

THE SAGA

Issue 21



**Back with a new focus
on D100 systems and
lore.**

THE SAGA

Issue 21

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A SagaBorn Roleplaying Game Compatible Product

We are back, well, sort of.

I took a year off from publishing the Saga so I could focus on SagaBorn D100. In that time, I have put out some free adventures, got SagaBornD100.com put together, and finished [the Starter Kit](#).

Now I am in a space to start putting out the zine again with random lore and rules for the D100 system.

But it won't be bi-monthly. That was a lot for one person to do on top of all the other gaming things. So now the Saga will come out when I have enough stuff to make a full zine. So no pressure on me and more zines for you.

This week, we are also launching a column written by CW Evans about the world of Garlemorth.

Thanks for coming back and checking us out, and hope you enjoy the switch to d100 as much as I have!

Live the adventure!

A handwritten signature in black ink. It consists of a horizontal line followed by the word "MIKE" in a stylized, blocky font. The "M" is particularly large and has a small loop at the top.

GARY CON

2026

*There are moments which
can change a person for all
time...*

*Bilbo Baggins, Rankin Bass,
The Hobbit*



Gary Con 2026 was my first Gary Con, and I am so excited to have been coaxed into going (thanks, Diane!). It was as changing as the first year working a Ren Faire, or those first visits to Dragon Con and Gen Con. I was a little worried when preparing to go though.

See, over the years, cons have grown and become bigger, harder to manage or get into, and pretty much overwhelming. I am a team player and love supporting those around me, so as I saw these venues and the creatives in them become more and more thunderdome about participation, I have lost a little steam about venturing out into the overcrowded halls of those places. Why do that when I can hide in my tavern cave at home with my cats and just write there and then throw my creations out into the dark corners of the forgotten interweb?

But from Wednesday night, while going in to pick up badges, to the very end, everything was so wonderful. The staff was all so helpful and happy; the halls of the Grand Geneva were crowded, but not Gen Con crowded. Everything was organized well, and I got to focus on enjoying myself and playing some games.

My first interaction was running SagaBorn D100 on Thursday, and I was a little nervous. I always want my games to be perfect, and well, nothing ever is perfect, right? But this was great. I was greeted by a couple of fellow Vintage RPG Podcast community members who had signed up, and the party of six was off to the adventure. It was a good preview for the rest of the con. Everyone

was just great. I ran two sessions of SagaBorn D100 and maybe a total of 6 Escape! The Devouring Ooze (both official and unofficial sessions), and I was overwhelmed by the quality of the players. No strange off-topic, overly violent RPG moments, or passive aggressive game play. Everyone just joined in as if each table were their usual playgroup. I think the quality of attendees could be summed up best by the man wearing the shirt that just said, "You Are Enough."



For the Vintage RPGers: I had many great conversations with new friends Woody and Desiree, comparing past adventures and favorite games. Patrick snuck into one of my games and was quite charming as a scoundrel. It was great to put faces to the wonderful people of that community.

All players brought excitement and fun to the Escape the Ooze games, and I am grateful to those who purchased a copy.

I saw old friends Brian Colin and Allen Panakal, which got me roped into an unplanned game with Tiger Wizard and his Torn RPG. It was an absolutely weird, fun game exploring the swamps in order to find the feared Goat Dagger. I suggest heading over to his Patreon and start playing yourself. I hope to play Brian's Vast Grimm in the future.

I also got to meet the crew at Titmouse, where a close friend's daughter now works, and we all got pictures and swapped stories, and I walked away with a copy of their Drunkards, Druggies, & Delinquents

My crew this year - my partner in crime, Laura, who played Dutch Blitz so many times at the same table over the con, that one passerby said: "This is the longest game of Dutch Blitz I have ever seen!" Gort and Chris, ready for adventure each day, kept things lively and full of great conversations (and congrats to Chris for learning how to play Tak from Patrick Rothfuss).

