a single attack per round with its two-handed weapon and deliver a terrible blow of 4d10 + 16 points of damage.

War Below: The quaren can let out a titanic roar that causes the very trees to shake. This roar is so unnerving that all creatures of medium size or smaller must make a Willpower save (DC 15) or become shaken. Those who miss the save by five or more are considered frightened. See page 170 for more details on shaken and frightened.

repellent and causes insect creatures (even monstrous ones!) to avoid you or suffer a -1 penalty to all actions while within 8 feet of you. Stout pine sap lasts for eight hours and also has the same effect on the Cryaxxen. The downside of the sap is that it is smelly and creatures tracking or sensing you using scent gain a +4 bonus. **Cost:** 10 silver guilders per prepared application.

GREEN FIELDS

Along the Red River, just north of the Danub, lies the riverside town of Green Fields. The town resides on both banks of the river with a long arched bridge spanning between the two. The Red River is the largest river and other than at the Lund and Green Fields and it is the only way across by bridge. It is also the favorite stop for merchants traveling between Port Abyss and the rest of the world. A good portion of the town's eastern half is given over to taverns, brothels, and inns to accommodate these traveling merchants, while the western half of the town is given over to livestock pens, slaughter houses, and feed stores.

Green Fields owes its existence to the numerous ranchers who herd mormadons and breed and raise Gintii, as well as jossil. The wide open plains between the Red River and Mosstone make for perfect grazing lands and the ranchers of Green Fields supplies almost all livestock to the rest of the valley. Livestock that is ready for market is brought into town and auctioned every month where they are put on watercraft and shipped downstream to Harbor, South Harbor, or Telegrona. Ranchers consistently have trouble with the cave ogres of the Black Hills, as well as hussgar during the winter months.

TRIUMVIRATE

Like most towns of Everstone, a Triumvirate resides over all governing matters. Today the Triumvirate is made up of the Moon Magi Ollik, the Shadow Magi Cog and the Sun Magi Balin. Each of the Magi have their hands full with matters of property and grazing rights, as well as keeping many of the wild ranch hands in line when they come into town with a new herd to auction off.

RED CLAY

The Danub River runs red with the red clay that is so prevalent in the Crimson Valley. This clay covers the banks and is gathered by many of the clay masons of Green Fields where it is shaped into bricks and left to dry in the sun, creating a strong building material which most buildings are either constructed entirely of or at least have for a foundation. This gives the whole town a kind of red cast, which makes the slaughter houses all that more gruesome.

HARBOR

The first settlement established when the Everstonians emerged out of Stone Hold, Harbor eventually grew into a town and finally a city. During its infancy the Magi had to fight off attacks against the Quaren Giants, but after the giants were driven from the valley such attacks ceased. The walls to Harbor are more than fifty feet high, made from the granite block quarry found further up the Stepp River. Every few hundred feet the wall is reinforced by a weapons tower. These are covered emplacements crewed by a permanent staff of Stormguard. Outside the city, is a small dock town where fishermen and river traders can apply their trade. This dock town has grown over the years and become a full fledged community in its own right.

Harbor is the most advanced community within the valley, having floating carriages pulled by gintii and street lamps that are powered by magic. Running beneath the main streets of the city are myth-stone cables that power the lamps and floating platforms that act as docks for the land ships that are constantly seen traveling overhead.

GUILD HALL

The largest structure within the city is the Guild Hall where the Magi run the defenses of the city and surrounding area. Harbor is the most well protected city within the valley and is the last bastion of protection on the ground should all go awry. The Guild Hall houses the huge class IV mana-generators needed to keep the city's weapons, floating docks, and street lamps functioning. Harbor also houses one of the largest seerscopes designed and built, supposedly reaching a full distance of five miles beyond the city's walls.

ACADEMY OF ARMS

To the south of the city is a large militaristic structure that acts as the main training ground for the new Stormguard recruits. The training ground provides weapon training areas, such as the thunder gun range, as well as training for land ships with mounted weapons. The Academy of Arms graduates around 60 men and women soldiers per month and this is barely enough to keep the Stormguard from being overwhelmed by their responsibility of keeping the valley safe.

TEMPLE OF THE ANCIENTS

A lone but well used thoroughfare leads up the lower green slopes and eventually to the front gate of the largest temple within Everstone. The Temple of the Ancients has an honor guard of Templar at the front gate at all times. The main temple, where worship is conducted, is open to all comers, but gates close at nightfall and open with the dawn. When in the upper towers of the temple, one has a tremendous view of Harbor, as well as the distant valley. It is said that those of keen eye

can see the larger communities of Telegrona and Cinder across the lake.

THE ADONE SYNDICATE

Although larger groups of Adone are watched closely while the treaty is in place, they are still allowed to walk free along with the many other races of Everstone. Although most have no ill intentions, there are quite a few who are secret members of the Adone Syndicate. This group of spies attempts to learn everything they can about Everstone, including the technology. A few have attempted to infiltrate the Guild but thanks to careful screening, all have been found. The rumor that

this group exists has caused most Adone to be greatly mistrusted and made it so they are targeted for blame even without evidence. It is said that secret fences will purchase used rune devices from thieves for almost 100% of their cost. The Shadow Magi are constantly hunting these syndicate members down, although they try to keep the rumors to a minimum.

MADAM JAZZELS

Not surprisingly this brothel has become a very popular place within Harbor. Madam Jazzel only hires the prettiest of courtesans and her bath house is said to be the best in the world. Her prices being high, the

GREAT KURBOO



Although the kurboo is native to the entire valley and can be found throughout the higher elevations, it seems to have its largest population within the Forest of Giants. The great kurboo is a magnificent beast that stands nine feet tall when at full height. Its three clawed toes are set apart and work to give it stable purchase on broken terrain. The kurboo has a dark brown coat with a thicker mane about the neck which is dark brown or black. A male's mane extends down onto its chest and upper legs. The Kurboo feeds off large fern leaves, mosses, and grass. These beast are often hunted, but only if the group of hunters is strong in number or feeling daring at the time. Many tales have been told of enraged kurboo and the damage they can inflict when angered, especially during the mating season of late fall, when the mountains and forest come alive with the low horn call of the males calling to their mates.

Type: large animal, **Level:** 5, **Hit Points:** 42(d10), **Energy Points:** 12, **Initiative:** +3, **Speed:** 52 feet, **Defense Bonus:** +4, **Armor:** 3, **Attack Bonus:** +7/+2, **Attack:** ramming horns (1d10+5), **Qualities:** camouflage, ramming attack, trample,

Saves: Fort +7, Ref +5, Will +3, **Abilities:** Str 20, Dex 14, Con 16, Ins 10, **Skills:** Hide +7, Jump +10, Listen +6, Move Silently +8, Spot +10.

Camouflage: The coloring and pattern to the kurboo helps to hide it when it lies down in tall grass or brush. When remaining absolutely still and laying down the kurboo gets a +8 bonus to its Hide check.

Ramming Attack: As a full attack action, if the kurboo is more than its base speed away from its target, it may make a ramming attack. It gets a -2 to its Defense rolls, but gains a +4 to damage.

Trample: The kurboo can literally trample over the top of any creature that is at least one size smaller than itself. It may move up to jogging speed and make a trample attack against any applicable targets in its path. This attack automatically strikes, but targets may make a Reflex save (DC 13) to avoid the attack as a free action.

place has mainly become popular among the Magi and Captains of the Stormgaard. She not only caters to the men, but also to the women of the realm.

Tarot

Shadow Hold

PORTAL CHAMBERS

Those cities with the resources have been granted access to a portal chamber that allows the Magi to teleport travelers from one chamber to another. The amount of magic needed for such a feat is great and portal chambers are not used lightly, as it takes a good deal of time for the mana-generators to recover after transference has occurred. Cities and islands that have portal chambers are:

Harbor
South Harbor
Telegrona
Sanctuary
The Keep

MAPLE TOP FOREST

Maple Top is so named for the sub-species of valley forge maples that seems to dominate the woodland. This species of maple has leaves that turn a bright orange during the fall and winter, but they often take on a dull orange color during the summer. The forge maples found in this forest are not as dense a hardwood as the typical maple and is much easier to work with and is the desired wood used by furniture makers and the like. The valley forge maples are also used in the construction of land ships, providing the ships with a strong durable hull to resist damage better. The Turmal family has several logging camps established along the forest's edge and the closeness of South Harbor makes for easy transportation of milled lumber. Towards the ocean, and up into the higher mountain areas, the forest

KELM TREE

With the King and Queen came their honor guard; magical spirits that can bond themselves with the land and can manifest as tree like creatures called kelm trees. The kelm are bonded to the King and Queen and can send limited communication, such as an alarm of invasion or warning of fire. The nature of kelm trees is that they are angry about being uprooted from their homeland of Faerie and see all others beside the Queen and King as lesser to be put in their place. Being spirits themselves and near immortal, they have no value for the lives of these lesser beings, only the protection of their King's and Queen's land. They will slay any who they deem an intruder or a danger.

Type: large plant, **Level:** 7, **Hit Points:** 74(d10), **Energy Points:** 31, **Initiative:** -1, **Speed:** 24 feet, **Defense Bonus:** -2, **Armor:** 13, **Attack Bonus:** +10/+5, **Attack:** limb claws (2d8+9), **Qualities:** life sense (medium range), regenerate, root to spot, vulnerable to fire, **Saves:** Fort +10, Ref +1, Will +8, **Abilities:** Str 28, Dex 8, Con 20, Int 10, Wis 12, Cha 10, **Skills:** Hide +16, Intimidate +8, Knowledge (nature) +12, Listen +4, Sense Motive +6, Spot +9.

Life Sense: The kelm tree can sense all life, from the smallest bug to the largest tree, within medium range (around 800 feet). This makes it impossible for the kelm to be surprised, or to otherwise hide from them, if the target is alive. The kelm tree can concentrate and expend mana to extend this range by 300 foot increments for every 3 energy points spent. Extending the sense like this is the only action the kelm can perform for the round and the sense will last for the scene.

Regenerate: The kelm tree can regrow lost limbs and heal damage. Every 4 energy points spent heals 10 hit points of damage.

Root to Spot: The kelm tree can root to the spot, making it impossible for creatures with less strength than itself to knock it over, and increases its leverage when making an attack. This extra leverage increases its damage by +1 dice (3d8+9). It takes a single action for the kelm to root to the spot, but they can still make an attack in the same round as they rooted, using their secondary base attack bonus (+5).

Vulnerable to Fire: The kelm tree is flammable and suffers double damage from fire attacks.



takes on a conifer quality with tall cedar trees. Like the rest of the valley, most of the forest remains unexplored and is not without its own dangers. The hussgar usually hunt in the higher regions but come down into the valley forest on particularly cold winters. At night it is also not unheard of for hunting groups of winged lurkers to make their way out into the lower valley.

SHANK MILL

Over the course of years, as the forest sees more logging, the oldest logger's camp eventually turned into a full sized town. Many travelers note the "woody" quality of the town. Almost everything is built from the maple or cedar wood found within the forest. Brandon Cagen is the only Border Marshal who resides over Shank Mill and surrounding areas. He is never without a Deputy as he has his hands full with shady travelers who are seeking out of the way locations, usually hiding from one trouble or another.

MOON BERRIES

The moon berries plant appears much like many plants found within Maple Top, but grows only near active streams and

has plump bluish berries growing from its limbs. These berries can be crushed into a juice that if fermented, will increase the drinker's hand-eye coordination. For 1 hour after the wine is drank the drinker gains a +2 bonus to their Initiative rolls. **Cost:** 145 silver guilders per bottle (3 doses).

WARDEN TULIP

This yellow and white tulip appears to be just another ordinary wildflower of exceptional beauty. If the tulips bulb (root) is dug up before the flower actually blooms, it can be cleaned off and eaten. A few minutes after it is eaten, the subject will begin to sweat and have a need to relieve themselves, but no need to worry, for their body is simply being purged of any unwanted and unhelpful substances. This grants the eater a +8 bonus to any Fortitude checks against poisons they may have in their system. If the check is made, the poison is purged and no further ill effect is suffered. The eater will be very thirsty while under the effect of this herb. The root will remain edible for up to 1 week after it is dug up. **Cost:** 215 silver guilders.

MOSSTONE

Mosstone is the oldest and largest forest within Everstone. For the most part the forest has always remained unexplored and it has always been a mystery. Twelve years ago the Fey appeared before the Magi requesting solace, saying that their realm of Faerie had been taken by the Hollow Lord, Volo'gaunt. The Fey were in exile from their own realm and needed a refuge from which to coordinate strikes against this new enemy. Sovereign Magi, Marcius, granted the Fey Mosstone forest, with nothing more than a fair tax in trade goods. Since then, the Fey have tamed and made Mosstone their home. The forest is still an ancient and vast place that even the Fey have not fully explored.

Mosstone is nature at its most beautiful. The broadleaf forest is home to staghorn elms, stout wind ash, silk willows, and valley forge maples. The forest floor is broken and has many streams and wide brooks which constantly change course, creating old forgotten stony paths covered in lichen and moss. As the old giant trees age and eventually fall to their deaths, they are taken by the green vines and ferns which cover the forest. Without a game trail or well used path, the forest can create a barrier that can bring travel to little more than a crawl. Two main rivers wind through the forest. The Upper Mosstone River runs south and meets up with the Tolosna River and forms the lower Mosstone River. Of course, there are hundreds of smaller streams, but only the Fey Foresters could keep track of so many.



Even though Mosstone resides within the valley proper and they have the tall mountain walls and Magi to protect them, it is still under threat at all times. One of the more serious threats to the Fey is the Adone, who see the magic rich Fey as perfect slaves for their flux boilers and demonic fusions. The Adone are constantly sending slaving parties over the Tolosna Mountains where they either get away with a fresh pick of slaves or are driven off by Fey guardians. Other threats, such as the Black Hills cave ogres, the winged lurkers down from the Tolosna, and thicket shamblers who dwell throughout the darker parts of the forest, keep the Fey on constant vigil. As of late the most threatening danger has come in the form of Cryaxxen scouting swarms coming over the lower Tolosna hills. The Fey have taken fought of many swarms, but are hard pressed and have been successful only with the help of the sky-hold of Reavers Roost which flies over the Tolosna.

NEW AVOLLORN

The Niblung stone smiths have built an amazing feat of architecture spanning the upper Mosstone River. It is within the Fey city of New Avollorn that King Obroth and Queen Talisia make their home. There are other small settlements, throughout the Fey realm of Mosstone, but none as grand as New Avollorn.

REVERIE

Although this place is only a rumor to non-Fey, it is a very real place. Reverie is a magical valley within Mosstone, that is, a beautiful lake surrounded by forest land and but a single island at its exact center. Upon the island is what appears to be a huge three hundred foot tree of perfect proportions. But as one gets closer, they notice that the tree is actually dozens of mighty trees grown together, mingling into a single great tree with what appears to be a town built within its branches. This town is the College of Reverie, where Fey Dream Weavers come to learn their magic.

FAIRY GLADES

To outsiders, the forest of Mosstone is a realm of magic splendor. The beauty of it, along with walking and talking guardian kelm trees, horned unicorns, and small fairies is enough to make most simply gaze in wonder. Throughout the forest, in random locations, are enchanted groves, aptly called "Fairy Groves". These small clearings are simply beautiful in the sunlight, but at night, the dust of stars stirs in the branches overhead and small fairies come out to play, spreading their magic and the slight sound of bells throughout. Unicorns join in the magic, running about the glade with forest creatures coming to watch and join in.

GOBLIN TOWN

As the Fey seem to be manifestations of men's desires and virtues, so are they the manifestation of men's downfalls. There is no better place to see such

wickedness than Goblin Town. A ramshackle gathering of wooden shops, dens and houses of vice, this town is infested with the less respectable Fey, such as the wealth hungry kobolds, the slothful goblins, and the seedier violent trolls. Mortals only visit Goblin Town if they are seeking out a favor or an assassin to hire. The Wicked Delight is an alehouse which is rumored to be a good place to hire troll mercenaries.

NEW CARTONA

It is thought that long before people had lived within the valley, it had resided under the ocean. Some great movement of the earth caused the valley to rise up and push the ocean back and eventually became what is seen today. Those long years under the ocean have left strong deposits of salt in the upper mountains. Along the Spice River an uncommonly pure deposit of salt has been found and what started as a simple mining camp has turned into a rather prosperous town. The reason being, that the salt found is a rare "honey salt" that is a dull yellow and has a bit of a tangy taste to it. The salt is very favored and has become worth its weight in silver. The town of New Cartona sits at the head of the Spice River and a rather well used road leads into the mountains into a steep valley where the salt is mined. As of late, a tribe of cave ogres has moved in from an adjoining valley contesting the New Cartonians for ownership.

The town has seen a second wave of newcomers as its second treasure has been discovered. Within the narrow valley which has been the target of mining live the treasured paper birch trees. These trees are used to make thick paper that stands up to time as well as moisture. It is the same paper that was used by the Rune Lords that filled their books which were found within Stone Hold. Such a finding has attracted paper makers, as well as sages. These sages have begun construction on a library which has brought many other craftsman into New Cartona.

TRIUMVIRATE

The three Magi who have been assigned to this duty are very busy. New buildings, lands, and organization have kept Broman, of the Moon Guild, very busy. Likewise Arya, of the Sun Guild, has been doing everything she can possibly do to protect the miners and loggers from the cave ogres. Arya has left the defense and peace keeping to Osthus, of the Shadow Guild.

CAVE OGRES

Unknown to the residence of New Cartona, the newly arrived cave ogres are simply an attempt to test the strength of the town. Not far to the south a cave ogre by the name of Shigg has declared himself chieftain of the ogres and is attempting to move over into the valley

to avoid open conflict with the Quaren giants from the Quar Valley.

PORT ABYSS

Twenty two years ago the O'grom came to the Magi and claimed they had found a new path in which to deliver the precious bloodstone. When the Sovereign Magi, Tullus Marcius, had made his expedition to the Glass Plains in HA 321, he had discovered the O'grom were capable of navigating and sailing the lava flows which ran beneath the surface of Lannith. These flows are rivers of molten rock that run through tunnels anywhere from ten to one hundred feet in diameter. It is a phenomena that many have attempted to study, but as of yet, nobody knows why these strange rivers of lava flow from north to south, or for that matter how. Traveling upon these rivers of liquid heated rock is a wonder within itself, made possible by the magical metal the O'grom call "lava brass". A metal, that remains cold, even when placed within the heart of a forge's fire. The working of the special brass is known to the O'grom and they wish to keep this craft secret, so that they may travel via the lava flows unchallenged. Although the molten rock does not completely fill the tubes in which it flows, the pocket of air which the lava boats travel is poisonous and heated to such a degree that no natural beast could survive even for a few minutes. The O'groms mastery over elemental magic has made it

possible to use these rivers as roads and after more than twenty years of searching, the O'grom have found a road which connects their own City of Fire located in the Glass Plains with Port Abyss, just north of Everstone.

