

Borakki Overview

Description

Borakki look like humans, but are powerfully built. An average Borakki stands over 7 feet tall and has a strong back and muscled limbs. Borakki have light skin and thick hair ranging from white to light brown or red.

Lands

Borakki occupy the rugged hills and mountains to the north of Bostonia. Their land is broken and rocky with long grasses and scrub covering the hillsides and plateaus. Pine forests are common in the higher elevations and birch and aspen grow in the valleys.

Government

Borakki society is based on the idea of a clan. Clans are groups of families joined together by proximity, common goals or blood and political ties. Each clan consists of a head family and from 30-200 families. An average clan has about 600 members and there are nearly 1000 clans in the Borakki homeland.

Each clan is ruled by the leader of the head family, called a Gaerkan (GAR - kan). The Gaerkan assigns work, makes treaties with other clans and metes out justice. His word is law unless superseded by a priest or a king.

A collection of clans joined by treaty, blood or marriage is called a nation. There are three Borakki nations, The Great Western Nation, The Cragshold and the Nation of Bor's Children. Each nation is ruled by a king, called a Balarkan (BAL - er - ken). Balarken mediate clan disputes and protect the clan from outside threats. Balarken are chosen differently by each nation according to their custom. For instance, the Great Western Nation elects a king every eight years. Cragshold chooses its king by heredity. Bor's Children choose their king by holding contests of strength and courage every ten years.

Internal Relations

Borakki clans are continuously competing for resources and influence. Borakki clansmen often conduct cattle raids on their neighbors. These raids hone the warriors' skills and enrich the clan's stables. Usually, cattle raids are meant to be non-lethal affairs, conducted with nets, bludgeons and slings. The battles are matters of honor and are hotly contested. Warriors get hurt, but no one is killed.

Internal conflicts of a larger scale or intensity are rare between Borakki. In Borakki history, there have only been three wars between nations. Two of the conflicts started as disputes over logging and mining sites that escalated over the course of years. The final war resulted from two Balarkan settling a blood feud. In most cases, the traditions and laws of

the Borakki nations make it hard for a Balarkan to raise an army to make war on other Borakki. If the nation's clans do not support a war, then peaceful resolution is likely.

External Relations

The Great Western Nation and The Nation of Bor's Children border the Bostonians to their south. Historically, Borakki and Bostonians have enjoyed good relations. Both sides welcome trade and cooperation with their neighbor. Borakki traders make frequent forays to Ansbrook, Blumbirth and Salem, as well as the small mining camps and villages of the north. At times, relations are strained due to the Bostonians' distaste for the pagan religion of the Borakki. However, the Bostonian Church has remained tolerant of the Borakki ways in hopes of converting them. Several missions have been built near the border and missionaries regularly enter Borakki lands.

All Borakki nations share territory with the Brown Ratlings. Brown Ratlings are considered a nuisance to the clans. They steal cattle and raid merchants. Borakki mines sometimes damage Ratling burrows and provoke attacks. Though they are not numerous, organized or ferocious enough to be considered a real threat, most clans will actively hunt Brown Ratlings in an attempt to drive them away.

There are rare occasions where a clan might engage in positive relations with a Brown Ratling burrow. Trade agreements have been made between several burrows and mining clans. Often, the Brown Ratlings will trade labor and tunneling expertise for finished goods and weapons. Where White Ratlings are found, Browns and Borakki have sometimes allied against their common foe.

The Great Western Nation and Cragshold are plagued by White Ratlings. There are several White Ratling enclaves hidden within these nations and a couple massive enclaves just outside Borakki territory. White Ratlings are aggressive, organized and expansionist and will attack settlements to obtain goods, slaves and territory. Many clans find themselves battling White Ratlings every year. They are considered a serious threat.

Family

Borakki tend to favor large families. Families of 4-7 children are the norm and having 8 or more children is common. Borakki believe that children bring laborers, warriors and future leaders to the clan. Children are valued and included at an early age in the day-to-day business of their family.

Families are ruled by the eldest male. Once a man is too feeble to accompany his clansmen on a cattle raid, then control passes to his oldest son. Elder men are respected for their experience and wisdom and are still consulted before major decisions are made.

Borakki women have restricted access to power. Women cannot be heads of families. Thus, they do not have final say in business or political affairs and they cannot become Gaerkan or Balarkan. Still, women are an important part of Borakki society. They control much of the daily operation of their household. They work beside their men in the fields, the shops and the battlefield. They are permitted to speak in assemblies and testify before clan leaders and kings. Often, the women of a clan form a *taban* (TAY - ben) -- a gathering. Here the women of a clan decide on issues and present a single, unified voice to the men. Since women make up a considerable fraction of a clan's workforce, *taban* wield considerable influence.

Food and Drink

Borakki clans base their wealth on their livestock. Cattle, sheep, oxen and goats are common. Borakki rely on these animals for meat, milk, cheese and butter. The lowlands are fertile and used to grow wheat and rye. Hillier land is used for grazing and to grow potatoes, cabbage, turnips, radishes, carrots and rockroot. Some clans raise fowl and those near rivers and lakes fish for trout and salmon. Various highland berries, gin nuts, stoor honey, mountain lion and boar supplement the Borakki diet.

Economy

Many of the tree species that grow in Borakki lands are softwood trees. Stands of hardwood are rare. Those that exist are forested to produce timber for buildings and furniture. Hardwood forests are coveted by the clans near them. Most hardwood used in Borakki buildings is imported from Bostonia.

Borakki lands are rich in mineral wealth. Tin, zinc, gold and silver veins exist. Much of this remains untapped though as many Borakki have a distaste for dark, claustrophobic mines. Mining families exist, but they are rare and considered eccentric. In some cases Brown Ratlings are used to build tunnels. Bostonian miners have also come north to work the Borakki hillsides.

Two metals that are rare in Bostonia exist here in abundance. These are Urandine and Beggar's Silver. Urandine is a dull, soft, dark gray metal. It is easy to work and is used to make pipes, fittings and alchemical equipment. In addition, it can be alloyed with iron and tin to make Borakki Steel from which many Borakki weapons are made. Beggar's Silver is a shiny silver ore that is fairly light and brittle. Alloyed with iron, it forms a strong and light steel called Brightsteel.

Borakki weapon smiths are some of the finest in the world. Borakki weapons are well balanced, sharp and powerful. Traditionally though, they are made of the heavy Borakki Steel and can only be used by Borakki or the strongest human warriors. More recently, Brightsteel weapons have become more common. These are lighter, but still retain many of the fine qualities of Borakki weaponry. Most of these weapons are shipped south for trade in Bostonia.

Borakki use a unique creature as a source of labor and food. Stoor are huge, furred ants that are found in underground nests in the northern hills. Borakki sometimes make forays into stoor nests to collect eggs that they hatch. Stoor are used for heavy farm labor, as pack animals and as mounts in battle. Stoor cannot be trained. The creatures are controlled by alchemical scents that are placed on their antennae or along the ground. These scents can calm the creature, incite it or guide it along a path. Useful as Stoor are, they are hard to capture and feed. Thus, they are rare and available only to clans with the resources to keep them.

Stoor honey is a thick, sweet liquid much in demand in Borakki lands. In stoor nests, certain of the ants are found hanging from chamber ceilings, their thoraxes bloated with gallons of stoor honey. No one has discovered how to induce this state in a stoor; so brave collectors will raid nests to obtain the liquid.