Next year, I hope to play in more strange games, and now that I know where to find discussion panels, I will probably attend a slew of those. I didn't get to talk to any of the RPG legends I wanted to, and I missed out on connecting with anyone from Chaosium, but all the small accidental meetings were just as fulfilling. Though a wizard showed up exactly when needed, hanging in the hallway, a long white-bearded man strode by, and Gort said, "Who the f**k is that old wizard...?" without skipping a beat, I replied, "Elminster." Gort laughed, but then got real serious when he realized, "Oh wait, that's Ed Greenwood!?" Which just about sums up the con.

Aiden, CW Evans, Me (Mike), and Laura Bielaczyc.



DOWNTIME IN SAGABORN D100

By Michael Bielaczyc

Downtime is very important in SagaBorn, but the question is always, what can I do during downtime?

In the Road West exploration campaign, we just had some quick choices that could be done at the start of a game night, as we did not track time in the normal way in that campaign. That could be adopted to a standard campaign, and if so, you can find the rules at <https://www.darkreturn.com/encyclopedia/living-campaign-rules/>

A standard game's downtime has many of the same events, but a more nuanced approach. Unless otherwise noted, a character can spend 50 hours a week working on downtime activities. Here is what an adventurer can do when they are not adventuring.

MAKE IT RANDOM

If a player is not interested in downtime activities, just have them roll on the following chart for each week of in-game downtime.

Downtime Chart

D10	Activity
1	Carousing: you spent the week in merriment, visiting taverns and gambling halls, and lost gold equal to your level x 10 gp
2-4	You spent the week training and gained an extra Saga Point at the start of your next adventure.
5-7	Side job: gain 1d6 gp
8-9	Side job: gain 2d4+Talent Level in gp
10	Side job: gain 2d6+Talent Level in gp

WORK ON A SKILL

A character can boost a skill during downtime in two ways. They can find an instructor or try to research on their own. Both also require time for training. Training for skills is time-intensive and equal to the current skill in hours to train. This is fully explained in Chapter 7 System (<https://www.sagaborn.com/sbd100/chapter-7-system/>)

Example: Saret has a week of downtime and has a 64 in Stealth, and a 15 in Ride. He wouldn't have time to train in Stealth as there is only 50 hours in a week for training, but he could train in ride 3 times (though each time he increases it adds extra hours to the training period). So he researches and trains in Ride by self study and rolls a 45 for training (a success) and then rolls a 3 on his d4 roll. His Ride skill is now 18, so it will take 18 hours to train again. He trains and it is a success, gaining 4 points in Ride for a total of 22. That means his Ride skill is now too high to train again in one week, as he only has 18 hours left in the week. He can pick another skill that is 18 or lower to train in.

Instruction

Instruction gives a bigger boost to a skill, but it can also not only fail, but also hinder learning based on the instructor's Teach roll. Being taught by an instructor often costs gold, and the hero must find an instructor. This can be as simple or as in depth as you like. A nice middle ground is for the player to have to invent an NPC (or remember one from the campaign) and pay them for the training. I would make the cost something that is not a burden, but also not trivial, based on the hero's wealth. A little extra in cost may increase the NPC's Teach a bit, making it more likely to succeed. A good base is that the teacher's skill equals the gold piece cost of their training.

At the end of the training session, the teacher must attempt a Teach skill roll. If their roll is successful, your character improves the skill rating by +1D6 points. A special adds +1, and a critical adds +2. A failure means no benefit from the instruction, and a fumble is counterproductive, causing the teacher to instill self-doubt and contradict your character's prior learning, reducing the skill by -1D3.

No skill can be taught above 75%.

RESEARCH

Researching has a smaller potential gain in skill, but has no monetary cost and needs no instructor.

To research and gain in skill, first, there must be a Research skill check. If it succeeds, the skill gains +1. A Special adds +1, and a critical adds +2. A failure results in no gain, and a fumble -1. The Research skill is also checked as a successful experience check for doing this, and can be attempted to level at the next end of game session.

After the required time is spent, make an experience roll as normal. If the roll succeeds, increase the skill by +1d4 on top of the research modifier.

