

Brethren Sherard – Players Guide.

*"Those who challenge the will of the Seven can not help but fail.
I am the will of the Seven. I can not fail.
If you are in my way, the Gods themselves will make you fall."*

The World of Skara.

This Players Guide is designed to give you a feel for the basic world setting, some of the geography, history and knowledge your character knows (It is by no means set in stone).

It also contains some basic information on your character and rules you might find useful. It is not essential to memorise it, but please keep it handy for the game.

Introduction.

Your father was a mercenary leader of one of the small groups of warriors who travel from domain to domain seeking employment. Like many such lives, yours changed violently after one client's betrayal of your father's band forced you to flee for your lives. You and your father finally took to hiding from your foes in the darker corners of the city of Storfald, the holy city of Eastern Landing. Here the Brethren, the religious caste that control much of Skaran society are in power, and their faith has built them a city of white stone that none other in the whole world can match.

Your entry into the Brethren's hallowed circle was not easy; many have questioned your devotion or your compassion. Despite this, you never wavered or faltered, and excelled in your training, learning the truth of the Seven, and allowing something other than the glory of combat, or the lust for silver to drive your soul forward.

You were a natural choice to be sent out into the world, to deliver the Brethren's message wherever the High Council had need of you to go. As you travelled you learnt more and more that the Skaran, protected though they might be by the Seven, and the sacred Sea of Storm, were still under threat from the ancient foe.

The first threat came almost a decade ago with the arrival of the Kfuzd. These creatures sailed from foreign lands, penetrating the Sea of Storms with ease to arrive in the southlands, their mannerisms strange and the portent of their arrival dire. True so far, they have been allied to the Skaran race, trading their superior steel for furs, woods and other items, but if they can penetrate the raging seas the Seven raised to keep their people safe, then why not the Ebon?

You were selected, with others to head south to investigate. You yourself were picked as the new household advisor for Lord Theldred, the Lord of the city of Bodun, the first to have contact with these Kfuzd. For three years, you have been devoted in your duties, to the council, to the Seven and to your Lord. With his aid, and your recommendation, you have together begun construction of a watchtower on the southern Isle of Vadersen to keep an eye on the southern seas.

Your latest journey to Vadersen is interrupted when you receive a message from the Lady Estrid, daughter of your Lord.

Your Lord has been injured in some fell attack by bandits while out in the western Orchards, and lays poisoned, and near death. With his daughter, and others in tow, you must fly to your Lord's side.

History as Sherard knows it.

"In the beginning, there was the River, Alvandia, she who is creator of us all. From her waters came all of the races and wonders of the world. Alvandia is a creator, but not a carer, and it was to Man to carve his own place, and prove where he belongs in the great flow. We not only proved our worth, but we excelled creating the Golden Empire, and brought races worthy of our enlightenment to a place where we could stand together, united and strong against any threats. The world was young, and good, and with our protective rule all civilised races prospered.

Then the Ebon came, a being of immense power. It turned our allies against each other with lie and rumour. At first unknowing of the danger, we tried to remain neutral in the disputes, to hold the Empire together. The Ebon however made sure that the other races turned from our council. When the Ebon then spoke about mankind to the other races, it spread the lie that we were responsible for the great woes that they themselves had inflicted upon each other. It spread the fear that we sought to control what we had created through wisdom with instead the tools of barbaric force and extermination, that we were going to enslave those who had abandoned us.

Our former allies, believing it all, struck first, and we suddenly found ourselves the enemy, people who were surrounded and attacked from all sides. Our foes, spurred on by the Ebon, sought nothing less than our complete destruction, erasing our presence so that we could never again be a threat.

We could not hope to stand against the foes arrayed against us, races we had brought to a standing equal with us, taught our tactics and held once close as brothers. We lost the war. Mankind's existence looked to be in its final darkening. Then the warrior God Askan came to us. He fought back against our extermination, he took the fight to the foe for the first time, and we, stood strong, took up his banner and rallied against the darkness. Even with Askan's aid, it was obvious however we could not hold against the forces of the Ebon, now united under his foul banner and dedicated to nothing less than man's final, bitter, eternal end.

