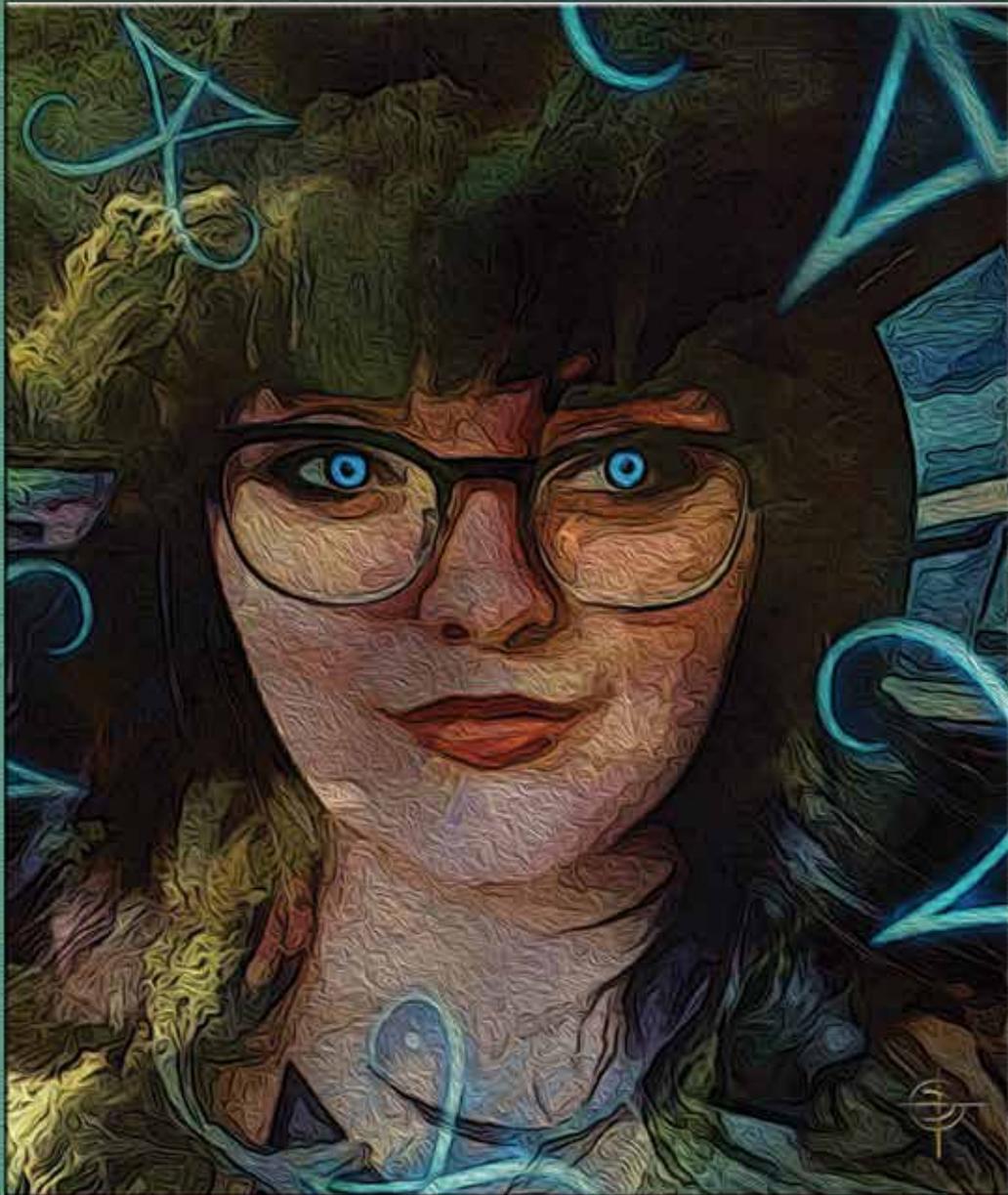




LORE MASTERS

(The Great & Powerful)



A BoundLess Game. Created by: David Thompson





Lore Masters

(The Great & Powerful)

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Based on EverLore and the Boundless Gaming System role playing game developed by David Thompson. Special thanks to Brenda McKenzie, a wonderful fan that has captured the dream of EverLore. Her enjoyment of EverLore only makes me more assured that providing positive representation for all people is more essential now than ever. Thank you young lady, for truly showing that, This Game Is For You!