Clothing

The northern lands are cold and damp much of the year. Summers are pleasant, but wet and short. Winters are long and harsh. Borakki dress to weather the cold. Furs, heavy woolen cloth and leathers are standard. Most clothing is dull colored as only black, red and orange dyes are common. Typical travel garb consists of leather boots, leather or woolen leggings, leather vest, wool shirt and a fur or fur-lined coat or cloak. Reed spun cloth is available to some clans. Fibrous reeds called Greenwisps are collected from lakes and streams. Their fibers are extracted and woven into a light, breathable, green cloth. When necessary, leather goods are rubbed in fat to waterproof them.

Buildings

Stone is the most common building material. Borakki lands have little hardwood forests so timber is not often used in large construction. Stones from quarries or riverbeds are mortared together for most large buildings. Smaller structures are built using a mix of mortar, an adobe-like substance and gravel. When ancient sites are found, stonemasons are called to cut the ancient walls into massive blocks that are then used to build military strongholds, communal buildings and homes for the powerful.

Each clan has different housing patterns. Some build rows of longhouses in which 5-10 families dwell. Others allow each family to construct its own small house, made of stone and mud. Most clans build some permanent community space such as storehouses or meetinghouses. Some clans herd migratory animals and travel with the herds. These clans use temporary mud huts or tents for living space.

Recently, trade towns and cities have developed along crossroads, rivers and at the borders between clans. The largest Borakki cities have around 10-15,000 inhabitants. The emergence of cities marks a divergence from clan life. Urban dwellers still belong to a clan, but have left their clan to live and work in the city. Some cities have "clan streets" where several members of the same clan have taken residence. In many cases, the streets of a Borakki city mirror the political situation of the Borakki people as a whole.

Religion

There is no organized church in Borakki society. The Borakki often say that they "carry their gods with them." Worship is a personal and family matter. Each family passes their traditions and prayers from generation to generation. Most Borakki have a god to which they say a prayer or to which they pay tribute each day. This private worship fulfills the individual's daily obligation to the gods. However, on holy days, or when special guidance or favor is needed, Borakki go to a temple to worship.

There are few temples in Borakki lands. Certain places are considered holy due to some natural quality or because they are featured in some legend. Temples are built on these sites. Borakki temples can be found everywhere from the cities to the most remote rocky crags. They range from elaborate buildings decorated with fountains and statues to a stone marker and boulder carved to receive sacrifices.

Temple worship is often accompanied by an appropriate sacrifice. Livestock and wild animals are often accepted. Each god will accept different items for sacrifice based on their spheres and disposition. For example, Horthan accepts worked goods and Zephyrn takes sacrifices of grain. A priest oversees all temple worship and sacrifice.

Each temple will have a priest and from 1-3 acolytes. These servants of the gods maintain the temple and preside over services there. Priests are considered outside normal Borakki society. They are often isolated, passing time by contemplating the virtues of their patron god, fixing or improving the temple site, or training their students in the ways of the gods. Each god has a magical rune associated with it. Priests take the rune of their patron and can take other runes, though not those of the other gods.

Priests choose acolytes from the ranks of the clans' children. Priests will travel to nearby clan homes and choose the children they want to accompany them. Children with red hair are often chosen because the Borakki believe that red hair is a sign of magical prowess. The clans give up their children without argument since to refuse would be an affront to the gods.

Gods of the Borakki

Bor

Bor is the god of strength, power, leadership and excellence in battle. He is a patron of warriors and kings. He favors wisdom, honor, honesty, plain dealing, families and herding. He is god of summer and father of all Borakki. Bor favors the hammer in battle. He appears as a huge, white-haired Borakki man, or as a white bear.

Borakki believe that the world started as a place of darkness, ruled by nightmares and terrors called Shadows. Then the Cleansing Fire came and destroyed the Shadows and gave the world light. Bor was born in the explosion of Cleansing Fire to heal the world and rebuild the land. Once he finished that task, he took the "bones of the earth" and created Bor's Children -- Borakki.

Temples to Bor are often found at the sites of great battles and at the foot of large mountains and rock outcroppings. Some of Bor's temples are adorned with regal thrones, murals and fine furnishings while others are more spartan structures. All temples have some type of crude statues depicting bears, or powerful warriors engaging in feats of strength.

Priests of Bor are considered the wisest of all the priests. They are warriors and diplomats. They are often consulted by gaerkan and balarkan for advice. They mediate disputes, broker treaties and teach battlefield tactics.

Toron

Toron is the god of death, disease, necromancy, night and stealth. He is patron of thieves and necromancers as well as doctors and alchemists. He favors magic, sorcerers, cleverness, trickery, miners and thieves. He is god of fall and oversees the harvest. Toron favors stealth or magic over battle, but wields a poleax when needed. He appears as a Borakki man with bright red hair, or as a huge bat.

Borakki believe that the spirits of the dead travel underground until they find Toron's court where they reside. Toron guides and protects the spirits from the Shadows that still lurk deep underground. Toron also judges the spirits. Those that the gods find worthy are allowed to rest. The unworthy are made to toil at the beck and call of necromancers for all time.

Temples to Toron are found in caves, swamps, near mines or at the site of mass deaths. Temples are often little more than an ornate stone altar surrounded by many markers of bones and skulls.

Priests of Toron are divided into two cults. The Hemacaer (HEM - eh - car) are healers and alchemists. They worship Toron's stewardship over the dead and his battle with the remaining Shadows. Toron's second cult, The Shunned, worship Toron as judge of the dead and god of night. The Shunned are often necromancers that use undead constructs to do their bidding. They are outcasts -- tolerated, but not permitted to operate in normal society. These two cults hate each other and continuously work to undermine the operations of their rival.

Horthan

Horthan is god of the forge, craftsmanship, skill and building. He is the patron of smiths and all craftsmen. He favors hard work, trade, cities, innovation and civilization. He has no season. He favors a sword and shield in battle. He appears as a muscled and dirty Borakki carrying smith's tools, or as a beaver.

Horthan was born when the Cleansing Fire touched the earth. The contact of the fire and earth formed the various metals found in the ground. Horthan was also created in this event and the same metals that flow in the earth flow in his veins. Soon after Bor created Borakki, Horthan was teaching them to work the earth and the metal therein.

Horthan is a god of construction and crafts. His temples are not found near natural sites, but rather near the works of Borakki. Each city has a temple of Horthan near the marketplace. Temples to Horthan can be found near some mines, dams, and bridges -- anywhere a feat of engineering has taken place. In addition, the Borakki have built shrines to Horthan near impressive ancient sites.

Priests of Horthan are artists, traders, craftsmen and teachers. Horthan's temples serve as schools for arts and crafts. Priests oversee building projects and run caravans of goods to the human cities.

Sil

Sil is goddess of the valley, agriculture, nature, plants and animals. She is the patron of farmers and loggers, but also protector of the deep forests. She favors harmony with nature and living within its means. Hers is the spring thaw. She wields a scythe and wooden shield into battle. She is a tall, voluptuous woman in flowing robes. Her blonde hair is made up in braids adorned with wildflowers. She also appears as any woodland animal.

Sil is the child of Bor and Helene. As a "second generation" goddess, she is more closely tied to the mortal world than are the gods born of Cleansing Fire. Sil is said to visit the forests and hills of Borakki lands often, tending to her hidden gardens. She is the only being able to stand the sight of her mother.

Temples to Sil are found deep in the woods in groves of great beauty and serenity. Temples are built to blend into nature. Many temples are simply an area with rocks, water, trees and wildflowers in a striking arrangement. If a structure is present, it is small and open.