Thus began the Great Exodus. A fighting retreat, and a long journey for hope, small though it may be, of finding a land to rebuild, to plan and to stage our great return against the threat of the Ebon, who must be defeated.

We left most behind, the old, weak and infirm, plus too many valiant warriors to cover our escape, and give us the head start our journey would need. We left behind many secrets and histories, artefacts powerful from the age when we ruled, and took only what was essential. Under the rule of Askan we began a journey that would take almost twenty two years. We took the name Skaran, followers of Askan, and proudly bore the hardships of our journey, never forgetting the sacrifice of those lost at the beginning, and those who died along the way. Along the route we took, far from known lands, Askan made allies and enemies, found survivors and God's alike that would aid and fight against us. The battles and tails of that day are legend and bright with sacrifice and victory, honour and sorrow, and our resolute and unwavering nature.

In the end Askan found us this land, and we arrived at what is now Storfald, the city of Eastern Landing. Here the Seven, united used their powers to raise the sea of storms, a barrier to prevent the forces of the Ebon from gaining entry until we were ready to once again venture forth from these lands, spear in hand, to strike at the Ebon, at those traitor races, and to once again make the world a free and safe place for the Skaran.

When complete, the Seven had to leave us for a time, thus they formed the Brethren to rule, and to never forget the lessons we had learnt, to be the lore keepers, leaders, and watchmen, for the Ebon would one day find us, and we must be prepared.

When the Seven left us, they took some of our others with them, some heroes, some villains captured along the way and notably all those who wielded or shaped magic in most shapes or forms. They said that these would return to us when need had of them.

Time passed, as it must, and as a people we grew, spread out and explored our new home. Eventually the Domains were created and our people looked to the Brethren to lead and guide us. Without the Askan and the others to directly guide us however, it fell to faith alone to hold us together, and while it worked for many years, it only took one man to bring it all crashing down.

His name was Hereca, and he was born in one of the far flung northern domains, near the vast mountains that split this land asunder. Every domain contributed what it made in taxes to Storfald, for that was the centre, the very hub of our lands. Hereca demanded these tributes stop, and when the Brethren sent delegates to challenge him, he slaughtered them, and declared himself a non-believer and an outcast.

The Brethren sent men to remove him from his position, however, they failed, and he rallied support to his cause, and like a pestilence he spread his lies and anger, drawing more dissatisfied people to his cause.

With Storfald's defences facing the sea, in the direction of the enemy, none had considered that one of our own might have brought weapons against his kin. Hereca's forces took advantage of that naivety, and took the city to siege. The Brethren High Council were trapped inside the city, unable to rally their forces. Hereca presented his demands to the defenders, which stated he would not rest until the Council was dead, and the Great Library put to the torch.

The Brethren, realising that in war, you can not have a council of leaders, decided that they needed a general to lead their forces effectively against the forces of Hereca. They chose a simple warrior of skill and renown, and gave to him the mantle of King of the Skaran, Protector of the Isle. With the aid of the Brethren Council he escaped the siege, and rallied the other domains to his cause, meanwhile the defenders paid nightly for the time he took to raise the loyalist forces.

Here history first mentions the Mana Scarred, those cursed beings who are born partially in the realm of magic. 885

When he returned, his forces outnumbered Hereca's three to one, the Skaran people had spoken, their faith in the God's that led them here resolute. Hereca's forces were smashed and broken, forced to flee north over the great black mountains for their sins. Here some say they were cursed by the God's to become the pathetic beast race known as the Orcad.

For their part, the loyal Skaran proud of their victory swore allegiance to the Brethren and to their new King. Since that time, the Brethren Council has appointed a High King of the Skaran to hold control over the armed forces of Storfald, and to sit in governance over the Skaran Domains. This allowed the Brethren to retain a control in shaping the forces of the Skaran, without meddling in the affairs of government, a duty that was taking them away from their real work.

Since then, the Orcad have occasionally warred against the Skaran people, and the Skaran people have occasionally sent crusades across the mountains to try to wipe the savages out, however no battle has been as destructive, and no clear winners over time have emerged.

Ever since the Skaran have seen Kings, Heroes and setbacks come and go, Domains have spread and fallen, however, as a people, the Skaran have prospered and become closer to what the Seven promised they could be.

