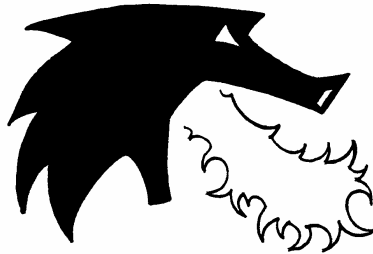


Mythweaver: The Splintered Realm

Fantasy Role-Playing Game

Second Edition



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Introduction

What is This?

Mythweaver: The Splintered Realm is a fantasy role-playing game in which the players work collaboratively to create a fantastic world of swords and sorcery, working together to tell a story. A role-playing game is part game of chance, part community-written novel, and part improvisational theater. As a player, you take on one of two roles within the context of the game: the Mythweaver or a hero.

As the Mythweaver, you serve as overseer of the game. You have a similar function to a theatrical director, a sports referee and a novel editor. You are responsible for laying out the basic groundwork for how the story may progress, and under what circumstances the heroes become involved in, and contribute to, the narrative. The basic questions you must answer include 'what is the world like'; 'what opportunities are there for adventure in this world'; and (the key question for a Mythweaver) 'what happens in this world if the heroes do nothing'? Your goal is to set up the basic rules of the world, and then allow the heroes to move around in this world and affect what happens. Since this world operates under the rules of fate (that the future is predetermined by higher forces), you should know what happens if the heroes do nothing. Most creatures in this world operate based on the whims of the universe, having no say over their own existence.

If you are not the Mythweaver, you will play one of the heroes. As a hero, you are chosen by fate to determine your own destiny. You band together in a fellowship with other heroes to battle powerful evils, to complete difficult quests, to investigate lost lands, and to explore underground complexes.

Ideally, all participants in the game work together to pull together epic tales that none could create independently: tales that spring out of the collective imaginations of everyone collaborating.

You use the rules presented herein and a variety of many-sided dice (polyhedrons) to define the limits and abilities of your heroic character. A role-playing game character has statistics showing his or her physical and mental characteristics as well as the wide range of learned abilities that make that character uniquely suited to adventuring.

This rulebook provides a specific setting for these adventures, the lands of the Splintered Realm, and provides guidelines for creating characters within the context of this world. As with all role-playing games, it is up to you and the other players to tailor these rules to your group and its needs. You may decide to use these rules entirely as written without modifications; you may elect to create unique races and classes to add to your campaigns; or, you may use these rules as a springboard for developing your own rules and settings. There is no right or wrong way to play. As long as all participants are having fun and feel as if they are contributing to the greater story, you are playing the game 'correctly'.

Mythweaver's goal is simple: to be the game that you and your friends choose to play when you want to take part in fantastic adventures in magical lands.

What's Different About This Edition?

Over the last two years, as *Mythweaver* has continued to grow, the community has asked for a more and more detailed, fully-developed system. While for some time, this was done through a series of sourcebooks and expansion articles in the PDF *Mythweaver Magazine*, the time has come for a new, updated core rule set.

The process has led to this: the Second Edition of *Mythweaver*. If this is another addition to your *Mythweaver* collection and you've been playing for the last year, I thank you for your support of this system during its early days and for your feedback and responses. If this is your first foray into the world of *Mythweaver*, then I thank you for taking a chance on a new game system.

The goal with this edition of the game was not to be different for the sake of being different, but instead to take all of the published rules, incorporate all of the great suggestions from players like you, and combine these into a single, unified and well-rounded system. Some of the major changes include:

- A clarification of the nomenclature. The previous edition had some redundancy (for example, *melee* was both a character trait and an arms talent). This has been cleaned up.
- A balancing of the various abilities among classes and races.
- An expansion and simplification of the talent system. This was a big change based on rules developed in *Mythweaver Magazine*.



A Brief History of the Splintered Realm

At the beginning of time, the consciousness of the universe separated into two beings. The first to emerge was Yahalla the Creator, the Bringer of Light. She sang the universe into creation, separating the air from the ground, the sea from the land. Her twin brother was Bael the Destroyer, the Dweller in Darkness. For each thing that Yahalla created, Bael set events in motion to lead to its eventual decay and destruction.

Over the course of eons, creation distilled into five different realms. At the highest point of creation sat the throne of Yahalla, the holy palace of Valhalla. Here, the Bringer of Light could watch as creation unfolded before her. At the furthest depths of creation lay the dark land of Pandemonium, the realm of absolute chaos. Here, Bael seethed in the darkness, plotting the destruction of all of creation and the overthrow of his twin sister. Below Valhalla was the Faerie Realm of Arvandor, where creatures of light defended the realm above from the forces of chaos, all the while resolutely spreading light to the lands below. This land of elves, pixies and unicorns boasted bountiful forests, crystalline rivers and fertile valleys. Above Pandemonium lay the Barrens, a realm of razor-tipped mountains, boiling rivers, rotting forests and acidic lakes. This land, home to the giants, trolls and goblins, exemplified suffering and hardship.

In Aeroth, a realm fixed between those of Arvandor and the Barrens, the races of man battled both amongst themselves and within their hearts, order and chaos in unending conflict. For a hundred ages, the nations of man made war. With the intervention of the lords of the elves, however, these nations signed a peace accord, ending war for all time among mankind, and scoring the final victory of order over chaos. With this turn, the Golden Empire of Cavarria came to power, spreading light over all the lands of man through its Knights of the Sun. The eternal war between order and chaos had seemingly drawn to a close. But chaos was not finished yet.

While the elves had brokered peace among mankind, the forces of chaos had lain in wait. Subtly, they had perverted humanity from within, breeding contempt, jealousy and distrust under the surface as truces were declared. With the races of man united, chaos crept into its collective heart, providing a new objective - control over all of creation. Many men sided with chaos, marching upon the upper realms. An unprecedented army of men, giants, trolls and

humanoids invaded the Halls of Valhalla, assaulting the throne of Yahalla herself.

Here, chaos scored its ultimate victory. When Yahalla fell, her energy washed over the multi-verse, unmaking its borders and fragmenting its order. Continents were ripped asunder, massive earthquakes cleaving cities in half, tidal waves burying nations in the deep. Yahalla was destroyed, her dying breath seemingly undoing all of creation. The five realms splintered into countless fragments, careening into one another in patchwork pieces. Ultimately, the highest halls of Valhalla had been sealed off permanently, while the basest and most vile parts of Pandemonium settled beyond reach. Between, thousands of fragmented lands formed as parts of all realms coalesced.

But in her destruction, Yahalla had set the stage for her ultimate victory. Now, good was no longer centered in one place, light no longer radiating from a

single source; instead, it now spread throughout the multi-verse. The divine essence of creation now proved untouchable by any single offensive chaos could launch. In each of these realms, demigods arose with fragments of Yahalla's power. Some of these demigods set out to restore a single universe, while others grew corrupted by chaos and swore fealty to Bael, setting out to offset this same work.

Lastly, a portion of Yahalla's power settled into the hearts of men. From the descendants of the ancient races of mankind, a handful were chosen. Some of these individuals have been given a destiny: to work against chaos in all of its forms. Others are destined to undo this work as direct servants of Bael. Still another group has been chosen to oversee the balance of this conflict, watching, recording and helping to maintain this balance.

All three factions have found allies among the races of the demi-humans and humanoids of the realm.

The immortal battle now takes place in a thousand realms, on countless battlefields. One of these lands, the realm of Del Anon, is typical of such splintered realms. Del Anon was once a smaller continent in the world of Aeroth- now it is a world unto itself, split in twain: the lands of man (the strongholds of good), now interspersed among and within parts of the Lands of Shadow, swearing fealty to a mysterious creature called the Raven Queen, a demigoddess of evil who carries on Bael's work in this realm.



Chapter One: The Game System

Mythweaver uses the progressive die system. In this system a single polyhedron die (or a pair of dice used to get a single result; see below) is rolled to determine all random results in the game. The 'size' of this die increases with character experience. While low-level characters will roll a 6- or 8-sided die to determine how successful an action is, a character of more experience uses a 12-sided or even a 20-sided die to determine success. Hereafter, dice are abbreviated as D#. For example, D6 means to roll a single 6-sided die, while D12 means to roll a single 12-sided die. The dice you will need for this game are found at most hobby, book and craft stores.

This die roll is linked directly to the rank (relative power) of a character, creature, situation or item.

Ranks, Ratings & Dice

Rank	Rating Range	Rank Die	Rank Modifier	Benchmark Rating or Level	Standard Difficulty Target	Complex Difficulty Target	D6 Alternative
Menial	0	D4	0	0	4	8	D6-2
Apprentice	1-2	D6	1	1	6	12	D6
Adept	3-5	D8	2	3	8	16	D6+2
Expert	6-9	D10	3	6	10	20	(D6x2) -2
Master	10-14	D12	4	10	12	24	D6x2
Paragon	15-19	D16	5	15	16	32	(D6x2) +4
Legend	20-24	D20	6	20	20	40	(D6x3) +2
Demigod	25+	D24	7	25	24	48	D6x4

- Rank is used in many ways. You have a character rank (based on your level), and each of your talents (learned abilities) has a rank. You might be an expert rank level 8 character with adept rank armor talent.
- D16 is rolled using a D8 and a D6 together. If the result of the D6 is 1, 2 or 3, take the D8 result at face value. If the D6 result is 4, 5 or 6, add 8 points to the D8 result. Use the same process to roll D24; use a D12 in place of the D8, adding 12 to the D12 result if the D6 result is 4 or better.
- The rank modifier (RM) is a bonus or multiplier to various results. Any ability or talent based on or limited by the RM uses this value.
- Rating range includes the levels of creatures and objects of that rank. At levels 3-5, you are an adept rank character. When you improve to level 6, you become an expert rank character.
- When the specific level of an object or item is unknown, it defaults to the benchmark rating (level) for that rank. The typical master rank beast encountered will be level 10.
- The standard and complex difficulty targets (DTs) are the target numbers for rolls made to complete an action at that rating. Standard difficulties are assigned to situations where a normal trait roll is made. For example, a stamina roll to resist a poison and an intuition roll to notice a secret door are both made as standard DT rolls. Complex difficulties are assigned to situations where special skills (referred to in the game as skill talents) would apply. If a character wants to pick the lock on a door or climb a stone cliff facing, these are both complex tasks, and

use the applicable complex difficulty target. The complex difficulty in any situation is double the standard difficulty.

- The D6 alternative column is included for players who prefer to use D6 for all rolls, instead of the progressive dice system. If you choose to use the alternate D6 system, a result of all 1's on an action roll is a critical failure. The minimum result of any roll is 1, even if the modified result would be lower. For example, if you roll D6-2 and get a 2 on the die (a total of 0), the result is 1.

A creature, encounter or location of a given rank may have specific abilities, elements or features that vary from the base rank. For example, if the characters are exploring an expert rank dungeon complex, most of the traps, creatures, items and challenges will be **normal**, meaning they are of expert rank. However, some of these will be of **lesser** rank, which means they are set one rank lower (adept rank in this case). On the other hand, a small number of these will be of **greater** rank, meaning that they are set at one rank higher (master rank in this case). This has several important implications throughout these rules. A creature of paragon rank with a lesser poison attack will have the effective poison attack of a creature of master rank. A wall in an adept rank dungeon that poses a greater difficulty to climb is assigned an expert rank difficulty target (20 in this case). The concepts of lesser, normal and greater abilities and difficulties are used throughout these rules.