Priests of Sil lead lives of quiet contemplation. They are isolated from Borakki society and are perfectly at home alone in the wilderness. They are expert woodsmen living in harmony with nature. They are charged with protecting their woods from unnatural creatures and to make sure that anyone taking from the land is offering a proper sacrifice.

Zephyrn

Zephyrn is the god of the wind, storms and the sea. He is the patron of sailors and is the god of the winter. He favors long, harsh winters, blizzards and people who are drowning or freezing to death. He wields a long spear tipped with ice. He appears as a tall, almost starved Borakki man in tattered clothes. Alternately, he appears as a winter wolf.

Of all the gods, Zephyrn is the only one considered wholly evil. He is the child of Barda -- born from her blood just before she turned to stone. He hates the other gods for what was done to his mother. His breath is the chill wind and his touch is the numbness in a travelers limbs. He is said to bring the harsh Borakki winters out of disdain for Bor's children.

Borakki fear Zephyrn and sacrifice to him in hopes of appeasing his appetite for destruction. Common temples to Zephyrn are simply carved stones placed in a circle. They are built on rocky crags and lonely mountaintops. Docks and lighthouses often have Zephyrn's shrines nearby.

Borakki believe that active worship of Zephyrn is depraved. Most common temples have someone designated to maintain it, but this person is not a priest. There are priests of Zephyrn, but they are outcasts, hoping to exchange their worship for some of the god's awesome destructive power. Zephyrn's cult is despised and destroyed wherever possible.

Helene & Barda

Helene and her twin Barda were goddesses of the sea. Like Bor, they were born when the Cleansing Fire exploded into light. However, both were born trapped on an island and held there by an ancient magic and a beast of great power. Bor rescued the two goddesses and created a bridge of land to the island, breaking the ancient seals that held them prisoner.

Both sisters loved Bor. Bor fell in love with Helena and married her. Helena bore two children, a son and daughter. Barda became jealous of their love and plotted against her sister. She returned to the island that once held them prisoner and studied the strange ancient sigils there. Once her magic became powerful she ambushed her sister and transformed her into a hideous creature like the one that tormented them on their island. Helene's face drained of color and her skin seemed to mold to the bone underneath. She grew scales, talons and her head sprouted poisonous snakes. When she turned to ask her son for help, he was turned to stone.

Bor's rage found Barda. He struck her down and as he did so, she fell to the earth and turned to stone. When he tried to help his bride, she had fled into the mortal world. Helene's daughter, Sil followed her and comforted her. Still, nothing could be done. Helene fled and hid herself in the darkest corners of the mortal world, never to be seen again.

Helene is said to dwell in the deepest cave in the world. Over the years, she has gone insane and now spends her days creating the terrible beasts that plague her nightmares. She lets these beasts out into the world for her twisted amusement. Barda is a gigantic statue lying half buried under Grundermont ("Mountain of Treachery"). Whether she is dead, or just dormant is unknown.

Rules

Stat Modifiers

Borakki

STR +3
AGI -12
DEX -1
TOU +3
SPI -2
INT -1

Racial Traits

Resistant to Cold: Borakki are naturally resistant to cold weather. In any temperature above freezing, a Borakki would be comfortable in light (summer) clothing. In freezing weather, a Borakki would have to wear heavier clothing, but any penalties or damage from the cold would be halved. In addition, saves against cold related spells or effects are at a +2 and any damage is reduced by 1 point/die.

Dislike of Heat: In hot summer weather, Borakki sweat and are generally uncomfortable. When the temperature hits 80 degrees F (about 25 degrees C), they will take a -1 to all skill rolls due to this discomfort. All heat based saves are at a -2.

Templates

Bard

Carouse+1
Combat: Choose
Combat: Choose
Converse +1
Craft: Musician
Craft: Storyteller
Etiquette
Kn: Legends and Myths
Literate
Orate
Persuade
Pickpocket
Trade
+26 Buy Points

Description

Borakki have a tradition of storytelling. Bards are a way of keeping old legends alive as well as a way of passing news of the land from clan to clan. Bards are wandering musicians and storytellers, traveling from town to town, telling their tales for a few coin or free food and lodging. Some bards travel with heroes or follow priests and kings so they may later tell of their exploits.

Suggested Attributes

CHA, INT, PER

Suggested Limitations

Clanless: This character is outside the clan structure that is prevalent in Borakki society. He has no clan or family. This means that other Borakki will tolerate him, but likely treat him as a second-class citizen. In addition, his rights under the law are lessened. If his station is known, the character has a -2 in social situations with other Borakki. (4 points)

Flirt: This character loves to flirt and cavort with members of the opposite sex. Depending on the situation, this can get him in a fair bit of trouble. (2-3 points)

Loves a Good Story: This character will do just about any crazy thing to be on the scene when an epic story breaks. This desire will tend to get the character involved in dangerous situations. (1-2 points)

Blessed of Bor

Blessed of Bor

Combat: Choose+1

Combat: Unarmed +2

+5 Hit Points

Repair

Tactics, Personal

+26/23 Buy Points (see below)

Description

A minute number of Borakki children are born with stark white hair. These children are considered blessed by Bor and are said to have part of his strength within them. These children are trained as warriors by their clan. Once their warrior training is complete, they strike out and find a temple of Bor. The priest there tells them of their legacy, their power and what must be done to unlock it.

Each of the Blessed must perform a service to Bor and to the Borakki people. The service could be nearly anything. This could mean killing some terrible beast that roams the tundra, or it could mean constructing a grand temple to Bor, or it could mean exploring new lands. Each of the Blessed is required to find his own way to serve Bor.

Once the service is performed, Bor appears to the Blessed in a dream and leads them to the final test, which is a test of strength and courage. Upon passing this test, the character is Vehlbor (VEEL - bor), Blessed of Bor. This is a great honor among the Borakki. In addition, the Blessed can turn into a large, white bear when in need.

Suggested Attributes

STR, TOU, DEX, AGI

Suggested Limitations

Always Seeking to Help Others: This character needs to help others and is always looking to do so. This could be physical, spiritual or financial aid. He is willing to do

whatever it takes to help those in need, even if it puts him in a bad position. (3-4 points)

Proud: The character is proud of his abilities, or position. He feels superior to others around him. He takes an instant dislike to people that do not pay him proper respect. (2 points)

Stark White Hair: The character has stark white hair. This is unusual and people tend to take note of it. (1 point)

Cal Tundel

Berserk Rage
Carousing
Combat: Choose +2
Combat: Choose +1
Fight with Wild Abandon
+7 Hit Points
Swim
+14 Buy Points

Description

The Cal Tundel are a mercenary company that wanders the lands, selling their skills to gaerken and balarken in need. This company is one of the few Borakki companies that exist. They are known for boisterous ways and their unmatched ferocity in battle.

Their training and fighting style is unique. Cal Tundel train by bathing in frigid winter river water. While training, they learn to control their breathing as well as their body's response to stimuli. When they fight, Cal Tundel go into battle bare-chested, dancing among their opponents and swinging madly. More surprising is the fact that the entire time they do so, they hold their breath. This breath control is said to imbue members of this company with powerful rage and superhuman toughness.