One can reach the small trade town of Port Abyss by traveling up the Red River, through The Narrows and then to the head of the Blood River. There are no roads from the Everstone to reach Port Abyss, the rivers themselves act as highways which land ships or watercraft can use. A small rocky road runs from the Blood River docks up into the hills, along a winding path through tall cedars and eventually onto the rock shelf which rests a quarter of the way up the mountain cliffs. These cliffs form the small valley around the northern Blood River. Port Abyss is built atop this rock shelf, creating a natural defensive barrier against attack. From further up the cliff, the Emerald Falls gushes forth and creates a natural pool and provides a natural fresh source of water for those who live in the town.

The small road that comes up from the Blood River runs its way across the rock shelf and then into the back recess which narrows to a large cavern entrance. This is the gateway that leads down to the docks for which the town is named for. The entrance is gated by a large iron door that is bolted into the thick veined granite of the walls and is reinforced and guarded heavily. Two War Golems, Ajax (War Golem Lvl 17) and Gungar (War Golem Lvl 19), are veterans of The Ascent and



either one or the other keeps guard here at all times. To the south of the entrance is a sound looking structure built of stone, and like the entrance to the cave appears heavily guarded with bars on all windows, as well as a watch.

The reason for such heavy guard is that the cave runs down into a broad cavern that opens up into a boiling lake of lava. Various lava rivers flow into and out of the lake, but the largest cave to the north is the flow which the O'grom lava ships bring their cargo of bloodstone to sell to the Magi in exchange for food stuff and other goods they cannot easily attain in the Glass Plains far to the north. The cavern comes out onto a rock platform which creates a kind of natural dock. The truth is, is that the O'grom Stone Caste raised the rock into platforms for just such a purpose. Hanging from the cavern ceiling is a crystal lantern known as a light lanx. This crystal lantern (about two feet in diameter) works a strong elemental magic over the area that makes the air breathable and dissipates the heat enough for human cargo loaders to work comfortably.

From the docks, the stone is paid for and shipments are organized to leave the port on the night before the last day of the month in a closely guarded small caravan which travels directly to Tarot. Of course, the O'grom bring many other wonders, such as glass panes for windows, jewelry, the special lenses used for various applications, as well as rare gemstones.

Merchants and travelers waiting to do business with the O'grom usually await the lava river traders in the popular tavern of Cliffhanger. The town is mostly made up of the homes of Stormguard soldiers, as well as the homes and shops of the few craftsmen who make a living providing for those same Stormguard.

TRIUMVIRATE

Since Port Abyss is so far off the beaten path, the Triumvirate placed here must be of exceptional power and influence. For this reason, Moon Magi, Alin, Shadow Magi, Cosmin, and Sun Magi, Iulian, are all experienced Magi who have seen more than their fair share of conflict over the years. Although one would think such an out of the way location would entail a lot of boring watches, this could not be further from the truth. Port Abyss has the constant threat of Adone pirate attacks (happened twice in the last five years), the winged lurkers of the Howling Cliffs, Roogadin war bands, and the terrifying land rippers, creating a constant need of vigilance. Iulian attempts to recruit many of the adventurers who travel north seeking lost ruins and treasure, providing such parties with needed tools and backing in exchange for results.

CLIFFHANGER

This is a tavern owned by a short thin fellow who calls himself "Big Carson". He is always in a good mood and he considers himself quite the "ladies" man, but seems to have a hard time finding himself a spouse, which he is always looking for. Big Carson will purchase anything he hears about from lost cities and temples to and other potential treasure sites. He listens intently to any telling of their adventures and spreads others tales like they were his own. He has a wealth of knowledge, even if somewhat of a coward, for he will not leave the protection and seclusion of Port Abyss.

THE HOWLING CLIFFS

North of Port Abyss, through rough terrain one can find the narrow passage which is made up of two high cliffs, open to the sky, with only five to thirty feet spanning from wall to wall. This hallway turns and comes back upon itself for more than seventeen miles before opening into a great upside down bowl canyon that is open to the top, creating a natural theater of sorts. This almost perfectly round canyon has not seen outsiders for more than three hundred years since the Night of Terror. This is because of the hundreds of winged lurkers which make their home within the Howling Cliffs, the canyons only entrance. Around the canyon is the ancient stepped cliff city of Nurvu. This used to be one of the many great cities of the Ka'taan before the Hollow Lords and their minions found it and destroyed it in their passing. Today, Nurvu is a sleeping treasure trove of ancient wonders and hidden chambers just waiting to be rediscovered.

SKY WATCH

Floating several hundred feet above the shelf of rock which Port Abyss sits on, is the well armed sky-hold, Sky Watch. This floating fortress is well equipped with land runners and a single explorer class ship at its disposal. The soldiers stationed here make daily runs to hunt down stray winged lurkers, although they stay well away from The Howling Cliffs because of the heavy population of beasts and thus have not seen the small opening into the old Ka'taan city, Nurvu.

SILK WOOD

Across the Widows Lake and up onto the western shore, the Silk Wood forest rolls out like a lush green carpet welcoming the unwary traveler. The first impression of the forest, is that of a quite out of the way woodland. But as one takes more notice, they come to realize the forest is unnaturally quiet. Every sound seems to be soaked in and absorbed by the trees. Each step becoming more muffled than the last.

The Silk Wood is populated by the silk willow trees from which the Fey weave their strong silk willow fabric that is rare and expensive. The silk willows are soft to

the touch and as their leaves fall to the ground, they create a soft blanket over the forest floor. Throughout the forest, small sunlight glades make perfect hunting grounds for the spotted-back spiders that make their home here. These spiders grow to huge proportions and do not limit their diet to the birds they trap. These spiders are large enough to prey on larger game, such as the gor-hog or hussgar that sometimes find their way into the woods.

SPYDER HOLLOW

Up one of the many twisting valleys in the western part of the forest, is a tall black obsidian looking fortress of strange architecture. Hundreds of years ago, a Hollow Lord was destroyed and what lives within the black castle is the last of his minions. Spyder are a strange

race of creatures that resemble a cross between a spider and a ugly hag. They are trapped within their obsidian castle, for ironic enough, the spotted-back spiders that make their home in the Silk Wood attacks them with a supernatural hatred. The spyder feed off of any wanderers who are out attempting to harvest the dew honey, or looking for old ruins and the like. They do not eat these victims, but instead perform bizarre and strange experiments on them, turning them into a spider like mutated beasts. The spyder have grown as bold as to send these mutant beasts out of the forest and to prey upon travelers and make war on the spotted-back spiders they hate so dearly. One of the spyders is working on a way in which she can morph herself into some semblance of a human. She then plans to travel to a populated area where she will then disguise herself

SPYDER MUTANT



The spyder mutant is not a natural beast but some strange menagerie created by the minions of Spyder. Although long dead, this Hollow Lord's minions are still causing havoc. Using victims, they mutate and change them into mindless servants, of which they are building a small army. Listed below is an example human spyder mutant.

Type: medium humanoid, **Level:** 6, **Hit Points:** 51 (d8), **Energy Points:** 21, **Initiative:** +4, **Speed:** 54 feet, **Defense Bonus:** +4, **Armor:** 2, **Attack Bonus:** +8/+3, **Attack:** either two claw (1d4+3) or 1 bite (1d6+3 poison), **Qualities:** armor puncture 3, drain blood, poison bite, immune to mind affecting magic., **Saves:** Fort +6, Ref +8, Will +3, **Abilities:** Str 16, Dex 18, Con 18, Ins 10, Skills: Hide +8, Jump +12, Listen +12, Move Silently +12, Spot +8.

Armor Puncture: The bite of the spyder mutant is very effective at cracking open armor. The mutant's bite reduces targets armor by 3 when calculating damage.

Drain Blood: The spyder mutant can drain its victims blood. Each minute of draining blood causes it to regain 5 hit points, but causes 1 point of energy to be drained from it.

Poison Bite: For 3 energy points, when a spyder mutant bites, it may inject a poison into its victim. Of course the victim must suffer a single point of damage for the poison to be successfully injected. **Type:** injection, **DC:** 15, **Primary Damage:** 1d6 Dexterity, **Secondary Damage:** 2d6 Dexterity (5 rounds after primary damage).

Immune to Mind Affecting Magic: The spyder mutant is immune to magic that affects the mind. Their mind has been so changed and distorted by the spyders that it is not even recognizable as such.

as treasure hunter, hiring adventurers to return to her lair so that she and the other spyders can increase the size of their host.

DEW HONEY

If one can get past the huge spotted-back spiders they may be lucky enough to spot one of the gigantic Tree Wasps. By following the tree wasp back to its hive, they can attempt to get the treasure located therein. A single hive usually ranges from five to ten feet across and is most likely built between two trees to help give it support. At the top of the hive is a hole from which the tree wasps emerge. A single nest will usually hold between three or four dozen wasps. Inside an average nest a careful harvester can extract about five gallons of dew honey. The honey is a precious food that is very sweet and thick, but also has some very strange affects on the eater. Eating six ounces of honey grants the eater a +2 Dexterity bonus, as well as granting them a +6 bonus to Balance and Jump skill checks. This affect lasts for about 20 minutes. The honey keeps for years without spoiling. **Cost:** 1,000 silver guilders per gallon.

SOUTH HARBOR

Strong trade and the swelling of available jobs have made South Harbor outgrow even Harbor. The city rests upon the banks of the Lund River as it flows into the Azurite Sea, creating a deep bay with a large diversity of sea life. The lands around South Harbor and up the Lune are some of the most fertile lands within the valley.

South Harbor owes its growth to the swelling ranks of merchants who have profited from trade, both overland and oversea. Although the Hollow Lord, Levithorn, haunts the Thessalonica Ocean, the Azurite Sea sees much less activity from that source. As a result, the Azurite Sea proves a bountiful source of food (fishing), as well as a hosting point for trade caravans, all the way to Adone. Every so often a merchant ship will have success trading with the residents of Elaver Island, but this is considered too risky by most merchants as the huge kraken like beasts of Levithorn make such journeys too dangerous.

South Harbor is not as well protected against attack as Harbor. Its quick growth rate did not allow for careful planning. The natural reefs and islands provide natural foundations for the weapon tower emplacements, but those who have seen the minions of Levithorn, know that such towers would only slow any kind of attack. A mile or so out into the Azurite Sea rests the skyhold, Sea King. Very heavily armed it is actually two separate sky-holds chained together. The Sea King is always wary of incoming attacks from the sea, both from Hollow Lord and the Adone. The Sea King is also

the permanent docking facility for the leviathan class war ship, Trident.

TRIUMVIRATE

The three Magi who have been chosen to reside over South Harbor are Moon Magi, Kern, Shadow Magi, Shar, and Sun Magi, Caerid. Each is newly appointed and still getting used to their post. Kern is attempting to upgrade the docking facilities, but realizes, with the help of Caerid, that the city is very poorly protected if an attack were to occur. So has begun plans on increasing the cities defenses, which requires the city to lay the foundation of a class IV mana-generator and miles of myth-stone cables. Shar has her hands full dealing with the House of Little Fingers and has gotten wind that their may be strange bloody rituals being held in secret by some unknown cult. She is horrified to think what this might mean.

TRAVELERS FAIR

Even when South Harbor was nothing more than a trade town, the Travelers Fair was one of the main attractions. The Travelers Fair used to be preformed every sixth day at the end of the week, but it is now open daily and many of the once temporary stalls are now permanent shops and booths. Do to the constant trade ships coming and going from port, the fair sees a wide range of goods. The fair derived its name from the constant flow of non-Everstonians who come in from these trade ships and seek out the fair to behold never seen before wonders from across the world.

WAVE BREAK TOWER

Sitting at the height of the Wave Break Cliffs, looking out over South Harbor, Wave Break Tower rises into the sky like a silent guardian. The tower is massive, built of purple veined granite with its copper domed roof. From its battlements one can see the entire city laid out before them. Its upper stories are given over to docking facilities for land ships that seem to arrive and leave daily.

GARDEN OF TOMBS

By law, all dead must be creamated. The poor will often spread the ashes of deceased loved ones into the Azurite Sea or some other location that the person held dear. Those who can afford it, will place the ashes of a loved one within a urn and have them sealed away respectively within one of the vaults within the tombs at the Garden. A great stone Temple of the Ancients has been built on the grounds and has been used as a place to hold funerals, as well as mourning sessions.

ESTATE OF ESTEEMED SCHOLARS

This college has been growing since its founding almost forty years ago. The head of this estate, Salamandaris, is an old sage who was one of the founders of the Lore Hunters. He was directly apposed to the Lore Hunters



joining with the Temple of the Ancients, voicing his concern that the views of men would become tainted if not left free of religion or superstitious nonsense. Although many of the students at the college do not hold this same view, he does not care as long as they keep paying their dues. Most of the students are the sons and daughters of well to do merchants or Magi. It is considered good form to have at least a few years of schooling before a youth begins their life long trade.

THE GALLEY

This inn and tavern is one of the more popular places of South Harbor. This tavern is a good place to get hired by a merchant or hire a merchant, as well as purchase passage. The Tavern is known for its good food and its ability to get its hands on the rare peril bone fish that makes its home in the Lady's Lake.

THE HOUSE OF LITTLE FINGERS

A union of burglars and thieves who have chosen to name their organization in mock of the large Merchant Houses who dominate the city. It is not known how large the House of Little Fingers is, or how many members it has to its compliment, but the house seems adept at avoiding any kind of investigation by the Shadow Magi. The house is run by a council of three, which is thought to be a mockery of the Guild's Triumvirates, known as the Head, the Hands, and the Heart (or "The Triple H"). For the most part, the House does nothing more than organize thefts against the wealthy. It is rumored that the House of Little Fingers actually donates a large portion of its take to fund striving families who have decided to settle within the valley and are having a hard go of it. Most laugh at this rumor, knowing full well that a thief is a thief, and no thief would so foolishly part with their stolen treasure.

CULT OF RATHLORN

Over ten years ago, the cult of Rathlorn was exterminated by the Shadow Magi. Even though the Temple of the Ancients does not make a habit of turning its back on any god, the Guilds will not tolerate the worship of the god of murder and bloodshed. As a result, Rathlorn has been banned and even the Temple of the Ancients has condoned the act. But within the population of South Harbor there are a few worshipers who still honor the god in secret, holding midnight sacrifices and other gruesome rituals in cloaked privacy. The cult is slowly growing and its insane members are intent on throwing down the Magi. The leader, Sans Hermis, has promised this overthrow, by searching out a powerful lost artifact of Rathlorn which he says the god himself has told him of. The only hitch is that the artifact is lost and supposedly laying in some ruin far to the east. As a result many cult members have hired more than a few adventurers to accompany them out into the wild lands in search of these ruins.

THE SPIRE MOUNTAINS

The Spires rise out from Lady's Lake to jagged looking mountains not quite as tall as those which surround the valley. The Spires are covered in thick pine trees all the way to their peaks with many bald patches as the altitude increases. As you make your way down from the Spires, the pines are given over to the broad leaf red elms that stand straight and strong and blanket out away from the Spires to be the Spire Forest. The Spires are rich in metals and alloys and have quite a few mines which are producing a plentiful supply of gold and silver as well as myth-stone. Most of these mines are located on the Lady's Lake side so as to be easily transported to Harbor for refinement. There are quite a few mining communities along the coast of the Lady's Lake here and all are plagued by the small tree devils that make their homes within the mountains.

Searching the mountains will reveal hidden air shafts that lead down into Stone Hold where the people of Everstone hid away for so long.

THE SPIRE WOOD

Surrounding the lower foothills and down into the valley is the Spire Wood. Thick with forge elms, the forest floor is heavily covered in foliage which makes it very hard for larger creatures to move around. Thus, the Spire Forest has become home to many smaller creatures, such as the flying spirre, the nest pilfer, as well as the vassa howl. This forest is a treasury of useful herbs and many alchemists and sorcerers travel to the forest just to collect the precious herbs that grow in abundance below the elm trees.

RUINS OF DYSIS

Where the Lund flows into Lady's Lake, sits the old ruined city of Dysis. The largest city of what used to be the independent nation of Everstone. It is unknown how large this city was when it was prospering for it is mostly overgrown. The forest has taken back much of the lands and turned the once strong stone buildings into nothing more than a memory. Although there are many other ruins to be found about the valley, the ruins of Dysis are by far the largest. They are also the most likely to contain vast stores of lost magical treasures, for Dysis was the resident center of the three Magi Guilds before the Night of Terror struck. Many exploration groups have gone into Dysis, even a few supported by the Guilds, but the casualties sustained is considered too great for profit. It seems that the Magi of old had set in motion many magical protections and magical beasts roam the confines of the old city as a hunting ground.

GOLDEN PETAL

A brilliant yellow flower which can cure minor illness. When the flower itself is eaten, it grants a +1 bonus to Fortitude checks against disease for the next 24 hours. **Cost:** 5 silver guilders.

ANDIS

These nuts grow from a small ugly bush that flourishes in shadowy places. When the nuts are crushed then placed into a cup of boiling water, and let sit for at least an hour, they will cause the healing rate of any who drink it to double for the next 2 hours. **Cost:** 20 silver guilders.

BEDDLE

This is a fungus plant that is green with light red tinges on top of its small stems. When crushed and boiled for a few minutes, the resin can be made into a syrup like substance that will put any who ingests it to sleep. Targets must make a Fortitude save (DC 16) or fall into

a slumber lasting for around 1 hour. **Cost:** 10 silver guilders.

STONE HOLD

Through the thick overgrown Spire Forest lies the old and broken ancient road that leads to the doors of Stone Hold. One must travel the winding paths of the climbing path which leads up into The Spirals. The gates to the hold are set within the granite mountainside and carved with what used to be a strange symbol. After spending three hundred years studying the Rune Lords who used to live within the underground city, it is known that the hammer and shield symbol is the sign of the Thunder Hammer Clan. This symbol appears not only on the doors, but appeared on many of the artifacts that were found herein.

Now, since the Everstonians have left, Stone Hold once again sits empty. The Magi have sealed the doors shut and have not forgotten their one time home. It is said that Magi are seen going to and from Stone Hold, but this may only be rumor. Many speculate that the Magi have prepared and stocked it in preparation for flight in case a Hollow Lord takes the time to turn their attention towards Everstone again and the worse should happen.