Other Key Terms

Action	An action is any activity where you roll a die to make something happen. If you want to swing a sword, cast a spell, pick a lock or climb a wall, you are making an action roll. Action rolls are made using the applicable rank die.
Resist	A resist is any activity where you roll a die to prevent something from happening. If you want to avoid an enemy's sword strike, dodge a spell cast by an opponent, endure the effects of a poison, or prevent the fast-talking merchant from swindling you, you are making a resist roll. Resist rolls are made using the applicable rank die.
Result	A result is any roll where the action has already been deemed successful, but now you are rolling to determine how successful it was. If you are trying to see how much damage your sword deals, how much time it will take your opponent to shake off the effects of your spell, or how much gold is in the lair of the beast you just defeated, you are making a result roll.
Target	This is who or what you are using an attack or ability against. The target may be another character, a beast, or an object.

How DTs Work

The DT is the total roll result needed to complete an action. There are two types of DTs: dynamic and static.

Dynamic DTs

Dynamic DT rolls always involve an action roll made against a resist roll. If the action roll is greater than the resist roll, the action succeeds. If the action roll is equal to or less than the resist roll, the action fails. Ties are given to the resist in dynamic DT situations. Any time you roll to strike an enemy with a weapon or spell attack, you are making a dynamic DT roll, and you have to beat the target's resist roll to succeed at the action. If you roll a 9 to hit a darken wolf, and the wolf rolls 9 on the resist, your attack misses.



Static DTs

Static DT rolls are always made against a predetermined DT rating. An action or resist roll against a static DT always succeeds as long as the total roll result is equal to or greater than the DT rating. If the DT to pick a lock, cast a spontaneous spell, resist the effects of a poison or climb a wall is 12, a total roll result of 12 or better indicates success.

The Building Blocks of Characters

Characters are built on a set of core traits and talents that quantify and define what that character is capable of doing.

- A **trait** is a basic physical or mental attribute of a character. There are eight core traits possessed by all creatures. Four of these are physical traits, and four of these are mental traits. Each trait is rated from 0 (menial) to as high as 20 (paragon). Most heroes will have traits of 10 or lower.
- A **talent** is a learned ability. The talents fall into three categories: arms talents (those related to armor and weapons); magic talents (those related to learning and casting spells); and skills talents (those related to non-combat abilities). Talents are fully covered in chapter four (starting page 25).

Rolling the Dice

You usually roll your rank die whenever you make an action, resist or result roll, although some special class abilities allow you to roll at one die better, or some beasts or magical effects can cause you to roll at one or more dice lower. When you are to make a roll, the rules will say to “roll” your trait. This means to roll the level die and add your trait rating to the roll. For example, as a level 7 character, you have a rank die of D10. If you have a might of 7, and are told to “roll your might”, you roll D10 and add 7 to the result. This may be abbreviated as D10+7, which gives you a random result between 8 and 17.

The Physical Traits

The four physical traits are dexterity (DEX), might (MGT), prowess (PWS), and stamina (STA).

DEX (dexterity) is a measure of a character's hand-eye coordination and agility. DEX is:

- Added to action rolls made with missile weapons.
- Added to action rolls made with skills related to agility.
- Added to resist rolls made against being hit by missile weapon attacks.
- Possibly added to initiative rolls (see initiative, page 15). The better of DEX or INT is used.

MGT (might) is a measure of a character's physical strength. MGT is:

- Added to damage rolls with heavier, strength-based melee weapon attacks.
- Added to damage rolls with thrown weapon attacks.
- The primary factor in determining the maximum range of a thrown weapon attack.
- Added to resist rolls to prevent being bound, held or constricted.

PWS (prowess) is a measure of a character's aptitude in combat and accuracy. PWS is:

- Added to action rolls with all melee and thrown weapon attacks.
- Added to resist rolls against all melee and thrown weapon attacks.
- Added to action rolls made with skills related to precision and accuracy.

STA (stamina) is a measure of a character's fortitude and endurance. STA is:

- Added to resist rolls made to withstand the effects of poisons, diseases and gases.
- Added to resist rolls to survive at negative health.
- The primary factor in determining a character's health.

The Mental Traits

The four mental traits are aspect (ASP), intuition (INT), reason (REA), and willpower (WIL).

ASP (aspect) is a measure of how good or evil a character is. An ASP rating of 0 indicates that the character is **neutral**, neither good nor evil. A positive ASP (1 or higher) indicates that a character is **good**. A negative ASP (–1 or lower) indicates that a character is **evil**. ASP is:

- Added to action rolls with the talents of light magic (for ASP 1 or higher characters) or as an absolute value with darkness magic (ASP –1 or lower characters).
- Added to resist rolls against light or darkness spells cast against the character.

About ASP

- The absolute value of negative ASP is used as the modifier. A creature with ASP –5 receives a bonus of +5 to all action, resist and result rolls using ASP, not a –5 penalty.
- Negative ASP gives bonus trait points that may be used elsewhere to build a character. A character built on 30 points with a –2 ASP has 32 total points to spend on the other traits, making this character slightly more powerful than other characters of the same level. Evil is an easier path to tread.
- A heroic character is limited in negative ASP to the RM. A level 4 character (RM 2) could have no lower than a –2 ASP. Be aware that while negative ASP gives you bonus points to use elsewhere, there are several drawbacks to negative ASP: you cannot be healed using light magic; you cannot receive the benefits of light magic and objects of good; and you are susceptible to temptation, meaning that you may act against your will in especially stressful situations, doing despicable or cowardly things that you may later regret.
- Your Mythweaver has more information on the impact of ASP on game play.

INT (intuition) is a measure of a character's affinity with the natural world and development of the five senses. INT is:

- Added to action and result rolls made to sense, notice, listen or perceive.
- Added to action rolls with any spell with the magic talents of elemental and wilding.
- Added to resist rolls to stave off the effects of any spell from the magic talents of elemental and wilding.
- Possibly added to initiative rolls (see initiative, page 15). The better of DEX or INT is used.

REA (reason) is a measure of a character's innate intelligence and capacity for learning. REA is:

- Added to action and result rolls with any spell with the magic talents of arcanum and illusion.
- Added to resist rolls to stave off the effects of any spell from the magic talents of arcanum and illusion.
- Added to skill rolls to use logic or intellect.

WIL (willpower) is a measure of a character's mental toughness and resolve. WIL is:

- Added to action and result rolls with any spell with the magic talents of deeping and psionics.
- Added to resist rolls to stave off the effects of any spell from the magic talents of deeping and psionics.
- Added to resist rolls to overcome the effects of fear or intimidation.
- Added to rolls to maintain morale in a difficult or dangerous situation.
- Used to intimidate, influence or coerce others.

Chapter Two: Characters

As a player, you take on the role of a hero in the game world, banding together with other heroes to undertake adventures and fight against evil. Alternately, you play an anti-hero, a character driven by selfishness or a desire for power, working with others to further personal ends. Regardless of which path you choose, you complete the following steps to create a character:

1. Develop a character concept
2. Select a heroic race or roll randomly
3. Select a heroic class or roll randomly
4. Allocate trait points
5. Select a favored trait
6. Select a perk
7. Allocate talent ranks
8. Determine starting money
9. Purchase weapons and equipment
10. Determine derived trait ratings
11. Determine physical characteristics
12. Name your character
13. Develop a background
14. Calculate bonuses for talents

As you build your character, you will use scrap paper to keep track of results, and record your character's statistics on your character sheet. The character sheet is printed on page 153, and additional copies may be downloaded from the *Mythweaver* web site, www.splinteredrealm.com

1. Develop a Character Concept

What is your character like? Are you a capable warrior from a noble line of knights, or a stealthy scout who wields a bow with deadly accuracy? Would you prefer your character be a loner who pores over ancient texts to glean their magical power, or a devoted follower of a religion, seeking to spread the word to the people of the realm? The first decision you should make is what kind of character you want to make. This will help to inform all of your other choices, and give you a way to sift through the options available to you.

Alternately, you can roll randomly for a character, and allow the dice to make decisions for you, filling in the blanks as you go.

For my first character, I don't know what I want to make, so I'll roll randomly and see where that takes me.

2. Select a Race

You may select any of the ten heroic races you wish. However, if you'd rather generate your character randomly, roll D10.

Heroic Races (Roll D10)

Roll	Race
1	Brownie
2	Chosen Human
3	Dwarf
4	Elf of Morning
5	Elf of Shadow
6	Gnome
7	Half Elf
8	Narglyn
9	Ork
10	Wood Troll

Each race listing includes a perspective on what it is like to be a member of that race along with the bonuses granted to, and basic statistics for, members of that race. Each race comes with starting ratings in the eight traits.

Brownie

As a brownie, you are inquisitive, inventive and independent. You love all things mysterious. Tales of secret treasures or hidden temples give you goose pimples. You find yourself daydreaming about supernatural creatures and lost worlds. Your faerie blood has given you long life and magical powers, serving you well as you've set out into the world in search of knowledge and wealth.

- Brownies average 3' tall and 50 lbs.
- Brownies live 500 years on average.
- Brownies have a base move of 11.
- Brownies have night vision to 3 units.
- Brownies speak fay and the trade tongue.
- Brownies may obscure themselves, blending into their surroundings and, at higher levels (10+), turning completely invisible. As a brownie, you may use this ability at will and as a free action, up to a number of times per turn equal to your RM. When obscured, you receive a bonus equal to your RM to resist rolls against attacks directly targeted against you (but not against area of effect attacks). In addition, while obscured you receive a bonus to stealth equal to your RM. At level 10, you get +4 to physical resist rolls and +4 to stealth when obscured, and are able to use this ability up to 4 times per turn, activated at will as a free action. You remain obscured until you are struck by or attempt an attack, or until you choose to end this effect (which you may do at any time as a free action). You must wait at least 1 segment to re-activate this ability once it has been dropped. If you attack in segment 11, you may obscure yourself again in segment 10 (and if your initiative is better, before an opponent may attack you in that same segment).

Brownie Base Traits:

DEX 6; MGT 1; PWS 1; STA 1
ASP 1; INT 6; REA 3; WIL 1

Chosen Human

As a chosen human, you were born into the dominant race of Del Anon. Your people have infiltrated into every part of the realm, forging mighty nations and building huge cities that dot the landscape. Though you were born into this great lineage, you know something is different about you. You were not born to simply work leather or smith metal goods. No. You know that fate has set some greater task before you. Some purpose lies ahead, yet to be revealed.

- Chosen humans average 5'6" tall and 150 lbs.
- Chosen humans live 75 years on average.
- Chosen humans have a base move of 10.
- Chosen humans are specially watched over by the fates. As a chosen human, you add your RM to hero point rolls. (see Hero Points, page 16).
- Chosen humans speak only the trade tongue.
- Since chosen humans begin with lower starting traits than other races, they have more discretionary points to spend as desired. Chosen humans receive 8 discretionary points to spend at level 1, although no more than 4 of these points may be placed in any single trait (beyond those allocated by class).

Chosen Human Base Traits:

DEX 2; MGT 2; PWS 2; STA 2
ASP 0; INT 2; REA 2; WIL 2

Dwarf

As a dwarf, you are a member of a proud race. For many centuries, your people were the slaves of giants, forced to dig gold for your cruel overseers and mine gems for their pleasure. No more. Now the palaces you build are for dwarven masters, and the gold you dig fills dwarven coffers. Now, you can experience the life of freedom that your forefathers could only dream of. You will drink deeply, eat heartily, and immerse yourself in the full, rich life that you deserve.

- Dwarves average 4' tall and 150 lbs.
- Dwarves live 250 years on average.
- Dwarves have a base move of 11.
- Dwarves have night vision to 6 units.
- Dwarves speak dwarven, humanoid and the trade tongue.
- Dwarves are especially hardy. As a dwarf, you add your RM to the health roll every time you advance a character level.