Suggested Attributes

STR, TOU

Suggested Limitations

Alcohol Compulsion: The character will drink whenever the opportunity presents itself. The character will be afflicted with drunkenness and hangover. A drunk character gets a -3 to skills and attribute checks (except STR and TOU), but gets 5 extra HITS due to pain resistance. (1-6 points)

Clanless: This character is outside the clan structure that is prevalent in Borakki society. He has no clan or family. This means that other Borakki will tolerate him, but likely treat him as a second-class citizen. In addition, his rights under the law are lessened. If his station is known, the character has a -2 in social situations with other Borakki. (4 points)

Hates Ratlings: The character has fought ratlings for years and sees them all as vermin. He will go out of his way to destroy ratmen. Even civilized ratmen face his scorn. (2 points)

Quick Temper: This character gets angry for almost any perceived slight. Unless the situation is defused quickly, things tend to get out of hand. (3 points)

Rowdy: This character has a reputation for boisterous behavior, getting into trouble and starting fights. He will be closely watched by the authorities anywhere he goes. (2 points)

Clansman, Herding

Animal Handler +1
Climb
Choose: Survival: Hills, Swim, Navigate, Riding
Combat: Choose
Combat: Cudgel, Net, Sling or Staff
Craft: Herding +1
Kn: Clan
Kn: Local Lands +2
Kn: Local Predators
Repair
+32 Buy Points

Description

This is a basic template that gives an idea of a typical warrior from a herding clan. This character tends for the clan's animals, occasionally hunts for game, fights when there is need and raids to keep his skills and sense of honor sharp.

Suggested Attributes

STR, DEX, TOU, AGI

Suggested Limitations

Boss, Clan: This character is a member of his clan and when the clan needs him, he will respond. (1-4 points)

Claustrophobic: This character has a fear of tight enclosed spaces. He will avoid them if at all possible. If he has to enter such a space, he will be at a -2 to all actions due to fear. (3 points)

Hates Ratlings: The character has fought ratlings for years and sees them all as vermin. He will go out of his way to destroy ratmen. Even civilized ratmen face his scorn. (2 points)

Rivalry: This character has a rival within his clan. He and his rival vie for the attention of the clan leaders and the available members of the opposite sex. This character will do anything he can to show up his rival. (2-4 points)

Clansman, Mining

Climb
Combat: Choose +1
Craft: Miner (str/tou/per) +2
Kn: Brown Ratling
Kn: Clan
Kn: Gems & Metals +2
Kn: Clan Mines
Kn: Ratlings
Lang: Brown Ratling
Repair
Survival: Underground
Trade
+29 Buy Points

Description

This template gives an idea of a typical member of a mining clan. This character is at home in the dark, dank underground of the mines. Mining clansmen might find themselves digging for mineral wealth, fighting denizens of the underground or negotiating with brown ratlings.

Suggested Attributes

STR, TOU, PER

Suggested Limitations

Boss, Clan: This character is a member of his clan and when the clan needs him, he will respond. (1-4 points)

Crazy: Borakki from mining clans are often perceived as being eccentric and perhaps a little crazy. (1-2 points)

Mining Clan: Members of mining clans are considered a little strange by the majority of Borakki (1 point)

Rivalry: This character has a rival within his clan. He and his rival vie for the attention of the clan leaders and the available members of the opposite sex. This character will do anything he can to show up his rival. (2-4 points)

Direbone Seer

Ancient Knowledge
Ritual Spells: 8 points
Ritual Spell: Direbones
Craft: Advisor
Craft: Fortune Teller
Kn: Borakki Clans
Kn: Clan +1
Kn: Legends and Lore +2
Kn: Signs and Omens +2
Orate
Persuade
+23 Buy Points

Description

In the northern part of Borakki lands, there dwells a mysterious creature called a Dire. Dires are tall, gaunt humanoids with oversized, clawed hands. They are rumored to be able to read the thoughts of other intelligent beings and have some ability to tell the future.

These creatures are hunted and their bones used in a unique divination spell.

A direbone seer is a character that has mastered the use of direbones to divine a person's fortune, or to portend future events. Only a handful of Borakki have this skill and their talents are highly sought. All three balarkan have direbone seers to advise them. Having a seer in your clan is considered lucky for the clan. Ironically, the seers do not share this luck. Direbones are said to be cursed and this rumor is backed up by accounts of many seers meeting their ends in unfortunate and improbable ways.

Suggested Attributes

SPI, INT, CHA

Suggested Limitations

Boss, Gaerkan or Balarkan: Seers are important and most leaders that have one tend to keep a close eye on him so as not to lose his services. (5-6 points)

Cannot Lie: Certain seers teach their students to always be honest, lest they lose the trust of their masters. This could be as simple as not lying when telling a fortune (1 point), to never lying (4 points).

Uncomfortable Aura: There are many rumors and stories about seers and they tend to make most people nervous. (1-2 points)

Unluck: There are many accounts of seers being killed in improbable ways. Seers have drowned in bath basins and been accidentally beheaded by their masters. One particularly odd story has a seer tripping over his own dropped bone bag and falling down a flight of steps. Another seer was called to read the spilled bones and was so disturbed by what he saw; he fled the scene, tossing his own bones to the ground behind him. Perhaps the Dire wants its bones back? (4-8 points)

Priest of Bor

Administrate
Combat: Choose
Combat: Mace/Hammer +1
Diplomat
+3 Hit Points
Kn: Clan Leaders
Kn: Clans
Literate
Magic: Mark of the White Bear
Orate
Persuade
Tactics, Army
Tactics, Personal
Theology
+17 Buy Points/+24 Buy Points (no rune)

Description

Priests of Bor serve many purposes. They can be found acting as advisors, judges, generals, diplomats and teachers. Their mixture of strength and wisdom make them a respected part of Borakki society. The younger priests often maintain the temples and train warriors

while the wiser priests travel to the clans and offer their services.

Priests are usually chosen from the ranks of the nearby clans every few years. New acolytes are chosen when they are just reaching adulthood (about 12-15 years). Redheaded children are preferred, but Bor will take anyone that proves themselves a capable warrior with leadership abilities.

While not having the organization of the Bostonian Church, Bor's temples are more structured than that of the other gods in the Borakki pantheon. A hierarchy exists wherein the older priests teach the new acolytes the skills of war and diplomacy.

Suggested Attributes

STR, TOU, WIL, INT, CHA

Suggested Limitations

Responsible for Others: Priests of Bor are taught that they have a responsibility for the Borakki people. They feel the need to guide the clans and maintain the peace. It is rare that a priest of Bor will ignore a call for aid. (3-5 points)

Boss, Temple: Priests are beholden to protect their temple and follow the orders of older priests. As a priest gains experience, they are permitted to leave the temple and seek their own way to aid and guide the clans. (1-4 points)

Hunted, Barda's Cult: Several small cults dedicated to reviving the dormant goddess Barda exist. The cults often disagree how to achieve their goals. However, at least one such cult seeks to sacrifice Bor's priests to the statue of Barda at Grundermount. (2 points)

Hatred of Zephyrn Cult: Priests of Bor often battle the priests of Zephyrn. (2-3 points)

Priest of Horthan

Combat: Shield
Combat: Sword
Craft: Armorsmith +2
Craft: Toolsmith +2
Craft: Weaponsmith +2
Engineer
Literate
Magic: Horthan's Hammer
Repair
Runecarving
Theology
Trade
+18 Buy Points/+23 Buy Points (no runecarving)

Description

Horthan's priests are craftsmen, traders and teachers. Temples to Horthan can be found in every large city in Borakki lands. Temples are centers of trade, crafts and learning. Each temple is run by a single priest assisted by one or more acolytes. However, priests of Horthan are rarely found minding their temples as they often lead

caravans to Bostonia, or organize the construction of dams and forts.

Some priests of Horthan have learned the arcane art of runecarving. The weapons they carve are kept for use in defense of the temples, or given to those who earn the favor of Horthan.