BRASS ANVIL CLAN

Unknown to any who live within Everstone today, deeper within the Spirals is a second stone hold that was used by the Brass Anvil Clan. Within the same chain of mountains, there is no connection between the two holds other than walking a long overgrown trail that skirts the mountain and is somewhat treacherous to those not used to climbing such paths. See Game Master section for more about the Brass Anvil Clan.

RED POX

Not long after the people of Everstone locked themselves within the holds of the Rune Lords, a strange disease began to circulate and many wondered if the refugees had only escaped one doom to face a much more painful and lingering death. The Red Pox spreads quickly and shows itself in the form of large red patches found at random over the body. Slowly over the course of a few days, the moisture leaves the body (no matter how much water you drink) and eventually the victim becomes a dried husk. Victims who die of the Red Pox also have the annoying habit of coming back from the dead as animated corpses. It is this zombie like monster that passes the disease on from one victim to



another. Upon a successful claw like attack made by these zombies, the target must make a Fortitude check or become infected. **Infection:** Upon touching a red pox zombie a subject must make a Fortitude check, **DC: 14, Incubation:** 1d2 days, **Effect:** After incubation, the victim loses 1d3 points of Constitution per day as the moisture leaves their body. Each day, a victim may make a Fortitude check to negate this damage. Each save failure also results in 1d4 large red blotches (about 3 inches in diameter) to appear about the body. Two Fortitude checks in a row will cure the disease.

TANGLEVINE FOREST

The Tangle Vine is one of the mysteries still waiting to be answered. The forest sits upon rolling hills with many small ponds and streams running their course through the undergrowth. The forest gives off the

feeling of ancient bygone days, its forest floor covered by the rotting trunks of once great trees. For the most part the forest is dominated by the valley forge maples that seem so prevalent in Everstone, but the forest has a strong population of rose hickory which is prized for furniture and exotic wood products. The Merchant House, Turmal, has taken note of these precious trees and put in a request to the Guilds, asking for logging privileges within the forest, but so far has not been answered. In anticipation of the foreseen agreement, Turmal has sent a few scouting parties into the forest to assess the situation, but only a few have returned. Travel through the forest is hard going and as one gets deeper into the woods, the more ancient and looming it seems to become. One party returned telling of overgrown ruins of some lost city of alien design. Turmal has taken an interest in these ruins, thinking where there is one set of ruins there may be more.

LAND RIPPER



Minions of the same dead Hollow Lord as the earth titan, the land rippers hunt the open plains in number. They are also found along the coast north of Everstone and every so often a group will wander down through the Narrow Valley seeking out herds of marmadons and gintii. Land rippers are terrifying beasts that attack with no strategy other than to rip their victims apart as quickly as possible and then devouring them portion by portion. Land rippers fear nothing and attack until either they are slain or their prey is.

Type: large hollow minion, **Level:** 10, **Hit Points:** 115(d10), **Energy Points:** 16, **Initiative:** +6, **Speed:** 30 feet, **Defense Bonus:** +2, **Armor:** 10, **Attack Bonus:** +15/+10/+5, **Attack:** Claws (2d8+7), Bite (2d6+7), **Qualities:** armor penetration 4, burst of speed, low-light vision x 4, **Saves:** Fort +14, Ref +8, Will +4, **Abilities:** Str 24, Dex 10, Con 22, Ins 6, **Skills:** Hide +2, Jump +12, Listen +6, Spot +10.

Armor Penetration: The land ripper has long slashing claws that allow it to rip through even the strongest of armor, reducing protection of armor against its attacks by 4 points.

Burst of Speed: When at full gallop the land ripper can use all four limbs to travel very quickly, doubling its base speed to 60 feet and tripling its jump distance when performing a running jump. This quickly tires the ripper (1 energy point per round of speed burst).

Low-light Vision: Land rippers can see very far in shadowy or night conditions. They can see four times the normal distance in such waning light.

FANTRAL SEEDS

Similar to the mustard plant, this herb seems to only grow within the confines of the Tangle Vine Forest. When these seeds are crushed and made into a paste, it can be eaten to cure any kind of magical blindness. **Cost:** 100 silver guilders.

FUR LEAF

Fur Leaf is a brown-green stock which rises from a perfect circle of fuzzy leaves. These leaves are broad and flat and soft to the touch. If eaten raw, the leaves are poisonous. Any who eat the leaf must make a Fortitude Check (DC 13) or become deathly sick (-4 to all actions), suffering 1 point of Constitution damage per hour for 1d6 hours. If the stems are boiled and made into a soup the eater has enough nutrition and staves off hunger for 72 hours. Although after this time the consumer will be very hungry. **Cost:** 15 silver guilders.

LION TAILS

The lion tail herb resembles a pussy willow rising from a coarse grass like base. The plant is rather common around the marshy areas of the Tangle Vine, although few know its secret. When the furry ends of the stock are gathered and crushed together with the dried roots of the same plant, they can be boiled in water for ten to twenty minutes. When cooled the drinker gains a +1 bonus to their Strength for a single hour. Further

applications of the herb have no effect while under the influence of the original dose. **Cost:** 25 silver guilders.

TELEGRONA

The Boulder River gets its name from the thousands of huge boulders that seem to make up its bed as it runs into the Lady's Lake. The two smaller rivers, the East and West Boulder, come together leaving a high outcropping of rock in the center where these two rivers meet at the point of the cliff and form into the larger Boulder River. On this outcropping of rock the city of Telegrona has been built. The only approach to the city is from the north, where a winding road gently climbs higher and higher, winding back and forth, until it reaches the northern gates of Telegrona. The city itself only has one wall, from east to west along its northern border, for this is the only approach possible, having steep cliffs to all other sides. This wall is a massive construct over one hundred feet high and thirty feet wide, with smaller watch towers rising another thirty feet every hundred feet. Telegrona does not have the weapon towers of Harbor or South Harbor, for it is a newer city and the Guilds priority lies with these two main cities before it can concentrate on a third. The city commands a grand view that allows a sharp eyed person to see all the way to the Lady's Lake on a clear day.



Surrounding the city is lush farmland which has drawn so many to this end of the lake. To the east and west, as well as below Telegrona, the fields are rich in minerals and bring in two bountiful harvests per year. Most of the orchards are planted with sweet cherid trees, as well as the swallow apricot trees. Within the last few years the much desired nectar grapes have made it possible to open a number of prized vineyards. During harvest these fruits are collected and the surplus is sold to merchants who transport it to Harbor and South Harbor.

The highest point on the cliff on which the city sits is three hundred and eighty feet. Below, at the point of the cliff where the two rivers form into a single larger river, the Telegrona docks see constant traffic up and down the slow flowing Boulder River. These docks work for the watercraft of river merchants with small land ship barges consistently moving goods to and from the city. Land ships simply dock at the cliff docks that the city just recently constructed a few years back.

Telegrona does not have the military support that Harbor and South Harbor have, although they have more than a few Magi land ships, as well as a sky-hold

GOR HOG



Throughout the brushy regions of the northern valley, the dreaded gor hog makes its home. These terrifying beasts stand nearly four feet tall and weigh around eight hundred pounds. Most who have encountered or hunted them swear they have only one mood, angry! At what, none can tell you, but they seem to have a chip on their shoulder and a need to grind anything they see as a threat into the ground. The gor hog is known for its horrendous appetite which encourages it to eat everything, plants, bugs, rodents, and even travelers who accidentally wander across its path.

Type: large beast, **Level:** 5, **Hit Points:** 48(d10), **Energy Points:** 13, **Initiative:** +2, **Speed:** 54 feet, **Defense Bonus:** +0, **Armor:** 5, **Attack Bonus:** +7/+2, **Attack:** Ram (2d8+7)*,

trample (1d6+7), bite (1d6+7). **Qualities:** frenzied charge, ignore death, keen scent, trample, **Saves:** Fort +10, Ref +4, Will +2, **Abilities:** Str 24, Dex 12, Con 18, Ins 6, **Skills:** Jump +10, Listen +2, Spot +4, Survival +4 (+8 when using scent).

Frenzied Charge: When a gor hog attacks it attempts to keep on the move at all times, either charging or trampling its targets. If cornered the gor hog will use its bite attack. A gor hog may make a frenzied charge, increasing its damage to 3d8+7 damage, but must expend 3 energy points every time it does so.

Ignore Death: A gor hog gets so angry that it seems to forget that it should be dead; even when all of its hit points are lost the gor hog will keep on fighting. Each round the gor hog makes a Fortitude check (DC 20), if passed it fights for the round. If it fails it finally falls and dies.

Keen Scent: The gor hog can detect any creature with a smell up to 30 feet away automatically. If standing downwind of the creature this range increases to 60 feet. Also the gor hog gains a +4 bonus to its Survival skill check if attempting to track.

Trample: The gor hog can make a trample attack against any target that falls within its path while at a jogging pace. All targets may make a Reflex save (DC 13) to avoid taking trample damage.

close by. They are still short handed when it comes to dealing with the land rippers and earth titans that find their way over from the Wind Rapid Mountains.

PICKERS FAIR

Once per year, in the middle of summer, just after the first harvest, The Grand Pickers Fair takes place. This is a fair where the farmers and ranchers can gather to exchange goods, as well as join in competitions of cooking, livestock and produce. Magi, Dellur, started the fair around twenty years ago to create a healthy competition and ever since has become the high point of the year for most Telegrona citizens. It has also become a popular time for young couples to be bound to one another as man and wife which only adds to the celebration atmosphere during the six days that the festival runs its course. The festival takes place out on the Mage's Orchard.

KNIGHTS OF THE SWORD

The Knight, Hadrian Scott, arrived only seven years ago from Shone and became something of a marvel to those around him. He and his "Battle Gyre" armor were an impressive force that could only be compared to the massive Golems of the Magi. Hadrian took up residence within Telegrona, saying that its ripe orchards and beautiful countryside had much in common with his homeland. In Telegrona, Hadrian supported his family by hunting down beasts that were ravaging the countryside and terrorizing the farmers. Something the town of Telegrona had dire need for. Over the course of years, Hadrian's brother, Jackab, has moved in and the two knights have formed a small Chapter House where visiting Shone Knights can stay. Many of these visitors have stayed to build permanent homes, with the blessings of those around them.

VALLEY OF BLACK ORCHIDS

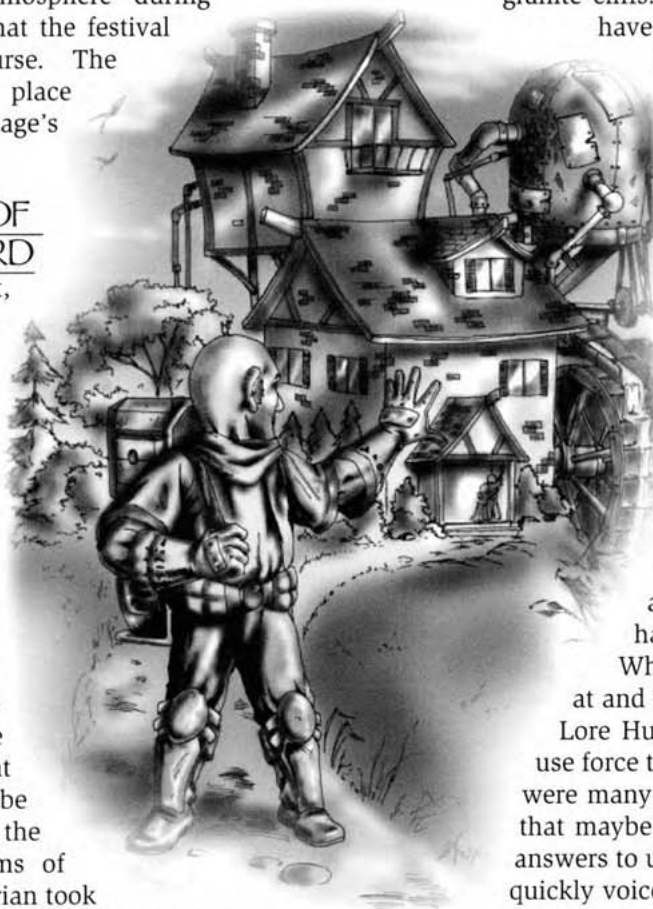
When the Everstonians first explored this relatively small side valley after leaving the protection of Stone Hold, they were baffled by what they encountered. When approaching the valley, a person cannot help but be overwhelmed by the beauty that surrounds them. As the River of Memories flows from the valley it circles and turns through thick stands of hammer oak groves that dominate this small stretch of land. In the spring and well into the summer, the floor of the valley is blanketed in velvety black long stemmed orchids. As the valley walls become steeper, they begin to turn into vertical granite cliffs. At its end sits the wonder that so many have marveled over. Set within the walls, is a huge door, well over one hundred feet tall.

To one side is a smaller door that stands a good forty feet tall. Each of the double doors is made from the same hammer oak wood as found running down along the banks of the River of Memories. The larger doors are engraved with strange symbols and an archaic writing which is untranslatable even with the aid of magic, although it is a popular belief that the Magi truly know the meaning of the strange writing and are holding the information secret. Why this would be so is up to speculation. The pictures engraved upon the doors appear to tell a story of people traveling and some of the perils they faced, but this is not certain and up to much debate. Entering the doors has also been attempted, but to no avail.

What the vast vault holds has been guessed at and is still one of the main controversies to the Lore Hunters, who have petitioned that the Magi use force to enter the vault if necessary. At first, there were many Magi who stood behind this act, thinking that maybe behind the doors there could be possible answers to unsolved questions, but the Sovereign Magi quickly voiced his disapproval of this approach and no more was said about it.

To make the vaults even more daunting and mysterious, two large statues stand to either side of the doors, carved from one solid piece of stone, seemingly from the same granite cliff face as the vault. The statue on the right of the doors is that of a soldier, dressed as if to go to war and at attention. To the left of the door, stands a female warrior, likewise equipped.

It is not surprising that a Hollow Lord has not forced its way into the vault; for it seems to be protected by similar magic used by the Magi to seal the doors of Stone Hold. It seems obvious that this ancient structure



was created and sealed by the Magi before the Night of Terror, one of the reasons supporting the rumors that the Magi secretly know of the vault's purpose.

THE BLACK ORCHIDS

Unknown to most is the fact that the black orchids have a strange quality to them. The black orchids siphon the negative energy of any undead within thirty feet of a patch of at least ten or more flowers. Any undead coming within range, suffers 1d10 hit points of damage per minute of exposure.

OTHER LOCATIONS OF INTEREST

Although we touch on some of the major points of interest, there are many more that have not been mentioned. Located around Everstone are numerous small villages, as well as a couple of larger towns. Game Masters should feel free to place a town or village anywhere within the valley (or even outside the valley) as they need. Here are few ideas Game Masters can use and locate as they require.

Ballas: This small river town is new as far as towns go and has just built a strong palisade around its parameter. Being so far out of the way, Ballas has had a bit of trouble with bandits and their local Border Marshal is looking for help to do away with the outlaws.

Black Rock: It may only be a rumor, but it is said that located somewhere around the valley is a secret hide away where a band of adventurers makes their home. They have a nondescript land ship at their disposal and the group has an elaborate port that is a natural cavern higher up in one of the mountains of the valley. Of course, it is always somebody who knows somebody that has seen it with their own eyes.

Cestern: A small village with around 300 inhabitants. The village has a strong line of original Everstonians and is the home town to more than a few Magi.

Eren Port: This small fishing village is home to a number of Mords who have traveled from their homeland to settle the much warmer climate of Everstone. These large barbarians have taken to fishing the Lady's Lake, using their long oared boats to laze about the day, sleeping off their hangovers. Many of their neighbors were ready to do away with the rough around the edge men but changed their tune when the Mords fought off a Roogadin raid single handedly.

Marnax: This village is getting bigger as they have begun to be known for their vineyards. The land about Marnax is beautiful as it sits down low with many old broadleaf trees dotting the landscape. As of late a Ka'taan warrior and his family have moved into the village which has caused some talk. Seems the Ka'taan has gotten accepted into the Sun Magi and he and his family are having a hard time adjusting to the way the Everstonians live.

Rolling Fields: The small town of Rolling Fields is a Gavown town that rests not far from where Tarot flies. Many of the Gavown here are employed by the Moon Guild and shuttles come and go daily.

Winding Trails: This village is one of the largest Gavown towns within the valley. Set along a winding cobble stone path, hundreds of Gavown homes sit quietly within the small crooks of rolling hills covered in trimmed hedges. Most Gavown make their shops right out of their homes and most of the Gavown within Winding Trails are craftsman of some type or another. More than a few merchants show up at this small community buying goods and selling raw materials.