Dwarf Base Traits:

DEX 1; MGT 3; PWS 4; STA 6
ASP 0; INT 1; REA 2; WIL 3

Elf of Morning

As a morning elf, you were born into the oldest and wisest culture in the entire realm. You know both from your learning and from experience that all things must one day pass. Already, you have lived the lifetime of several generations of man, and yet the greater questions of life continue to elude you. True, you were born into timeless beauty and natural grace, but there is

more you seek. You have set out into the world, beyond the safety and unchanging security of your homeland, to see what you can learn from creatures of lesser birth.

- Morning elves average 5' tall and 100 lbs.
- Morning elves live 1,000 years on average.
- Morning elves have a base move of 10.
- Morning elves have night vision to 3 units.
- Morning elves speak fay and the trade tongue.
- Morning elves react quickly. As a morning elf, you add your RM to all initiative rolls.

Morning Elf Base Traits:

DEX 5; MGT 2; PWS 2; STA 2
ASP 1; INT 4; REA 2; WIL 2



A Brownie Defender, Gnome Mystic and Dwarf Myrmidon

Elf of Shadow

As a shadow elf, you have been raised to believe that you are inherently better than all other creatures in the realm. You are born not only into honor, rank and privilege, but also into a world of intrigue and betrayal. You have accepted this and sought to gain personal power through name and reputation, or you have cast this intricate system aside, setting off on your own to find your own place in the realm. Regardless, the shadow of your birthright hangs over you, and danger follows wherever you may tread.

- Shadow elves average 5' tall and 100 lbs.
- Shadow elves live 1,000 years on average.
- Shadow elves have a base move of 10.
- Shadow elves have night vision to 6 units.
- Shadow elves speak fay, humanoid and the trade tongue.
- Shadow elves react quickly. As a shadow elf, you add your RM to all initiative rolls.

Shadow Elf Base Traits:

DEX 5; MGT 2; PWS 2; STA 2
ASP -1; INT 5; REA 3; WIL 2

Gnome

As a gnome, you prize comfort, family, home and tradition. You love to collect things, be these rare coins, cultural artifacts, monster skulls, lost knowledge, or unique experiences. You are loyal to your close friends and allies, but suspicious of other creatures until they prove their merit. You have inherited the good fortune of your people, as things always seem to turn out well for you.

- Gnomes average 3'6" tall and 65 lbs.
- Gnomes live 170 years on average.
- Gnomes have a base move of 10.
- Gnomes have night vision to 3 units.
- Gnomes speak fay and the trade tongue.
- Gnomes are exceptionally lucky. As a gnome, you may re-roll a number of rolls (action, resist or result) equal to your RM every turn. This includes critical failures. At expert rank, you may re-roll up to 3 different rolls each turn. You may not re-roll the same roll more than once, and you must accept the result of the second die (if you roll 2 for damage, decide to use your gnome ability to re-roll and get 1 on the re-roll, 1 is the result). A hero point may also be re-rolled using this ability.

Gnome Base Traits:

DEX 3; MGT 2; PWS 2; STA 3
ASP 1; INT 4; REA 3; WIL 2

Half Elf

As a half elf, you are a noble child of two worlds. Your elf blood gives you long life and a sense of legacy, while your human soul gives you a keen understanding of the role of fate in your life. You feel more alone than anyone can understand, and although you are granted some measure of acceptance in both human and elf societies, you know that your true place is in neither. Whether your elf parent is a morning or shadow elf, you face the same challenges.

- Half elves average 5'4" tall and 130 lbs.
- Half elves live 300 years on average.
- Half elves have a base move of 10.
- Half elves have night vision to 3 units.
- Half elves speak fay and the trade tongue.
- As a half elf, you may take the racial ability of either your elf or human parent. You may take the elf initiative bonus, or the human hero point bonus.

Half Elf Base Traits:

DEX 4; MGT 3; PWS 2; STA 3
ASP 0; INT 3; REA 2; WIL 3

Narglyn

As a narglyn, mongrel, mutt and runt are some of the nicer terms that have been used to describe you. You are the child of parents of different worlds. One of your parents was human while the other was goblin. You have received the mental characteristics of your human parent: a greater intellect, a sense of good and evil, and a vision of your place in the world. From your goblin parent, you have inherited many of your physical qualities. Your ears and eyes give you away as goblin-born, and your earthy skin and natural quickness are consequences of your goblin blood. Sometimes, you have trouble overcoming your goblin instincts that pull you towards selfishness and greed. You struggle to fit in, as you are not truly a member of either race, not welcome in either culture.

- Narglyn average 4' tall and 70 lbs.
- Narglyn live 50 years on average.
- Narglyn have a base move of 10.
- Narglyn have night vision to 6 units.
- Narglyn speak humanoid and the trade tongue.
- As a narglyn, you may take the racial ability of either orks or humans. You may take the ork armor rating bonus or the human hero point bonus.

Narglyn Base Traits:

DEX 5; MGT 2; PWS 3; STA 4
ASP -1; INT 4; REA 1; WIL 2

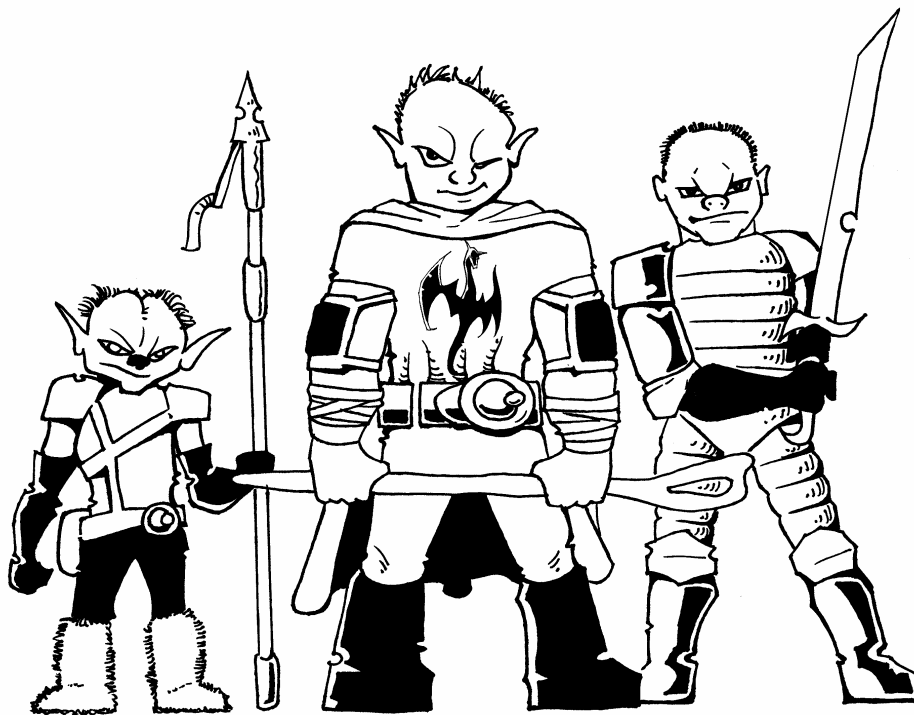
Ork

As an ork, you were born into a culture of war and death. From your first memories, you have known only destruction, chaos and pain. Early on, you realized that only the fittest will survive, and you have driven yourself to be one of the survivors. True, you may not be especially attractive (except to other orks), and your leathery skin and angular features are a testament to your humanoid legacy. Where other races see scars as imperfections or flaws, you wear yours as a testament to the trials you have already overcome.

- Orks average 6' tall and 200 lbs.
- Orks live 70 years on average (assuming that they survive to old age).
- Orks have a base move of 10.
- Orks have night vision to 6 units.
- Orks speak humanoid and the trade tongue.
- Orks are especially resilient. As an ork, you receive a bonus to your total armor rating equal to your RM, in addition to all armor worn and all magical protection.

Ork Base Traits:

DEX 3; MGT 3; PWS 4; STA 4
ASP -1; INT 3; REA 2; WIL 2



*A Narglyn Hunter, Wood Troll Delver
and Ork Myrmidon*

Wood Troll

As a wood troll, you were born into a tribe of wandering barbarians, into a race deeply connected to the natural world. You have either accepted a place in your tribe's traditions as a warrior or shaman, or you have rejected the teachings of your elders and set out to make your own place in the world. Regardless of the path you choose, your troll blood is a great boon allowing you to heal quickly, and your tremendous strength will serve you well.

- Wood trolls average 7' tall and 300 lbs.
- Wood trolls live 75 years on average.
- Wood trolls have a base move of 9.
- Wood trolls have night vision to 3 units.
- Wood Trolls speak troll and the trade tongue.
- Wood trolls regenerate their RM at the end of every round. As a level 10 wood troll, you regenerate 4 health at the end of every round, unless this regeneration is disrupted (see regeneration under expanded combat).

Wood Troll Base Traits:

DEX 2; MGT 6; PWS 3; STA 3
ASP 0; INT 3; REA 1; WIL 2

For my first character, I roll D10 and get 3. My character will be a dwarf. I write down the eight trait ranks for a dwarf on a scrap sheet of paper. I don't put these on the character sheet yet, since they are going to change before my character is ready to play.

3. Select a Class

Each class provides a template that determines your character's talents and abilities. The class gives the general shape of the character. However, each class is customizable, especially as you progress and get more powerful, allowing you to tailor the class to suit your specific needs and the way you envision your character.

You may select any of the six classes you wish. However, if you'd rather generate your character randomly, roll D6.

Heroic Classes (Roll D6)

Roll	Class
1	Defender
2	Delver
3	Hunter
4	Myrmidon
5	Mystic
6	Rake

Starting Traits

Each class is allotted 4 preset points in starting traits. Add these to the racial base trait ratings given under the race descriptions.

Talents Earned

One of the primary functions of class is to determine your character's progression in the three talents: arms talents (those based on combat), magic talents (those based on the use and control of magical energies) and skills talents (those based on the use of learned abilities).

Each class also receives bonus talent ranks at three levels to allow for customization of your character to suit your concept. Even if you decide to play a myrmidon (the main fighting class), you may still choose at level 3, 7 and/or 13 to take a talent rank in magic, gaining the ability to cast spells. Or, you can choose to put your bonus ranks into arms talents, growing even more capable in the use of armor and weapons. Alternately, you can choose to put bonus ranks into skills talents, becoming better at learned abilities. Any choice is possible, and all allow you to let your character grow as you see it. Talents are fully explained beginning on page 25.

Defender

As a defender, you see a cause, belief or people as bigger than yourself. You are dedicated to some greater service. It may be that you have devoted yourself to a particular religious belief or to a particular place. It may be that you have dedicated your life to protecting nature, or to the service of an unholy power. Or, you may have taken up arms to defend your homeland from those who would seek its destruction. Defenders:

- Receive +1 to PWS, STA, and two different mental traits (player choice).
- Begin with a suit of padded armor +1 and a club +1 -or- a sling +1.
- Earn arms talents at levels 1, 4, 8, 12, 16 & 19.
- Earn magic talents at levels 1, 5, 9, 14 & 18.
- Earn skills talents at levels 2, 6, 11 & 17.
- Earn bonus talents at levels 3, 7 & 13.

Delver

As a delver, you have always had a gift for many things. Whenever there was new knowledge to learn or new tasks to master, you've found learning easy. You may have focused this to becoming expert in a set of mundane skills, or you may have decided to embark on a study of the magical arts. You may have used these abilities to travel from place to place sharing stories of adventure, or you may have become a professional adventurer yourself, wielding your wide range of abilities to overcome the many challenges faced in the ruins and dungeons that permeate the realm. Delvers:

- Receive +1 to DEX and three different mental traits (player choice).
- Begin with a suit of padded armor +1 and a quarterstaff +1.
- Earn arms talents at levels 2, 6, 11 & 17.
- Earn magic talents at levels 1, 5, 9, 14 & 18.
- Earn skills talents at levels 1, 4, 8, 12, 16 & 19.
- Earn bonus talents at levels 3, 7 & 13.