The Word of the Brethren.

The Brethren are keepers of various sacred duties.

Religiously the primary mission is to help guide the Skaran as a people to worship the Seven and help achieve their manifest destiny, to improve themselves until they can strike back at the mythical foe that forced their retreat to these lands.

They seek to achieve this through their preferred roles as advisor and shadow controller. After all, they are the real power behind many of the Thanes, Lords and other people of power. Even the High King in the city of Storfald can only be appointed by the approval of the elite Brethren Council.

Their second mission is as Lore-Keepers, and they do this by seeking out artefacts from the Great Exodus or before, and learning what they can. Much of this information is taken to the Great Library in Storfald, the largest enlightened depository within the known realm. They teach their members that while the past must be recorded and recovered, it is not always wisest to share that information with those outside the order, so a vast many secrets are hidden in the Great Library, and even Brethren who have full access to the stores of past artefacts and histories are rare.

The Brethren role spiritual, historical advisors, they are considered at least as Thanes, and above your average Freeman, and it is rare that any will openly work against a Brethren without a justified cause. The Brethren themselves are also good at policing their own for troublemakers and quickly and quietly look to resolve disputes, rather than bring the order itself into disrepute.

Skaran Society

While living in Skaran society it is important to realise the differences between social ranks. The ranks do vary depending upon a multitude of factors from the Sex of the peoples involved, to the Domain in which one resides, however the basic view of social ranking is as follows.

Slave > Freeman > Thane > High Thane > Lord > High Lord > King.

While all who are pure Skaran born are born Free, criminals are often punished by becoming indentured for a period of time to suit their crime. Others sell themselves into slavery for a period to help provide for themselves or their families. Owning a slave is considered a charge of honourable trust, and the one who owns the slave must ensure their living in return for their labour.

Another unique trait to Skaran society is the simple fact that in theory at least, none may obtain rank just through the privilege of his birth. Recognised as a failing from the last days of the Great Empire, those who wish for power must prove to their superiors their worth for the task.

It is important to also realise that not everyone fits neatly into these organised structures, and some different groups have slightly differing titles for these social ranks. For example, all Brethren are considered by most to be at least at Thane level, though technically they often step outside this ranking system entirely.

The Seven as Sherard knows them.

The Skaran worship the Seven Gods, Faith is a vital part of Skaran culture, and of Brethren dogma. You speak for these Gods, so you must represent them well.

Alvandia - The River Mother.

Alvandia simply is. The Great River Mother is the creator of everything, and through her waters time itself is carried along. We worship her, but in reality she cares little it seems for the Skaran, or anyone else. She is more concerned with the route of the world as a whole, and if we are to be noticed by her, then it will only be our greatest acts or our extinction.

Askan - The Storm Warrior.

Some question why Askan is so revered. Other God's have brought us greater gifts or proven themselves more useful they argue. This heresy is almost unforgivable. If not for Askan our race would never have survived the Ebon's cull of our race. A warrior God, strong and true, the tales of his honour, valour and courage represent everything that we as a people strive to be. His compassion, humility, intelligence and gift of friendship, both to us, and to the others who came along the Great Exodus with us are also traits to be rightfully admired and praised.

He is promised to one day return to us, his spear of lightning in his hand, when our fight with the Ebon reaches its conclusion, and what a day that promises to be!

Elangtia - The Great Gift.

In the time before the Great Exodus, Elangtia was a Goddess, and has always been what she is now, a radiant woman who brought her gifts to aid mankind in it's ascension though the known world. She has always represented the hearth, home, and given many gifts to her beloved race, including grain, fire, beasts of burden and more.

Always a pacifist she could not confront the Ebon, and he enslaved her, hoping to steal her glory, and mankind's love of her away for himself.

During the Great Exodus, Askan and others lead a mission to rescue her from her prison, and managed to steal her past her captors. She joined the Great Exodus, a healer and a home maker, Askan said more than once, that she was the living embodiment of everything that we as race should be fighting for. It is a lesson we will never forget.

Lagetan - The Bloodied Rune.