Like being taught, no skill can be researched and trained above 75%.

INCREASING CHARACTERISTICS

Skills are not the only things about your character that can improve. Your character can improve their Characteristics through a variety of means. Most Characteristics that can be trained and leveled except for Size, which tends to stay the same for a character, though you and your StoryGuide may find a way or reason for a SIZ change as well.

Any increases to characteristics cause any associated attributes to increase accordingly, including characteristic rolls, damage modifier, experience bonus, hit points (and total hit points and/or hit points by location), major wounds, fatigue points, Spirit Points, etc. as appropriate.

Characteristics can not improve beyond 21.

The number of hours that it takes to increase a Characteristic is equal to the Characteristic multiplied by 20. A character normally has 50 hours per week during downtime to train, research, and work on improvement.

SPELLS

If an adventurer has a scroll, spellbook, a teacher, or other ancient text with spells inside, a mage can use the downtime to learn the spell. Of note, in the world of Atheles, spells and magic are rare, so heroes should be limited on the spells they can find in most common places, meaning spells found and learned while adventuring are the main means of acquiring new spells.

LEARNING SPELLS FROM SPELLBOOKS, SCROLLS, OR OTHER RECORDED MEDIA.

A spellcaster can learn a new spell from any written form, but they must understand the language in which it is written. The time it takes to learn is equal to the mana per level cost x 2 in days. Variable mana spells take 5 days to learn. If it is in a language they do not understand, but they have a translation, it will take an additional 2 days per base mana cost. If the spells are encoded into a secret language or set of symbols, the spellcaster must first decipher this, with the amount of time then needed to learn at the discretion of the SG.

LUMINAR SPELLBOOKS

A luminar can know as many spells as they wish, but they must have them scribed in their spellbook to be able to cast them. Scribing a new spell in a spellbook requires a successful Spellcraft check, takes 5 days to scribe, and costs 100 gp.

CRAFT

You can use a craft skill to make 150 gp worth of crafted goods for 50% of the retail cost. You need a crafting room or kit, and a successful Crafting skill check to be successful.



REDUCE HORROR

General Horror Lost:

Heroes lose 1 horror point for each day of downtime when they do nothing else.

Heroes lose 8 horror points for each week of downtime when they do nothing else.

Heroes lose 3 horror points for each week when they do small tasks, such as crafting or directing allies.

Heroes lose 1 extra horror point per Stronghold level for each week of downtime, even if doing other activities.

Companionship:

Players can spend the week with a companion. Both heroes who spend a week of downtime recuperating lose 15 + 1/2 SOC in horror points. This can be their only task for the whole week.

Other methods:

Some Stronghold rooms grant bonuses to Horror loss during Downtime.



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INTO THE WORLD

ON TERANS

From Sundaiya Kotas

So I am a teran. I was born here on Uteria. My parents were born here. And so on, to the first time a teran decided to write something or draw on a cave wall. In Atheles, we often list our history based on the time that terans have dominated the planet. Though our first years were not recorded by us, but by the elves. On year one of our calendars, it is historically the first time we are mentioned in any elven history. In fact, in that mention, they believe us to just be a new, taller, hairier goblin tribe. Maybe they weren't wrong.

Since that time we have spread across the planet, learned, loved, warred, had children, and died. Like some invasive species of nettle, we have populated and covered the lands. We have grown into massive civilizations and torn them down with war. We have learned great secrets and forgotten them. And we have made the last two ages revolve around us. But who are we?

US, PHYSICALLY

Well, we are about 6 feet tall, depending on the size of the feet. We come in a variety of shapes and colors, but we have two arms, two legs, and a single head, and for some, brain optional. We live for around 79 years if we behave, less if we don't. How long have we been around? The elves noticed us 5708 years ago, hence the current year, but our cultures and history stretch far further back. For much of our ancestors' time, the elves still lingered underground or in their small magically protected conclaves in the woods, allowing us terans to spread out and believe we owned all the lands. In fact, many religions state the creator gave us this

planet, but I have not met the Creator and I would think if it was given to us, there wouldn't be so many other interesting peoples in the land we share it with.