Hunter

As a hunter, you have an innate ability to slay other creatures. Maybe you have used this gift in service to others, becoming a hunter and destroyer of evil. Possibly you have looked for ways to use this gift for financial gain, becoming a bounty hunter or assassin. It is also possible that you use your gifts in spite of your desires to the contrary, and your aptitude in combat and remarkable skill has made you an invaluable asset. Hunters:

- Receive +1 to DEX, PWS, STA, and INT.
- Begin with a suit of padded armor +1 and a sling +1.
- Earn arms talents at levels 1, 4, 6, 9, 12, 16 & 18.
- Earn skills talents at levels 1, 2, 5, 8, 11, 14, 17 & 19.
- Earn bonus talents at levels 3, 7 & 13.

Myrmidon

As a myrmidon, you have devoted your life to combat and the art of warfare. You may have been born into a tribe of warriors, knowing the path of combat as the only way of life. It may be that you have chosen to become a knight, wielding sword and wearing armor in service to king and country. Possibly you have seen your innate combat talent as a way to make money, becoming a professional mercenary. Or, you could have had the path of the myrmidon forced upon you, enslaved as a gladiator and forced to fight others just to survive. Myrmidons:

- Receive +2 to PWS, +1 to MGT and STA.
- Begin with a suit of padded armor +1 and a club +1.
- Earn arms talents at levels 1 (x2), 4, 5, 8, 9, 12, 15, 16, 18 & 19.
- Earn skills talents at levels 2, 6, 11 & 17.
- Earn bonus talents at levels 3, 7 & 13.

Mystic

As a mystic, you have dedicated your life to pursuing the power and influence that lies in the secrets of the magical world. You may have found this magic in nature or in ancient texts, through internal reflection or outward searching. You may derive magical power from your strong spiritual beliefs or from ancient rites. Regardless, you have embarked upon a path of insight and knowledge of powers that most creatures will never understand. Mystics:

- Receive +2 to two different mental traits (player choice).
- Begin with a suit of padded armor +1 and a quarterstaff +1.
- Earn magic talents at levels 1, 2, 4, 6, 8, 11, 12, 16, 17 & 19.
- Earn skills talents at levels 1, 5, 9, 14 & 18.
- Earn bonus talents at levels 3, 7 & 13.

Rake

As a rake, you have been called many things: miscreant, scoundrel, vagabond. You, however, know that you are something far better. Possibly you consider yourself a swashbuckler, using the sword to defeat your foes and your tongue to attract your fans. Maybe you consider yourself a professional thief, using your abilities to get into places that others cannot access. Rakes:

- Receive +2 to DEX, +1 to PWS and INT.
- Begin with a suit of padded armor +1 and a club +1 -or- a sling +1.
- Earn arms talents at levels 1, 5, 9, 14 & 18.
- Earn skills talents at levels 1, 2, 4, 6, 8, 11, 12, 16, 17 & 19.
- Earn bonus talents at levels 3, 7 & 13.



For my dwarf character, I roll D6 and get 1. My character is a defender. I write down that my character starts with a suit of padded armor +1 and a club +1. I must also modify my character traits based on the bonuses for a defender. I get to choose the two mental traits, so I put a point each in INT and REA, since these are the lowest.

DEX 1; PWS 4; MGT 4; STA 7
ASP 0; INT 2; REA 3; WIL 3

4. Allocate Trait Points

Your character is built on 25 trait points +1 additional point per level attained. This means at level 1, your character is built on 26 trait points. If your character is not human, you have 2 discretionary points to place wherever you would like at level 1 (since 24 points are already assigned based on race and class). If your character is human, you have 8 discretionary points to place where desired (since 18 points are already assigned based on race and class). If non-human, you may place your 2 points wherever you'd like; if human, you may not place more than 4 points into any one trait at level 1.

If you are rolling randomly, roll D8 for each trait point, and assign the point where the die indicates. When you have filled all available slots for that trait (for example, as a human you roll PWS four times in a row) ignore that result if it comes up again.

D8 results for rolling traits:

1- DEX 2-MGT 3-PWS 4-STA
5-ASP 6-INT 7-REA 8-WIL

Note that for ASP, it is not possible to 'buy out of' negative ASP until level 3. Thereafter, you must use a trait point to bring negative ASP (for evil races) to 0.

If your character has ASP 0, you receive a bonus of +RM to resist rolls made using ASP. For example, if you are level 10 (RM 4) but have ASP 0, your character is granted an automatic +4 bonus to resist rolls against

ASP-based attacks, such as attacks made by wielders of darkness magic.

For my dwarf defender, I roll D8 twice, and I roll 6 both times. I put my two bonus points in INT, so that my starting traits are:

DEX 1; MGT 4; PWS 4; STA 7

ASP 0 (+1); INT 4; REA 3; WIL 3

I put +1 in parenthesis after ASP to remind myself that when I make ASP resist rolls, I add +1 (my RM) to the result.

5. Select a Favored Trait

As a hero, you have one trait in which you excel above all others. Whenever you make action, resist or result rolls using this trait (including all physical combat, spell and skill rolls), you shift up one rank die. For example, if you select PWS as your favored trait, at level 1 you make all PWS attack rolls (with both melee and thrown weapons) using D8, and you roll D8 whenever attempting to resist the melee or thrown weapon attacks of others. Only one of the eight core traits may be selected.

D8 results for rolling traits:

1- DEX 2-MGT 3-PWS 4-STA
5-ASP 6-INT 7-REA 8-WIL

Note: you may not elect any of the derived traits (for example, initiative) as your favored trait. If you elect DEX or INT as your favored trait, you do not receive the die shift when rolling initiative.

For my dwarf character, I will take PWS as my favored trait. While he is a caster, I want him to be better at physical combat, and this will help him when wielding melee weapons.

Thought Process

Favored traits are included as a way to distinguish two heroic characters from one another. Two myrmidons may be identical in every other way; however, if one takes PWS as his favored trait, he will excel at wielding melee weapons; if the other takes MGT as his favored trait, he will be better at using his great strength to his advantage, and will deal more damage when melee attacks land.

6. Select a Perk

You also receive one perk. This ability is an extra advantage you get that distinguishes you from other characters of the same race and class. You may select a perk or roll randomly using D12.

Heroic Perks (Roll D12)

Roll	Perk	Description
1	Attuned Item	You have inherited or been given an attuned item. This is a magical item that grows with you and which only you can use. Your Mythweaver has information on attuned items.
2	Companion	You have a companion who follows you around and does as you command. The level of this companion is equal to your RM. At level 1 your companion is level 1, and it moves to level 2 when you attain level 3, to level 3 when you attain level 6, etc. This could be a sidekick (for example, a young cousin who has always looked up to you and follows you on your adventures) or a creature (for example, a wolf cub you saved from a group of goblins). Any creature in the bestiary may be taken as a companion (at the appropriate level).
3	Enhanced Night Vision	You add your RM to your night vision range. If human, you receive night vision of 2 + RM units.
4	Hated Enemy	You add your RM to all action, resist and result rolls against a specific enemy type (as listed in the bestiary). For example, if you take humanoids as your hated enemy, you add your RM to rolls attack humanoids with weapons or spells, to resist the attacks of humanoids, to skill rolls to track enemies, to INT rolls to notice them using stealth against you, and to DTs you set to use stealth or burglary against humanoids. Each of the heroic races is a distinct type of hated enemy, if so elected. Orks and narglyn do not count as humanoids, for instance.
5	Improved Range	You are able to maximize the potential of missile weapons (but not thrown weapons) and baseline spells to strike targets at a distance. You add your RM to the range rating of any missile weapon or baseline spell you use. This does not affect spontaneous spells.
6	Linguistics	In addition to your racial languages, you know a number of bonus languages equal to your RM. At level 1 you know 1 bonus language, and by the time you advance to level 3, you have learned another. This continues through level 20, at which time you know 6 bonus languages. You may read, write and speak each of these languages fluently.
7	Magic Ward	You are naturally protected against magical damage. You subtract your RM from all magical damage you sustain, and this works like armor against magical damage.
8	Mundane Skill	You have learned a mundane skill, which you continue to perfect when you are not adventuring. This skill starts at apprentice rank, and improves as you advance. When you attain level 15, you also become a paragon of your mundane skill. A list of available mundane skills is listed in the skills talents section (see page 54).
9	Rage	You may enter into a rage a number of times per day equal to your RM. This rage lasts for 1 turn, giving you a bonus of +RM to MGT, STA and WIL. Your health also increases during this time by your level x2. For example, as a level 7 myrmidon, you are able to rage 3 times per day for 1 turn each. When you rage, you add +3 to MGT, STA and WIL, and +14 to health (even if these exceed normal limits based on your race and level). Damage you suffer comes from bonus health first. Entering a rage is a free action.
10	Social Class	At character creation, you double the starting gold you roll. In addition, you add your RM to all influence rolls where social standing could be important. For example, add your RM to barter with a merchant or bribe a guard, but do not add it to taunt a beast or force it to roll morale. Social class has no effect on leadership rolls (see mass combat page 111).
11	Speed	You are naturally faster than others. You subtract your RM from your move.
12	Toughness	You are especially resilient, adding your RM to all STA resist rolls. This includes rolls to withstand poisons and diseases, and rolls to survive at negative health ratings.

For my perk, I roll D12 and get 7, magic ward. I subtract my character's RM from all magical damage he sustains.

7. Allocate Talent Ranks

Your character starts with two talent ranks at level 1, as determined by class. The talents are further explored and explained in chapter four: talents. All characters begin as apprentices in the three arms talents automatically (armor, melee, missile), but begin as menials (no training) in all magic and skills talents.

For arms talents, each progressive rank of the talent opens options for better armor and weapons. Magic talents open increasingly more powerful ways to manipulate magical energy. Skills talents provide bonuses to trait rolls in specific situations. In general, talents unlock potential rather than granting bonuses.

Heroic Talents

Type	Talents Available (with linked traits)
Arms	Armor (STA); melee (PWS); missile (DEX)
Magic	Arcanum (REA); darkness (–ASP); deeping (STA); elemental cold, fire or lightning (INT); illusion (REA); light (+ASP); psionics (WIL); wilding (INT)
Skills	Athletics (DEX, MGT, STA); burglary (PWS and REA); influence (WIL); lore (REA); nature (INT); stealth (DEX)

As a level 1 defender, I have one talent rank in arms and one talent rank in magic. I use the arms talent rank to increase my armor from apprentice (which I get for free) to adept. I use the magic talent rank to purchase elemental lightning at apprentice, since I put some points into INT.

8. Determine Starting Money

All level 1 characters begin the game with D4+3 gold coins in addition to the class's starting weapons and armor.

I roll and get a total of 7 (4 on the die +3). I make a note that my dwarf defender starts with 7 gold coins in addition to the basic armor and melee weapon that come with the class.

9. Purchase Equipment

Use your starting money to either upgrade existing equipment (purchasing a blade +2 to replace your starting weapon) or purchase new equipment you think you may need (for example, the burglary skill requires a tool kit, so purchasing a tool kit should be done as soon as possible if you have burglary). Armor and weapon costs are included in the descriptions of arms talents. Your starting gear cannot be redeemed, as it has no market value. In addition to the listed equipment, all characters begin with one suit of common clothing.

I want my character to carry a shield (since I can get a shield as an adept of armor- see the rules for arms talents) and also to get better armor. A small shield +1 costs 1 gold and a suit of leather armor +2 costs 6 gold. This is all I can afford.