Some tales state that Lagetan earned his Godhood during the Great Exodus. While some claim he was just a simple scholar and lore-keeper, most now agree he was a wielder of great magical power, long lost to the race of the Skaran. It is rumoured that in his days as a mortal he tried bringing word of warning of the Ebon before the Golden Empire, and was simply disbelieved and turned away.

When the Great Exodus began Lagetan was ready to join before Askan had even formalised plans to leave. So impressed with this thinker, Askan petitioned Alvandia to make him a God.

It is said the transformation from his baptism in her holy waters increased his formidable abilities, and that he has never forgotten a word spoken in his presence or a word he has ever read.

It was he who argued for the formation of the Brethren, and he is a patron to some of us.

The recent arrival of the Mana Scarred also claim a link with Lagetan, stating that they are the shapers of old, returned to us in new form, and while some consider this idea heresy, it has taken on popular opinion.

Korandia - Mistress of Ravens.

Korandia was once perhaps the most powerful of the God's who came from Alvandia. She was a Goddess of powerful secrets, and had knowledge on how to use the Great Flow of Alvandia to fuel her power in all dark acts arcane. With the arrival of Ebon however, Korandia felt she had finally found her equal, and fuelled by its false promises she joined forces with the Ebon. The Ebon lied to her, and convinced her that she had the ability to divert Alvandia's flow, to claim the Eternal River for her own domain.

Korandia in her pride and greed done what those beneath her could not, she angered the Great River, and its flow turned against her, and, as far as all knew destroyed her utterly, thus the Ebon removed from the field of play the only God who may have ever stood against it.

Later during the Great Exodus, Lagetan and Askān came across Korandia, damaged, broken but very much alive and filled with terrible vengeance. Her mind was shattered by Alvandia's flow, and ever since her minds wander in realms even the God's can not pierce.

She has proven time and again to be one of the Skaran's biggest allies; however her actions have also sometimes made her one of our biggest foes. Lagetan has taken her under his protective wing, and her presence at our darkest final hour has been predicted by him, however, what side she will fight on is still unclear.

She is always attended by her messengers, the Black Raven's that she cries to, and anything they see, she can affect. Never call upon her except for in desperation, and then only when no other cause can benefit you. The Mistress of Ravens ways are inscrutable, and her methods as likely to cause harm as they are gain.

Atienos - The Wild Rager.

A tinkerer, and wild man, Atienos was a God of bull like men who gloried in their rage. During the Great Exodus, Askān lead the Skaran across his realms. Atienos refused him passage, believing in the lies of the Ebon, and ordered the Skaran destroyed. Lagetan, learned and wise held Atienos to his own law, and ordered a trial by combat, thus it came to be a fight between Askān and Atienos with the fate of our race in the balance.

Askān could not stand before the strength and the rage of Atienos, who's anger was as deep and as cold as the very sea, however Askān is a fighter of heart and head. He used Atienos anger against himself, causing him to rage uselessly, fighting defensively, causing Atienos to burn his rage down. He goaded him into making sweeping violent attacks that would have felled armies, but stood proud against them, and when Atienos finally slowed, Askān had him.

Beaten Atienos renounced his claim to his former race, and threw his lot in with the Skaran, who had stood proud and unfearful at the side of their Gods, and with the only God who ever bested him.

Since then his strength and valour in battle became great help to the Skaran, and many warriors still follow his martial style with pride today.

Atienos was always at home in nature, and he often scouted on the Great Exodus, but he also hated weakness, and often set traps, tricks and trials to test the worth of his new masters. He has said that as long as the Skaran stay strong, then he will follow, but if we grow weak, then we are on our own.

Ogimos - The Final Watcher.

Ogimos is rumoured to be nothing more than an arrogant fool, a simple man who was the greatest warrior of his age, upon his final breath's he challenged Death itself for eternal life, and won.

By the act of his winning he was granted what he wanted, life eternal, but neither here nor on the fields of heavens rest. He was forced to replace Death, charged to ferry souls from this land to that, until he found a fool enough to replace him.

Never ever call his name, for when he comes, he always takes another soul away with him.

Races of the Skaran Isle as Brethren Sherard knows them.