A BRIEF OVERVIEW OF OUR HISTORY

If we want to know what it is to be teran, we have to look at our origins. There are a few schools of thought here. And to be fair, it is hard to trace our history when the world is littered with so many bones and fragments of many different mortal creatures for hundreds of thousands of years.

The first major origin story is a mystical one. That we were placed here by the Creator. The church says that we were created in the forest of god and then let out here to Atheles to spread his love. The issue with that is, while we often have love in our hearts, we also bring violence and war. Is that's god's intent as well?

The second, which is recorded by the elves, is that we started as animals like the monkeys, and over time learned to use tools and speak. After that, like some adopted toddler, some elves began to teach us. We did not live up to being very good students, and at some point the elves split ways with us. The elves write that we first showed up in the jungles of the south, and we spread out over lands from there.

We seem to have multiplied like rabbits and soon became the largest populous species on this world.

WHAT IS OUR SOCIETY AND CULTURE LIKE?

We have many kingdoms and cultures, both here in Atheles and in Tuya (two ya) . I won't try and simplify them, as any culture must be experienced and is more than any one generalization. I can speak of the culture here in the east, under the thumb of the Uthgard Empire, and what it is like to be a teran in one of the most powerful teran nations around today.

Here in the east, Uthgard has been the epitome of what the highborn of the teran species thinks it should be. Powerful, independent, and dominating. Well, that's what those with power want. The rest of us want to have a good roof, some good food

and drink, and some friends to share it all with. But the rulers want to rule so they head off to war after war. Well they head off to start wars, and drag the rest of us into it.

But we teran also excel in art and music. While the elves hold onto their traditions, teran art and performance is always changing, always a reflection of the time. It is no coincidence that as times get tough here in the East, we see more bards singling of past heroes and rebels.

On the continent of Atheles, no single teran has shaped our cultures more than the Warlock King. Called Akaroth (AK a Roth) by the elves, and named Olaekin Baleband (Ole-kin bail-band) at birth, he shaped not only the last age, but also the lands themselves. Over a thousand years ago, he founded the Uthgard Empire by his sword and dark magics, and he almost ended the world with the same.

His wars, often lumped together into the imaginative name the Great War, tore our continent apart. He destroyed the people and kingdom of Aradan leaving behind irradiated wastes.

The horrible magics used in this destruction still cause awful magical storms to ravage the lands or new diseases that sweep over the people.

In the end, it took the heroics of many of the species of Atheles to stand up against his oppression and end his reign. That was seven hundred years ago, and we are still recovering in many ways. The end of the Warlock King also coincided with the Disappearance, when magic and magical species



just disappeared. That is until recently, when both returned in the aptly named “ the Return.” Side note, I guess we like to give these easy names so us common folk can keep up with it all. If we gave everything a name like the Celeturmber, we would be like, what the hades is that?

Speaking of magic, that is another thing that terans excel at. While the elves may embody magic, their very being intertwined with it, we terans have mastered all the ways to use it. That is, we did master it, then we almost blew up this rock we live on, then magic was gone, and now it is back. But since it has returned, we have scrambled to regain that mastery. Now we wait and see if we blow up the world again.

So what does it mean to be teran in this world filled with elves, dworvs, elflings, monsters and creepers? I think many want to believe ourselves the best and most important, but for me it is just being part of this wonderful world, this ecosystem filled with so many different facets. We are one tiny part of a much bigger, varied and wonderful world.



The logo for 'Stealable Lociates' is written in a large, white, stylized font with a thick black outline. The background of the top section of the page is a grey-toned map showing a network of streets and building footprints.

Stealable Lociates

FILCH'S EMPORIUM

A small wooden door with a half-moon symbol carved in the tympanum off an alley of Ironmoon lets you into this cramped, narrow store. Filch just spent a hefty sum of gold to have a brass sign made and mounted next to that door, declaring it Filch's Emporium. He has been there long enough to gain a reputation as a man who will buy almost anything, and for strange or old things, he may even pay well, if you barter well enough. The walls, tables, and floor are filled with trinkets, tools, and junk, though Filch knows exactly where everything is.