Adventuring Equipment

Costs are listed in silver (s), gold (g) or mithril (m). 100 silver = 10 gold = 1 mithril.

Item	Cost	Description
Ammo Case/Quiver	5 s	Holds 30 pieces of ammunition (arrows, bolts or bullets).
Ammunition	1 s	10 pieces of ammunition for a missile weapon (arrows, bolts or bullets).
Backpack	5 s	Holds up to 10,000 coins or comparable gear.
Belt Pouch	2 s	Holds up to 1,000 coins or comparable gear.
Climbing Spikes	3 g	Grant +5 to climbing skill rolls. Take 1 turn to put on or take off.
Cloak, Common	1 s	A simple, homespun woolen cloak.
Cloak, Good	1 g	A quality cloak of everyday materials made by a tailor or seamstress.
Cloak, Fine	1 m	A high quality cloak of exceptional materials crafted by a master tailor.
Clothing, Common	2 s	Simple, homespun woolen clothes.
Clothing, Good	2 g	Quality clothing of everyday material made by a tailor or seamstress.
Clothing, Fine	2 m	High quality clothing of exceptional materials crafted by a master tailor.
Crowbar	5 s	Allows you to double your MGT rating when making athletics MGT skill rolls to force doors or locks.
Flint and Steel	3 s	Allows you to start a fire without making a nature skill roll.
Grappling Hook	1 g	Allows you to affix a rope to a remote hook point. Thrown as a weapon.
Instrument	Var.	An instrument may cost as little as 1 silver (a wood flute) to as much as 100 mithril (a jeweled harp).
Iron Spike	1 s	Used to wedge doors open or traps closed.
Lantern	1 g	A lantern burns for up to 8 hours, casting light in a U+1 AOE or up to 3 units in a focused beam (takes one standard action to change focus).
Lantern Oil	1 s	Sufficient oil for a torch to burn for 24 hours (3 full applications of oil).
Meal, Common	1 s	A simple tavern meal, for example bread and cheese.
Meal, Good	3 s	A good tavern meal, for example stew and bread.
Meal, Fine	1 g	A fine tavern meal, for example roast pheasant and salted potatoes.
Mirror	1 g	A metal, hand-sized mirror.
Rope, Common	3 s	This 50' length of rope can support up to 600 lbs.
Rope, Good	1 g	This 50' length of rope can support up to 2,000 lbs.
Provisions, Common	2 s	Simple dry rations to feed a medium-sized creature for 1 week.
Provisions, Good	1 g	Quality rations to feed a medium-sized creature for 1 week.
Saddle	3 g	A leather saddle for a mount.
Tool Kit, Lesser	1 g	A simple set of picks and tools. Allows burglary skill talent checks up to DT 16.
Tool Kit, Normal	3 g	An expanded set of picks and tools. Allows burglary skill talent checks up to DT 24.
Tool Kit, Greater	10 g	A complete set of picks and tools. Allows all burglary skill talent checks.
Torch	1 s	Burns for up to 1 hour, casting light in a U+1 AOE. Torches come bundled in sets of 10 torches for 1 silver.
Vial, Glass	5 s	Holds 1 dose of a potion, poison or holy/unholy water.
Water Skin	3 s	Holds 1 gallon of fluid (typically wine or water).

10. Determine Derived Trait Ratings

There are four derived traits that are based on race, class, physical/mental traits and level. Now that the prior are determined, calculate the derived traits.

- **Armor** is the total rating of all armor worn. Armor absorbs physical damage, reducing damage from physical attacks by the total rating of armor. If you have armor 4 and take 7 points of damage from a physical attack, you suffer 3 points of damage.
- **Health** is the total damage you can sustain before being knocked unconscious. Health is rolled as your level die +STA. Health increases every level, as a new amount is rolled and added to this total. Roll health after assigning trait points each level, since increasing STA will give you a bonus to the health roll.
- **Initiative** is the total bonus to action rolls you make to determine attack order at the beginning of a combat round. This shows how quickly you act in relation to others. The higher the result, the sooner you act, and the more actions you are likely to take. Initiative is the better of your DEX or INT.
- **Move** is your character's movement rate, based on race. The lower your move, the faster your character is.

I am ready to start recording statistics on my character sheet. My armor is 2, since my armor rating is +2 and I have no other protection. To find health I roll D6 +7 (my STA) with an additional +RM (since I'm a dwarf, +1 from being an apprentice) and get a total of 12. That is my starting health. My INT of 4 is higher than my DEX of 1, so I use INT for initiative; my starting initiative bonus is +4. Lastly, I copy my move over from the description of dwarf. My derived trait ranks are:

Armor 2; Health 12; Initiative +4; Move 11

11. Determine Physical Characteristics

Based on the race description, decide on an appropriate age and height, and decide on things like hair color, eye color and other distinguishing physical features of your character.

I want my dwarf to be a bit smaller than his cousins, and I set his height at 3'6" and his weight at 130 lbs. I decide that, since he has lightning magic powers, his hair and beard are silver, and his eyes are deep blue. I record these on my character sheet.

12. Name Your Character

A quick perusal of fantasy literature and movies will give you hundreds (if not thousands) of names to choose from. Speak with your Mythweaver about important family names in the game world, or of special requirements about naming your character. Spend some

time thinking about this choice, as your character's name will be how you think of him. Calling your character Joe the Defender is going to grow old quickly. Let your creativity shine here!

I decided to name my dwarven defender Sarum Stormshield. This feels like a dwarven name, reflects his lightning magic talent, and also reflects the defender concept, since he has shield in his last name.

13. Develop a Background

Develop a back story that incorporates your character's race, class, talents, traits, perks and also gives some potential for future adventure. Your character has left the comforts of home for some reason. Work with your Mythweaver to come up with a reason that gives you a purpose beyond simply going out and killing monsters to steal their treasure.

Sarum is a member of a tribe of dwarves that does not practice elemental lightning. When Sarum demonstrated potential to learn elemental magic, he was sent over 300 miles away to live among another tribe of dwarves who practiced this magic. Now having completed his tenure under his master, Sarum has set out into the world to learn all he can and practice his new powers.

14. Calculate Bonuses for Talents

Use the talent rules (starting on page 25) to determine your talent ratings and bonuses, and record these on your character sheet.

Sarum has two ratings I need to calculate on my character sheet. Sarum's talent statistics are:
Weapon: Club; +1 damage rating; D8+5 total attack; D6+4 total damage; delay 10.
Magic Talent: Elemental lightning; apprentice rank; INT linked trait; D6+4 action/D6+1 damage; buff DEX +1.

In Del Anon: Languages

Each major type of beast (see the bestiary) has its own language. For example, fay, humanoids, mythic serpents and undead each speak a unique language shared by all creatures of the same type. There is also a single trade tongue that most intelligent creatures learn. During their time as slaves of the humanoids, dwarves created their own secret language, and they rarely share this tongue with any other race, even with trusted allies.

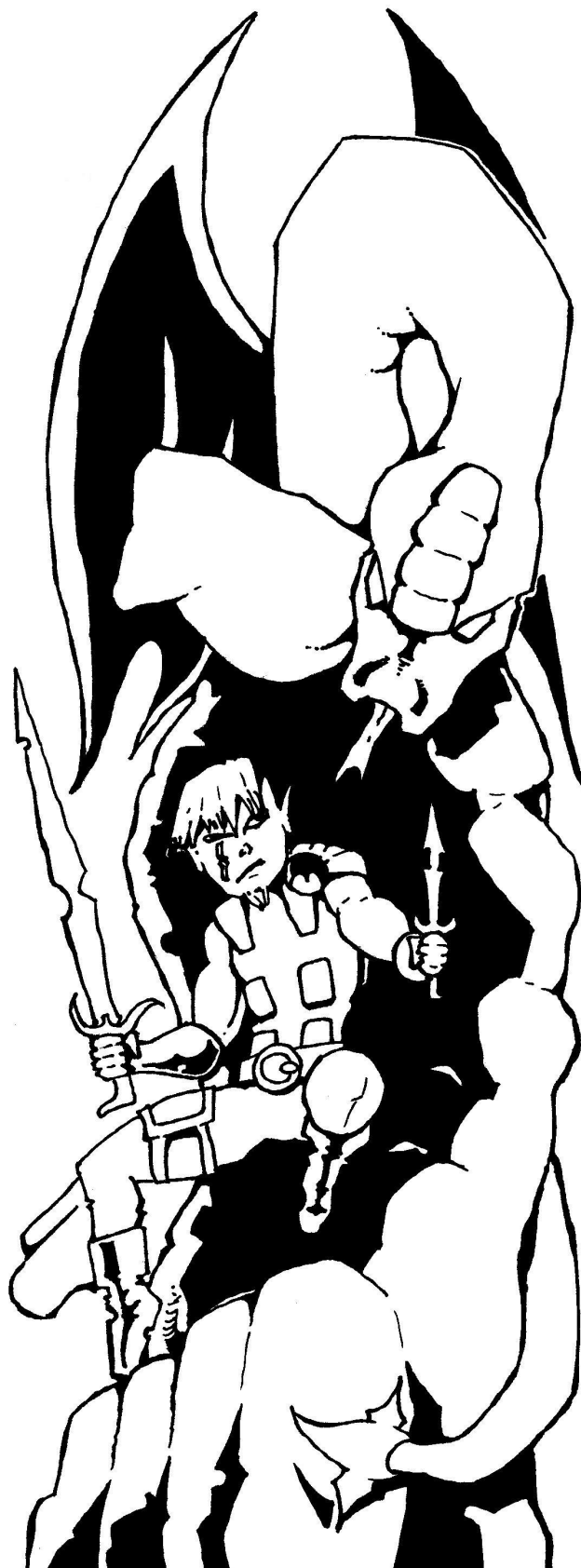
Hero Points

Hero points are the primary reward that your character receives for completing quests, defeating enemies and overcoming obstacles. Hero points are an important part of your character's growth and success, and you use them in several ways.

Hero Points During Play

You may use hero points to help you during play.

- Spending one hero point gives you a bonus to any one action, resist or result roll, including initiative. After making any roll (except for an action roll that results in a natural 1), you may choose to spend a hero point. This gives you an additional rank die to roll and add to the result to the previous total. For example, a midnight asp attacks your character. The snake manages to cinch its mandibles into your shoulder, and you can feel the snake's venom course through your system. Withstanding the venom requires a DT 10 STA resist roll, so you roll D6 (your current rank die) + your STA of 5. You roll a 3, giving you a total resist roll of 8, 2 short of the target. You spend 1 hero point to roll an additional D6, and add this result to the previous total. You roll D6 again, hoping for at least a 2; a 1 will not be sufficient to fight off the effects of the poison. Fortunately, you roll a 4, and the adjusted resist roll is 12. You fight off the poison and stay in the fight.
- You must decide to spend a hero point before your next die roll, or before any other creature takes an action. For instance, you cannot wait until damage is rolled to see if you want to go back and spend a hero point on your action or resist roll. However, you can wait to see if the target of your attack was able to resist before you decide to spend a hero point.
- A hero point always uses the appropriate rank die, not counting any die shifts for class or abilities or penalties from enemy attacks. If you are an adept rank mystic casting a spell linked to your favored trait, you roll D8 if you spend a hero point, not the D10 of your favored trait. Conversely, if you are drained by an undead creature and use D6 for all rolls, using a hero point still allows you to roll D8.
- You cannot use a hero point to wipe out a critical failure; once a natural 1 is rolled on the action roll, you cannot use a hero point. Hero points may, however, be used to improve a natural roll of 1 on a result or resist roll, as these are not critical failures.
- An action roll of 1 with a bonus die gained from using a hero point is not a critical failure, but is counted at face value.
- You may only spend one hero point on any single roll. You cannot spend 5 hero points to roll 5 additional dice and add these to a damage roll. However, you could spend 1 hero point to increase your attack roll and 1 hero point to increase your damage roll, both bonuses applied to the same sword strike.