Suggested Attributes

DEX, INT, WIL

Suggested Limitations

Disdain of Other Runecarvers: Priests of Horthan do not feel it is appropriate to sell carved weapons. They condone giving them as gifts or using them personally, but selling such weapons is considered cheap and disrespectful to Horthan. This character treats other mercantile runecarvers poorly and will try to convince them to change their practices. (1 point)

Cannot Pass Up a Deal: Like most traders, priests of Horthan find it hard to pass on a good deal. (1-3 points)

Hatred of Zephyrn Cult: Priests of Horthan often battle the priests of Zephyrn. (2-3 points)

Priest of Sil

Animal Affinity
Climb
Combat: Scythe
Combat: Shield
Herbalism
Magic: Grotto of Sil
Navigate
Survival: Arctic
Survival: Woods
Survival: Set Snares
Swim
Theology
Track
+16 Buy Points

Description

Priests of Sil are reclusive wilderness dwellers. They quietly mind their temple and the surrounding lands and pay little mind to the goings on of the rest of the world. They protect their territory, keeping it free from unnatural creatures and monitoring the encroachment of the civilized peoples.

It is rare to find a priest of Sil adventuring. When they do, it is often to protect, reclaim or avenge their land.

Suggested Attributes

INT, PER, WIL

Suggested Limitations

Reclusive: This character is used to being alone. They are uncomfortable in social situations. Depending on the points awarded, this could be a -1 to -3 to all social skills. (2-4 points)

Hates White Ratlings: This character spends a great deal of time fighting the encroachment of white ratlings into

his territory. He will not pass up a chance to strike at these creatures. Points awarded depend on the frequency of white ratlings in the game. (1-5 points)

Priest of Toron, The Shunned

Combat: Pole
Craft: Mortician +2
Craft: Taxidermist
Detect Traps
Disarm Traps
Disease Resistance
Kn: Anatomy +1
Literate
Magic: Hand of Toron
Physician
Stealth
Streetwise
Theology
+22 Buy Points

Description

In Borakki society, necromancy is not a crime. Toron uses the eternal servitude of walking death to punish the souls of Borakki that were unworthy in life. The Shunned carry out this judgment and use necromantic magic to create undead servants and warriors.

The Shunned are outcasts, worshipping and practicing their craft in the remote corners of Borakki lands. They rob graves, and experiment with dead bodies. If it can be helped, clansmen will not deal with these priests. However, proper respect must be given to Toron and so Shunned are not persecuted. In fact, in times of war, desperate Balarken have been known to ask these priests for assistance to defeat enemies of the Borakki.

Suggested Attributes

TOU, SPI, WIL

Suggested Limitations

Reclusive: This character is used to being alone. They are uncomfortable in social situations. Depending on the points awarded, this could be a -1 to -3 to all social skills. (2-4 points)

Clanless: This character is outside the clan structure that is prevalent in Borakki society. He has no clan or family. This means that other Borakki will tolerate him, but likely treat him as a second-class citizen. In addition, his rights under the law are lessened. If his station is known, the character has a -2 in social situations with other Borakki. (4 points)

Hates Hemacaer: The two cults of Toron continuously undermine and battle one another. (2-3 points)

Smells Funny: Endless exposure to rotting flesh has given this character an odor that is hard to conceal. (3 points)

Fascinated with Death: This character is interested in death and dead things. He will talk about them and seek them out. (1 point)

Priest of Toron, the Hemacaer

Alchemy
Combat: Pole
Kn: Anatomy +1
Kn: Diseases +1
Kn: Common Reagents
Literate
Medical +1
Physician +1
2 Potion Recipes
Theology
+27 Buy Points

Description

In addition to being associated with undead, Toron is also patron of alchemists and physicians. The Hemacaer worship Toron in this capacity. They are skilled doctors, able to diagnose and treat all kinds of ailments and injuries.

Unlike the other Borakki priests, the Hemacaer do not have a rune available to them. They eschew the Hand of Toron and seek another rune that more closely fits their goals and values. Many Hemacaer believe that Toron has hidden their rune somewhere on the earth and that they must find it to become worthy. Others travel to human lands to seek Piercing the Night so that they may better battle necromancy and shadows.

Suggested Attributes

INT, PER, WIL

Suggested Limitations

Always Sick: This character is exposed to so many diseases, that he is always suffering from minor illnesses. He is always sniffing, coughing or sneezing. (1-2 points)

Hates Shunned: The two cults of Toron continuously undermine and battle one another. (2-3 points)

Seeking Magic: This character is continuously seeking clues to the whereabouts of the hidden Hemacaer rune. (3-4 points)

Priest of Zephyrn

Choose Two: Conversation, Disguise, Fast Talk, Persuade
Combat: Choose
Combat: Pole
Kn: Weather
Magic: Barda's Blood
Stealth
Survival: Mountains
Set Snares
Theology
+27 Buy Points

Description

The priests of Zephyrn form a secret society devoted to exacting revenge on the Borakki people and their gods for the destruction of Barda. Some members of the cult travel

the Borakki wilderness searching for clues to Barda's revival. Others have infiltrated the clans and use their skills to sow chaos.

Suggested Attributes

INT, WIL, SPI

Suggested Limitations

Clanless: This character is outside the clan structure that is prevalent in Borakki society. He has no clan or family. This means that other Borakki will tolerate him, but likely treat him as a second-class citizen. In addition, his rights under the law are lessened. If his station is known, the character has a -2 in social situations with other Borakki. (4 points)

Dangerous Secret: This character is a member of a secret cult. If anyone were to discover this fact, the character would likely be hunted down and killed. (6 points)

Seeking Magic: This character is continuously seeking a way to revive the dead goddess Barda. (3-4 points)

Runecarver

Craft: Armorsmith +1
Craft: Metallurgy +1
Craft: Weaponsmith +1
2 Extra Runes Known
Literate
Repair
Runecarving +1
Rune Knowledge
Trade
+29 Buy Points

Description

Borakki have mastered the mystical art of runecarving. Ancient symbols contain power and runecarvers etch these symbols onto weapons, armor and tools. The item so carved is imparted with amazing qualities ranging from enhanced sharpness and durability to the power to kill instantly with a successful hit.

Runecarvers spend years training under a master carver. When they finish their apprenticeship, some go into business, selling their services to clan leaders and kings. Others travel the world, seeking ancient sites and knowledge of new runes.

Suggested Attributes

DEX, INT, PER, SPI

Suggested Limitations:

Seeking Ancient Knowledge: This character seeks to explore ancient sites and will enter perilous situations to do so. (3-4 points)

Disliked by Priests of Horthan: Since this character sells his special skills, most priests of Horthan treat him with disdain. (2 points)

Stoor Catcher

Animal Handler
Combat: Knife
Combat: Pole +1
Conceal
Craft: Tunnel Digger
Kn: Stoor +1
Kn: Stoor Chemicals
Kn: Stoor Tunnels +1
Medical
Stealth +1
Survival: Underground
Set Snares
+28 Buy Points

Description

Stoor live in large tunnel complexes under the northern hills. Each spring, groups of courageous Borakki enter stoor nests to recover larvae. Stoor catchers dig tunnels to delve into the heart of the nest, setting snares and traps to protect themselves from the attention of stoor warriors. Stoor catchers are excellent tunnel fighters, able to maneuver and survive underground for long periods. In addition, they know their prey, their lairs and the special chemicals that affect the stoors' mood.

Leaders of stoor catcher bands have the skills engineering and navigation in addition to the ones listed in this template.