CHAPTER 13

GAME MASTER SECTION

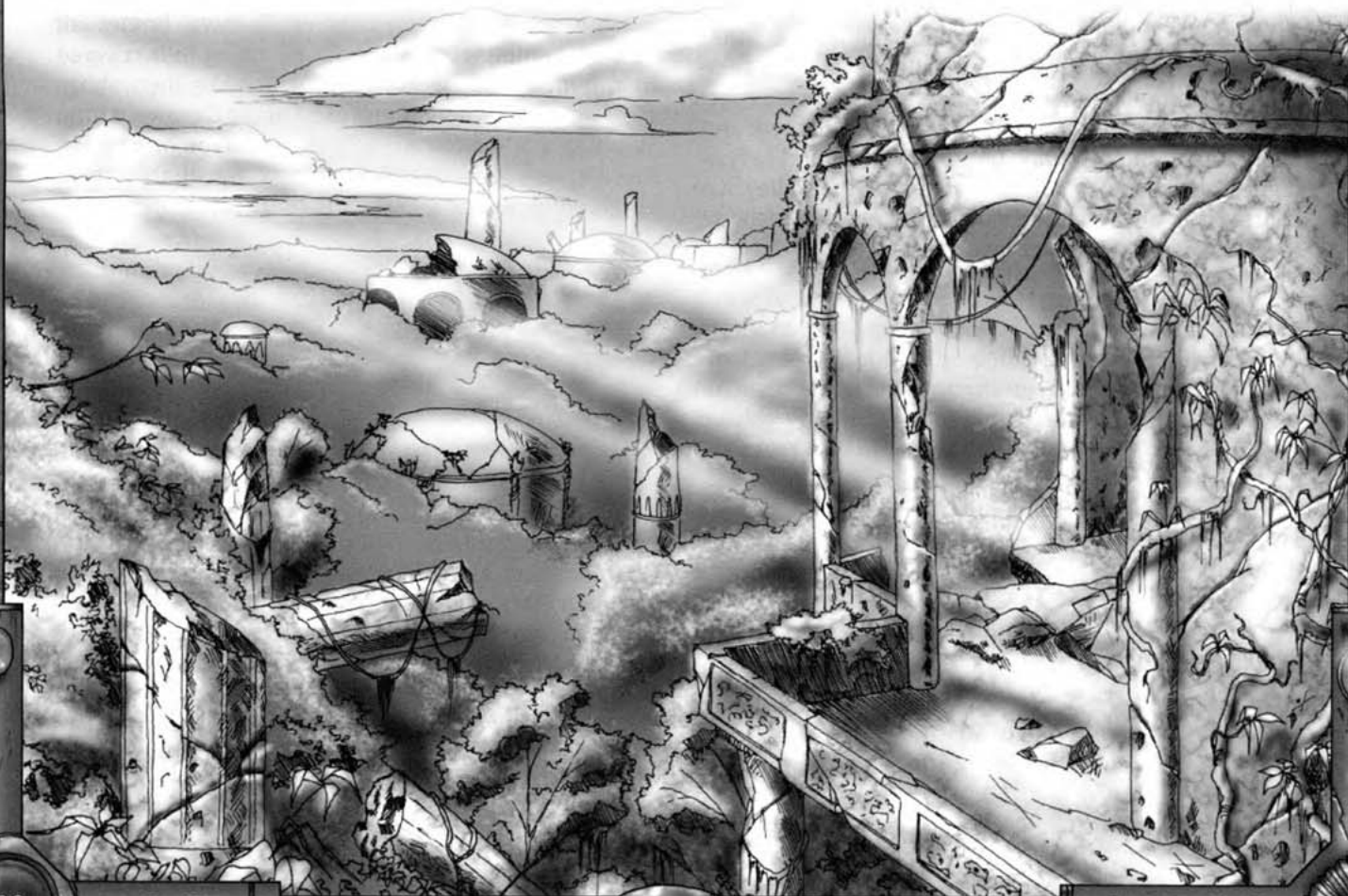
When you role-play there are two kinds of players, A Game Master and Player Characters. A Game Master acts as a story teller and referee, while the Player Characters portray the characters within the story. We dedicated a large portion of this book to the Player Characters, but in this chapter we are pinpointing the backbone of every role-playing session, the Game Master.

THE GAME MASTER

At the heart of every role-playing session is the Game Master. It is the Game Master who creates the story and plot line that the characters participate in. Of course, he does not carry the burden of having a good time on his own shoulders. A Game Master fortunate enough to have cooperative players can create a session of play that is very entertaining and rewarding.

THE RULES

Game Masters are not only in charge of coming up with the story guidelines, but they are also the arbiter on rules. They should know the rules and be ready to make a judgment call when a situation arises that does not fall within those rules. Of course, this is where the BESM d20 rules come in handy. They are much more open than other d20 systems and they have the philosophy of not letting the rules interfere with a good story. This cannot be stressed enough. Every rule in this book is completely open to change and modification. There is no exact rule! Some Game Masters even do away with dice altogether. Other Game Masters love to have their players roll dice and call for a dice roll for even the simplest of tasks. The BESM d20 game caters to both. At its core it is malleable. It is structured, but



not so structured to be unchangeable. This book is a testament to that. We have used the BESM d20 rules and completely adapted them to our own world, but yet changed nothing that was not already there.

How critical you want to get with the rules is up to you. Sometimes they can add to the story and sometimes they take away from it. But an experienced Game Master will learn the "ins and outs" of the system within a few sessions and have a good idea of how "rules heavy" they need to get.

THE STORY

The best role-playing sessions are set around a strong story. I have seen experienced Game Masters throw in foreshadowing and plot twists with amazing affect. But who does not appreciate the simple straight forward stories as well? I know I do, and both stories are great if the players are into it. Lets go over some of the general story types and how they fit into Everstone. Sometimes a Game Master likes a certain type of story and has a knack for one over the others. These Game Masters will usually find innovative ways to vary their story, although with the same general flavor. Game Masters should go with their strength and slowly branch out if they feel up to the challenge.

BORDER WATCH

The Stormguard concentrates most of its attention outside of Everstone but there are still a number of threats to deal with within the valley. Most of the creatures and monsters listed in this book are those that roam the wilder places of Everstone. A Border Marshal character would be the perfect springing board for Game Masters to run a monster hunting campaign. Whoever was playing the Border Marshal could easily deputize the other characters. Depending on the Game Master's style, this may be anything from a wilderness search of a lair, to an urban chase of some beast that comes into town at night to feed upon the citizens.

CULT HUNT

There are two distinct illegal religions hiding in Everstone. The Cult of Rathlorn, the god of murder and bloodshed, as well as the cult of Adone witches. Both are nasty organizations to be involved with. The Magi puts forth a lot of effort to get rid of these two cults but there are quite a few covens that squeeze through. Game Masters could easily put the characters onto the trail of such dastardly cults. The GM could simply flesh out some of the cult members and leave a few clues that lead characters from member to member. Of course, "the grand finale" would need to be nothing less than a demonic ritual with a number of lesser cultist lead by their fearsome leader.

The Shadow Magi have found that there are many such covens being guided by the minions of one Hollow Lord or another. See the Vor Cultist later on in this section.

MAGI AGENTS

It is not uncommon for the Arch-Magi to seek out a team of three Magi (one from each guild) who have a reputation for being responsible and turn them into a Triumvirate. Even if the players don't have a Magi of each guild in their party, the Guild will often use ex-Guild and Guild members as agents for missions as they see fit. Game Masters create new options with this kind of campaign. First of all, the Arch-Magi have access to the portal circles that can be used between cities. These portal circles are not used lightly, but missions appointed to a special team of agents are usually important. The possibility for missions is a wide open list of choices with a few examples given below.

Investigate Rumors: Of course, there are always rumors of just about anything going around the valley, but those that seem to be consistent and plausible are almost always investigated. Such rumors range from the finding of new ruins or a strange spree of murders.

Gather Information: It is very common for the Arch-Magi to need a better understanding of things and so their agents must be their eyes and ears. This often means traveling in disguise, so as not to appear as agents at all.

Manhunt: When a villain has consistently broken the law and considered to be very dangerous, the Guilds will assign agents to a manhunt until the villain is captured or slain.

Treasure Hunt: Through their network of informants, the Arch-Magi will hear about various treasures that they deem important. See "Treasure Hunt" further on in this section.

STORMGUARD

This is perhaps the easiest way to get your players involved in bigger than life battles. Make them a part of the Stormguard and it is only a matter of time while following orders that they stumble upon an adventure.

Ranging: Characters are part of a small group of rangers who either travel on gintii or land runner and are given a area to cover and then make a full report. Of course, this can be very dangerous, who knows what the players might run into.

Exploration: Characters with the right skills can be the crew of a small explorer land ship that is used to investigate and explore nearby regions. Such a mission would be material enough for more than a few gaming sessions.

Crew Members: The characters are members of a ship's crew and along with their crewmates they experience their fair share of action. Game Masters would need to sit down and detail a ship and her crew out, at least giving the important characters names and class levels.



Game Masters could let players have more than one character as a crew mate and switch back and forth between playing the character. This same technique might be used for a sky-hold campaign.

THIEVES IN THE NIGHT

Some Game Masters like to run a story of shady characters, such as thieves and smugglers. Thieving campaigns are easiest in large cities such as Harbor or South Harbor. Thieving campaigns are not just for the wealth. Stealing artifacts from rich merchants and selling them or giving them to the Temple of the Ancients is a good campaign. Characters that do not kill or attack their targets would be less sought after by the law than those who killed with impunity. Game Masters

would need to create some marks for the character(s) to target. Good support characters would be a fence in which to sell their stolen items, as well as a supplier of rune devices and other hard to get equipment. Thieves should always have a safe house and some players might spend a whole session planning out their safe house.

TRADE

Player characters might be interested in making their wealth through the risky business of trade. A prepared Game Master could turn such a venture into a swashbuckling story of wit and skill. First, the players must decide what they are going to trade and to whom. Products that could be used would be:

RED POX ZOMBIE



Red pox zombies are mindless animations that seem intent on nothing more than the spread of their strange disease. It is thought that the disease may have been started by some mad necromancer who was spreading death for his own diabolic reason. Red pox zombies are drawn to life and will mindlessly seek out and attempt to extinguish it wherever they can. A Red pox zombie has not been seen since the days hiding within the Stone Hold of the Rune Lords, where there was quite an infestation of them. They are all but forgotten now. But who knows, some adventuring Lore Hunter may accidentally stumble upon one within some dark crypt and cause the plague to once again spread its evil taint throughout the unsuspecting populace.

Type: medium undead, **Level:** 2, **Hit Points:** 23(d8), **Initiative:** -1, **Speed:** 24 feet, **Defense Bonus:** +1, **Armor:** 3, **Attack Bonus:** +3, **Attack:** clawed fingers (1d8+3), **Qualities:** dark vision 60 feet, immunities (see below), red pox infection, **Saves:** Fort +0, Ref -1, Will +3, **Abilities:** Str 16, Dex 8, Con -, Ins 8, **Skills:** None.

Immunities: The red pox zombie is undead, thus, immune to mind affecting spells, attacks, or powers. Immunity to poisons and disease. Immunity to critical hits, ability drain, energy drain, as well as fatigue and

exhaustion. The zombie is not affected by attacks that require a Fortitude check. Red pox zombies do not have a need to breathe, eat, or sleep.

Life Sense: The red pox zombie senses life up to 100 feet. This makes it impossible for living creatures to hide from the Zombie if within this area of perception.

Red Pox Infection: Upon a successful damaging attack, the zombie has a chance of infecting the target with red pox (see page 214).

Food Stuff: this is valuable when done in bulk, but the trader who is trying to make a profit from such a cargo must hurry or they may find it has gone bad. An expensive cargo, but one that is not so tender, is wine. Such a cargo would be in demand almost anywhere within Everstone as well as without. Most traders traveling down to Adone will bring up small barrels of spice that the Adone claim they buy from smaller traders who come from even further south.

Cloth & Textiles: Not a huge profit, but one that is usually limited to within the valley itself. Unless of course the characters are going to trade the treasured silk willow weaves that only the Fey can make. Of course, they would have to find something the Fey wanted in return first. Another popular product is the soft green leather that is from an animal found only within Shone. It's a long way to travel, but the profit can be incredibly good!

Livestock: Locally there is a huge market of gintii and marmadon. These beasts are used for labor and mounts by the common and the wealthy. Transportation of such animals is very difficult if not prepared properly. Usually such trade is not done outside the valley proper. There is a huge trade in exotic animals, but this usually entails more animal catcher than trader skill. Animals that are most profitable are those that can be used as a beast of burden, to be used as a mount, or as a pet.

Rare Minerals: Most gemstones are purchased from the O'grom traders who ply the lava flows, but that does not stop a number of traders from taking these same gemstones to further off locations. Of course, there is a hefty markup for such second hand product to make it worth the risk of transportation.

Rare Stone: Another trade item, that although hard to transport, that is worth the profit, is the green veined vine stone that comes from stone quarries somewhere around Shone, as well as in Mordania. It seems the Fey stone smiths cannot get enough of this prized rock and will pay hefty prices for every block they can get.

Common Items: The largest quantity of trade goods moved is simply common everyday items. Such things as metal plows, axes, and other tools are a much desired commodity that many seem hum drum to adventurers, but are the difference between life and death for the people of the wild lands. These people trade food stuff, cloth, leathers, livestock, and even furniture for their tools.

TREASURE HUNT

This type of story can take on a number of aspects. The most common aspect is that of simply "lets go get treasure and go home and count the lute". The other type of treasure hunt usually entails a more complex theme of having to find a particular treasure, such as

an artifact and having to return it, activate it, or destroy it.

Everstone has plenty of treasure hunt opportunities. The wild lands are rife with ruins of ancient civilizations. Not just any civilizations, but numerous strange races, some extinct, others simply in hiding. There is no limit to the various kinds of treasure that can be found throughout the world. Game Masters could make such a treasure hunt more exciting by having another treasure hunter racing to snatch it away before the player characters can get to it.

Of course, characters that do not have the means to travel hundreds of miles out into the wild lands have all the treasure hunting opportunities they need within the valley. Reading through the Everstone Valley chapter of this book, you will notice a few places that are perfect for treasure hunting adventures.

The Ancient City of Shrolshluk: Within the Tangle Vine Forest, the dead city of Shrolshluk awaits discovery. Adventurers would find little opposition to hinder their searching, but if they were to stay until night fall, they might not get out alive. Also see Death Shrieker on page 168.

The Howling Cliffs: This once great city is located somewhere north of Port Abyss and is a wonder waiting to be found. A massive cliff city, it is guarded by the ancient guardian spirits summoned there by the Ka'taan on the Night of Terror. Treasure found there is most likely going to be more important and coveted by Ka'taan characters. Also see page 209.

The Lost City of Ornick: Located within the Black Hills somewhere a sunken city that is most likely miles of dungeon like caves and caverns. Being an old city of the Rune Lords, this dungeon probably holds a wealth of beautifully crafted gold and silver items. Not to mention the exquisite rune covered items such as armor and weapons that would exist within armories or hidden vaults. Of course, a lot of "baddies" have probably taken up residence. Also see page 196.

The Lost Temple of the Serquan: Located within the Crimson Valley, the Serquan are an insect like race with a knack for things mechanical and trap like. Their temples were sacred and often times held some of their greatest wealth. The Serquan had a strange magic, which usually dealt with jewelry of all types, mostly carved from ivory, bone and other exotic materials. Their temples were huge, usually reaching heights of a thousand feet. Also see page 198.

The Ruins of Dysis: Although these ruins have been searched to a limited extent during the time of The Ascent and the Golem War, it still holds much treasure just waiting to be found. The Magi of old left quickly, taking only what they could carry. It is no wonder then

that this fabled treasure trove is one of the most talked about ruins. The problem is, is that on the Night of Terror, many of the Magi awoke or summoned guardians to protect them. When these Magi fell in battle, the guardians simply wandered and survived as best they could. These guardians range from the shadow hounds of Olar to the giant slug like beast known simply as Grey Mass. Also see page 213.

Stone Hold of the Brass Anvil Clan: Unknown to all, within the Spire Mountains sits yet another undiscovered city of the Rune Lords. This city was as great as the Stone Hold that the Magi used to hide in for so long. The treasures found within this underground vault can only be guessed at. The only problem is that the source of the evil disease that plagued the Magi during their stay underground has its source located

MUCK CRAWLER



Very few have survived to tell the tale of an encounter with these horrid beasts of the marshy areas within the Tangle Vine. The Muck Crawlers is most likely the left behind minion of a now dead Hollow Lord. It resembles other monsters found throughout the valley, such as the thick shambler commonly seen along marshy areas of the Lady's Lake. The beast has no young, and it is not known if there is only one beast, or many. The giant plant like beast hides among the thick muck where it will rise up and surprise prey.

Type: huge hollow minion, **Level:** 9, **Hit Points:** 112(d12), **Energy Points:** 23, **Initiative:** -1, **Speed:** 20 feet, 10 feet burrow, **Defense Bonus:** +4, **Armor:** 9, **Attack Bonus:** +11/+6/+1, **Attack:** bite (2d8+9), **Qualities:** camouflage, no breath, regeneration, swallow whole, tremor sense (medium range), **Saves:** Fort +9, Ref +4, Will +4, **Abilities:** Str 28, Dex 8, Con 22, Ins 8, **Skills:** Hide +10, Listen +15, Move Silently +8.

Camouflage: A muck crawler can sit without moving, using its natural camouflage to hide. When not moving,

and burrowed into the mud, the muck crawler gains a +4 bonus to hide (total +14) even though it is a huge creature.

No Breath: The crawler has no need to breathe and so can remain below the surface (of mud or water) indefinitely.

Regeneration: The muck crawler can regenerate at amazing speeds. Every energy point spent allows the crawler to heal 4 hit points of damage.

Swallow Whole: As a full round action, the muck crawler may give up its three attacks and make a single bite attack against a target that it successfully bit on the previous round. If this follow up bite attack is successful (bite damage is delivered as normal and the target is swallowed. The crawler may swallow any target at least one size category smaller than itself. Swallowed targets may attempt to cut their way out of the crawler, but must have a small cutting weapon to do so. Every round the victim is crushed and eaten away by the crawler's digestive juices, taking 2d6 points of damage. Only one target can be swallowed at a time as the previous swallowed victim must be completely digested for the crawler to attempt it again.

here. A undead necromancer by the name of Mathyas destroyed the Rune Lords who dwelled here long ago, and is rumored to still live here with his undead host. He and his zombies sleep for now, but could be awakened if disturbed. Also see page 214.

THE VILLIANS

Whereas the other players each play a single character who is the spotlight of the story, the Game Master takes on the role of the rest of the world. This is a tall order, and depending on your experience as a Game Master, can be one of your largest obstacles. Game Masters must be ready to portray a number of different character types, from the hard bitten battle weary mercenary to the seductive female Adone spy. Many Game Masters find this part of their task the most rewarding, while some struggle with it. Either way, find what you are comfortable with and maybe branch out as you and your players play.

Most Game Masters love the task of creating the villains. After all, *"a hero is only as good as his villain"*, as the saying goes. Most story lines will have a major villain, who either controls and manipulates his lackeys from behind the scene or will lead them into combat. These later types will often sneak away in the heat of combat, if things look bad, or will always have some way of making a break at the last minute. After all you don't want to put a lot of work into your villain just to have him killed in the first encounter. Good villains are best if they become a curse upon the characters, hindering them from time to time, becoming a real nuisance. When the players finally vanquish their nemesis they should feel as if they are truly accomplishing something.

The default villains within the Everstone setting are the Hollow Lords. These are the easiest antagonist to pit the characters against.

THE HOLLOW LORDS

The Hollow Lords have been so named, for they are hollow of magic. They do not touch the flows of magic that travel through everything that is Lannith. Instead they hold their own tainted power that is not of the world. Their own power seems to tear at the fabric of magic and so spoil the world that they touch in some way. The Shroud is a perfect example of how the land was changed and warped in their image. The land and the wildlife seem to take on changes that the Lords influence in some way. The Shroud used to be a land of vast plains and windswept tundra, but in only a few hundred years, it has become a putrid swampland. Strange never seen before thorn trees grow within The Shroud. Such is their bite that it will splinter and draw the blood of any non protected flesh that touch them.

To the south, the Lord Cryaxx and his insect like minions have constructed great hive domains. These hives are

thought to extend down for hundreds of feet into the crust. All about grow strange leafless trees that sprout needle like blades.