- You may use a hero point to improve a magic or skill talent that sets a DT for the target to resist. For example, if you have stealth, you may use a hero point to increase the DT of one stealth skill attempt.
- A failed action or resist roll after adding a bonus roll from a hero point is still a failed roll. Hero points do not guarantee success.
- Once per turn, you may spend a hero point to revitalize yourself as a free action. You immediately recover health equal to the result of a rank die roll + your STA. This may be used at any time, even as you suffer damage that would normally drop you below 0 health. For example, in segment 4 you take damage dropping you to -4, but you spend a hero point to revitalize yourself. You have STA 5 and roll 7 on the rank die, and instead of being at -4, you are at 8 health, ready to keep on fighting.
- You can only use a hero point for a roll you are making for yourself or for your companion (see perks). You cannot use a hero point to help another ally increase a roll that he or she makes.

Hero Points & Character Advancement

You also use hero points to purchase new experience levels.

- You must spend a number of hero points equal to the new level x10 to purchase the next level. At level 5, you must spend 60 hero points to move to level 6. To move from level 19 to level 20 costs 200 hero points.
- You cannot bypass levels. At level 5, you cannot save up 70 hero points to move to level 7; you would need to purchase level 6 before level 7 becomes available.
- While you are likely to move from level 1 to level 2 after a handful of encounters (since a normal encounter at apprentice rank grants 4 hero points, and you only need 20 hero points to move from level 1 to level 2), advancing from level 12 to level 13 will take much longer (since you will have to survive dozens of encounters to earn enough hero points to get to the required 130).

When You Advance a Level

Several things happen when you use hero points to purchase a new experience level.

- You receive one trait point (applied to one of the four physical or four mental core traits) to be placed where desired. See below for trait limits.
- You may receive talent ranks, depending on the character class and the level attained. Talents purchased are available immediately. If you purchase a magic talent, you immediately get access to new and/or more powerful spell effects as part of the new talent.
- Your total health increases. After spending your trait point, roll your level die +STA (modifying this roll based on class or gift bonuses, and using the most current rank die). Add this total result to your previous health rating. If you advance from level 2

to level 3, roll D8 +STA, and add this to your previous health total. If STA is your favored trait, you use the improved rank die when rolling health as well.

- If you advance in rank (moving from apprentice level 2 to adept level 3), your dice rank and rank modifiers improve, and you should mark these changes on your character sheet. You progress ranks at levels 3 (adept), 6 (expert), 10 (master), 15 (paragon) and 20 (legend).

If you elected to do nothing else with your hero points except advance in level, you would need to earn 2,090 hero points to attain level 20. 20 is the maximum level limit for mortal characters. Only creatures of great power may advance beyond level 21.

Trait Limits

Each physical and mental trait is limited to a maximum rating based on your character rank and race.

- As a non-human, each of your traits is limited to your racial base rating +RM +3. This means that as a wood troll at level 15, you may have MGT as high as 14, but REA of no better than 9.
- As a human, each of your traits is limited to RM +7. This means that as a human at level 15, you may have no trait rating of better than 12.
- A negative ASP is limited to the inverse of your RM. As an expert rank character, you may have no lower than -3 ASP.
- If you start with -1 ASP, you must wait until you are adept rank (level 3 or better) to buy out of negative ASP (taking it to 0 or better), although thereafter you may improve ASP normally.
- ASP is the only trait you may buy out of. You may decide as your character grows to reduce your ASP, or to even turn evil after starting neutral or good. You may move ASP no more than one point per level, and cannot buy out of good (if you start with ASP 1) until level 3. If you have ASP 3 at level 7 and decide to reduce your ASP when you attain level 8, you may drop it to 2, although you cannot drop it to 1 until level 9. Each time you reduce your ASP, you receive that bonus trait point to spend elsewhere, within the normal limits.

In Play:

Before you advance a level, you may want to bank a few extra hero points. For example, although you have earned 40 hero points and can now purchase level 4, this will leave you with 0 hero points banked. You'll be more susceptible to death should you have a few bad rolls or encounter a particularly challenging monster. Instead, you may want to let the hero points build to at least 45 before spending 40 to move to level 4, so that you have an emergency reserve for if and when things go bad.

Chapter Three: Time & the Combat System

Game Time & Actions

Game time is measured in three increments: turns, rounds and segments. Combat time is kept track of through a concept called delay.

- A turn is thirty seconds long.
- A round is three seconds long.
- A segment is 1/10 of a second.
- There are 30 segments in a round, 10 rounds in a turn.
- Keep track of rounds in increments of 30, counting backwards from the highest initiative result (see initiative below).
- Delay is the number of segments you need to recover from completing one action and preparing for the next action. Delay is counted after the action occurs. For example, if your sword has a delay of 12, you cannot act again until 12 segments after you swing your sword. Unless otherwise noted, any remaining delay at the end of the round does not carry over to the following round. If you act at segment 2 with a weapon having a delay of 10, you do not carry over a delay of 8 into the next round. Some spells and abilities supercede this rule, but if applicable this is noted in the specific spell or ability description.

For example, if you roll 22 for initiative and you are using a weapon with a delay of 9, you will act three times during that round: at segments 22, 13 (22-9) and 4 (13-9).

Actions are rated based on how long they take to accomplish.

- Complex actions require a full turn to complete. Most skill action rolls are considered complex actions. Picking a lock, sneaking past a guard, identifying a plant and searching a room for secret doors are complex actions. A complex action is assumed to finish at the end of the turn. If interrupted, the action automatically fails.
- Standard actions require a portion of a round. Most actions during combat are considered standard actions. For standard actions, the delay is an important consideration. Swinging a sword, casting a spell, drinking a potion, using an item, jumping across a pit or running one unit are standard actions. Weapons and spells have a set delay based on the type of weapon or power of the spell, while others are not listed with a delay. When a delay is not listed, or when an action is listed as a standard action, the default delay is 10.
- Free actions require no time, and are allowed automatically without using an action. All resist rolls are free actions, as are some skill rolls (see skill descriptions).

Half Action Penalties

A half action penalty is an additional delay you take during a combat round. A half action has a delay of 5, which changes the segment of your next action. If your next action will be at segment 12 but you take a half action penalty (for changing weapons or rolling a critical failure, for example), your next action will be at segment 7.

Changing Actions

Changing actions imposes a half action penalty. If you swing a sword with a delay of 12 on segment 19 and then decide to drink a potion with the following action, you will drink the potion on segment 2 (19-12-5). Going from a missile weapon to a melee weapon, setting aside a sword to use a battle axe, dropping a shield to draw a second sword, or using an item before returning to spell casting all impose a delay of -5.

- Alternating between a weapon and spell action imposes no penalty. If you fire your bow with your first action, cast a spell with your second action, and return to firing your bow with your third action, you take no delay penalty to any of these actions.

Move

Move represents how many segments, rounds, or hours it takes to walk or run a given distance. The lower the move rating, the faster you are. Your move is:

- The delay required for you to travel 1 move increment (based on size, see below) during a combat round.
- The number of rounds it takes you to climb a 3 unit tall vertical surface (1 climbing increment).
- The number of rounds it takes you to travel 10 units walking and engaging in activities that do not require an action roll.
- The number of turns it takes you to travel 10 units while checking for traps, following a trail, or performing another activity requiring one or more action rolls.
- The number of rounds it takes you to travel 30 units running. You may run for a number of turns equal to your STA before you have to stop and rest for 1 turn. This means a character with a move of 10 (a typical character) is able to travel 30 units in one turn, or one unit for each second spent running.
- The number of hours it takes your character to travel 20 miles under normal conditions. You may walk for a number of hours equal to your STA before you have to stop and rest for 1 hour.

Move Increments by Size

<i>Creature Size</i>	<i>Units traveled in one move action</i>	<i>Units traveled at the end of a round (as a free action)</i>
Small	2	1
Medium	3	2
Large	4	3
Huge	6	4

All heroic characters are medium creatures. This means that in one move action (with a delay based on your move rating) you can travel up to 3 units during combat. In addition, at the end of a round, you may travel 2 units as a free action, before rolling initiative for the next round.

In Play:

You are traveling and encounter a group of hobgoblins 4 units away. You and the hobgoblins roll initiative. On their first action, the hobgoblins fire with their bows, but you want to close to use a melee weapon. You use your first action to run up to the hobgoblins, so that you are in an adjacent unit, and within melee range. You rolled initiative of 17, and your move is 10, so in segment 7 you arrive in the unit adjacent to the hobgoblins, and may take your first melee weapon attack.

Encounter Distance

The heroes may come upon a group of creatures without using stealth to prepare for an encounter. The number of units between the heroes and the targets is equal to the RM +2 of the creature in the group of greatest rank. If the heroes come upon a group of bugbears and gnolls in a campsite, the heroes may come up to 5 units away (RM 3 for the bugbears, +2) without using stealth. At this distance, the bugbears are allowed an INT roll (see surprise below) to notice the heroes coming upon them. Staying at a distance equal to or more than double this amount (10 units away in this case) allows no roll, and the targets will not notice the heroes. If creatures are attempting to sneak up on the heroes, the same rules apply, and the RM of the heroes is used to determine the maximum distance creatures can approach without using stealth. A squad of hobgoblins archers could surround a group of level 4 heroes (RM 2) at a distance of 8 units away without making any action rolls.

Note that this assumes some cover or means of camouflage. Underground caverns offer shadows and crevices to hide in, and most outdoor environments offer trees, brush, rocks and other natural barriers that make it possible to get this close unnoticed. If there is no way for those approaching to do so unnoticed, the INT check should be made at the (RM+2) x2 distance.

Before the Round: Surprise

When one side (or both, or all) in a potential combat situation is not expecting combat (they are not aware that adventurers are outside their door; they are asleep; they are in the middle of a game of poker), there is a chance for surprise. Any side that could be surprised makes a normal INT roll. Those who fail this roll are surprised, and you receive a free standard action against them. Surprise gives a free standard action before initiative is rolled. Surprise attacks are assumed to be against unprepared targets if the targets are conscious, but against defenseless targets if they are asleep or unconscious. Surprise only occurs when the stealth talent has been used to sneak up on a target, or when a group of creatures fails a normal INT roll against targets RM +2 or more units distant.

If stealth is not being used, the DT of making a surprise roll is a normal DT based on the creature in the opposing group of highest rank. If a group of bugbears are lead by an ogre, they are DT 12 (for a master rank creature) to notice at the 2+RM encounter distance. A character with stealth skill talent uses the DT from the skill in place of the rank DT.

Surprise should be rolled using the en masse rules (see page 57). If a group of three bugbears is guarding a chamber and the heroes are trying to sneak up on them, make a single roll for the bugbears at +3 (modified for the total number of creatures here).

Unprepared Targets

A target that is not ready for combat (it doesn't know an attack is coming, it was looking the other way, it's been distracted by something else) is unprepared. An unprepared target does not make a resist roll, but instead receives its base trait rating as the resist result automatically. If your character has a PWS of 6 and a hunter leaps from the shadows and surprises you, the DT for the hunter's attack is 6, and you do not roll the level die to resist. Attacks are more likely to hit and to score a critical success against unprepared targets.

A target that is currently engaged in combat cannot be caught unprepared. However, if you are in the middle of negotiating with a potential enemy and decide to strike (for example), you may be able to catch your opponent unprepared. An unprepared target may not use points from a shield or parry to resist.