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BOUNDLESS



Lore Masters

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*“When darkness reigns upon the land
you’d be wise to have this tome at hand
for wanderers all know one thing is true
EverLore is the game for you.”*

WHAT IS AN LM?

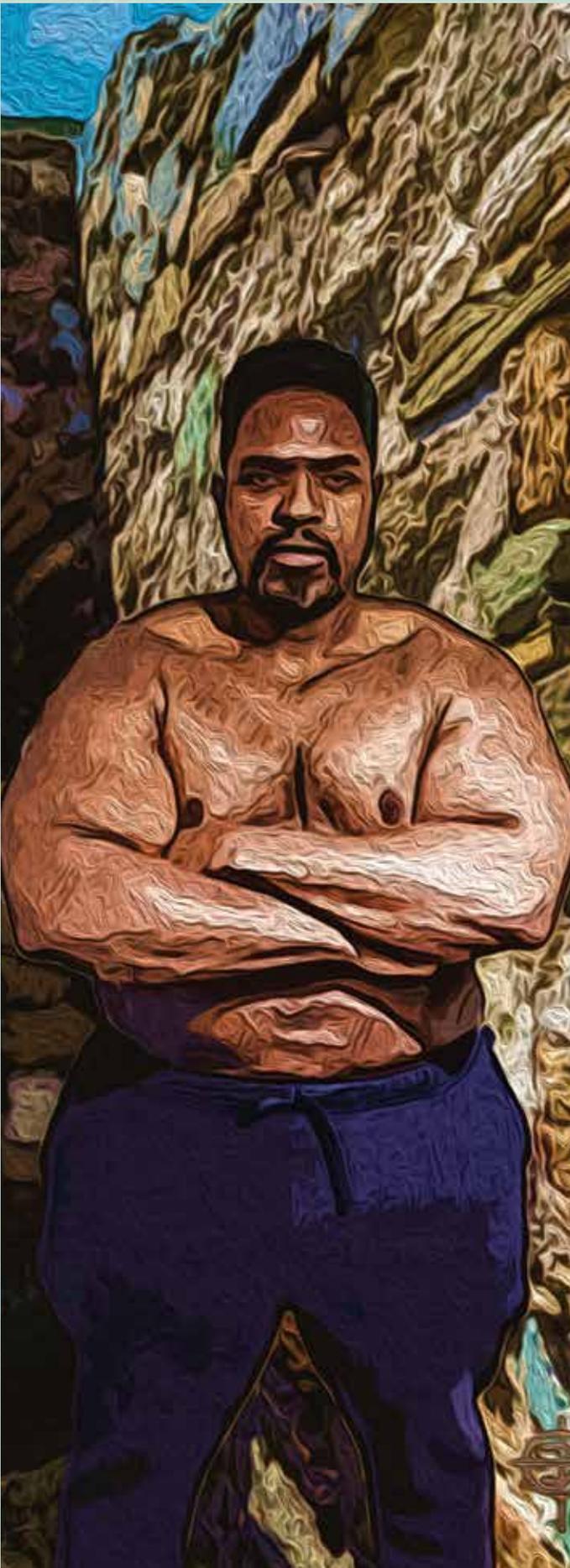
A **Lore Master (LM)** has a prominent role in *EverLore* games. LMs are interactive storytellers that set the stage for the adventures that unfold. LMs often act as narrators (describing various settings in a story), an arbitrator of rules (for those times when it is unclear how an event should be interpreted), and the unyielding challenger (assuming the role of monster and baddies that too often pose a threat to the heroes of the story).

The LM is the avatar for the realm of *EverLore* itself. LMs are directors that create the atmosphere by reading (and often writing) the adventure; ensuring that the players have no foreknowledge of location details, **Non-Player Character (NPC)** backgrounds, future challenges and more. This lore is filtered through the lens of the LM, who relays it to players. The players then decide the actions of their **Player Characters (PCs)** in response to the LMs presentation of events around them. It is this interactive dialogue between player and LM that breathes life into any adventure.