Leviathorn and his kraken like minions rule the Thessalonica Ocean. Great coral islands have been spotted floating about the ocean. So large that some have begun to grow a strange plant life upon them. Leviathorn has many minions which can walk the land as easily as swim the oceans and such beasts are the bane of all those who would make their home on the shores.

There are many other Lords, but so far they have kept their distance from Everstone and the Magi have had little dealings with them except in passing on long trade voyages.

HOLLOW STORMS

The distortion of hollow energy upon the land causes a static charge to build and clouds to gather. The exact effect is not understood, but it cannot be denied that dark swirling storm clouds proceed and follow the Lords. This distortion in the atmosphere also follows any large gathering of their hosts. It is for this reason that the Mords of the north refer to them as the Storm Gods or Storm Lords.

It is these storms that the Stormguard got its name from. During the Golem War, the storms acted as a warning to the invasion of any large host. Although there were many natural storms that acted as false alarms, all were given respect and treated as an attack. Those veterans who have seen a few hollow storms in their day can usually tell the difference between a natural storm and one brought on by the approach of a hollow host.

THE VOR

Like other Hollow Minions and their Lords, the Vor take the appearance of smaller versions of their master, as well as taking his name. Vor is a giant 60 foot tall creature that only a few have lived to tell about. Many eyewitness tales describe him as appearing much like a huge Vor'kon, but being able to modify his shape as needed. Vor is rarely seen and as far as the Magi know, has only taken part in one conflict that does not involve another Hollow Lord, and that is when the Roogadin attempted to march on The Shroud.

THE SHROUD

Many of the old maps before the Night of Terror show that The Shroud was a sparsely forested grass lands with a long river flowing through its center from north to south. This river was the source of much trade and many large cities flourished from its banks. Today, The Shroud covers what used to be the northern plains, its swampy ground and marsh like conditions could very well be the remnant of the once great river that ran its

BIO-IMPLANTS

When using Vor for an encounter in your game session, you can modify them with bio-morph implants as you need. Sometimes groups of Vor with the same implants are found, and other times, there are groups of Vor with all variations of implants. Depending on how tough you want the encounter to be, simply pick a Vor type (young, experienced, or elite) and spend their bio-morph implants as you see fit. Note that the Game Master needs to use discretion when creating the Vor, the implants provided can be applied in various ways to make very powerful foes.

length. Huge thorn trees create a thick canopy roof that makes for perfect growing conditions where the razor vine can flourish. In all, this deadly land is a perfect home for the masses of Vor minions and their vorem cocoons.

FORMS OF VOR

It is not known how many different kinds of Vor there are in existence, but the Magi have gathered and compiled a good amount of information regarding the more common ones. Listed below are the most commonly seen types that the Magi have documented. In this book, we provide you with the Vor'kon, the warriors of Vor. The Vor and The Shroud will be depicted in their entirety in our next book "THE SHROUD".

Vor'keen: The Vor'keen are the overlords and generals (if they could be called that) of Vor, going about the tasks that Vor appoints to them. They are slimmer than and not as muscular as the Vor'kon, and their heads are slightly larger. They stand about 9 feet tall and are very cunning. Out of all the Vor, they are the strongest in what the Magi have termed "warping".

Vor'kon: The Vor'kon is the backbone of Vor's fighting force. They are the warriors and brute strength of Vor patrols and war clusters. A newly created Vor'kon stands around 5 feet tall, but as they implant more bio-morphs they increase in size, sometimes attaining heights of 8 feet or greater.

Vor'shae: The shae are smaller and more able thinkers than the kon. They are the spies and information gatherers of the Vor. They are usually endowed with bio-morphs that allow them to change shape and speak.

Vor'goyle: These are the flying combatants of the Vor. They are smaller and lighter than the kon but more agile and quick. Vor'goyles have no legs but instead have long tentacles that are used to wrap around perches of one type or another, such as tree limbs, cocoon cords, and even other Vor. In place of the powerful arms, they have broad claw tipped wings. These wings can have a span of 5 to 10 feet.

Vor'gos: The gos is a beetle like Vor of huge proportions. Its turtle like shell ranges from 20 to 40 feet in diameter with a long neck, but with dozens of short legs that give it very limited mobility. The outer covering of its dome shell, is actually folded wings that can stretch forth like that of a bats and allows it to fly. The gos, is primarily used to transport 'kon and goyles, for within its turtle like body, it is hollow and can carry anywhere from 10 to 20 kon at a time. Often the 'gos flies over the battlefield dropping 'kon onto the enemy.

Vor'kraken: The terror of the Vor forces, the kraken is a threat that every Magi General shudders to think might show up to a conflict. When a kraken presents itself in any battle, a wise General will retreat his forces and count his losses accordingly. The kraken is a four legged colossal beast that is over 100 feet in length and stands around 50 feet tall. It has two massive heads and it is more than a match for a leviathan class land ship. There are rumors that the Vat Leeches have developed a bio-morph entropy cannon to match this beasts size. Such tidings are grim, for a weapon of such magnitude could be devastating to Magi land ships.

Vor'turr: The turr is a large flying beast, comparable to the land bound Vor'kraken. It is the bane of the Magi land ship fleets, but fortunately, like the 'kraken they are few and rare.

VOR TRAITS

When it comes to creatures and minions of the Hollow, normal rules seem to not apply. Sometimes creatures of the Hollow sense things differently, such as the Vor-sight described below. Hollow creatures are alive as far as can be determined, but sometimes they seem more like constructs than living creatures.

VOR-SIGHT

The Vor do not "see" in the normally defined method. They have no eyes to speak of or any other sensory organs that are apparent. Instead, the Vor have a sonar like "vision" that relies on some kind of energy emission. This "sight" extends out to various ranges, depending on the Vor in question. The kon have a sight range of around 300 feet, but the kraken and 'turr have a range of around 1 mile. This sense works in absolute darkness, and is not hindered by fog, smoke, or even physical obstacles. Vor-sight gives a +4 bonus to Spot

and Search skill checks do to its nature of allowing the Vor to see around corners and behind objects.

NON-BREATHE

It has been discovered that Vor have no need to breathe and are immune to attacks that are delivered through inhalation. Having no need to breathe the Vor cannot drown or suffocate.

VOREM, VORAX & SOLOVA

The leathery hide that covers the Vor is referred to as Vorem. This leathery skin can be hardened to thick plates referred to as Vorax. It has been noted, that the vorax will grow back if damaged, although only to a certain extent.

Flowing through the veins of the Vor, with similar consistency of blood, is Solova. This Solova has no ill effect on targets unless it is consumed. Solova makes for a potent poison, but dries out quickly once extracted from a Vor.

BIO-MORPHS

The Vor are constantly developing new "implants". These are called bio-morphs and are essentially upgrades that can be added to a Vor's anatomy to increase its capability or grant it new abilities.

Vor, like people must learn their skills and as they gain experience, become more capable. Those Vor that survive longer and so learn more, are able to receive a greater number of bio-morphs, and as they learn to use these bio-morphs, they become more elite and the Vor'keen are more likely to endow the Vor with even more. Vor'keen are hesitant to implant these valuable, hard grown, bio-morphs on just any Vor. They are usually rewarded to those Vor who show intelligence, initiative, and the ability to survive.

Bio-Morph Implants: Each Vor has a number of bio-morph points that it can use to add implants; most of these implants are permanent and once added, will stay on the Vor if removal is attempted.

VOR' KON

The warriors Vor, the 'kon are amazingly destructive, especially when found in numbers. Their downfall is that they are not very intelligent and seem to think that every threat can be dealt with in direct confrontation. They stand from 5 to 9 feet tall and weigh 200 to 400 pounds. They are a green-grey in coloring with yellow-brown teeth and claws.

YOUNG

Type: medium hollow minion, **Level:** 4, **Hit Points:** 26(d8), **Energy Points:** 8, **Initiative:** +3, **Speed:** 36 feet, **Defense Bonus:** +3, **Armor:** 2, **Attack Bonus:** +5, **Attack:** claw or bite (1d6 + Strength modifier), **Qualities:** 5 bio-morph points, **Saves:** Fort +5, Ref +4, Will +3, **Abilities:** Str 16, Dex 12, Con 14, Int 6, Wis 8, Cha 6, **Skills:** Balance +4, Climb +5, Hide +3, Jump +6, Listen +1, Move Silently +2, Search +2*, Spot +8*. **Skills include racial (vor-sight) modifiers.*

EXPERIENCED

Type: medium hollow minion, **Level:** 8, **Hit Points:** 52(d8), **Energy Points:** 28, **Initiative:** +3, **Speed:** 36 feet, **Defense Bonus:** +4, **Armor:** 3, **Attack Bonus:** +8/+3, **Attack:** Claw (1d6 + Strength modifier), Bite (1d6 +4), **Qualities:** 15 bio-morph points, **Saves:** Fort +6, Ref +5, Will +5, **Abilities:** Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8, **Skills:** Balance +5, Climb +7, Hide +5, Jump +8, Listen +4, Move Silently +3, Search +5*, Spot +10*. **Skills include racial (vor-sight) modifiers.*

ELITE

Type: medium hollow minion, **Level:** 12, **Hit Points:** 90(d8), **Energy Points:** 42, **Initiative:** +5, **Speed:** 36 feet, **Defense Bonus:** +5, **Armor:** 3, **Attack Bonus:** +10/+5, **Attack:** Claw (1d6 + Strength modifier), Bite (1d6 +4), **Qualities:** 30 bio-morph points, **Saves:** Fort +9, Ref +7, Will +7, **Abilities:** Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 8, **Skills:** Balance +7, Climb +7, Hide +7, Jump +10, Listen +6, Move Silently +5, Search +8*, Spot +10*. **Skills include racial (vor-sight) modifiers.*

VOR' KON

KON BIO-MORPHS

The following bio implants are the most common used by the Vor'kon. Once a bio-morph is implanted it is permanent and is for all purposes, a part of the kon's body. Like other attributes, bio-morphs can be purchased in ranks; each rank is more powerful than the rank before. A single rank of any bio-morph cost one or more bio-morph points (abbreviated BP) as detailed below. In many ways, these simply work like normal class attributes found in the character section of the book. Note, that for defining reasons, some of the following attributes are listed as either "Attributes" or "implant", reflecting that one is simply a learned ability and the other is an actual implant that was installed or grown into the Vor. Some of the implants use vital energy from the Vor's reserves. If the kon does not have the energy points to spend to activate the implant or ability, it cannot be used.

ATTACK COMBAT MASTERY

Attribute: 3BP/rank

Energy Cost: 0

The Vor has had experience with ranged attacks and is able to more effectively use them. The Vor gains a +1 bonus to its Base Attack Bonus. This could increase its attacks per round if its BAB is increased to either +6, +11, +16, or +21 as normal.

BARBED VORAX

Implant: 1BP/rank

Energy Cost: 0

The Vor can have thick spike like growths protruding from their skin, inflicting damage on any who touches them without armor for protection. This includes attempts to grapple, striking with unarmed attacks, etc. The Vor can grapple a target and make a Strength vs Strength check with the victim to hold on and inflict damage every round.

Rank 1: Barbs inflict 1d4 damage.

Rank 2: Barbs inflict 2d4 damage.

Rank 3: Barbs inflict 3d4 damage.

Rank 4: Barbs inflict 4d4 damage.

DAMN HEALTHY

Attribute: 2BP/rank

Energy Cost: 0

The Vor has learned to withstand punishment and physical damage to a greater degree. Each time this Attribute is chosen it can increase its hit points by 1d8 + Constitution modifier.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

The Vor is more capable of defending off melee (including melee unarmed attacks) directed against it. Increase its Defense Bonus by +1 each time this Attribute is taken.

ELONGATED CLAWS

Implant: 1BP/rank

Energy Cost: 0

The Vor have wicked long claws that are razor sharp and reinforced to shred through thick armor. This grants them the Armor Penetration attack quality (see Attack Qualities on page 142).

Rank 1: Armor Penetration 1, +2 bonus to Climb.

Rank 2: Armor Penetration 2, +4 bonus to Climb.

Rank 3: Armor Penetration 3, +6 bonus to Climb.

ENERGY BONUS

Implant: 1 BP/rank

Energy Cost: 0

The Vor has its energy reserves increased by 1d6 points each time this implant is chosen.

ENTROPY CANNON

Implant: 2BP/rank

Energy Cost: 2/per rank

This bio-morph is very hard to implant and the Vor so implanted has a serious chance of being harmed by the cannon's energy attack. Those Vor whos bodies do not reject the cannon implant, have a powerful ranged attack at their disposal. The first time this implant is chosen, the cannon itself is mounted upon one of the Vor's arms (replacing the arm and so entailing a -4 penalty to all relevant checks such as Climb). Each additional rank after the first, the Vor has one of the following qualities added to the entropy cannon.

Increased Damage: Each time this quality is chosen it increases the weapons damage by 1d6, to a maximum of equal to the Vor's level.

Increased Range: This quality can only be chosen once and increases the cannon's range from short to medium.

Entropy Blast: The cannon is given a spreading like effect that counts as a spreading 2 attack (see Attack Qualities on page 142). The second time this quality is chosen, it increases to a spreading 4 attack. It should be noted that this quality cannot be purchased with the Increased Range quality listed above, for the spreading attack limits the weapon's range.

Entropy Burn: The entropy energy of destruction that the cannon fires is made to keep burning its opponent

even after its initial release. The weapon gains a burning 3 attack quality (see Attack Quality sidebar on page 142). If this quality is selected again it becomes a Burning 6 attack quality.

Range: short, **Base Damage:** 2d6, **Weapon Qualities:** affect incorporeal, magic, slow 1, static.

EXTENDED VOR-SIGHT

Implant: 1BP/rank

Energy Cost: 0

Normally a Vor'kon's sight allows it to "see" up to 300 feet. If the Vor has this implant it increases this range accordingly.

Rank 1: Vor-sight extends up to 600 feet.

Rank 2: Vor-sight extends up to 900 feet.

Rank 3: Vor-sight extends up to 1200 feet.

GLIDING MEMBRANE

Implant: 2BP

Energy Cost: 0

When the Vor drop into combat from a flying Vor'gos, they need to be able to slow their descent. This is accomplished with a thin membrane of vorem that is stretched between the Vor's arm, torso,

and leg. The membrane does not allow flight, but it allows the Vor to control their fall and remain unharmed from high drops.

HEAD RAM

Implant: 1BP/rank

Energy Cost: 0

By increasing the Vor's vorax atop their head as well as increasing support along their back with thicker bones and stronger muscles, the Vor have created an implant that allows the 'kon to make a charge attack with its head with devastating force. If the strike is successful against a target, it takes damage and must make a Strength vs. Strength to remain standing. Each point the Strength check fails by, the target is knocked back 1 foot.

Rank 1: Head ram charge inflicts 1d8 + Strength modifier in damage.

Rank 2: Head ram charge inflicts 2d8 + Strength modifier in damage.

Rank 3: Head ram charge inflicts 3d8 + Strength modifier in damage.

HEIGHTENED HEARING

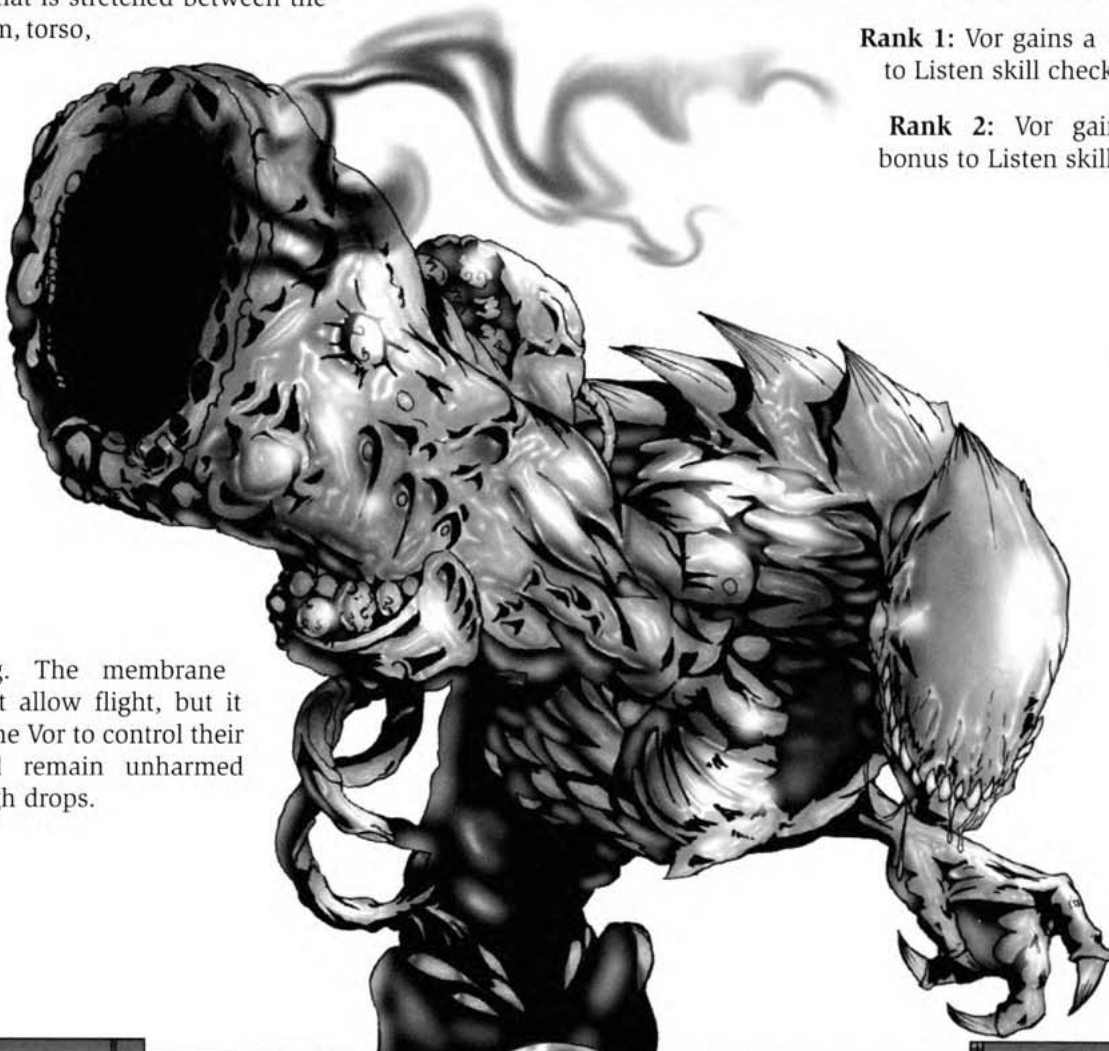
Implant: 1BP/rank

Energy Cost: 0

A Vor with this implant can pick up sounds very clearly. This implant helps to filter out the sounds and allow the Vor to discern between them with discretion.