Defenseless Targets

A target that cannot defend itself (because it is unconscious, bound or completely impaired) may not make a resist roll. An action made against a defenseless target automatically hits and automatically scores critical damage unless a critical failure is rolled on the action. If the heroes encounter a sleeping dragon, they are going to be able to deal incredible damage to the beast before it awakens and enters combat.

In Play:

A group of 4 expert rank level 7 characters are exploring a ruined tower. They come up a stairway to find a pair of ogres having an argument over a sack of gold coins. None of the heroes has stealth, but they want to try to gain a surprise attack on the unsuspecting ogres. The Mythweaver rolls for the ogres, rolling the rank die (D12) +INT +2 (for the number of ogres). The DT for this roll is 10, since the hero group is expert rank, and 10 is the normal DT for expert rank. When using the en masse action rules, only one roll is made for all creatures of the same type in a group. That creature will either notice and alert the others, or fail for the whole group.

Starting the Round: Initiative

All characters and creatures involved in combat roll initiative, once surprise has been resolved. The total of your initiative roll is the first segment (counting backwards from 30) that you act. If you roll 14 for initiative, your first action occurs at segment 14. If no one rolls higher than 14 that round, you will take the first action. If two or more combatants act on the same segment, actions are resolved based on initiative trait rank, going from highest to lowest. If combatants acting on the same segment also have the same initiative trait rank, their actions occur simultaneously. For example, if you and your opponent both act on segment 12 and you have initiative of +5, but your opponent has initiative of +3, you act first. If both the segment and total initiative rank are identical, the actions occur simultaneously. This is true any time during the round where multiple actions occur in the same segment. Since there are 30 segments in a round, an initiative result of better than 30 is impossible. If you roll 32 for initiative, the 2 additional points are discarded, and you take your first action at 30.

During the Round: Combat & Delay

For combat actions (including physical and magical attacks), if you choose to intentionally delay your next action, you receive a bonus to the action roll equal to the number of segments you delayed, up to a maximum bonus equal to your level. If you are allowed to take your first action at segment 14, but you spend 4 segments aiming your bow at your target, you receive +4 to the subsequent action (attack) roll, which is made at segment 10. For your final action in a combat round, it is often worth taking this delay to act at segment 1 in order to take the maximum benefit to the attack roll.

- You cannot carry over an intentional delay into a subsequent combat round. You must resolve an intentional delay during the same round in which you announce it.

At the End of the Round: Wrapping Up

Several things happen at the end of a round (occurring at segment 0 on the countdown, after all actions have been taken):

- You suffer damage from any ongoing negative effects (for example, a poison).
- You receive the benefits from any ongoing effects (for example, regeneration).
- You declare your initial action for the following round. Switching between weapons, attack types, spells and items is a free action if taken at the end of the round.
- Any free actions taken between rounds (for example, a free move or changing weapons) happen in order of base initiative bonus (from lowest bonus to highest). Faster characters are able to watch what others do and react accordingly and so act later during the segment between rounds.

About Ongoing Effects

- Spells and other effects dealing damage over time (where damage carries over from round to round) deal damage at the end of each round (at segment 0). A spell or effect dealing damage at the end of the round that is canceled during a round is not effective for that round, and no damage is dealt at the end of the round. This rule is true for beast abilities and other effects as well (such as bleeding caused by signature moves or poisons from beasts).
- Spells and other effects dealing damage over time (where damage carries over from round to round) render the target immune to additional effects of the same type until the current effect expires. A character suffering from a poison bite cannot suffer another poison effect until the current one ends (it either runs its course or is magically canceled). This is also true for signature move effects such as a bleed that happens over time.
- Ongoing effects from spells, critical styles and special beast abilities will continue even if the caster or creature that caused the effect is knocked unconscious, killed, or otherwise removed from combat. Although the heroes have defeated the gnoll shaman, his echo of decay will continue to affect the group's myrmidon for 2 more rounds.
- An effect that lasts for 1 full round continues until the same segment of the following round. A creature who is stunned for one round at segment 12 of round 3 will remain stunned until segment 12 of round 4, and will then resume actions exactly where he left off. In situations like this, the creature does not roll initiative in the subsequent round, but defaults to the initiative result from the previous round.
- An effect that lasts for 1 full turn continues until the same round and segment of the following turn, as above.

How Combat Works

You make combat actions against targets based on how close the target is. If the target is in the same unit as you are you must use a melee attack. If the target is in an adjacent unit (one unit away) you may use a melee, thrown or missile attack. If the opponent is two or more units away you must use a thrown or missile attack.

- You make an attack roll using either PWS (for melee or thrown attacks) or DEX (for missile attacks). Roll your attack as rank die + the relevant trait rating.
- Your target makes a resist roll using the same trait that was used for the attack. PWS attacks are resisted using rank die +PWS; DEX attacks are resisted using rank die +DEX.
- If the attack roll total beats the resist roll total, the attack has landed, and the target may suffer damage.
- If the attack roll is equal to or less than the resist roll, the target avoids the attack.
- Damage is rolled as your rank die + the total damage rating for the weapon.
- For missile weapons and foils, there is no linked trait for damage, so the weapon's damage rating is the total bonus to damage rolls.
- For all other melee and thrown weapons, MGT is the linked trait, and is added to damage (as limited by talent rank, see page 25).
- The total damage is rolled as rank die + the weapon damage rating (+MGT, as applicable).
- The total damage is reduced by the target's armor rank, and the difference is deducted from the target's health score. If you strike a creature for 7 points of damage and it has an armor rating of 3, you deal 4 points of damage. This amount is deducted from the creature's total health, and remains lost until the creature is able to heal.
- For spells, damage bypasses all armor and protection, excepting that specifically warding against the specific spell type. A spell of elemental fire dealing 10 points of damage ignores your armor, but is reduced by warding to elemental fire and/or magic warding.

Critical Successes & Failures

- If you roll equal to or better than twice the DT for the attack roll (your total attack roll is equal to twice the target's resist roll), your attack has scored a critical success. When you roll damage, add up all factors normally, but then double the total before subtracting the target's armor or applicable resistance.
- If you roll a natural 1 on the attack roll, you have rolled a critical failure (a "botch"). On a critical failure, you automatically suffer a half action penalty before you may take another action. If your previous action would have been taken at segment 14, you now take that action at segment 9.

Range & Distance

All distance is measured in an increment called a **unit**, which is any measure of approximately 10 feet. A unit could be a line 10 feet long, a square 10 feet on each side, or a cube of 10 feet on all sides, depending on what you are measuring. All ranges and distances are measured in units. A weapon with a range of 6 units may strike an opponent up to 60 feet away. The unit that a character is in does not count when measuring units and measurements are made to the farthest edge of any applicable units.

Range is the maximum effective distance that a weapon may be used. Range operates differently for thrown and missile weapons.

- For a thrown weapon, the range is a number of units equal to your MGT. If you have a MGT of 5, you may throw a weapon up to 5 units and strike a target. A target 6 or more units distant is out of your range. When you attack with a thrown weapon, the target receives a bonus to the resist roll equal to the total number of units between you and the target. If you throw your axe at a gnoll 3 units away, the gnoll receives a bonus of +3 to the resist roll to get out of the way of the axe. Picking up or retrieving a weapon you have thrown imposes a half action penalty. You must be in the same unit as the weapon you have thrown to pick it up. If you have a move of 10, and must travel 3 units to pick up your axe, the total delay is 15 (10 from your move, 5 from the half action penalty).
- For a missile weapon, the range rating is the maximum effective range of the weapon with no penalty. For every unit beyond the listed range for the weapon, the DT increases by +1 (the target receives +1 to the resist roll). For example, if you use a bow with range 6 to hit a wolf 9 units away, the wolf gets +3 to the DEX roll to avoid the attack, because the wolf is 3 units beyond the normal range for your bow.

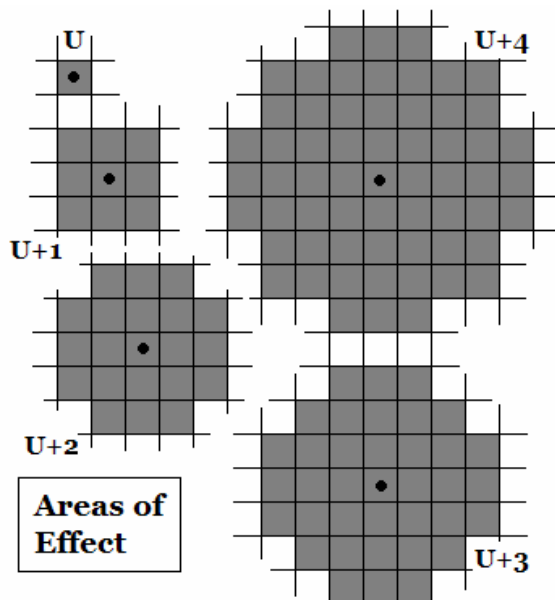


In Play: House Rules

Your group may develop house rules that differ from the rules here. One house rule a play test group used was that all characters get a free non-combat action between rounds. You can use this action to drink a potion, travel your full move or cast a spell that helps an ally.

Areas of Effect

Many of the talents and abilities of heroes, beasts and villains are measured in areas of effect (AOE). Any time that a spell, ability or attack affects an area, it affects all creatures in one or more units. Five designations are used for areas of effect:



Areas of Effect

AOE	Units Affected
U	The unit where the creature, object or effect is centered.
U+1	The unit where the creature, object or effect is centered + all units adjacent to that unit.
U+2	The unit where the creature, object or effect is centered + all units within 2 units (1 diagonal).
U+3	The unit where the creature, object or effect is centered + all units within 3 units (2 diagonal).
U+4	The unit where the creature, object or effect is centered + all units within 4 units (3 diagonal).

A spell with an AOE of U+3 affects all targets in the unit where the spell goes off as well as all targets within 3 units in a straight line, and 2 units on the diagonal.

Note that a 'straight line' is considered any consecutive line of units (either horizontal or vertical) with up to 1 diagonal step. A character running 3 units may travel 2 units horizontally or vertically, and then may travel 1 unit on the diagonal. A diagonal is slightly less than a measure of 1.5 units, so 2 consecutive units on a diagonal count as 3 units.

Magic & Other Warding

Magic warding is a defensive property given to creatures, items and objects that acts as armor against magic-based attacks. Magic warding stacks with all other defensive magic, and also with other magic warding. A character wearing a ring giving 3 points of total magic warding, a cloak giving 2 points of total magic warding, and a ring giving 6 points of elemental fire warding would reduce all magical attack damage by 5 points and all damage from magical fire by 11 points. Conversely, magic warding would have no effect on a character falling into a natural pool of boiling lava, but fire warding would still apply.

Health, Healing, Unconsciousness & Death

You may continue to act until you reach 0 health. Once you reach 0 health, your character is knocked out, falling unconscious and unable to continue fighting or to make any rolls. Any further action taken against your character is against a defenseless target.

At -1 or lower health, your character is in danger of dying. When your health drops below the inverse of your STA, you must make a STA roll with a DT equal to the inverse of your STA. Success means that your character is unconscious, with health stabilized at this rating. Failure means that your character has died. Since this is a resist roll, you cannot roll a critical failure. You may spend hero points on this roll. Any additional damage you take requires a new STA roll, with the DT based on your new health rating. This roll is always made using your rank die, regardless of other benefits or penalties.

For example, as an expert rank character with STA 7, you are struck by a wraith, and your health drops to -9. During the combat, the wraith had inflicted undead drain, and you currently use D8 for all rolls. However, since this is a roll to survive at negative health, you roll with D10, your level die. As long as you roll a 2 or better on the die (the DT is 9; $2+7=9$), your health will stabilize at -9, and you will begin healing.

Your character heals naturally (with no magical aid), recovering STA x RM health after every hour spent resting. As an expert rank character with STA 4, you recover 12 health per hour of rest.