LMs wield great power in *EverLore* games. They control the pace of the story by playing the part of the many NPCs that the PCs encounter during the adventure. LMs determine how easy or difficult it is for PCs to gain in-game knowledge that will help their PCs advance through the storyline. LMs also decide when to present challenges and encounters as well as choosing the actions (and rolling those beautiful dice) for their attacks. The LM also decides how best to apply the rules to keep the story moving along.

Who Should Dawn the Mantle of LM?

Quite frankly, anyone can be an LM. An LM is a person with a vision of a story and is often the person that takes the initiative to gather a cast of players. A good LM will understand that the lore provided in our core books, adventures, novels, and more are merely tools to be used to enhance the experience of



the players.

EverLore games are character driven, meaning that the actions of the PC should impact the story, as much as the story impacts the character. The LM is in charge of the adventure (or campaign) but should be flexible enough to bend the overarching story to work in conjunction with the actions of the PCs. This can lead to truly engaging encounters and unexpected side-quests, which serves to immerse the players further in the game, while still leading their PCs towards the ultimate culmination of the story's climax.

The relationship between the LM and the players should be one of cooperation and trust. Even though the LM controls the villains and obstacles that present danger to the PCs, this should not impact the relationship between players and LM. After all, the primary goal of all of this is for everyone to have fun. The LM should use the rules and lore to help everyone have a good time.

DIRECTING THE PARTY

Whether running a campaign or a single Adventure module, it is not necessary for you to be a master of every detail. If you are new to running adventures in *EverLore* and the *BoundLess Gaming System*, this brief booklet will enhance your understanding of the responsibilities of a good LM. Each adventure module will come complete with information about the setting and characters that your players will interact with.

Reading (or writing) the adventure prior to gameplay will give the LM a good understanding of how it should be run, while providing a general sense of the PCs arc of progression from start to finish. It is also helpful to familiarize yourself with the lore contained in our core books, particularly the *Traveler's Compendium*, *Monsters Menagerie* and *Chronicler's Delight*.

Producing Your Own Campaign

Our adventure modules are designed to provide stories that have at least a tangential relationship to the broader story arc that is progressing in the realm. These stories are expounded upon in our weekly stream, *EverMore with EverLore*, as well as in novellas

and other modules.

As you explore the realm, you may decide to create your own campaign for your assembled cast of players to enjoy. When doing so, you can easily utilize lore found in our various products to create a campaign that threads seamlessly with the established stories of *EverLore*. When producing your own adventure, or running a module, a wise LM will keep the following concepts in mind.

Be Flexible

While adventure modules lay out a story and explain how NPCs behave and what information they will provide to the PCs, it is important to remember that this is an interactive game and that the modules are a guide, not the law. Players may have their PCs perform actions that were not anticipated. It is up to you to determine how the story might need to be adjusted to account for their unique choices. This may require NPCs to provide information at an earlier time, to withhold information, or to respond in any number of ways consistent with their framing in the overall context of the story. Allowing players to fully explore their characters in this way, gives them a greater sense of player agency.

The modules also describe what Aptitude rolls, or Spell & Social Graces Checks (Magic Resistance, Mental Fortitude, Endurance, Impulse, etc.) are needed at a given time. Along with telling what roll/checks characters should try, they also identify the **Difficulty Quotient** (DQ) needed to be successful. As an LM, you decide how best to utilize this information. If you realize that a task is simple enough that all members should accomplish it, you can simply explain to them what they'll learn or accomplish without asking for the roll/check. Conversely if a DQ is too high for the party, just explain that whatever they are attempting doesn't work. There is no point in having them attempt something that you know is beyond their current abilities.

When deciding on how to use Aptitude rolls or Spells & Social Graces Checks in adventures that you are writing you should consider the following questions:

- **What kind of task will the PCs need to accomplish?** This will help you better identify what roll or check to select. For example, if the PCs need to get into a locked room you may have them roll Protean to see how well they can pick a lock, or

Prowess if it is something that they will have to forcefully break open. Use the Listing of Aptitudes (pg. 73-75) and the section on checks (pg. 102-103) in the *Traveler's Compendium*, to guide your selection of the appropriate roll or check.