Filch of Filch's Emporium

Filch is around 30 years old, though his face can look older and younger, depending on if he has washed or not. He is a generally unpleasant person to be around, but he pays a fair price and often purchases items that other vendors may not. He arrived in Kowal about a decade ago, and purchased his shop with Tiren gold coins.

He doesn't talk much about his past, often little more than he had "a hard life before" and that he enjoys the "luxuries of Kowal." His shop has an odd assortment of goods, often not in the best of shape. But sometimes, he has the odd treasure or token, though he always gets his coin when he sees a thing is needed.

FOR STORYGUIDES

Filch was picked up by a small trade troop from Zhou in the city of Cariek. He was a pickpocket there, but the troop taught him how to trade, and Filch used his knowledge of the area to help establish a small trade shop for them. It was this same troop that sent him to Kowal to establish a shop there. He is allowed to keep his shop running, but any strange or mystical objects must be purchased immediately and sent to Cariek undeclared.

Filch ultimately answers to a woman named Soou Lo, who is his direct connection to the Nin Maoh Trading Company, the now thriving trade troop that found him on the streets over a decade ago.



SagaBorn D100 BESTIARY



BEELZEBUF

Imagine a mouth large enough to swallow a human whole. Attach a couple of beady eyes and toss it in the muck, and there's your beelzebub. Luckily they are rare, though we hear more and more reports about them coming out of the murkier places of the southeast.

They resemble an angry, giant, mutated toad and they are always hungry. Even with their large size, they are fast, very fast. A long spear or pike is a good starting weapon. If it swallows you, well... better hope you can cut your way out with whatever blade you have on you!

—Etahn

Characteristics			CV	3
Stat	Score	%	Speed	35'
STR	12	60	HP	44
CON	14	70	Dmg Mod	2d6
SIZ	30	150	AV	4
INT	3	15	Class	Animal
ACU	6	30	Type	Amphibian
DEX	14	70	Horror	-
SOC	-	-	Treasure	Harvestables

- **Attack:** Bite 75% 1d6+3+2d6; Tongue 75% grab; or Venom Spit 75% (Blindness)
- **Skills:** Dodge 65%, Grapple 60%, Hide 60%, Listen 60%, Spot 60%, Stealth 60%
- **Special:** Blinding Venom, Tongue, Grab, Swallow Whole
- **Weaknesses:** -
- **Habitat:** Swamp, Underground
- **Encounter:** Single or Pair

Tongue

A beelzebuf's tongue is an attack with reach equal to 40 feet. The tongue itself deals no damage on a hit but can be used to grab.

Grab

When hit with an attack that also does grab, the attacker and defender must roll a Heroic Action. If the defender loses, they become grappled. They must succeed at a Heroic Action during their turn to free themselves.

Blinding Venom

A beelzebuf can spit a glob of venom up to 40 feet. This sticky liquid covers the target and can cause blindness for 2d4 rounds. The target can negate the blindness with a *difficult* CON save.

Swallow Whole

If a beelzebuf has grappled an opponent with its tongue, it can then swallow the opponent as a free action (if Medium or smaller in size) at the beginning of its turn. It can only have one victim swallowed at a time. Once swallowed, the victim takes 1d6 acid damage per round. The victim can try to climb out with a Heroic Action or damage the beelzebuf from the inside, usually by cutting one's way out (the beelzebuf has the same HP, but only half its AV). The constricted nature of being inside a beelzebuf restricts the victim to the use of one-handed weapons only.



Reagents and Remnants

Beelzebuf Tongue

Their tongues are used as reagents in some dark rituals and for creating snare arrows.

Value: 100 gp

Harvesting Difficulty: Difficult

Beelzebuf Venom Gland

Their venom gland can be milked to produce up to 2 vials of blinding poison.