Rank 1: Vor gains a +4 bonus to Listen skill checks.

Rank 2: Vor gains a +8 bonus to Listen skill checks.



IMPROVED INITIATIVE

Attribute: 1CP/rank

Energy Cost: 0

The Vor is quick and its combat experience has taught it to respond to threats accordingly.

Rank 1: Gain +2 bonus to Initiative checks.

Rank 2: Gain +4 bonus to Initiative checks.

Rank 3: Gain +6 bonus to Initiative checks.

INCREASED FORTITUDE

Implant: 1BP/rank

Energy Cost: 0

This implant increases the Vor's stamina, as well as helping to negate poisons. Each rank in this implant increases the Vor's Fortitude save by +1, to a maximum of 4 ranks.

INCREASED REFLEXES

Implant: 1BP/rank

Energy Cost: 0

This Implant increases the reaction quickness of the Vor's reflexes. Each rank in this implant increases the Vor's Reflex save by +1, to a maximum of 4 ranks.

MEND VOREM

Implant: 2BP/rank

Energy Cost: 2/per rank

This implant causes strange bulges about the Vor's body to move and swell at random as it repairs damaged vorax plates and vorem.

Rank 1: Repair 1 hit point of damage over the course of 1 minute.

Rank 2: Repair 2 hit points of damage in a single round.

RAZOR VORAX TAIL

Implant: 5BP/rank

Energy Cost: 0

The Vor has a long tail tipped with a razor sharp vorax blade. The bladed tail can be used to make a free melee attack equal to its highest Attack Bonus for the round with a penalty. The tail could also be used as a normal attack instead of a free attack, in which case it only suffers half the listed strike penalty.

Rank 1: Tail inflicts 1d6 + Strength modifier in damage, with a -8 strike penalty.

Rank 2: Tail inflicts 2d6 + Strength modifier in damage, with a -6 strike penalty.

Rank 3: Tail inflicts 3d6 + Strength modifier in damage, with a -4 strike penalty.

SHREDDING FANGS

Implant: 1BP/rank

Energy Cost: 0

The Vor's jaw has been elongated, the fangs reinforced and their number increased to help the Vor deliver a vicious bite.

Rank 1: Increase bite damage by +1.

Rank 2: Increase bite damage by +2.

Rank 3: Increase bite damage by +3.

Rank 4: Increase bite damage by +4.

SECRETE SOLOVA

Implant: 1BP/rank

Energy Cost: 0

The bluish blood that runs through the Vor's veins is poison to most living creatures. A Vor with this implant can secrete a concentrated version of their solova through a melee attack such as their claws, bite, or even the barbs from the Barbed Vorax implant, the exact attack which injects solova must be chosen at the time of this implant. If the attack inflicts even a single point of damage to the target, it suffers a special burning attack (see Attack Qualities on page 142).

Rank 1: The attack has the burning 3 attack quality.

Rank 2: The attack has the burning 6 attack quality.

Rank 3: The attack has the burning 9 attack quality.

SPEED BURST

Implant: 1BP/rank

Energy Cost: 1/per rank

The implant is placed in the legs and can increase the Vor's base speed. Each round it must spend the energy points.

Rank 1: Increase base speed by +5 feet.

Rank 2: Increase base speed by +10 feet.

Rank 3: Increase base speed by +15 feet.

Rank 4: Increase base speed by +20 feet.

SPRINGING POWER LEGS

Implant: 1BP/rank

Energy Cost: 1/per rank.

This implant is placed in both legs and allows the Vor to spring up to greater distances. The energy cost must be spent for each jump so made by the Vor.

Rank 1: Gain a +4 bonus to Jump skill checks.

Rank 2: Gain a +8 bonus to Jump skill checks.

Rank 3: Gain a +12 bonus to Jump skill checks.

Rank 4: Gain a +16 bonus to Jump skill checks.

STRENGTH BURST

Implant: 2BP/rank

Energy Cost: 1/per rank.

This implant is added to the Vor's arms and shoulders, allowing it to call upon a massive strength surge. This is useful for claw attacks and can be used to deliver devastating blows. The Strength Burst lasts for one scene.

Rank 1: Strength increase of +4.

Rank 2: Strength increase of +8.

Rank 3: Strength increase of +12.

TAIL

Implant: 1BP/rank

Energy Cost: 0

A longer tail helps the Vor to maintain balance as well as be useful as another form of limited manipulation to aid in climbing, hold objects, etc. Note that this morph can be combined with the Razor Vorax Tail morph.

Rank 1: Tail grants +3 bonus to Balance, and a +1 bonus to Climb skill checks.

Rank 2: Tail grants a +6 bonus to Balance, and a +2 bonus to Climb skill checks.

THICK VORAX

Implant: 1BP/rank

Energy Cost: 0

Some Vor have much thicker and heavier Vorax which covers more of their body. This provides armor protection from all attacks, including energy attacks. Each rank in this implant increases the Vor's armor protection by 1, to a maximum equal to their level.

ROOGADIN

The arrival of the Roogadin has not gone unnoticed by the Magi. Three years ago, the Roog somehow got a toehold within the higher peaks of the Stormwind Mountains, their huge black dominating fortress, seemingly appeared overnight. Within weeks, huge billowing black clouds rose into the sky signaling the relighting of their black forges.

The Magi know little of the Roog, having no contact with them before the Night of Terror. Many signs of this race have been found in the old ruins that have been discovered since the reemergence of the Magi, but such finds supply only so many hints to what the Roogadin race actually is.

MARCH OF THE DARK HOST

When the Roogadin first appeared, it seemed their numbers swelled to huge proportions. Almost as if they were unaware of the Vor living within the great jungles to their east. They quickly spread their settlements out into these swampy jungles. It didn't take long for the Vor to notice such settlements and destroy them wherever

TYPICAL ROOGADIN WARRIOR

The Roogadin are a diverse race with many forms of combat that they study. We provide you with a warrior to give you a taste of what a Roog is like. These warriors are cunning and use their brute strength to their advantage. The Roogadin will be covered with greater detail in later books.

Type: medium humanoid, **Level:** 5, **Hit Points:** 43(d8), **Energy Points:** 18, **Initiative:** +4, **Speed:** 30 feet, **Defense Bonus:** +4, **Armor:** 1, **Attack Bonus:** +6/+2, **Attacks:** Weapon + Strength, **Abilities:** Str 16, Dex 10, Con 14, Int 8, Wis 10, Cha 8, **Saves:** Fort +5, Ref +2, Wil +3, **Qualities:** 8 character points, dark vision 60 ft, increased hearing, **Skills:** Climb +8, Hide +3, Intimidate +8, Jump +7, Knowledge (area) +3, Listen +7*, Move Silently +3, Spot +3, Survival (mountains) +3. **Includes racial bonus.*

8 Character Points: The Roogadin listed here has eight character points that they can spend on attributes listed below.

Dark Vision: The Roogadin are at home underground and have no need of external light source as they can see up to 60 feet in absolute darkness.

Increased Hearing: The Roogadin gains a +4 racial bonus to Listen skill checks.

they were found. The Roog are easily angered and have little patience for being told what to do and to whom they can do it. So it was that the Roogadin called upon their allies, the large rock trolls and the wyverns that many had learned to tame and ride into battle. The Roogadin formed a mighty war host, thinking to do battle with the Vor. Of course, the Magi were quick to take notice, and could only wonder at what game the Roog played at. It was obvious that the Roog were well versed in battle and were a race that seemed intent on making war with everything they encountered, but it was suicidal to face a Hollow Lord or his minions in direct confrontation. So as the dark host of Roog came together under the towering walls of their mightiest fortress, Dark Wind, the Magi sent a single delegate to inquire as to any aid the Magi might supply. But the delegate was either slain or imprisoned for he was never seen again.

At last, the great host marched from their mountainous realm and descended into the mist shrouded forest that made up the home of Vor and his minions. Of course, the Magi had no idea where the host was marching or even if they had any kind of battle plan, but it only took a matter of days before they started encountering strong resistance. The huge beetle like Vor'gos dropped scores of Vor'kon warriors directly atop the Roogadin forces. It was obvious that the Roog had no inkling of what the Vor were capable of. The battle went on for days but once the Hollow Lord, Vor, paid attention to the battle, it quickly ended, with very few Roog left alive. Although the Magi applauded such an attempt, they could only feel sorry for the defeat of what would have been a powerful ally against the Hollow Lords.

DARK WIND

Today the Roog are much weaker and most dwell within the caves about their great fortress, Dark Wind, where the valleys fill with billowing smoke from the hundreds

of forges that they work around the clock to forge their great black steel (often called poison steel) weapons.

BLACK STEEL

The Roogadin make their most prized weapons out of a strange metal they call the "black steel". The metal is slick and shiny to the touch and is as the color of pitch. The metal is often called "poison steel" for its use is not healthy to the one who wields it too much. The Roogadin seem to be more resistant to the poison in general, but

other races begin to see immediate side effects. After only a few minutes of touching the steel, a person's hand becomes bright red and seems to burn slightly to the touch. The pain is uncomfortable but nothing more. If used quite a bit over a few days, the palm of the weapon hand becomes bright red and will begin to blister. Even if the weapon is left in its sheath at the wearer's side, they would eventually begin to grow red on the hip and develop blisters. Each day that the metal is in contact with the skin, even just for a few minutes, the subject must make a Fortitude check (DC 10) or become sick, losing 1d6 Constitution points. Each day after the Fortitude check goes up by 2 and if failed, the subject loses an additional

1d6 Constitution. This continues until the metal is discarded or the subject is dead. Death is usually very painful and includes huge boils on the skin and vomiting of blood.

Roogadin develop blisters and sometimes show a rash, but this is the extent of the sickness. In the hands of a Roogadin the black steel makes for deadly weapons. It is a magical weapon and is considered to have the magic and burning 3 attack qualities (see page 142).



ROOGADIN CLAW SWORD

Roogadin have many strange weapons that take a good deal of training to use correctly. One such weapon is the claw sword. This is a sword like weapon with a chain linked to a razor sharp hook. The weapon is vicious in the hands of a Roogadin. A Roogadin who is trained in the claw swords use gains an extra claw attack per round. This extra attack is made at their highest attack bonus with a -3 penalty.

Base Damage: 2d6, **Weapon Qualities:** burning 3, magic, melee, muscle powered.

ROOGADIN ATTRIBUTES

Roogadin warriors may use their character points on the following attributes as they see fit.

ARMOR PROFICIENCY

Attribute: 2CP/rank

Energy Cost: 0

Roogadin have trained to fight in armor and do 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

Each rank in this attribute increases the Roogadin warriors Base Attack Bonus by +1.

TREE DEVIL



These small three foot tall winged humanoids stand hunched over with their front paws usually dragging on the ground. Their skin is very leathery and has the texture of bark, they are grey with splotches of light brown which makes it easy for them to blend into their perch where they sit waiting in the upper bough of the tree, for unwary prey to come by. The tree devil's main source of food is large birds such as the grass grouse. They also feed on the nest pilfer and sometimes if it feels daring, it will attack a flying spirre. The tree devils have become known for their vicious attacks on mining camps where the Spire Mountains run into the Lady's Lake. They have been known to carry off small children, take any unprotected food, and even attack lone travelers.

Type: small humanoid, **Level:** 2, **Hit Points:** 9(d6), **Energy Points:** 2, **Initiative:** +5, **Speed:** 28 feet, fly 56 feet, **Defense Bonus:** +5, **Armor:** 2, **Attack Bonus:** +4, **Attack:** claws 1d4+1, bite 1d4+2, **Qualities:** nightvision, camouflage, **Saves:** Fort +3, Ref +4, Will -1, **Abilities:** Str 8, Con 12, Dex 14, Ins 8, **Skills:** Balance +4, Climb +2, Hide +9*, Move Silently +7, Spot +4. *Includes racial bonuses.

Nightvision: The tree devil can see twice as far in shadowy light as normal.

Camouflage: Tree devil have the appropriate coloring for hiding in trees. If hiding in trees of like foliage, they gain a +4 bonus to their Hide skill. This bonus has already been added into the skill bonus given above.

BATTLE RAGE

Attribute: 1CP/rank

Energy Cost: 2 per rank

In the heat of battle the Roogadin can summon up unparalleled rage.

Rank 1: The Roog warrior gains a +2 to Strength for the rest of the battle.

Rank 2: The Roog warrior gains a +4 to Strength for the rest of the battle.

CLEAVE

Attribute: 2CP/rank

Energy Cost: 0

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

Rank 1: Roog can only make one Cleave attack per round, even if they drop more than one opponent.

Rank 2: The Roog can make as many extra cleave attacks in a round equal to the number of opponents they drop.

DAMN HEALTHY

Attribute: 2CP/rank

Energy Cost: 0

Each rank in this Attribute grants the warrior another 1d8+ Constitution modifier in hit points.

DEFENSE COMBAT MASTERY

Attribute: 2CP/rank

Energy Cost: 0

For each rank in this attribute the Roogadin warrior gains a +1 to their Defense Bonus.

POWER ATTACK

Attribute: 2CP

Energy Cost: 0

Prerequisite: Strength 13+

Roog warriors can subtract a number of points from their melee attack roll and add that same amount to their damage if the attack is successful.

Lannith Companion

Although there is a lot of d20 products out there, Everstone has its own kind of flavor and is a setting that kind of sits apart from your average fantasy genre. Although we plan on expanding on the world of Lannith in latter supplements, Game Masters might need help to jump start there campaign. For this reason we have provided the Lannith Companion. A book filled with everything a Game Master needs. Within its pages you can follow Kelden and Shandra along with the rest of the crew of the Oracle on a path of discovery. Visiting strange lands, finding new treasures, and learning the secret behind the Hollow Lords.

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- Full Map to Cinder
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- Pre-made character templates
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- New magic items, creatures, npc's and much more.

To make this as reasonably priced as possible, we are providing the Lannith Companion as an online release. You can find the companion on www.rpgnow.com. For a demo version of the book visit our website at www.ironogolemgames.com

CHAPTER 14

APPENDIX

ARMOR

Armor	Weight	Cost	Note
Breastplate (med)	30 lb.	200 sg	+ 10% to be fitted
Chainmail (med)	40 lb.	150 sg	+ 10% to be fitted
Leather (light)	15 lb.	10 sg	generic size
Plate Armor (heavy)	50 lb.	600 sg	+ 10% to be fitted

Special Armor	Weight	Cost	Note
Buckle (light)	10 lb.	1500 sg	+ 10% to be fitted
Combat Shell (med)	30 lb.	3600 sg	+ 10% to be fitted
Full Shell (heavy)	40 lb.	6200 sg	+ 10% to be fitted
Magi Armor (med)	25 lb.	3300 sg	+ 10% to be fitted

Shields	Weight	Cost	Note
Buckler (small)	5 lb.	15 sg	wooden
Crescent Shield	20 lb.	1500 sg	rune device
Round Shield (med)	15 lb.	20 sg	wooden

BEASTS

Beast	Weight	Cost	Note
Flying Spirre	5 lb.	100 sg	wild (trained)
Gintii	1400 lb.	900 sg	trained for combat
Granite Mountain Lion	1100 lb.	1400 sg	trained for combat
Mokket	10-15 lb.	300 sg	trained
Marmadon	2000 lb.	350 sg	trained for labor
Spotted-Back Spider	2-15 lb.	200 sg	trained
Tree Devil	10 lb.	75 sg	trained

CONTAINERS

Containers	Weight	Cost	Note
Backpack	3 lb.	16 cg	3 cubic feet
Bag			
Small	.5 lb.	2 cg	1 cubic foot
Large	1 lb.	4 cg	3 cubic feet
Bottle			
Small, glass	.5 lb.	5 cg	1 pint
Small, clay	1 lb.	2 cg	1 pint
Large, glass	1 lb.	1 sg	1 gallon
Large, clay	2 lb.	4 cg	1 gallon
Bowl			
Ceramic	.25 lb.	1 sg	1 quart
Clay	.5 lb.	2 cg	1 quart
Wood	.25 lb.	5 cg	1 quart
Bucket			
Wood	2 lb.	6 cg	2 gallons
Metal	3 lb.	16 cg	2 gallons
Chest			
Small, metal	5 lb.	3 sg	.5 cubic feet
Small, wood	1 lb.	9 cg	.5 cubic feet
Medium, metal	12 lb.	6 sg	2 cubic feet
Medium, wood	6 lb.	14 cg	2 cubic feet
Large, metal	20 lb.	10 sg	3 cubic feet
Large, wood	11 lb.	2 sg	3 cubic feet
Kettle	9 lb.	2 sg	2 gallons
Mug			
Glass	.25 lb.	16 cg	1 pint
Metal	.5 lb.	8 cg	1 pint
Pewter	.75 lb.	6 cg	1 pint
Wood	.25 lb.	4 cg	1 pint
Purse			
Small, cloth	.1 lb.	2 cg	60 coin capacity
Small, leather	.2 lb.	4 cg	60 coin capacity
Medium, cloth	.25 lb.	3 cg	150 coin capacity

Medium, leather	.4 lb.	8 cg	150 coin capacity
Large, cloth	.5 lb.	6 cg	350 coin capacity
Large, leather	.75 lb.	1 sg	350 coin capacity
Saddle Bag, leather	3 lb.	28 cg	2 cubic feet
Vial			
Glass	.2 lb.	5 cg	2 oz.
Metal	.1 lb.	9 cg	2 oz.
Water Skin			
Medium	.25 lb.	14 cg	2 gallons
Large	.5 lb.	18 cg	3 gallons
Wine Cask			
Small	2.5 lb.	7 cg	4 gallons
Medium	5 lb.	12 cg	10 gallons
Large	45 lb.	25 cg	50 gallons