- **How hard should the task be to accomplish?**

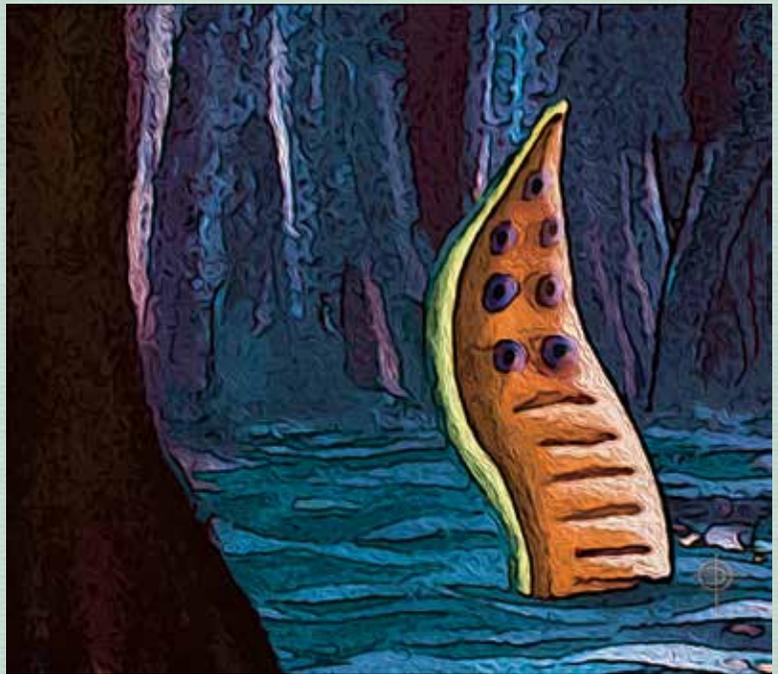
This is one area where you should rely heavily on your judgement and your understanding of the abilities of the PCs. You can tier the tasks from easy (meaning nearly everyone can accomplish them), moderate (meaning those with a nominal amount of training should be able to accomplish them), or hard (meaning only those with significant training and experience should be able to accomplish them). You can then set the DQ appropriately. Read *Common Actions & DQs*, pg. 97-98 in the *Traveler's Compendium* to learn more about DQs.

If PCs succeed at a roll or check, then they will experience the desired outcome. If they fail, then they won't receive their desired task. They will have to come up with another way to achieve their desired outcome.

Be a Just Arbitrator

As a Lore Master, you are the final adjudicator in all matters. However, here are a few things to consider when making choices:

- Be willing to consider the objections or concerns of the players, which may sway you to make a different decision than you originally intended to.
- Be as consistent as you can, ensuring that a rule works the same in one session as it does in another.
- Be transparent and fair. You should seek to be impartial in how you handle rules and characters, to avoid favoritism.
- Spread the love. Allow every character to have a chance to shine through actions and checks best suited for them. This may require you to prompt some players, as they may be less willing to speak out, or may not have considered that their character can perform certain actions.
- Recognize this is an interactive story. Allow the actions of the characters to shape the story. This requires flexibility on your part but makes for a much more enjoyable experience for all parties.
- Keep the game moving. Pay attention to all players and try to gauge their level of interest. Don't



spend too much time on one character, while neglecting others.

- Don't be too rigid. If you are unsure of a rule or how to proceed, just make it up rather than spending long moments searching through a book on exact wording. You can always retcon a rule later, while providing an explanation of your actions to the players.

OTHER GAME CONSIDERATIONS

Journeying

A large part of adventuring is figuring out how PCs get from place to place. Like any great director of an epic war scene, it is important to consider the order and tenor of travel. This is important to determine how swiftly PCs travel and who would be in more danger during instances of an ambush or a random encounter.

Inquiring about marching order is useful to determine who is in the lead and who is bringing up the rear. Beyond simply knowing the order of progression, you should inquire about "how" the PCs are traveling (weapon ready, casually, cautiously, stealthily, hastily, etc.). Understanding the PCs position helps to understand which PCs are most at risk from running into a trap, being picked off by trailing threats, or more.