Value: 80 gp each

Harvesting Difficulty: Average

Devouring Ooze

No one knows if the puddle of dark slime we call a devouring ooze has sentient thought; all that is known is that they have a ravenous hunger that seems insatiable.

A devouring ooze is a creature that lives in decay and filth, feeding on organic matter as it decays. A devouring ooze will attack unsuspecting living creatures that wander too close. It lies in wait, looking like no more than a puddle, before it strikes out with sticky appendages, ensnaring its victim. An acidic ooze engulfs its food and slowly digests it. Once engulfed, small stingers inside the creature keep the prey immobilized if alive.

—*From the Bestiary Tome of Cianan*

Characteristics			CV	3
Stat	Score	%	Speed	25' / 15' Climb
STR	18	90	HP	45
CON	26	130	Dmg Mod	+1d6
SIZ	19	95	AV	0
INT	-	-	Class	Monster
ACU	5	25	Type	Magical Beast
DEX	8	40	Horror	1/1d6
SOC	-	-	Treasure	None

- **Attack:** Slam 65% 1d8+3+dm+ Engulf
- **Skills:** Dodge 65%, Grapple 60%, Hide 60%, Listen 60%, Spot 60%, Stealth 60%
- **Special:**
- **Weaknesses:** -
- **Habitat:** Sewers, Marshes, Wet Caves
- **Encounter:**
Solitary or Pair

Camouflage

Spotting or tracking a devouring ooze is difficult in wet terrain such as marshes, swamps, or sewers.

Engulf

On a successful Slam, the ooze can engulf a target of SIZ 15 or smaller. Engulfed creatures take 1d6 acid damage per round. A creature must perform a successful Heroic Action to escape the ooze. The ooze can only engulf up to a total of SIZ 20 (such as a SIZ 14 and SIZ 6 creatures together, or four SIZ 5 creatures). It continues to attack others while full, though does expand in SIZ equal to any engulfed creatures.



Explore the
SagaBorn D100 Core Rulebook
 free at **SagaBornD100.com**



A Guide to Garlemorth

**Garlemorth is fantasy setting created by CW Evans.
A high-fantasy world ruled by the energy of magic,
controlled by the shards of Lyrna.**

EXCERPT FROM THE NOTES OF ELWYN KORVISH - WANING FOVEM YR 271

Tama is all around us. It is the very life blood of existence. It's the force behind the wind, the heat of the flame, the ever-growing vitae of the trees. Since my time at the Oren Academy, and my adventures that followed my departure, I have witnessed very little authentic channeling of tama. Those ways are near lost. Our connection to the world is waning, but there are still remnants of these old ways.

The Ylwa of Irithia channel their connection to beasts, nearly becoming beasts themselves. The K'taari far to the north in the Sea of Storms take advantage of their constant exposure to the chaos of storms, channeling it, turning it into song. The Thuul smiths below Morteth have developed obsidian-like plates on their arms, becoming immune to their forge's heat. The Evyr, or the wind whisperers, have mastered the technique of using the wind to carry their voice and speak to each other over long distances. Very useful when you spend most of your life in the open sea.

Though true connection to tama is possible, oremancy is the artificial form of this. In the year 1103, in the time now known as Pre-Shattering, magi of Lorai discovered the Lux Stone. While mining Diadus for its unique ore (the metal used in Skorn blades), they found a six foot diameter stone. Clear as glass. When they

touched this Stone their hands burned a unique pain, as if they were cut with a knife, but they noticed very quickly that their proximity to this Stone would clear up any ailments they had. Some even noted sore bones starting to feel better again. The Lux stone healed you. The pain felt was the discharge of heat from its absorption of Fyr. The element of flame.

People would travel across the world to seek presence with the Stone. It would heal deep wounds, cure ailments no medicine could touch. But with a price. Screams of pain, followed by tears of joy. Some believed, the more you withstood the pain, the more power you would obtain.

Soon after their discovery, They discovered they could use the stone to channel tama. They broke pieces off, these pieces would pull the energy out of its surroundings for later use.