THE SKARA. [Skar-a]

The main people of the campaign, the Skara are a race of humans who dominate the Isle. They are roughly five to six foot in height, and fair skinned. They are the chosen of the Gods.

THE ORCAD. [Orc-ad]

Those who followed Hereca following the Great Divide fled north, over the mountains Here cursed by the Seven they have changed dramatically. They are basically humanoid in appearance, slightly shorter than the Skaran's. Their skin is dark in colour to match their dark hearts. They often have long lank hair, normally black, though red and white are also in evidence. They have powerful jaws, and short pronounced tusk like fangs from their lower jaws that show off their bestial nature. While some are now accepted as mercenaries, we can never forget their past, nor the blood of the Brethren that stains their bestial hands.

THE KHUZD [Kuz-ud]

A worry these creatures, they arrived as traders from somewhere south of the Islands. How they managed to sail through the Sea of Storms has never been explained, and you fear their true intentions. After all who is to say they are not aligned with the Ebon? They are short, stocky, are known to be stronger than your average man. They have skin the colour of slate and no body hair. They know nothing apparently of the Seven, which is even more worrying.

THE MELIAI [MEL-E-I]

According to some, the Meliai were here when the Skaran first landed and were awaiting them when they moved into the woodlands. There are records in the Exodus Library of allegiances made with them, from before the times of the first King. They are sadly thought to be extinct as no one has made contact with them in decades. They were rumoured to be beautiful, bewitching and powerful with strange magic.

THE UERCO [ur-co]

These stone skinned giants are often dismissed as children's fables, nothing more. There are however tales of Lords who were friends with these creatures. Known, in fable at least for their fierce loyalty to their allies, they are said to be eight to ten feet tall, stronger than oxen. Some of the records in the Exodus Library states that they can be found deep in the northern mountains, and are keen loners, and that unless they wish to be found, they are surprisingly apt at remaining hidden.

THE SKRATTA [Sk-ra-ta]

These vermin are found almost everywhere outside of the more civilised areas. They are short (about 3 foot high maximum), and have earth coloured skin. They are bald, producing no hair, and often naked, or wearing rags. They are fast breeders, and you'll rarely find one alone. They are known for attacking their foes in swarms and occasionally raiding villages and farms in the night for food or goods. They are easily distracted and scare easily. They like shiny things, but prefer meat over most treasure. They are animals, ungodly and a pest best erased.

Geography of The Skaran Isle as Jabilo knows.

The Isle.

*The Skaran lands are basically a large landmass surrounded by water, with several smaller isles. A mountain range rings off the North Western corner of the land and it is here that the wild **Orcad** roam.*

Sea of Storms: *This whirling living sea surrounds the entire Skaran Isles. Raised by the sacrifice of the Gods, it prevents any vessel from sailing too far from the islands. Some in Falun know that there is apparently a gap in the Sea of Storms which the **Khuzd** have managed to navigate, to travel from their lands, though none know of its location.*

Storfald: *Known as the city of landing, it is here the Great Exodus ended, and the King and the Council of Brethren reside. There is also here the Exodus Library, the greatest depository of pre-Exodus writings and artifacts the Skaran possess.*

Nordun, Torsang, Borslang, Enbacka, Milsun, Falun.

The six domains of the Skaran, Each of the domains are governed by a series of Thanes, Lords and finally the High Lord. Each owes allegiance to Storfald, and not necessarily each other...

Falun: *The domain the adventure takes place within. It is the youngest of the seven domains of the Skaran, and is located on the southern edge of the Skaran lands. It was created almost two hundred years in the past, and has expanded to three main cities, farms and small villages.*

Falun City: *The principal city of the Falun domain, here resides the High Lord.*

Bodun: *The southern most city of Falun and the smallest, it is a small fishing and trading port, and nearby hosts a large group of farm lands known as the Orchards.*

Vadersen: *A small island that lies south of the city of Bodun, it was deserted and considered more or less useless until recently, with only a few fishermen making trips there for crabs or other delicacies. Now with your influence, a watchtower of stone is being constructed there to keep watch on the southern seas, and particularly on the approach routes of the Khuzd.*

The Orchards: *This strip of Orchard farms runs for acre after acre, over twenty different settlements across the southern cliff grow fruit which is traded and ate or drank by most in Falun, and across the rest of the isles.*

Kiruna: *The second of the three cities of Falun, here the great merchant houses dwell.*

The Wilderness: *It is worth noting that most Skaran, while brave, will not venture the wilderness without care. Life in the wilderness can be dangerous, short. The Great Caravan guilds hold some sway here, but few are the true masters of the Wild.*

Some people Brethren Sherard knows.