CLOTHING

Clothing	Weight	Cost	Note
Belt			
Leather	.25 lb.	5 cg	one size fits all
Sword	.5 lb.	7 cg	or any other
			1-handed weapon
Boots			
Cloth	.25 lb.	3 cg	low wear value
Reinforced leather	1 lb.	14 cg	soldier footwear
Soft leather	.5 lb.	9 cg	knee high or short
Breeches			
Peasants	1 lb.	6 cg	very plain
Tradesman	1 lb.	14 cg	good quality
Noble	1 lb.	26 cg	fine quality
Cap			
Peasant	.25 lb.	2 cg	simple
Tradesman	.25 lb.	5 cg	casual wear
Noble	.30 lb.	1 sg	stands out
Cloak			
Cloth	1.5 lb.	11 cg	wool
Leather	3 lb.	2 sg	soft, treated
Noble	+ .25 lb.	+ 1 sg	very showy
Hooded	+ .25 lb.	+ 6 sg	leather or cloth
Dress			
Peasant	3 lb.	17 cg	plain yet durable
Tradesman	3 lb.	24 cg	common attire
Noble	.25 lb.	4 cg	large belt
Night Robe			
Peasant	2 lb.	8 cg	top and bottom
Tradesman	2 lb.	15 cg	one long gown
Noble	3 lb.	4 sg	silk
Pin (jewelry)			
Peasant	.1 lb.	3 cg	cheap metal
Tradesman	.1 lb.	1 sg	fine design
Noble	.2 lb.	3 sg	exotic metal, fancy
Broach			
Plain	.25 lb.	6 cg	holds cloak on
Fancy	.25 lb.	17 cg	holds cloak on
Robe			
Peasant	5 lb.	19 cg	plain brown or
black			
Tradesman	5 lb.	3 sg	well made, any
color			
Noble	5 lb.	5 sg	multi color with
design			
Sandles	1 lb.	3 cg	open face shoes
Scarf			
Peasant	.5 lb.	3 cg	plain

Tradesman	.4 lb.	8 cg	colorful
Noble	.3 lb	15 cg	colorful
Shoes			
Peasant	2 lb.	9 cg	rough fit
Tradesman	2 lb.	2 sg	well made
Noble	2 lb.	4 sg	fancy, very good fit
Sheath			
Knife	.25 lb.	4 cg	leather
Sword	1 lb.	9 cg	leather
Shirt			
Peasant	.5 lb.	3 cg	loose, plain
Tradesman	.5 lb.	8 cg	well made, good fit
Noble	.4 lb.	2 sg	well made
Surcoat (soldier)	1 lb.	4 cg	insignia cost extra
Toga	1 lb.	4 cg	short robe-shirt
Tunic			
Tradesman	1 lb.	6 cg	well made
Noble	1 lb.	1 sg	rare cloth

EXPLORING AND CAMPING GEAR

Gear	Weight	Cost	Note
Bedroll	4 lb.	15 cg	light blankets
Blankets			
Light	2 lb.	4 cg	6' x 5'
Heavy	3 lb.	7 cg	6' x 5'
Climbing Spikes (2)	1 lb.	4 cg	6" iron spikes
Cooking pot, iron	7 lb.	2 sg	12" diameter
Fire Starting Bow	1 lb.	3 cg	18" tall
Fish Hook	.01 lb.	2 cg	no line
Fishing line, 25 feet	.01 lb.	2 cg	15 lb. pull
Flint and Steel	.25 lb.	4 cg	1d4 min start time
Grappling Hook	3 lb.	22 cg	
Hammock	3 lb.	9 cg	with 6' rope
Mesquito Net	1 lb.	18 cg	four square feet
Net			
Animal	5 lb.	2 sg	eight square feet
Fish	2 lb.	1 sg	four square feet
Rope			
Rope			
Hemp	4 lb.	17 cg	fifty feet
Silk	2 lb.	3 sg	thirty feet
Rope Ladder	7 lb.	25 cg	twenty five feet
Tent			
1 man	9 lb.	4 sg	water proof
2 man	15 lb.	9 sg	water proof
3 man	28 lb.	15 sg	water proof
Trap, Jaw			
Small Game	2 lb.	24 cg	2d8 damage, Str 12
Medium Game	4 lb.	3 sg	3d8 damage, Str 14
Large Game	6 lb.	4 sg	4d8 damage, Str 16
Whistle	.5 lb.	1 sg	high pitch

FOOD AND DRINK

Food and Drink	Weight	Cost	Note
Ale			
Poor	1 lb.	1 cg	1 pint
Good	1 lb.	3 cg	1 pint
Excellent	1 lb.	5 cg	1 pint
Birds			
Common	3-10 lb.	3 cg	plucked
Uncommon	3-10 lb.	5 cg	plucked
Exotic	3-10 lb.	1 sg	plucked
Fish			
Common	1 lb.	1 (2) sg	raw (cooked)
Game	1 lb.	2 (3) sg	raw (cooked)
Shell	1 lb.	3 (4) sg	raw (cooked)
Feed			
Golden Rod	1 lb.	2 cg	stalks
Oats	1 lb.	4 cg	grain
Hay	1 lb.	1 cg	stalks
Straw	1 lb.	1 cg	stalks
Fresh Meats			
Common	1 lb.	2 (3) cg	raw (cooked)

Uncommon	1 lb.	3 (4) cg	raw (cooked)
Exotic	1 lb.	1 sg	cooked
Fruits			
Berries, Wild	.25 lb.	3 cg	wild
Nectar Grapes	.25 lb.	2 cg	with seeds
Swallow Apricots	.25 lb.	2 cg	juicy
Sweet Apples	.25 lb.	1 cg	red or green
Sweet Cherids	.25 lb.	3 cg	sweet
Bread, Loaf	1 lb.	2 cg	golden rod
Bread, Rolls	1 lb.	3 cg	golden rod
Butter	1 lb.	3 cg	yellow
Cheese	1 lb.	4 cg	common
Cooking Oil	1 lb.	4 cg	common
Cream	1 pint	2 cg	common
Eggs	.2 lb.	1 cg	fresh
Flour, Golden Rod	1 lb.	3 cg	bagged
Honey	1 pint	2 sg	bee
Jam	1 pint	4 sg	preserved
Lard	1 lb.	3 cg	mmm...laaard
Silver Maple Syrup	1 pint	2 sg	common
Oatmeal	1 lb.	1 cg	common
Pastries	1 lb.	8 cg	sugar
Salt	1 lb.	1 sg	refined
Spice		1 lb.	2 sg

Preserved Food

Marmadon, Salted	1 lb.	3 cg
Marmadon, Smoked	1 lb.	4 cg
Marmadon, Jerked	1 lb.	4 cg
Fish, Salted	1 lb.	4 cg
Fish, Smoked	1 lb.	5 cg
Fruit, Canned	1 pint	7 cg
Fruit, Dried	1 lb.	4 cg
Gor Hog, Salted	1 lb.	3 cg
Gor Hog, Smoked	1 lb.	4 cg
Great Kurboo, Smoked	1 lb.	5 cg
Great Kurboo, Jerked	1 lb.	6 cg
Sausage, Smoked	1 lb.	5 cg
Sausage, Spiced	1 lb.	6 cg
Vegetable, Canned	1 pint	4 cg
Vegetable, Dried	1 lb.	3 cg

Vegetables

Carrots	1 lb.	2 cg
Potatoes	1 lb.	1 cg
Radishes	1 lb.	2 cg
Onions	1 lb.	1 cg
Turnip	1 lb.	1 cg

Wine

Poor	1 pint	3 cg
Good	1 pint	1 sg
Excellent	1 pint	1 gg

FURNITURE

Furniture	Weight	Cost	Note
Bathing Tub	60 lb.	3 sg	3' diameter
Bed Frame	180 lb.	1 gg	twin bed
Bench, wooden	16 lb.	1 sg	three feet long
Book Shelves	90 lb.	2sg	4' x 4' with 3
shelves			
Cushions, wool	1 lb.	6 cg	simple cloth
Chair		8 lb.	2 sg
simple, wooden			
Dresser	100 lb.	1 gg	four drawers
Mattress, straw	30 lb.	14 cg	twin
Mattress, down	60 lb.	13 sg	twin
Mirror, metal	100 lb.	6 sg	6' x 2'
Mirror, silver	100 lb.	12 sg	6' x 2'
Pillow, down	4 lb.	3 sg	1' x 2'
Rug, small	13 lb.	9 sg	4' x 3'
Rug, large	25 lb.	15 sg	6' x 6'
Stool, wooden	5 lb.	7 cg	three legs
Table, wooden	80 lb.	5 sg	3' x 3'

GAMBLING			
Gambling	Weight	Cost	Note
Cards	.15 lb.	24 cg	generic deck
Cards, marked	.15 lb.	4 sg	+ 2 to skill check
Dice	.25 lb.	6 cg	five 6-sided dice
Dice, weighted	.3 lb.	2 sg	+ 2 to skill check

LIGHTING			
Lighting	Weight	Cost	Note
Candle			
Small	.25 lb.	2 cg	45 minutes
Medium	.5 lb.	3 cg	2 hour burn time
Large	1 lb.	6 cg	4 hour burn time
Candle Holder			
Clay	1 lb.	4 cg	bedside holder
Wood and Glass	.5 lb.	1 sg	handle for carrying
Lamp			
Small	2 lb.	15 cg	burn 3 hours
Large	5 lb.	28 cg	burns 5 hours
Lantern			
Hooded	5 lb.	2 sg	burns 3 hours
Bullseye	6 lb.	24 cg	burns 3 hours
Tinder Box	.25 lb.	5 cg	hand warmer
Torch			
Treated	.3 lb.	3 cg	1 hour burn time
Untreated	.3 lb.	2 cg	30 minute burn

MUSICAL INSTRUMENTS			
Musical Instruments	Weight	Cost	Note
Bag Pipes	10 lb.	24 sg	
Drum	4 lb.	9 cg	wood and hide
Flute	1 lb.	2 sg	
Harp	40 lb.	30 sg	floor harp
Lute	6 lb.	5 sg	hand held harp
Lyre	8 lb.	6 sg	
Mandolin	5 lb.	4 sg	
Pan Pipes	1 lb.	1 sg	
Violin	2 lb.	15 sg	
Hunting Horn	1 lb.	1 sg	simple

SERVICES			
Service	Cost	Note	
Animal Trainer	5 sg/day	common animal	
Armor Smith	12 sg/day	materials extra	
Black Smith	8 sg/day	materials extra	
Boatman	1 sg/day	no boat	
Bodyguard	15 sg/day	3rd level	
Bow Maker	2 sg/day	materials extra	
Brick Maker	10 cg/day	materials extra	
Carpenter	13 cg/day	materials extra	
Coach Driver	3 cg/mile	no coach	
Cook	3 sg/day	materials extra	
Driver	1 cg/mile	no wagon	
Entertainer	5 cg - 1 sg/hour	+ 6 skill rank avg	
Fixer	15 sg/day	materials extra	
Ground Keepers	10 cg/day		
Healer	5 sg/day	herbs are extra	
Laborer	8 cg/day		
Lady of the Night	2 sg/hour	whore	
Leather Worker	13 cg/day	materials extra	
Messenger	4 cg/mile	on foot	
Sage	1 sg/hour	+ 12 knowledge	
Scout	2 sg/day		
Scribe	1 sg/hour	materials are extra	
Servant	12 cg/day		
Ship Gunner	15 sg/day		
Ship Pilot	25 sg/day		
Sorcerer	30 sg/day		
Soldier	2 sg/day		
Stone Mason	14 cg/day	materials are extra	
Tailor	3 cg/hour	materials are extra	
Teamster	13 cg/day		
Thief	30 sg/job	simple job	
Tutor		5 sg/day	

Weapon Smith	8 sg/day	materials are extra
Wild Land Guide	20 sg/day	
Wood Smith	7 sg/day	materials are extra

THIEVING TOOLS			
Thieving Tools	Weight	Cost	Note
Clawed Gloves	1 lb.	15 cg	+ 2 to Climb
Face Paint, black	1 pint	8 cg	+ 1 to Hide
Glass Cutter	.25 lb.	9 cg	cuts through glass
Hinge Grease	1 pint	3 cg	for squeaky doors
Key Making Kit	8 lb.	5 sg	set of tools
Listening Cone	.25 lb.	5 cg	+ 1 to Listen
Lock Picks	1 lb.	5 sg	set of tools
Pry Bar, small	1 lb.	1 sg	10 armor
Weapon Black	1 pint	8 cg	cover shiny object

TOOLS			
Tools	Weight	Cost	Note
Brush	.5 lb.	2 sg	paint
Crowbar	4 lb.	12 cg	12" long
Chain			
Light	15 lb.	3 sg	8 feet
Heavy	25 lb.	5 sg	8 feet
Chisel	1 lb.	14 cg	wood tool
Drill, hand crank	1 lb.	25 cg	up to .75 of an inch
File	.75 lb.	2 sg	straight
Hammer			
Small	1 lb.	8 cg	
Large	5 lb.	12 cg	
Ladder	10 lb.	8 cg	10 feet tall
Nails	1 lb.	14 cg	1" to 3"
Pickaxe	5 lb.	25 cg	
Plank	6 lb.	4 cg	10' x 2' x 2'
Pole	1 lb.	4 cg	measuring
Pully	2 lb.	3 sg	
Saw	1 lb.	27 cg	cuts wood
Scissors	.25 lb.	5 sg	cuts cloth
Sewing kit	.5 lb.	2 sg	needles, thread, etc.
Shovel	2 lb.	22 cg	4' handle
Wire	3 lb.	15 cg	10' long, 12 gauge

TRANSPORT			
Transport	Weight	Cost	Note
Cart			
Hand	100 lb.	5 sg	4 cubic feet
Horse	300 lb.	15 sg	10 cubic feet
Coach			
2 Passenger	250 lb.	2 gg	2 horse team
4 Passenger	400 lb.	4 gg	2 or 4 horse team
Boat			
Canoe	100 lb.	6 sg	2 passenger
Long	500 lb.	3 gg	8 passenger
Row	200 lb.	1 gg	4 passenger
Saddle			
Common	10 lb.	4 sg	riding
War	15 lb.	5 sg	combat riding
Ship			
Small	8000 lb.	60 gg	6 man crew
Medium	16000 lb.	110 gg	12 man crew
Large	22000 lb.	200 gg	25 man crew
Sled	350 lb.	25 sg	2 passeng, 1 beast
Tack and Harness	4 lb.	14 cg	gintii
Wagon			
2 Gintii	500 lb.	5 gg	10 cubic feet
4 Gintii	900 lb.	8 gg	16 cubic feet
Box	+ 200 lb.	+ 4 sg	enclosed

WEAPONS			
Weapon	Weight	Cost	Note
Axe			
Battle	10 lb.	10 sg	4 feet long
Great	12 lb.	20 sg	6 feet long
Hand	6 lb.	6 sg	2.5 feet long
Bow	3 lb.	75 sg	3.5 feet long

Club	4 lb.	2 cg	2.5 feet long
Dagger	1 lb.	2 sg	12" long
Halberd	9 lb.	10 sg	8 feet long
Lance	7 lb.	10 sg	10 feet long
Mace	5 lb.	12 sg	3 feet long
Morningstar	8 lb.	8 sg	4 feet long
Scimitar	4 lb.	15 sg	3 feet long
Spear	4 lb.	5 sg	3 feet long
Sword			
Great	10 lb.	50 sg	5 feet long
Long	6 lb.	15 sg	3.5 feet long
Short	3 lb.	10 sg	2 feet long
Warhammer	13 lb.	12 sg	4.5 feet long

Special Weapon	Weight	Cost	Note
Blaze Pistol	4 lb.	1500 sg	
Fey Dueling Sword	2 lb.	130 sg	
Fey Dueller	3 lb.	2500 sg	
Fey Bow	3 lb.	80 sg	
Ka'taan War Spear	5 lb.	200 sg	
Disc	2 lb.	5 sg	
Myth-stone	8 lb.	3100 sg	
Myth-stone Disc	3 lb.	300 sg	
Magi Long Dagger	2 lb.	1000 sg	
Magi Warblade			
Single-handed	4 lb.	1800 sg	
Two-handed	6 lb.	2500 sg	
Pyro-pod Launcher	25 lb.	4000 sg	
Rune Glaive	5 lb.	2800 sg	
Storm Hammer	15 lb.	3200 sg	
Storm Breaker Halberd	12 lb.	2800 sg	
Thunder Gun			
Pistol	3 lb.	1500 sg	
Rifle	5 lb.	2000 sg	
Tremor Gauntlets	5 lb. (each)	1900 sg	

WRITING

Writing	Weight	Cost	Note
Book, paper			
Small	1.5 lb.	1 sg	50 sheets
Medium	2 lb.	2 sg	100 sheets
Large	3 lb.	3 sg	200 sheets
Book, parchment			
Small	2 lb.	12 cg	50 sheets
Medium	3 lb.	15 cg	100 sheets
Large	5 lb.	20 cg	200 sheets
Brushes			
Gintii	.1 lb.	3 cg	coarse, writing
Kurboo	.1 lb.	9 cg	fine, writing
Chalk	.1 lb.	5 cg	6" stick
Charcoal	.1 lb.	3 cg	black rock
Drove Quill Pen	.1 lb.	5 sg	dipping
Etching Needle	.05 lb.	1 sg	
Ink			
Black	5 oz.	9 cg	air tight container
Color	5 oz.	2 sg	air tight container
Metal Leafs			
Bronze	.2 lb.	5 cg	6" x 3"
Gold	.3 lb.	6 gg	6" x 3"
Silver	.3 lb.	4 sg	6" x 3"
Scrolls			
Parchment	.02 lb.	4 cg	10" x 15"
Paper	.01 lb.	8 cg	10" x 15"
Scroll Case			
Bone	.4 lb.	1 sg	2" x 11"
Ivory	.7 lb.	3 sg	2" x 11"
Wood	.5 lb.	8 cg	2" x 11"

MISCELLANEOUS

Miscellaneous	Weight	Cost	Note
Bandages	.5 lb.	3 cg	2 feet of cloth
Brush, hair	.3 lb.	13 cg	grooming

Chain			
Light	10 lb.	4 sg	6 feet long
Medium	15 lb.	6 sg	6 feet long
Heavy	20 lb.	8 sg	6 feet long
Comb, hair	.1 lb.	3 cg	wooden
Looking Glass	2 lb.	2 gg	x 3 magnification
Padlock			
Cheap	.5 lb.	7 cg	DC 25 to pick
Good	1 lb.	19 cg	DC 30 to pick
Excellent	1 lb.	4 sg	DC 35 to pick
Double Lock	2 lb.	6 sg	DC 40 to pick
Ship Passage			
Short Trip	10 sg	1 to 15 miles	
Medium Trip	25 sg	16 to 100 miles	
Long Trip	5 gg	101 to 1000 miles	
Soap	1 lb.	4 cg	lye
Sundial	3 lb.	1 sg	day only
String	1 lb.	5 cg	10 lb., 100 feet