Suggested Attributes

DEX, SPD, AGI, PER

Suggested Limitations:

Crazy: Due to their desire to work in the dark, enclosed confines of stoor tunnels, stoor hunters are often perceived as being eccentric and perhaps a little crazy. (1-2 points)

Poor Sense of Smell: The chemicals that are used in stoor catching can desensitize the noses of the hunters. This character gets a -3 to all PER rolls based on smell. (2 points)

Stoor Rider

Animal Handler
Combat: Choose +1
Combat: Choose
Combat: Shield
+3 Hit Points
Kn: Enemies of Clan
Kn: Stoor +2
Kn: Stoor Chemicals
Riding: Stoor +1
Tactics, Personal
+26 Buy Points

Description

Many clans train small units of elite stoor riders. Stoor riders rub chemical compounds on the antenna of their mounts to control their movement and behavior. Riders are excellent warriors and experts on their unusual mounts.

Suggested Attributes

STR, DEX, AGI, PER

Suggested Limitations

Proud: The character is proud of his abilities, or position. He feels superior to others around him. He takes an

instant dislike to people that do not pay him proper respect. (2 points)

Poor Sense of Smell: The chemicals that are used in stoor catching can desensitize the noses of the hunters. This character gets a -3 to all PER rolls based on smell. (2 points)

Battle Scars: This character has fought many battles and bears the marks of old injuries. (2-4 points)

Skills

Skill Name	Attributes	Default	Cost	Improve
Runecarving	DEX/WIL/SPI	None	5+5	5

Runecarving

The Borakki are the only species to have learned the arcane skill of runecarving. Runecarvers study ancient symbols and spend years learning to draw and carve the runes. Each rune holds magical power and when carved into a weapon or a piece of armor, imbues the item with wondrous properties.

Identifying Runes

The runes used in carving have similar forms to those bound by mages. Unknown runes are identified using the rune knowledge skill. The difficulty of the skill test is based on the power level and obscurity of the rune. Identifying runes takes only a few minutes if the rune is well known. However, if research is required, then the rune may take days to identify.

DLs and Modifiers for Identifying Carved Runes

Activity	DL
Identifying a minor rune (DL 12-)	12
Identifying a major rune (DL 13-19)	16
Identifying a artifact rune (DL 20+)	20
Rune is very common	-2
Rune is rare	+4
Rune is very rare	+8
Character can test the item in question	-1-4
Character can study the rune	-1-4
Character gets only a quick glimpse of the rune	+2
Character has access to rune information or a relevant library	-2-4

Carving Runes

A runecarver may carve any rune he knows. Carving runes takes from 1-4 weeks and a fully equipped forge. In addition, certain runes require special materials or equipment to carve. Each rune has a DL associated with it. Carving the rune requires a skill test against this DL. Success indicates that the rune is etched into the item and the item gains the properties of the rune. Failure means that the item in question is ruined.

Runecarving Effects

Runecarvers believe that the act of carving transfers a small part of their personal power into the weapon. Successful runecarving has deleterious effects on the carver. These effects generally last from 2-12 weeks and are based on the powers of the rune carved. A rune that increases the accuracy of a weapon might decrease the weapon skill of the smith that carved the rune; a rune that increases the durability of an item might decrease the TOU of the carver.

Starting Runes

Runecarvers apprentice under master carvers for years before striking out on their own. During this period, the apprentice learns several of his master's runes. Player character runecarvers are assumed to have undergone a training period and thus start play with a number of runes. The number of starting runes is based on the runecarver's starting skill level. The exact runes known can be determined in any fashion the GM and player can agree on.

Starting Runes

Runecarving Skill	Runes
10 or less	1
11-16	2
17+	3

In addition, certain templates have extra runes to start. See Template Abilities for details.

Losing Runes

Weapons do not keep carved runes forever. If the rune is marred, then its power is lost. Each time a carved item is repaired by someone without the runecarving skill, there is a 1 in 12 chance that the rune will be destroyed. A runecarver can repair carved items with no chance of destroying the rune. An item that is broken loses all of its carved runes.

Sample Runes

Below is a list of sample Borakki runes. The players and GM are encouraged to invent their own runes.

Connoisseur

Commonality:	Very Common
Carving DL:	12
Time to Carve:	2 Weeks
Materials:	Brass
Equipment:	None
Cost:	35 p

Any plates or glasses carved with Connoisseur will cause food or drink served with them to be spiced perfectly. This gives a +4 to the relevant craft roll used to prepare the food. The runecarver loses the ability to taste or smell for 2-12 weeks.

Digger

Commonality:	Very Rare
Carving DL:	18
Time to Carve:	4 Weeks
Materials:	None
Equipment:	None
Cost:	None

Digger allows the item (usually an axe) carved to cut through stone as though it were soft wood. The runecarver suffers from soft bones. Any wounds suffered by the runecarver have their severity increased by +2 and any TOU tests to resist wound effects are at +3 DL. This effect lasts for 4-24 weeks.

Feather

Commonality:	Rare
Carving DL:	18
Time to Carve:	4 Weeks
Materials:	None
Equipment:	None
Cost:	None

Feather causes any item into which it is carved to become lighter. Armor loses $\frac{1}{2}$ its encumbrance score. Other items

weigh $\frac{1}{4}$ of their normal weight. The runecarver loses 2 points of STR for 2-12 weeks.

Flight

Commonality:	Common
Carving DL:	14
Time to Carve:	2 Weeks
Materials:	Molten Crystal
Equipment:	Furnace
Cost:	125 p

Flight allows the weapon into which it is carved to be thrown with a throwing accuracy of 0 and range of 3/8/12/16. Flight drains the carver of 2 points of STR for 2-12 weeks.

Gone

Commonality:	Very Rare
Carving DL:	25
Time to Carve:	4 Weeks
Materials:	None
Equipment:	None
Cost:	None

Any item carved with Gone will turn invisible. Detection spells trying to find the item will fail 75% of the time. Gone reduces the PER of the runecarver by 1 point for 1-4 years.

Immobile

Commonality:	Rare
Carving DL:	13
Time to Carve:	3 Weeks
Materials:	Lead
Equipment:	None
Cost:	25 p

If an item carved with immobile is stuck into the ground, or another surface, it will not move for anyone but the owner. This rune makes the carver dizzy and gives him a -1 to all skills, defenses and movement for 2-12 weeks.

Industrious

Commonality:	Common
Carving DL:	13
Time to Carve:	2 Weeks
Materials:	Tin
Equipment:	None
Cost:	10 p

Industrious is carved into a tool or set of tools. It increases the quality of the tools and gives anyone using the tools a +1 to any skill tests attempted. In addition, work done with the carved tools will only take 80% of the time. Industrious fills the carver with malaise and he will find himself unable to do any work or useful activity unless he makes a WIL roll vs. DL 15. This condition lasts 2-12 weeks.

Precise

Commonality:	Very Common
Carving DL:	12
Time to Carve:	2 Weeks
Materials:	None
Equipment:	None
Cost:	None

Precise imparts a weapon with a +1 accuracy and +1 parry bonus. However, the weapon becomes lighter and takes a -2 damage penalty as a result. The carver becomes ham-fisted and takes a -1 to all DEX based skills for a period of 2-12 weeks.

Resilient

Commonality:	Rare
Carving DL:	16 + (2/rune)
Time to Carve:	3 Weeks
Materials:	Magma
Equipment:	None
Cost:	None

Resilient is typically carved in a workshop or forge. However, the rune must be treated with magma to become potent. Most runecarvers travel to a fissure under Grundermont to temper the rune. Once potent, the rune makes the item unbreakable by almost any normal force. The item takes no durability checks in combat and will only bend or break due to magical force or tremendous strength (STR 30 or more).