Lord Theldred

The Lord Theldred has been Lord Governor of Bodun City for twenty years. For the last eight years, he has been your Lord, and you have worked hard with him to keep things working well. He is a good and honourable man, who came to his position with the respect and love of his people.

Lady Estrid.

A flame haired girl you have seen grow into a rare, if fire-spirited beauty. She is the daughter of your Lord and as such you were responsible for some of her religious education, and she thinks highly of you. Her pride is perhaps her greatest flaw, but she is confident enough in herself that you could see her taking her father's place as Lord of Bodun some day.

Bayden (Trevor).

You remember the boy, not so much the man. His father was an honourable man who recently passed away, a sad loss. As for the boy, well he was sent away almost four years ago a shallow callous youth, perhaps time has improved him, perhaps not.

Thorkelin (Will)

A warrior who serves with the Lord Theldred, he is a fine warrior from a good honourable family. His honour at being picked for such service still shines strong with him. He was acting as bodyguard the day that Lord Theldred was attacked, and you are sure the sting of that defeat bites deep within him.

Brethren Tul

A Brethren who serves the simple needs of the Orchard community. He visits Bodun city every so often and has talks with you, a simple if boring little man. You are unsure if he has ever washed.

Dagger-Thane Ingelda

The Mana-Scarred are either blessed or cursed by the Gods, and for the most part you feel a little wary of them, being that their powers are the same that drove the Mistress of Ravens to such a fell fall. The head of the Mana Scarred Academy Dagger-Thane Ingelda at least does the best to keep her charges outside of the city where possible. You have met her perhaps twice, and have been grudgingly impressed with her apparent self-control.

Runepriest Powers Sheet

Role: Leader.

As a leader the runes you invoke allow you to impart strength and vitality to your allies while leaving your enemies open to attack.

Power Source: Divine.

You are a master of the Divine Runes, a powerful alphabet that contains some of the secret untapped power of the Seven. Other runic structures exist, but none with the power contained within these symbols. Of course knowing the symbols is one thing, but you have also learnt how to tap your faith to activate these runes when called upon.

Armour Proficiencies:

Your sheet lists the types of armour your proficient in.

If you don't armour you have not been trained in you take a -2 penalty to all attack rolls and -2 to your reflex defence.

Weapon Proficiencies:

You can use any weapon without proficiency, however when wielding a weapon you are proficient in you gain the weapons proficiency bonus (normally +2 or +3) to your attack rolls.

Class Features.

Rune Master.

Some of your powers have the Runic Keyword. When you are going to use a runic power, you first choose one of the runic states used in the power –

Rune State: Runes of Destruction.

While in this state; all allies gain a +1 bonus to attack any enemies that are adjacent to you.

Rune State: Runes of Protection.

While in this state; all allies adjacent to you gain resist 2 to all damage.

Rune of Mending.

Gain access to the Rune of Mending Encounter Power.

Runic Artistry.

You have learned the **Defiant Word** ability.

Whenever an enemy misses you with an attack, you gain a bonus to damage rolls against that enemy until the end of your next turn. The bonus equals your Wisdom modifier, regardless of the number of times the enemy misses you in a round.

Feats.

Battle Hardened: You gain +5 bonus to save rolls vs. fear effects, and gain a +2 bonus to your initiative.

Weapon Proficiency (Bastard Sword): You gain the proficiency bonus (+3) when using your Bastard Sword.

Skill Training: Diplomacy: Gain training in the skill (+5 to rolls).

Skills.

You are trained in Diplomacy, Endurance, Heal, History, Insight, and Religion.

Rune Priests Powers.

At will powers.