Most travelers on the open road have the

wisdom to look for a suitable place to camp while there is still time to take advantage of the sunlight. When breaking for the night, ask the PCs what type of campsite they are looking for. Are they looking for a defensible area, a hidden locale, or just any available space? This is a good time to determine who will be handling tasks like setting the camp, making a fire, keeping watch (if there is a watch).

Travel is often a perilous venture for adventurers as they may face savage animals, highwaymen, natural disasters and more. Sprinkling random encounters into the game is a great way to keep players engaged and mindful of the fact that no part of *EverLore* is ever truly safe. During the day, roll a d12 to check for an encounter. An encounter occurs on a roll of 11-12. Consult the *Monsters Menagerie* to determine an appropriate creature to menace the PCs, based on the type of terrain the adventurers are moving through. At night, an Encounter roll should be performed for every 4 hours that the PCs are resting, as they are presenting a stationary target for any wondering eyes. If an encounter happens during the night, a watchful PC has the potential of alerting to it in time to have the party prepare itself (see below).

The following rolls are useful when setting up a camp:

- A Survival roll should be used to see if they find an appropriate spot, per their designs.
- A Stealth roll is used if the PCs wish to hide their camp using available natural resources (branches, brush, etc.)
- A Craft roll should be used to determine how well the PCs set the tent or other shelter.
- An Alchemy roll should be used for cooking, preferably by a PC that has a cooking related Proficiency like Brewing, Herb Life, etc.
- Only PCs with a fire starter Proficiency such as Novice Fire Starter, Skilled Fire Starter can make a fire without the aid of magic.
- An Insight roll should be used for each 4 hours that a person is on watch, to determine whether they perceive any threats. If there is no threat to the PCs, this is simply a proforma roll. However, if there is a threat (based on your encounter roll) the DQ needed for the watcher to spot the danger should be determined by you, relative to the nature of the threat (if the party is about to be set upon by a pack of goblins, the DQ should be a lot

lower than if they are being stalked by a shadow).

Travel Time & Distance

The world of Mythandria, that rests at the heart of EverLore, is roughly twice as large as earth. Thus, travelers often must cross great distances to get from one city to the next.

The following are some things to remember regarding travel:

- A typical party can travel for 10 hours a day and requires 8 hours of rest. The remaining 6 hours can be occupied by setting up camp, conversating, hunting, training, meditating, etc.
- At a normal pace, a party can travel 25 miles per day. A party can proceed at a normal pace, even if being alert.
- A party moving with haste, can travel up to 35 miles per day, but will then need 10 hours of rest.
- A party moving stealthily only covers half the distance as their **Rate of Movement** (RM) is halved. distance.
- At party on horseback can cover 50 miles a day on horseback, or 70 if moving hastily on a horse. Mythandrian horses are bred tough and have increased stamina. Absent magic there really is no way to move stealthily on most horses, but those that are trained to do so move at half speed.
- Some terrains require characters to maneuver through tight spaces. An adventurer can squeeze through a space that is suitable for a being one size-category smaller than itself. When doing so, the character moves at half speed and loses their Agility bonus to **Vestment** (Ve).

X Marks The Spot

A good LM will spend time prior to the session to set the atmosphere and consider many elements that may impact gameplay. Many often wonder if they are required to use a map. The simple answer is no. It is not necessary to have a map, but they do help the players visualize the scene. Maps are commonly used to detail areas like dungeons and castles that have multiple points of interest. If a map is not provided, you can use the adventure text, or your understanding of the environment, to create your own. (See *Benefits of Miniatures & Grids*, pg. 13 of *Chronicler's Delight*, for more information about grid maps.)

Ambush and Cover

EverLore is a dangerous place, where adventurers must constantly be on their guard. While some monsters are brutish creatures that make displays of rage prior to committing to an attack, many others are crafty and employ stealth to launch surprise attacks on unsuspecting victims.