Resilient renders the item incapable of taking more runes and so must be the last rune carved on an item. The DL of Resilient increases by 2 for each other rune on the item at the time of carving. The runecarver loses 3 points of TOU (and hit points) for 2-12 weeks.

Returner

Commonality:	Common
Carving DL:	10
Time to Carve:	2 Weeks
Materials:	Gold
Equipment:	None
Cost:	50 p

Any weapon carved with Returner will instantly return to its owner's hand if mentally summoned. The range of this power is 20 hexes (40 meters). Returner drains the INT of the carver by 1 point and he will tend to misplace small items. This effect lasts 2-12 weeks.

Revenant

Commonality:	Very Rare
Carving DL:	17
Time to Carve:	4 Weeks
Materials:	Bone, Blood
Equipment:	None
Cost:	None

Any character wearing a piece of armor carved with Revenant does not have to make a TOU roll to remain conscious when he reaches his 75% hit point threshold. In addition, such a character can continue fighting and acting once he is reduced to 0 hit points. He must take be reduced to a negative hit point total equal to his maximum hit points before dropping. However, if this character is reduced to negative hit points while under the influence of Revenant, he will die in 1-4 hours unless he can be magically brought to a positive hit point total. No physical healing (alchemy, herbalism, medical or physician) can help a revenant that is at negative hits.

This rune has no ill effects for the runecarver upon carving. However, once the rune is activated by the wearer being reduced to 0 or less hit points, the carver immediately feels the effects of the attack suffered by the wearer.

Sharper

Commonality:	Very Common
Carving DL:	11
Time to Carve:	1 Week
Materials:	None
Equipment:	None
Cost:	None

Sharper causes the carved weapon to gain a wicked edge and become lighter. The weapon gets a +1 initiative bonus and a +1 damage bonus for the lifetime of the rune. However, the weapon also loses 1 point of durability due to the transformation. The runecarver loses a little of his own "edge" after carving Sharper, taking a -1 initiative and a -1 damage penalty for 2-12 weeks.

True

Commonality:	Common
Carving DL:	10
Time to Carve:	1 Week
Materials:	Silver
Equipment:	None
Cost:	50 p

True causes a weapon to strike with greater precision. True gives the weapon a +1 accuracy bonus and imparts a -1 accuracy penalty to the carver for 2-12 weeks.

True Ownership

Commonality:	Very Rare
Carving DL:	24
Time to Carve:	4 Weeks
Materials:	Gold, Blood
Equipment:	None
Cost:	250 p

This rune is carved into an item and then filled with a mixture of gold and blood. It ties the item to the person whose blood was used in the carving. This rune acts like Returner if the owner is within 50 hexes (100 meters). If the separation is greater than 50 hexes, the item cannot be mentally summoned. Nonetheless, it will find its way back to the owner through some chain of events, however improbable. Depending on the distance involved, the item might take days or even years to appear, but it will. The owner can never be rid of the item. He cannot give it away, deliberately cause it to be broken, or hide from it.

To carve True Ownership on an item, the runecarver must give up a possession that is dear to him. This could be a family keepsake, a hard-won treasure or something of great value.

Vengeance

Commonality:	Very Rare
Carving DL:	26
Time to Carve:	4 Weeks
Materials:	Blood
Equipment:	None
Cost:	None

Vengeance is carved into a weapon and the etching is cooled by dousing it in the blood of its target. Vengeance affects a single creature and makes the carved weapon highly poisonous to that creature. Each time the weapon strikes the target creature, it must make a SPI save vs. DL 30 or die. Once Vengeance has completed its task, it shatters its weapon. The runecarver gives up a point of TOU for 1-4 years. In addition, it is said that the carver's

worst enemy will return to menace him within a few months of completing this rune.

Whirlwind

Commonality:	Rare
Carving DL:	13
Time to Carve:	2 Weeks
Materials:	None
Equipment:	None
Cost:	None

When Whirlwind is carved into a shield, the shield gains a +2 shield block against missile attacks. Whirlwind decreases the carver's dodge score by 1 for 2-12 weeks.

Ritual Spells

Direbones

Casting Time:	Long
Range:	Self
Area of Effect:	1 Person
Initiative:	---
Delivery:	---
Duration:	Instant
Save:	None
Skill:	SPI/SPI/WIL
Cost:	4 Buy Points
Components:	Bones of a Dire

The spell Direbones allows a limited glimpse into the future of the target. This glimpse takes the form of a series of symbols that are interpreted by the caster to form a single statement. This spell has two main effects depending on the needs of the campaign and the GMs ideas.

First, if the GM has any prophecies, plots, specific NPCs or events upcoming in the game, he can use the Direbones casting to give the characters some advance information. The GM should compose a sentence that gives the players clues about the coming events.

If the GM does not have any specific clues he wishes to give the players, then the caster rolls on a random table to determine the target's fortune. Each fortune provides the target with a temporary advantage or limitation. This effect lasts until it is triggered. The table below has 20 entries. The GM is encouraged to add more effects, or change entries he does not like.

This spell requires the bones of a Dire as a material component. Dires are tall, gaunt humanoids with oversized, clawed hands. They are rumored to be able to read the thoughts of other intelligent beings and have some ability to tell the future. It is commonly believed that the dire curses those who use his bones. Direbones has a 50% chance of giving the caster a one-time level of unluck.

Roll Fortune and Effect

1	"Your next foes will be met with your fearsome skill." (Character gets a +2 attack, +2 to skills and +2 damage in his next battle.)
2	"A guardian spirit watches over you." (The character will automatically dodge the next death-blow that would have struck him. Alternately, the next life and death skill test or save made by the character will succeed.)
3	"Your keen senses will save you." (Character gains one-time personal danger sense.)

Roll Fortune and Effect

4	"Your spirit draws people to you." (Character gets a +2 bonus to social skills for the next week.)
5	"When it is time to act, you will be ready." (The next critical initiative or SPD test required by the character is with a +3 bonus.)
6	"Beware silver tongued traders and nimble fingered gamblers." (Character gains a +4 bonus to his next trading or gambling test. If the character does not have the requisite skill, he may make his next test as though he had a skill of 12.)
7	"The light of Bor shines on you." (The character's next important STR or TOU roll is made at +3)
8	"Fortune is a bright sun lighting your way." (Character gains a one-time level of luck.)
9	"Health is your greatest asset." (For 1 week after his next injury or exposure, the character is immune to disease and heals at double the normal rate.)
10	"A sudden windfall is coming your way." (The next time the character finds or earns money, the GM should increase the amount by some percentage.)
11	"When you least expect it, the shadow of Zephyrn will overcome you." (The character's next important STR or TOU roll is made at -3.)
12	"Your indecision will put you in great peril." (The next critical initiative roll or SPD test is made at a -3.)
13	"Your next conflict brings you injury." (The next attack that hits the character and does more than 3 hit points of damage wounds him.)
14	"A malicious spirit looms at your back." (Character gains a one-time level of unluck.)
15	"Your next struggle will be marred by misfortune." (Character gets a -2 attack, -2 skills and -2 damage in his next battle.)
16-20	The GM should pull a card from his random encounter deck (or roll on his table) and the result becomes a clue to the appearance of that encounter.

Runes

Mark of the White Bear

Description

This rune appears as a set of deep, jagged scars across the chest of the practitioner. The scars look as though a huge claw swiped the mage.

Purpose

This rune is granted to priests of Bor. The rune is directly tied to the power of that god. Anyone with this rune is expected to protect Borakki society and maintain its traditions. In addition, the rune is to be used to further the causes and glory of Bor.