Word of Binding: Rune Priest Attack 1

You tap your foe with your weapon and draw the rune of binding. Once complete the will of the Seven coils around your foe, holding him in place.

At-Will: Divine, Runic, Weapon.

Standard Action: Melee Weapon.

Target: One Creature

Attack: Strength vs. AC.

Hit: Strength Modifier damage, and the target is immobilised until the end of your next turn, or until you're no longer adjacent to it.

Rune of Destruction: Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier.

Rune of Protection: One ally adjacent to either your or the target gains a power bonus to AC equal to your Wisdom modifier until the end of your next turn.

Word of Exchange: Rune Priest Attack 1

Striking at your foe and inverting the runes of protection, you make it instead act as a leech, drawing protection away from your foe.

At-Will: Divine, Runic, Weapon.

Standard Action: Melee Weapon.

Target: One Creature

Attack: Strength vs. AC.

Hit: 1[W] + Strength Modifier damage.

Rune of Destruction: Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier, and the ally gains temporary hit points equal to your Wisdom modifier.

Rune of Protection: The target suffers a -2 penalty to all defences until the end of your next turn, and the next ally to hit the target before the end of the next turn gains a power bonus to AC equal to your Wisdom modifier. The bonus lasts till the end of your next turn.

Word of Shielding: Rune Priest Attack 1

The rune of shielding flares to life when your foe strikes at you or your friends.

At-Will: Divine, Runic, Weapon.

Standard Action: Melee Weapon.

Target: One Creature

Attack: Strength vs. AC.

Hit: 1[W] + Strength Modifier damage.

Rune of Destruction: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target takes damage equal to your Constitution modifier. The target doesn't take this damage if it attacks a creature that is marking it.

Rune of Protection: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target of that attack gains temporary hit points equal to your Constitution modifier.

Encounter powers

Flames of Purity: Rune priest Attack 1

You strike the ground, marking it with the rune of purifying fire and causing divine flames to wash over your enemies.

Encounter: Divine, Fire, Healing, Runic, Weapon.

Standard Action: Close Blast 3.

Target: Each enemy in blast.

Attack: Strength vs. AC.

Hit: 1[W] + Strength Modifier fire damage.

Rune of Destruction: Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.

Rune of Protection: Each ally in the blast regains 3 hit points.

Word of Alliance: Rune priest Attack 3

You weave together your allies' strength, combining your efforts to overwhelm your enemy.

Encounter: Divine, Runic, Weapon.

Standard Action: Melee Weapon.

Target: One creature.

Attack: Strength vs. AC.

Hit: 2[W] + Strength Modifier fire damage.

Rune of Destruction: Until the end of your next turn, when any ally attacks the target, they gain a power bonus to the attack roll equal to the number of allies adjacent to the target.

Rune of Protection: Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it when it attacks.

Rune of Mending: Rune Priest Feature.

This healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies armour.

Encounter (Special): Divine, Healing, Runic.

Minor Action. Close Burst: 5

Target: Yourself or one ally within Burst.

Effect: The target can spend a healing surge.

Rune of Destruction: You and each ally in the burst gain a +2 power bonus to damage rolls until the end of your next turn.

Rune of Protection: You and each ally in the burst gain a +1 power bonus to all defences until the end of your next turn.

Special: You can use this power twice per encounter, but only once per turn.

Daily

Rune of the Undeniable Dawn: Rune Priest Attack 1

In the ancient days, the Seven used this mighty rune many times on the Great Exodus to protect their camps against attack from the forces of the Ebon. You have learned how to call upon this rune, striking it into the ground, to create a consecrated space.

Daily: Divine, Radiant, Weapon, Zone.

Standard Action: Close Burst 3

Target: Each enemy in burst

Attack: Strength vs. AC.

Hit: 1 [W] + Strength Modifier radiant damage.

Miss: Half Damage.

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies all gain a +2 power bonus to all defences while within this zone.

Sustain Minor: The Zone persists.

Utility

Endure Pain: Endurance Utility 2

You grin and bear it, shrugging off the pain of a new wound.

Daily

Immediate Interrupt: Personal

Trigger: You are hit by an attack.

Effect: Until the end of your next turn, you gain resistance to all damage equal to 5 + your Constitution modifier.