Determining the success of an ambush attempt requires a contested Stealth roll (from the attacker) versus an Insight roll (from the target). If the Insight roll is the same, or higher, than the target is aware of the danger and no surprise actions are granted. A Stealth roll that is higher by 12 or less, provides the attacker with a single turn of action. If the Stealth roll is higher by 13 or more, then the attacker gets a full round of action as a surprise before an Impulse check is performed to determine combat order.

Ambushers often use obstacles like trees, bushes, boulders, or ruins to hide in before springing an attack. The average Mythandrian tree grow between 40 to 60 feet tall. They are sufficient to provide full coverage for most hidden creatures. While bushes are much shorter and often only provides partial cover. Use your understanding of the terrain, and other features, to determine the appropriate cover-type for characters or threats to the party.

To determine if your target has cover, simply imagine a straight line from your player's square to that of the targets. If there are no obstacles between

the two (and assuming they are within the appropriate distances) then the target is in your character's sightline and can be the subject of ranged attacks without any penalties. However, if there is an obstruction between the two squares then the target can be considered to have cover.

Things to remember regarding cover:

- Full cover represents a large obstruction that completely hide the target from your character's view.
- Partial cover is when the obstruction only conceals a portion of the target.
- Hitting a target with full cover is impossible without the aid of magic, or a particular Proficiency related to the same.
- Attempting to hit a target with partial cover has a -4 penalty (increased by 1 for each 200 EP your character has.)

Does Size Really Matter?

EverLore is home to creatures of varying size categories. At times, characters may employ enchantments to temporarily gain in size, or shrink. The size of a creature impacts its Agility and Strength and should be adjusted based on the chart, Size Categories and Equivalent Modifiers, which is on the next page.

LM NOTE: Due to the uniqueness of their genetics, *Elon Tunnelers* do not experience any impact to Agility and Strength, when using their natural ability

Size Categories and Equivalent Modifiers

Size	Measurement	Agility Modifier	Strength Modifier
Monstrous	44 ft. or more	-10	+ 10
Gigantic	35 ft. – 43.9 ft.	- 8	+ 8
Huge	26 ft. – 34.9 ft.	- 6	+ 6
Large	17 ft. – 25.9 ft.	- 4	+ 4
Big	8 ft. – 16.9 ft.	- 2	+ 2
Average	4 ft. – 7.9 ft.	+/- 0	+/- 0
Small	18 in. – 3.9 ft.	+ 2	- 1 +4 Stealth (hide/sneak)
Tiny	8.1 in. – 17 in.	+ 4	- 2 +6 Stealth (hide/sneak)
Miniscule	8 in. or less	+ 6	- 3 +8 Stealth (hide/sneak)

to shrink, and return to their true size.

Hark, What Swag Awaits?

A large impetus for adventurers to roam the realm is the potential for getting swag. Swag rewards can come in all forms such as receiving coin for completed contracts, gaining renown for one's deeds or stumbling upon hidden loot. Often, the biggest enticement for characters is the potential of gaining enchanted items. See Chapter 8: *Understanding Magic* pg. 75, and Chapter 9: *Enjoying the Spoils*, pg. 99 of the *Chronicler's Delight* for more information about enchanted items and swag rewards.

Every adventure module will contain several valuable items that PCs have a chance of finding. These items represent only a small fraction of the items that are available. While useful, enchanted items can be deadly. Characters are wise to be cautious when dealing with unfamiliar enchanted items, as the results may be less than optimal.

*"Maybe you shouldn't have instantly put on that enchanted ring found in the mouth of a catfish, unless you planned on losing most of your fingers.
... We're looking at you Stitch."*

Attuning to Enchanted Items

Every adventure provides a brief description of each enchanted item contained within. Casting the spell, Arcane Insight, will help reveal the properties of the item to interested characters. Some enchanted items are activated simply by being worn and do not need anything from the bearer. Before utilizing many enchanted items, characters must first attune to the item by succeeding at an Attunement roll (1d12 + Aptitude) using one of the following Aptitudes: Alchemy, Magical Attunement, Naturism or Religious Attunement. If the roll is greater than, or equal to, the items **Activation Difficulty Quotient** (ADQ), then the magic of the item has been opened to you. Attuning to an item is a process that needs to happen only once; however, you may still need to utilize **Mental Fortitude** (MF) or a Prompt Command to activate the magic.