Rune Site

There is no specific rune site for the Mark of the White Bear. A priest attempting to bind this rune is expected to travel to a temple of Bor, make a sacrifice and petition the god for favor. Then, the priest travels the land questing in the name of Bor. Once the priest has proven himself worthy, he will learn where he must go to gain the rune.

Binding and Raising

Only someone who has spent several years in the service of a temple of Bor can bind this rune. When the elders think he is ready, the acolyte performs a secret ceremony in which he sacrifices to Bor and calls upon his favor. He then leaves the temple, seeking ways to increase the glory of Bor. Once the acolyte has proven himself, Bor appears to him and gives him one final task. This is generally a test of strength, courage or wisdom that will put the character against a formidable enemy. In defeating this enemy, the acolyte is certain to obtain the scars required to gain the rune.

Raising the rune is a simple matter of performing a service to a temple of Bor.

Practitioners

The initial quest required to obtain the Mark can take months or even years. For that reason, practitioners of this rune are rare. There are only 19 Borakki with this rune. In addition, there are about 40 or so acolytes attempting to gain Bor's favor so that they might bind the rune.

Effects

People with this rune command respect from most members of Borakki society.

Skill

The skill for the Mark of the White Bear is based on WIL/WIL/SPI

First Circle Spells

Strength of the White Cub

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	10 Minutes
Save:	None
Maintain:	8/4

This spell gives the caster a portion of Bor's strength. For the duration of the spell, the caster gains +2 STR, +1 TOU and +2 HITS.

Clanspeaker

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self or 5 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	1 Hour
Save:	SPD or WIL vs. DL 10
Maintain:	6/3

This spell allows the caster to increase the volume of his voice so that he can speak to an entire clan assembly. The caster's voice can carry several miles while this spell is active. This spell cancels any oratory penalties the character might have for a distracting or loud environment.

While not a combat spell, the sudden booming sound of the character's voice can temporarily deafen characters within 5 hexes. A deaf character has no chance to hear attacks from the rear and take a -1 to all spellcasting attempts. A character attacked with this spell can make a SPD save vs. DL 10 to get his hands over his ears in time to avoid the deafening. In addition, animals may become frightened by this spell and they must make a WIL (or their rider must make a animal handler or riding) save vs. DL 10 to remain calm.

Glory of Bor

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	10 Hex Radius
Initiative:	-2
Delivery:	Direct
Difficulty:	10
Duration:	15 Rounds
Save:	None
Maintain:	8/4

This spell shows the caster's allies the true glory of Bor. If they are believers, or are fighting the enemies of Bor, then they will get a +4 bonus to all saving throws against fear or confusion effects as well as a +2 to all TOU rolls and poison saves.

The Dirty Way

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+1
Delivery:	Direct
Difficulty:	8
Duration:	1 Hour
Save:	None
Maintain:	6/3

This spell gives the caster the ability to fight using only his natural weaponry and skill. The caster gains an unarmed combat skill of 12, or a +2 bonus to unarmed combat if he already has a skill of 11 or more. In addition, the caster's attacks are delivered with such ferocity that he may do killing damage with his attacks if he so chooses.

Second Circle Spells

Body of the White Cub

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	20 Minutes
Save:	None
Maintain:	11/6

This spell provides the strength of the first circle spell Strength of the White Bear. In addition the caster gains 3"

to his Base Move and a swimming and climbing skill of 12, or a +2 if he already has an 11 or more.

Counselor

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	1 Hour
Save:	None
Maintain:	11/6

This spell gives the caster an aura of authority and control. People will tend to listen to him and consider his words. The mage's skills of oratory, persuasion and conversation get a +3 bonus.

Legend of Helene

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	20 Minutes
Save:	None
Maintain:	None

This spell makes the caster immune to gaze attacks.

Mighty Roar

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	4 Opponents within 6 Hexes
Initiative:	-1
Delivery:	Direct
Difficulty:	14
Duration:	1-4 Rounds
Save:	WIL vs. DL 14
Maintain:	None

This spell turns the caster's voice into the roar of a huge, angry bear. Up to 4 opponents within 6 hexes of the caster must make a WIL save vs. DL 14, or flee from the caster for 1-4 rounds. They will make full moves away from the caster, taking the most expedient route to get away. In addition, this spell has the same effect on animals as does clanspeaker except the DL of any rolls or skill tests is 14.

Third Circle Spells

Raiding Party

Casting Time:	Short
Range:	6 Hexes
Area of Effect:	2-4 Warriors
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	20 Minutes
Save:	None
Maintain:	None

This spell summons 2-4 Borakki clansmen to act for the caster. They will follow the caster's commands. A mage may only have one instance of this spell active at any time.

Legend of Blannoch Dor

Casting Time:	Very Short
Range:	Touch
Area of Effect:	1 Person
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	Instant
Save:	None
Maintain:	None

Blannoch Dor was a Borakki warrior devoted to Bor. He was felled in battle with invading white ratlings. His clansmen prayed over his body, asking Bor for Blannoch's return so that he might help turn the tide of the ratlings' advance. Blannoch rose from death's door and killed the ratling leader, but was slain in the same battle by a ratling arrow.

This spell allows a priest of Bor to recreate that legend. The priest can heal a fallen comrade for 2d8 hit points, but only if the target is below 0 hits. This spell can only be cast once a week and it drains the caster of one magic skill level that can only be regained by experience.

Wisdom of the Just

Casting Time:	Long
Range:	Self
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	1 Conversation
Save:	SPI vs. DL 24
Maintain:	None

This spell allows the caster to detect lies told to him by any one person in a single conversation.

Fourth Circle Spells

War Party

Casting Time:	Short
Range:	6 Hexes
Area of Effect:	4-16 Warriors
Initiative:	---
Delivery:	---
Difficulty:	23
Duration:	4 Hours
Save:	None
Maintain:	None

This spell summons 4-16 Borakki clansmen to act for the caster. They will follow the caster's commands. Subsequent castings of this spell add 4 to the DL.

Bestiary

Stoor

Physical	20	Initiative	+1
Swiftiness	14	Attack	13
Mental	5	Damage	1d8 + acid
Perception	8	Defense	12/ <u>11</u> /10
Smell	15	Armor	4,2,5,5,2
Move	10	Hit Points	36

Special Abilities

Acid: With a successful attack that penetrates armor, a stoor injects a concentrated acid into the wound. This acid causes 1d6 points of damage the following round and 1d4 the second round after the attack.

Poor Hearing: Stoor are completely deaf. They can, however pick up loud noises as vibrations through the ground.

Riding Beast: Stoor can be trained as riding beasts by using a contraption that sprays an alchemical mixture onto their antenna. A stoor can carry a single borakki rider in this fashion.

Description

Stoor are giant ants standing over 6' tall. They reside in huge burrows dug into the rocky soil. The borakki have trained stoor as riding beasts and will often ride them into battle.

Ruegar

Physical	16	Initiative	+1
Swiftiness	14	Attack	14
Mental	10	Damage	2d8
Perception	14	Defense	<u>14</u> /12/11/9
Smell	25	Armor	1,1,1,1,1
Hearing	20	Hit Points	40
Move	8		

Special Abilities

Keen Smell: Ruegar can track prey with their keen sense of smell. Tracking in this fashion is equivalent to a skill level of 15.

Blend in: Their coloring allows Ruegar to blend in to snowy or rocky terrain. Treat them as having a stealth skill of 12 in this situation.

Description

Ruegar are powerful hunting dogs found primarily in borakki lands. Their fur is grey with a silver-grey stripe down their back. They are highly intelligent animals and are often found leading packs of other dogs.