Item powers

Rune Shield of Protection: Magical Item 3

The rune of protection engraved on the front of your shield starts to glow with the divine force of the Seven.

Daily

Standard Action: Close Self & Adjacent

Effect: Until the end of your next turn, you and an adjacent ally gain resist 10 to all damage.

Quick Play Rules.

The Basic Mechanic.

Roll 1d20 add Modifiers, and see if you beat the target number.

Combat Quick Rules.

Before Combat: Roll your Initiative.

Roll 1d20 add your Initiative mod from your character sheet, highest goes first.

On Your Turn.

1. **Take any ongoing damage.**
2. **Take your actions.**
3. **Make any Saving Throws.**
4. **End your round.**

On your turn you make take the following four actions.

Standard Action

*Most basic attacks, taking a Second Wind, or Charging an enemy are examples of a Standard Action.
You can trade for either a Minor or a Move action.*

Move Action

*Make a basic move, run, or standing up after being knocked prone.
You can trade for a Minor action.*

Minor Action

*Drinking a potion, voluntarily dropping prone, dropping a weapon.
Can not be traded in.*

Free Action.

Make as many as the DM will allow.

Attacks.

Basic Attacks.

Basic attacks work by you rolling 1d20 adding your Strength / Dexterity Modifier (Depending on melee / ranged and weapon), adding any proficiency modifiers (you normally get a +2 to hit if your trained with a weapon).
A hit deals the weapons damage, plus normally your Strength modifier.

Powers.

Your powers cover some special moves you have learnt, but use these as guides. If you want to try something, try it!

Powers are split into At Will, Encounter and Daily.

At Will powers can be used as often as you like.

Encounter powers normally can be used once per encounter, and you get them back after a short (5 min) rest.

Daily powers can be used once and then you need a good eight hours rest to get them back.

Power types tell you what the power is and what you need to do it.

Most of your powers are 'Arcane', magical in origin, some have 'Implement' meaning that if you have a magical Implement you can use it's bonuses to help you increase the power, 'Thunder' & 'Lightning' are damage types, and certain creatures are more or less vulnerable to these.

Most powers tell you what damage they do on a hit as 1[W] meaning it does the weapons normal damage.

2[W] means you roll the damage dice twice, and add together, 3[W], three times normal damage and so on.

Some powers, (normally Daily powers) can deal damage, or have special effects on a Miss. Make sure to read the power to be sure.

Defences.

You have four defences, Armour Class, Reflexes, Willpower and Fortitude.

This is what the enemy targets to hit you, and assumes you are dodging and so forth.

You can increase these by spending a Standard Action to go Total Defence.

Holding an Action.

To hold your action, you must declare what will trigger your action to start, i.e.: I want to charge the enemy when they move past that rock. If you do this you can interrupt an enemy's action. If you change your mind, or alter your trigger, you can still act when you wish, but if you go on the same initiative as an enemy you go after them.

Critical.

On a natural 20 on any attack, you automatically deal maximum possible damage.

Some powers add dice to criticals.

Saving Throws.

A saving throw is normally rolling a 11 or above on a single 1d20 roll.

Movement.

Moving up to your move value is a move action.

You can run (move your value +2 sq) as a move action, but you grant Combat Advantage to all enemies.

You can charge or bull rush if you have at least two sq between you and your target as a Standard Action, gaining a +1 to your attack roll.

Action Points.

You start play with 1 action point, this resets every extended rest.

You gain action points in play after every two encounters.

Spend it to gain either a extra Standard, Move or Minor action on your turn.

Death, Damage & Healing.

hp: Your hit points are your life force, when they hit 0 or less you go unconscious.

Bloodied: When you drop below $\frac{1}{2}$ your maximum hp you become bloodied. Some powers trigger only on bloodied creatures.

0 hp rule: When you drop below 0 hp, keep a track of negative hp, as If it drops below your bloodied level, your dead. However all healing works as if you where on 0 hp, you don't count negative points.

Healing Surges: You have a number of healing surges you can use per day, you only get these back after extended rests. Some powers activate these to help heal you.

Second Wind: Once per combat, you can spend a Standard Action to use one healing surge.