Fragments of the same stone were found deep beneath the earth. The great city of Eamaris was built around the Lux Stone. Oremancy was created, mages learned to channel tama into Stone. They were able to control the forces of nature. They were even able to manipulate time.

When they discovered it, the Stone lay within a pocket of Skorn. You see Skorn has one other unique property besides it being the sharpest metal and it's everlasting warmth, it is immune to oremancy. You can not affect it. Only shape it. This protected the stone from the tama of the world. When the mages opened the chamber, it started absorbing all the tama it could take. This eventually would lead to the inevitable doom.

All was prosperous until the Lux Stone cracked. Panic ensued, the world fell into chaos. The Stone wars happened, a battle over who controlled the Lux stone. The Knights of Lorai formed, becoming self-appointed guards of the Stone, attempting to keep the Stone from falling into the wrong hands. They feared the Lux stone breaking up would spread the power, something the mages of Eamaris did not want. They wanted all the power to themselves. Then they attempted to use time magic to reverse the cracks.

Boom. The Shattering happened. A near-nuclear explosion. Eamaris was wiped off the face of the earth. Only leaving the Crown of death. A massive crater where the largest city in the world used to be.

Now, Stones can be found throughout the land. Oremancy is rare. Only capable by those thoroughly trained. And not often outside of the Academy. The Oremancers of Oren use the Stones to create modern advances, advancements that some believe to be false magic, artificial magic. Artificers is a common derogatory term for oremancers.

IS ELDER MAGIC BECOMING MORE COMMON AGAIN?

EXCERPT FROM THE NOTES OF ELWYN KORVISH - WANING LEFEM YR 272

The transportation of tama stones is quite dangerous. Whether that is in the shipping of stones or the delivery of Trinkets from the Academy. North of D'shar and the Sea of Thuum, the shipment of lightbars from the K'taar peaks might be one of the most dangerous jobs in all of Garlemorth. Pirates peruse the Sea of Storms waiting for opportune moments to attacks. Imperial ships, specifically designed to transport lightbars, are fitted with extreme security measures, capable of harnessing the Kyn within them to create blasting light cannons.

The empire controls magic. Stones in the wild are hard to come by. Most of them have been acquired by the empire. Magic is bottled up and packaged, sold to the highest bidder. And the creative minds at the Academy are just altered to fit the mold. Do you know how simple it is to make an emberlite? Yet, how many people do you know that has one in each room of their house?



WHEN WILL IT ALL COME CRUMBLING DOWN? WHAT HAPPENS TO MAGIC WHEN IT IS NO LONGER MAGICAL?

EXCERPT FROM THE NOTES OF ELWYN KORVISH - WAXING SEDUM YR 274

Stone Magic - Oremancy

I learned of Oremancy at quite a young age. Around the age of thirteen, I was constantly in and out of market shops in old-town Galivas. My grandfather would take me what he called “bargain shopping” which was just his way of collecting junk. He was a true tinkerer. I’m sure if he could have afforded tuition to Oren, his inventions would have filled even the furthest reaches of Collas.

These market shops were Hedal’s first influx of Oremancy. Merchants would sell their wares in these port markets. At the time, these artifacts were rare, some even hesitant to their existence entirely. I was enthralled. Not necessarily of the idea of energy being stored into stones, but the idea of endless possibilities. Who knows what the brightest minds could create. It was one of the main reasons I pursued academia in the first place. Throughout the world now-days, one may encounter common uses for Stone magic. This magic is far from the power of magic Pre-Shattering, but with Oremancy, that very same magic is stored into shards of Lyrna. Oremancy is the practice of channeling wild energy or tama into and out of Stones.

These are just a few clever objects I have had the pleasure of using.

Heatbox

- Small metal chamber, resembling a metal lunchbox. Inside it is stored tama or Fyr. The user can use the box to emit heat. Using it as a small heater for their living dwelling, or a small stove. The charge lasts for several months before needing to be enchanted again.