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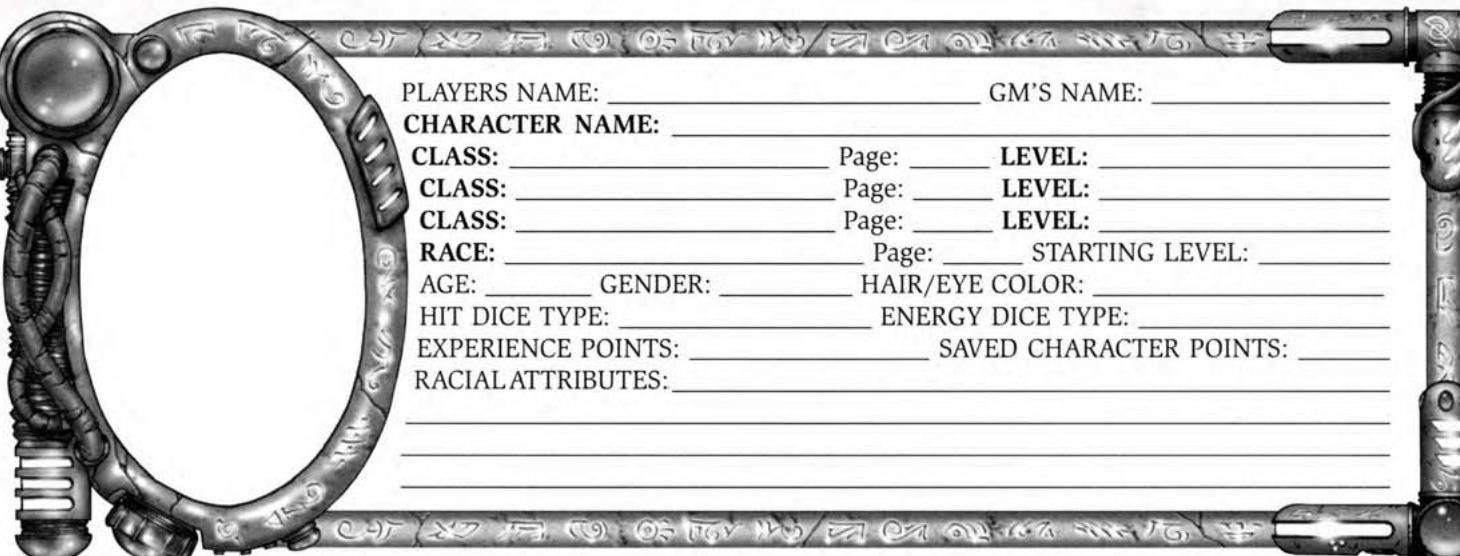
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PLAYERS NAME: _____ GM'S NAME: _____

CHARACTER NAME: _____

CLASS: _____ Page: _____ LEVEL: _____

CLASS: _____ Page: _____ LEVEL: _____

CLASS: _____ Page: _____ LEVEL: _____

RACE: _____ Page: _____ STARTING LEVEL: _____

AGE: _____ GENDER: _____ HAIR/EYE COLOR: _____

HIT DICE TYPE: _____ ENERGY DICE TYPE: _____

EXPERIENCE POINTS: _____ SAVED CHARACTER POINTS: _____

RACIAL ATTRIBUTES: _____

ABILITIES	SCORE	MOD	TEMP	COMBAT	ATTR	BASE	TOTAL
Strength	_____	_____	_____	Attack Bonus:	_____	_____	_____
Dexterity	_____	_____	_____	Defense Bonus (Dex):	_____	_____	_____
Constitution	_____	_____	_____	Initiative (Dex):	_____	_____	_____
Intelligence	_____	_____	_____	ENERGY POINTS: 			
Wisdom	_____	_____	_____				
Charisma	_____	_____	_____				
MOVEMENT		SAVES	ABILITY MOD	TOTAL	HIT POINTS: 		
Land Move:	_____	Fortitude (Con)	_____	_____			
Fly Move:	_____	Reflex (Dex)	_____	_____			
Swim Move:	_____	Willpower (Wis)	_____	_____			

HIT POINTS:[illegible]

SKILLS

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☐ Bluff (Cha) pg 119
☐ Climb (Str) pg 119
☐ Concentration (Con) pg 119
☐ Craft (Int) pg 120
☐ Decipher Script (Int) pg 120
☐ Diplomacy (Cha) pg 120
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☐ Disguise (Cha) pg 121
☐ Escape Artist (Dex) pg 121
☐ Forgery (Int) pg 121
☐ Gamble (Wis) pg 121
☐ Gather Info (Cha) pg 121
☐ Handle Animal (Cha) pg 122
☐ Heal (Wis) pg 122
☐ Hide (Dex) pg 122
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☐ Jump (Str) pg 123
☐ Knowledge (Int) pg 123
☐ Listen (Wis) pg 123

ABILITY RANK

MISC

TOTAL

SKILLS

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☐ Navigate (Int) pg 124
☐ Open Locks (Dex) pg 124
☐ Poisons (Int) pg 124
☐ Profession (Int) pg 126
☐ Repair (Int) pg 126
☐ Ride (Dex) pg 126
☐ Rune Device (Int) pg 127
☐ Search (Int) pg 127
☐ Seduction (Cha) pg 127
☐ Sense Motive (Wis) pg 127
☐ Sleight of Hand (Dex) pg 127
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☐ Spellcraft (Int) pg 127
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☐ Survival (Wis) pg 128
☐ Swim (Str) pg 128
☐ Tumble (Dex) pg 129
☐ Use Rope (Dex) pg 129

ABILITY RANK

MISC

TOTAL

WEAPON

DAMAGE

RANGE BLOODSTONE

QUALITIES/RUNE-STRINGS

PAGE

ARMOR

PROTECTION

ENC

BLOODSTONE

QUALITIES/RUNE-STRINGS

EQUIPMENT

WEIGHT

BLOODSTONE

LOCATION/NOTE

PAGE

CURRENCY: Gold Guildiers (____), Silver Guildiers (____), Other (_____)

O Rune-String #1: _____ Rank: _____ Energy Cost: _____ Silver Cost: _____
 O Rune-String #2: _____ Rank: _____ Energy Cost: _____ Silver Cost: _____
 O Rune-String #3: _____ Rank: _____ Energy Cost: _____ Silver Cost: _____
 O Rune-String #4: _____ Rank: _____ Energy Cost: _____ Silver Cost: _____
 O Rune-String #5: _____ Rank: _____ Energy Cost: _____ Silver Cost: _____
 O Rune-String #6: _____ Rank: _____ Energy Cost: _____ Silver Cost: _____
 Bloodstone Capacity: _____ Total Cost of Device: _____

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O Rune-String #1:		Rank:		Energy Cost:		Silver Cost:	
O Rune-String #2:		Rank:		Energy Cost:		Silver Cost:	
O Rune-String #3:		Rank:		Energy Cost:		Silver Cost:	
O Rune-String #4:		Rank:		Energy Cost:		Silver Cost:	
O Rune-String #5:		Rank:		Energy Cost:		Silver Cost:	
O Rune-String #6:		Rank:		Energy Cost:		Silver Cost:	

Bloodstone Capacity: _____
Total Cost of Device: _____

OOO OOO OOO OOO OOO OOO OOO OOO OOO OOO OOO OOO OOO OOO

Ship Type: _____
Class: _____
Rune-Helm RDR: _____
Mana-Modulator RDR: _____
Seer-Scope RDR: _____
Cargo: _____
Passengers: _____
Remaining Energy Points: _____

Ceiling: _____
 Speed: _____
 Handling: _____
 Hit Points: _____
 Armor: _____
 Seer- Scope Range: _____
 Total Ship Cost: _____

COST PER RANK	RANK	EFFECT
100	1	100
100	2	100
100	3	100
100	4	100
100	5	100
100	6	100
100	7	100
100	8	100
100	9	100
100	10	100
100	11	100
100	12	100
100	13	100
100	14	100
100	15	100
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100	32	100
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100	94	100
100	95	100
100	96	100
100	97	100
100	98	100
100	99	100
100	100	100

[illegible]

Type: _____
 Level: _____
 Hit Point: _____
 Initiative: _____
 Speed: _____
 Defense Bonus: _____
 Armor: _____
 Attack Bonus: _____
 Attack: _____
 Qualities: _____

Skills: _____

Notes: _____

Type: _____
 Level: _____
 Hit Point: _____
 Initiative: _____
 Speed: _____
 Defense Bonus: _____
 Armor: _____
 Attack Bonus: _____
 Attack: _____
 Qualities: _____

Skills: _____

Notes: _____

BORDER MARSHAL

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Archery Mastery	Attribute	2	-	1-5
Armor Proficiency	Attribute	2	-	1-2
Attack Combat Mastery	Attribute	3	-	1+
Charge Bloodstone	Attribute	1	special	1
Companion	Attribute	2	-	1+
Cover Tracks	Attribute	1	-	1-2
Damn Healthy	Attribute	2	-	1+
Defense Combat Mastery	Attribute	2	-	1+
Dodge	Attribute	3	2	1
Brawl	Attribute	1	-	1-2
Favored Enemy	Attribute	2	-	1-3
Favored Terrain	Attribute	1	-	1-2
Fortitude	Attribute	1	-	1+
Improved Initiative	Attribute	1	-	1-2
Push Yourself	Attribute	1	1/rank	1-2
Snare	Attribute	2	-	1-2
Quick Kill	Attribute	1	-	1-2
Tree Home	Spell	2	4/rank	1-2
Two-Weapon Fighting	Attribute	2	-	1
Viscious Charge	Attribute	2	-	1-2
Wilderness Awareness	Attribute	1	-	1-2
Woodland Stride	Attribute	2	-	1-2

LORE HUNTER

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Adrenal Burst	Attribute	1	1/rank	1-3
Appraise	Attribute	1	-	1
Architecture Awareness	Attribute	1	-	1-4
Armor Proficiency	Attribute	2	-	1
Attack Combat Mastery	Attribute	3	-	1+
Attack on the Run	Attribute	1	1/rank	1-2
Blind Sight	Attribute	1	-	1-3
Charge Bloodstone	Attribute	1	special	1
Damn Healthy	Attribute	2	-	1+
Defense Combat Mastery	Attribute	2	-	1+
Defensive Roll	Attribute	2	2/rank	1-3
Evade	Attribute	2	-	1-3
Evasive Target	Attribute	1	-	1-2
Luck	Attribute	1	3	1+
Move Quickly	Attribute	1	-	1-4
Obscure Knowledge	Attribute	1	-	1+
Reflex	Attribute	1	-	1+
Willpower	Attribute	1	-	1+

MOON MAGI

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Charge Bloodstone	Attribute	1	special	1-3
Defense Combat Mastery	Attribute	2	-	1+
Energy Bonus	Attribute	1	-	1+
Engrave Runes	Attribute	2	2/hour	1+
Enlarge	Spell	2	3/rank	1-3
Eye of the Magi	Spell	2	2/rank	1-3
Fabricate	Spell	2	2/rank	1-5
Flight	Spell	2	2/rank	1-3
Magical Aptitude	Attribute	1	-	1
Magi Hands	Spell	1	1/rank	1-3
Magi Lock	Spell	1	3/rank	1-5
Mending	Spell	1	1/rank	1-3
Merge	Spell	2	2/rank	1-3
Print Flesh Rune	Attribute	2	2/hour	1+
Runes of Warding	Spell	2	2/rank	1-5
Shrink	Spell	2	1/rank	1-3
Teleport	Spell	3	3/rank	1-4
Unravel	Attribute	2	special	1-3
Willpower	Attribute	1	-	1+

SHADOW MAGI

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Alter Clothing	Spell	1	1/rank	1-2
Armor Proficiency	Attribute	2	-	1
Attack Combat Mastery	Attribute	3	-	1+
Change Appearance	Spell	1	1/rank	1-2
Charge Bloodstone	Attribute	1	special	1-3
Damn Healthy	Attribute	2	-	1+
Defesne Combat Mastery	Attribute	2	-	1+
Energy Bonus	Attribute	1	-	1+
Illusionary Creature/Object	Spell	2	2/rank	1-6
Insubstantial	Spell	2	2/rank	1-6
Investigator	Attribute	1	-	1
Invisibility	Spell	2	2/rank	1-3
Magic Focus Strike	Charm	2	2/rank	1-3
Pass Without Trace	Spell	1	1/rank	1-3
Portal	Spell	2	2/rank	1-3
Project Sound	Spell	1	1/rank	1-3
Quick Kill	Attribute	1	-	1-6
Reflex	Attribute	1	-	1+
Shadow Self	Spell	1	1/rank	1-6
Swift Message	Spell	1	1/rank	1-4
Wall Walking	Spell	1	1/rank	1-3

SORCERER

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Animal Messenger	Spell	1	1/rank	1-2
Analyze Magic	Spell	2	2/rank	1-2
Charge Bloodstone	Attribute	1	special	1
Circle of Warding	Spell	2	4/rank	1-3
Craft Magic Item	Attribute	2	4/hour	1+
Disintegrate	Spell	2	3/rank	1-2
Energy Bonus	Attribute	1	-	1+
Familiar	Attribute	1	-	1+
Globe of Light	Spell	1	1/rank	1-3
Rolling Fog	Spell	1	1/rank	1-3
Sleep	Spell	2	2/rank	1-3
Spirit Travel	Spell	2	2/rank	1-3
Spell of Slowing	Spell	2	2/rank	1-3
Walk on Air	Spell	2	2/rank	1-3
Willpower	Attribute	1	-	1+

STORMGUARD

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Armor Proficiency	Attribute	2	-	1-3
Attack Combat Mastery	Attribute	3	-	1+
Blind Fighting	Attribute	2	-	1-2
Charge Bloodstone	Attribute	1	special	1-2
Cleave	Attribute	2	-	1-2
Damn Healthy	Attribute	2	-	1+
Brawl	Attribute	1	-	1-2
Defense Combat Mastery	Attribute	2	-	1+
Extra Defences	Attribute	3	-	1+
Focus Targeting	Attribute	1	1/rank	1-2
Fortitude	Attribute	1	-	1+
Improved Initiative	Attribute	1	-	1-4
Judge Opponent	Attribute	1	-	1-4
Leap Attack	Attribute	2	-	1
Mounted Combat	Attribute	2	-	1-2
Point Blank Shot	Attribute	1	-	1-3
Power Attack	Attribute	2	-	1
Rapid Load	Attribute	2	-	1
Reflex	Attribute	1	-	1+
Shield Proficiency	Attribute	1	-	1
Teamwork	Attribute	1	-	1-3
Two-Weapon Fighting	Attribute	2	-	1-5
Weapon Specialization	Attribute	1	-	1-6

SUN MAGI

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Armor Proficiency	Attribute	2	-	1-3
Attack Combat Mastery	Attribute	3	-	1+
Aura of Command	Attribute	1	-	1-6
Battle Ram	Spell	2	2/rank	1-2
Blade of the Sun	Spell	2	2/rank	1-2
Charge Bloodstone	Attribute	1	special	1-3
Damn Healthy	Attribute	2	-	1+
Danger Sense	Attribute	1	-	1-3
Defense Combat Mastery	Attribute	2	-	1+
Energy Bonus	Attribute	1	-	1+
Extra Defenses	Attribute	3	-	1+
Fortitude	Attribute	1	-	1+
Hurl Melee Weapon	Attribute	1	1/rank	1-3
Killing Charge Attack	Attribute	1	1/rank	1-2
Mounted Combat	Attribute	2	-	1-2
Solar Burst	Spell	2	4/rank	1-3
Solar Shield	Spell	2	2/rank	1-6
Summon Weapon	Spell	1	1/rank	1-4
Sun Knives	Spell	2	2/rank	1-4
Sun Globe	Spell	2	2/rank	1-3
Teamwork	Attribute	1	-	1-3
Whirlwind Attack	Spell	2	2/rank	1-3

TEMPLAR

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Armor Proficiency	Attribute	2	-	1-3
Athora's Blocking Mastery	Attribute	2	-	1-4
Athora's Resolve	Prayer	1	1/rank	1+
Attack Combat Mastery	Attribute	3	-	1+
Broon's Master Armor	Prayer	1	1/rank	1-3
Charge Bloodstone	Attribute	1	special	1
Clear Thoughts of Eamcriss	Prayer	1	2/rank	1-2
Curse of Sable	Prayer	2	2/rank	1-3
Damn Healthy	Attribute	2	-	1+
Defense Combat Mastery	Attribute	2	-	1+
Energy Bonus	Attribute	1	-	1+
Fauna's Guidance	Prayer	2	2/rank	1-2
Faja's Healing Mantra	Prayer	2	2/rank	1-4
Fortitude	Attribute	2	-	1+
Mounted Combat	Attribute	2	-	1-2
Raztoff's Loyal Mount	Prayer	2	-	1-3
Santra's Blessing	Prayer	1	1	1
Santra's Sustenance	Prayer	1	2/day	1+
Strike of Justice	Favor	2	1/rank	1-6
Truth of Worn'lorn	Prayer	1	1	1+
Worn'lorn's Warning	Favor	2	-	1-4

TRADER

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Appraise	Attribute	1	-	1-3
Armor Proficiency	Attribute	2	-	1
Calm Others	Attribute	1	1/rank	1-3
Charge Bloodstone	Attribute	1	special	1
Charm of Hearing	Spell	2	2/rank	1-3
Charm of Smuggling	Spell	1	3/rank	1-3
Suggestion	Attribute	2	4/rank	1-3
Weapon Focus	Attribute	1	-	1+
Willpower	Attribute	1	-	1+

WAR GOLEM

Attribute	Type	Cost Per/ Rank	EP Cost	# Ranks
Armor Warding	Rune-string	1	special	1+
Attack Combat Mastery	Attribute	3	-	1+
Blade Fist	Upgrade	2/1	special	1+
Blaze Cannon	Upgrade	2/1	special	1+
Crushing Fist	Upgrade	2/1	special	1+
Defense Combat Mastery	Attribute	2	-	1+
Droppable	Upgrade	1	1/rank	1-3
Enhanced Strength	Upgrade	1	-	*
Extra Limb	Upgrade	1	-	1+
Golem Waraxe	Upgrade	2/1	special	1+
Pyro-Pod Launcher	Upgrade	2/1	special	1+
Reinforced Armor	Upgrade	1	-	1-10
Reinforced Frame	Upgrade	2	-	1+
Seer Scope	Upgrade	2	-	1-3
Self Repair	Upgrade	1	-	1-5
Teamwork	Attribute	1	-	1-3
Thunder Cannon	Upgrade	2/1	special	1+
Vision Enhancement	Upgrade	1	-	1-5

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