Most simple enchanted items like a +1 Amulet of Speed do not have an ADQ as they are activated simply by being worn. Unless otherwise noted, calculating ADQ is as follows: 12 + the item's Core

requirement. The ADQ increases by +1 for every 200 EP your character has.

Items to Remember Regarding Attunement

- Attunement Roll is 1d12 + (Al or MA or Na or RA)
- ADQ for Enchanted items is 12 + the item's Core requirement
- An item's ADQ increases by +1 for every 200 EP your character has
- To attune to an item, an Attunement roll must be greater than, or equal to, the item's ADQ

Where To Go From Here?

For information concerning game mechanics, such as **Vitality** (Vi), **Actions per Round** (APR), **Melee Attack Bonus** (MAB) and more, read the booklet *Playing EverLore (A Guide for New Adventurers)*, which is available for free at www.ManChildLtd.com/Downloads.

To gain more understanding of the rules and flavor of the realm read the core books *Traveler's Compendium*, *Chronicler's Delight* and *Thy Kingdoms Come*.

You can also jump right in by directing players through the Sword of Justice, the very first adventure module of EverLore.

*"Give Me Sword, And Give Me Shield
And I Will Make My Enemies Yield"*

Sword of Justice

The *Sword of Justice (Golden City Saga, Vol. 1)* is an adventure module designed for beginning characters, who will gain 60 to 100 EP as they try to get to the bottom of the mysterious deaths plaguing the city of Runehaven. Hit the road running with this first of eight adventures that make up the Golden City Saga.

Created by David Thompson
Based on the Realm of EverLore
Part of the BoundLess Gaming System
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EXPERIENCE THE EXPANSIVE REALM OF EVERLORE

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INCEPTION
THY KINGDOMS COME
MONSTERS MENAGERIE
CHRONICLER'S DELIGHT
TRAVELER'S COMPENDIUM

The exciting realm of EverLore has many ways for you to continue your journey of fantasy adventure. Explore our adventure modules and card game, experience our live stream at www.twitch.tv/everloregame, or become a part of our growing online community by checking out our site at www.manchildltd.com.



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Adventurers, Beware! your Quest has Just Begun!

The Golden City Saga is an EverLore campaign made up of eight separate adventures:

The Sword of Justice (Module 1)

The Damsel's Fate (Module 3)

Turbulent Seas (Module 5)

La Desprata (Module 7)

The Ruins of Craven Cor (Module 2)

Rouge Justice (Module 4)

Shadows of Ajulon (Module 6)

The Golden City (Module 8)



The Sword of Justice

**Bringer of justice. bringer of light;
sent from heaven or darkest night?**

In a world where immense magical powers beckon, who will stand firmly against the darkness? Who will ensure that power is used for good and not evil? Who will ensure that the bringers of justice are true guardians of what is good and right? Can you decide?

The Sword of Justice is a challenging BoundLess Gaming System adventure for beginning characters. The heroes seek to unravel the mystery of the Sword of Justice, a mysterious warrior bent on bringing his own brand of law to the town of Runehaven.

To run this adventure, Lore Masters will need the following core books: Thy Kingdoms Come, Monsters Menagerie, Traveler's Compendium and Chronicler's Delight.

There's More to EverLore

Continue your exploration of EverLore by purchasing Legions, the card game of fantasy warfare, based in Parinon, a beleaguered continent of Mythandria.



LORE MASTERS

(The Great & Powerful)

HAIL TO THE MIGHTY KEEPER OF LORE,
WHO HOLDS IN HER HAND
THY FUTURE, AND MORE.

This tome is based on the EverLore Campaign Setting, and the Boundless Gaming System. It provides insight into what it means to be a **Lore Master (LM)**. Readers will get a sense for running games in EverLore, by learning about the interaction between LMs and players as well as how to handle game components such as travel time, random encounters, swag and more. Give EverLore a chance, and you will soon realize, "This Game Is For You!"

Visit our website at www.manchildltd.com. Follow and subscribe to EverMore with EverLore at www.twitch.tv/everloregame.



BOUNDLESS