Chillchamber

- A medium sized metal box that is enchanted with the tama of Rym. It is used to keep things cold. Used primarily in butcher shops, as the common consumer couldn’t afford one for themselves personally.

Cinderpiece

- A small stick resembling a wand. It is imbued with elemental tama. It emits small elemental blasts. The wielder can use it effectively like a firearm. It is charged with Fyr, Rym, Dyn.

Waelhorn

- An enchanted horn charged with Nym that can control an animal called the Wael. An aquatic mammal about twice the size of a dolphin. Wael herders are essentially sailor-ranchers. They use their connection to the wael to herd fish. Fishing is the largest meat producer in the world. They do not eat the wael - something I mistakenly confused.

Lightbar

- Essentially a lightning rod that absorbs Kyn from lightning strikes. Looks like a tube light. Emits a bright light, used in street lamps and some higher caste homes. Charges like a battery. The cities hired 'lamp lighters' to swap out lightbars.

Emberlite

- Another form of lamp. Charged with Fyr. Resembles a glowing ember. Used for dimmer lighting.

Deepbreath

- Device imbued with the tama of Myr. Allows the user to breathe underwater like scuba diving.

Windpipe

- A small tube that produces a constant flow of air. Charged with Wyn. Similar to a fan. Used for cooling or circulation, especially in Tinkerer labs.



OREMANCERS ARE SMART, NO ONE SAID THEY WERE CLEVER AT NAMING THINGS.

EXCERPT FROM THE NOTES OF ELWYN KORVISH - WANING BODEM YR 287

Tama is feeling. Tama is limitless. Can you feel a connection to it? That is tama. If you can imagine it being an energy, that is tama.

I am not sure any scriven has written all the names of tama. I don't think it's possible.

EXCERPT FROM THE NOTES OF ELWYN KORVISH - WAXING HAVEM YR 288

In the Academy, students that pursue Oremancy are taught how to pull the tama from the world and store it into the stones.

Which by this age you should be familiar with - fragments of Lyrna, our moon. (Do they know this?)

They work with tama day in and day out, yet I don't believe they understand what tama truly is. I'm not even sure I know what it is truly. Yet, in my travels, I have encountered many different cultures and traveled alongside several unique individuals. Through this experience, and through their teachings and my constant questions, I believe I have felt true tama.

Tama is everywhere. The feeling when you brush the top of water with your hand while sailing. The feeling of connection when you push your toes into the sand. The loftiness you feel when the wind is at your back. The embrace upon your skin from the heat of flame. The rigid chill you feel on a crisp snowfall morning. The feeling of heartwretch when you hear a certain sad song. The flutter of your lungs when awed by beauty. This is tama. This is the spirit of life.

DID WE RUIN IT WITH OUR ATTEMPT TO HARNESS IT?

EXCERPT FROM THE NOTES OF ELWYN KORVISH - WAXING COLLUM YR 292

These past few years, I've had the pleasure of encountering several true tama mages of Nym, or what they call synsing. They build a natural connection to tama. Without the aid of stones. Nym is one of the easiest tama to connect to. If you want to call it easy. Only the magi most in-tune with Nym can syns. That is, place their mind into another beast. They build such a strong connection, they can control the beast, understand its thoughts, quell it.

The Ylwa in the Valley of Irys have a unique connection to Nym. Their bond with animals goes beyond normalcy, some of their powerful magi can even transform into the form of their familiar! I witnessed it with my own eyes. The Evyr of the Kilean sea have such a connection Wyn, they are capable of communicating over the waves using the breeze to carry their whispers. The remaining Thuul smiths of Morteth are able to reach into embers while forging their blades. Their skin has developed an almost glass-like coating. The few I have had the pleasure of meeting proudly display their arms which resembled obsidian scales. The Ylwa of D'shar breed wolves that their magi bond with. This common connection has led them to develop pointy ears and sharp fang-like teeth. Most of them have a thick coat of body hair.

All tama comes with a cost, but with natural magi, their connection to tama is quite unique. Their body will begin to take on the reflection of tama. They will slowly resemble the tama itself.

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