Being Revived

If you are revived during a combat round (typically after being healed by an ally), you immediately rejoin the fight. You rejoin at the lowest segment of these three options:

- If you missed one or more actions you would have taken, you act 5 segments after the segment in which you were revived. If you were to take an action at 21 but were knocked out at 23, and were then revived at 9, your next action would be at segment 4.

- If your next scheduled action has not been taken yet, you take the action normally.
- If this is your first action in the round (you were knocked out in the previous round), you roll initiative normally, taking a penalty of -5 to the roll.

For example, you were knocked out at the end of combat round 5. As her first action in round 6, the party's defender heals you in segment 20 so that your health is now a positive rating, and you are revived. You roll for initiative, and get 24. Since your result of 19 (24-5) is higher than the result of the segment you were revived -5 (15), you take your first action at segment 15. If you had rolled 11 for initiative, you would take your first action at 6 (11-5), since this is the lowest result.

Advanced Combat

These rules apply to specific situations that may come up during play.

Cover

By hiding behind a wall or barrier, you receive a bonus to DEX resist rolls against missile attacks, and to mental trait resist rolls against baseline spells. The common types of cover and the bonus you receive are listed below. You can use cover to help avoid being struck by a volley of arrows or a powerful eldritch dart. Cover does not impact areas of effect.

Cover Modifiers to DT

Type	Modifier	Example
Lesser	+1	In thick brush
Normal	+3	Behind a narrow tree
Greater	+6	Around a corner, on a tower

Durability & Items

Some attacks are made against objects instead of other characters or beasts. Objects have a durability, which is listed as two ratings: The amount of damage the exterior absorbs from every attack without affecting the interior (structure) of the object, and the amount of damage the interior can absorb before the object is compromised or destroyed. An object with a durability of 20/40 absorbs the first 20 points of damage from every attack into the exterior, and has 40 points of interior strength before being destroyed or ruined. Use durability when an attack is intended to destroy the object or the object is in imminent danger (an area of effect spontaneous fire spell cast in a wizard's laboratory will surely destroy all potions, scrolls and books in the room). Logic should be used when looking at the situation. A war hammer will do damage to a glass vial, but not to a rope. The durability of an object is based on the type of object.

Item Durabilities

Rank	Durability	Common Examples
Apprentice	2/4	Glass, mirrors, ceramic
Adept	5/10	Clay pots, most ropes
Expert	10/20	Chairs, normal doors
Master	15/30	Reinforced doors
Paragon	20/40	Steel or solid rock
Legend	25/50	Adamantine

If you swing your axe against a heavy door and deal 17 points of damage, you will take a small chip out of it; the same swing will shatter a glass vial or sever a rope in one shot. These durabilities assume a thickness of up to 1'. A 10' thick stone wall has an exterior of 20, but would have an internal durability of 400. You would have to deal 400 points of damage, the first 20 points of every strike absorbed by the exterior, to break through the wall. Durability ratings are equally effective against all attack forms. Spells and other special attack forms do not bypass the exterior rating for an item or object. Once again, logic should be applied. A burst of elemental flame will destroy wooden objects, but will do little to solid rock. Attacks against objects are automatically successful unless the attacker rolls a natural 1. Attacks against objects cannot score critical hits.

Escalating Difficulties

In some situations, the difficulty of an action increases over time. The specific action and situation will determine the difficulty and interval between checks, but generally checks are made every round, with the difficulty increasing +1 each round. For example, you are helping a farmer to get his livestock out of a burning barn. You hold up a central support (using the MGT application of athletics skill talent) while the farmer clears the building. The DT of the MGT +athletics roll in the first round is 6, but this increases every round by +1. The Mythweaver determines that the farmer needs 5 rounds to totally clear the barn out, meaning that you need to make five MGT +athletics rolls of escalating difficulty: DT 6 in the first round, 7 in the second round, 8 in the third round, 9 in the fourth round, and 10 in the fifth round. If you fail any of these rolls, your strength has given out and the roof caves in, dealing damage to every creature still in the barn.

Falling

Falling rules are covered in the athletics skill talent description. You suffer 1 point of damage per foot fallen, less your DEX + total athletics skill talent rank bonus.

Gaze Attacks

If you do not make an effort to avoid the gaze of a creature with a gaze attack, you automatically make eye contact and are subject to the attack. If you avert your eyes, the target receives a +4 bonus to all resist rolls against your actions. A botched action roll indicates that you inadvertently meet the gaze of the beast, even if you were going out of your way to avoid the gaze.

Improvised Weapons

An improvised weapon has a default damage rating of +1, and a default delay of 15. If you pick up a chair in a tavern brawl, you are going to deal level die +MGT +1 damage with it, and you are going to have to wait 15 segments to swing it again.

Some improvised weapons may be slightly more effective (a wooden board with nails sticking out of it may deal +2 damage), but would still be slower than comparable true weapons. Improvised weapons are never more effective than objects designed for use as weapons. You cannot score a critical success when using an improvised weapon.

Morale

At the end of every combat round, allies of the heroes (who are not controlled by a player) and/or enemies that the heroes are fighting may have to roll morale. Roll morale if either side has suffered the loss of a sizeable portion of its force, even if these forces are only unconscious or temporarily removed from combat. Morale is a WIL roll, with the DT based on the situation. Success indicates that the creatures rolling morale stay in the combat, while failure indicates that they turn and flee at the beginning of the following round. The Mythweaver should make one roll for the entire group. A group of eight goblins will all either stay and fight as a group, or turn and flee together, depending on the result of one morale check. The Mythweaver should not roll individually for each creature in the fight. This is not considered an en masse roll (see page 57), and a single roll is made for one creature unadjusted.

The Mythweaver may decide to make individual morale checks for mixed encounters- a group of three ogres and seven hobgoblins may break up when the hobgoblins fail their morale check and turn, while the ogres square their jaws and continue to wade into combat. The DT is based on the rank of the most powerful opponent. If the heroes are all expert rank characters, a normal morale roll for their foes is DT 10.

Morale Difficulty Targets

DT	Situation
Lesser	Targets have suffered a loss of over 50% of their health, or the loss of up to 25% of their force.
Normal	Targets have suffered a loss of 25% to 50% of their force, or the loss of their leader.
Greater	Targets have suffered the loss of over 50% of their force and the loss of their leader.

Regeneration

Regeneration is effective against most wounds, although some damage types will disrupt regeneration:

- Elemental damage (from fire, cold or lightning) and damage from wilding magic disrupts regeneration for 1 turn. A creature suffering elemental damage cannot regenerate this damage for 1 turn, although

other damage sustained that is not elemental in nature is still regenerated normally. Wilding magic completely disrupts regeneration so that it cannot operate for 1 full turn.

- Creatures with innate regeneration who are granted additional bonuses to regeneration receive the best benefit available. If your level 3 wood troll myrmidon (normally regenerating 2 health at the end of every round) drinks a potion granting 6 points of regeneration per round for 1 turn, he will receive the potion's effect for 1 turn (since it is superior to his innate ability), and will revert to his normal regeneration after the potion runs its course.
- Regeneration applies at the end of every round, including a surprise round.

Subduing a Target

You may elect to enter combat to subdue rather than kill your target. Subdual combat works exactly as other combat, although a target at 0 health (or lower) surrenders rather than being killed. You must state your intention to subdue a target at the beginning of combat. Once you have elected to attempt to kill a target, you may not change to subdual damage. When you elect to fight to subdue rather than to kill a target, you may not score critical damage or use signature moves.

Subdual combat is often used for duels between friendly opponents. Two student wizards learning how to use magic or two knights challenging each other to swordplay will attack to subdue.

A subdued target remains subdued for 1 full turn. For example, if the heroic group subdues a basilisk, they have 1 turn after defeating it to prepare it for travel (blindfolding it, binding its limbs, and loading it on a cart) before it awakens ready to resume fighting. After 1 turn, the creature that was subdued recovers to full health.

Note that if any attack upon a target is made to kill rather than subdue, all damage sustained to that point becomes normal damage, and subdual is no longer possible. For example, a knight of evil heart duels his opponent fairly until the end of the fight, at which time he changes his intention and delivers a killing blow.

Vision

Without night vision, you must have some other source of light when underground or adventuring at night. Torches and lanterns shed light in a U+1 AOE, and lanterns are further able to cast a focused beam of light up to 3 units. Non-humans have night vision that allows them to see even in total darkness, but human characters need some form of light in order to function at full capability. If you are not able to see, you suffer a penalty of +4 to all DTs (including attacks). If you attempt to pick a lock with a DT of 12 in complete darkness, you do so at DT 16. Any light (from a torch, lantern, spell or magical item) disrupts night vision, making it unusable while the creature with night vision is within the area of effect of the light.

Chapter Four: Talents

You measure your training in all talents using ranks; you could be an expert of melee, a master of arcanum, or a paragon of burglary (or eventually all 3!). The base bonus that you receive in any talent is equal to your character level. If you are level 4, any talent you have is limited to a total bonus or rating of +4. This is modified by two factors:

- The rank of talent training sets the **maximum bonus** you receive for a talent. If you have a talent at apprentice rank, the best bonus you can receive from that talent is +3, because 3 is the maximum level bonus for apprentice rank talents (see below).
- You add +1 to this level bonus if you purchase a talent at any rank above your character rank. For example, as a level 4 character (adept rank), if you take expert of armor, you receive +1 to your level to determine your maximum bonus. Even though you are only level 4, your bonus to use this talent is +5. When you move to level 6 (an expert rank character), your talents stays at +6, since you are now of the same character rank as your talent. You do not receive the +1 level benefit until you move to master of the talent as an expert rank character.
- There is no limit to your talent rank based on character rank. As an adept rank character, you could conceivably be a paragon of a talent, although your return on this investment will be minimal. In general, you will realize little if any benefit from taking a talent more than one rank ahead of your current character rank, and you will be better off purchasing other talents instead.
- Your RM is unaffected by purchasing talents at ranks above your character rank. At level 7, if you purchase master in a talent, your RM remains 3, and any bonus or effect related to RM is still capped at 3.
- Each rank places a maximum bonus from traits to result (including damage) rolls. For example, as an apprentice of melee, your maximum bonus from MGT is +3 to damage rolls when using melee weapons that allow a bonus to damage from MGT, even if your MGT is better than 3. This is not limited by level. If, as a level 2 myrmidon, you are an adept of melee, you may add your MGT (up to +6) to result (damage) rolls made with melee weapons linked to MGT. Action rolls are unaffected by this limit. As a level 3 mystic with apprentice of elemental lightning and INT 7, you roll D8+7 for elemental lightning action rolls, and D8+3 for elemental lightning result (damage) rolls. This same limit applies to melee arms talents and linked traits when determining damage.

Talent Rank Limits

Rank	Maximum Bonus
Apprentice	+3
Adept	+6
Expert	+10
Master	+15
Paragon	No Limit

Arms Talents

For arms talents:

- Your maximum allowed damage bonus from a weapon is limited to your level.
- Your maximum allowed bonus to damage from a linked trait is limited to the maximum bonus by rank. This is not adjusted by level. As an apprentice of melee, you add 3 points (if your MGT is 3 or better) to damage rolls with most melee weapon attacks, even at level 1. If, as a level 1 character you have melee of adept, you take up to +6 to damage from MGT, if applicable.
- Your maximum allowed enchantment bonus (from magic) is equal to your RM+1.
- Your maximum allowed imbued bonus (from magic) is equal to your RM +1.

For example, as an adept rank character:

- With apprentice rank talent in melee, your maximum weapon bonus is +3. If you pick up a sword with a damage rating of +6, you only get +3 to damage from this weapon (your rank maximum bonus), and you only get up to +3 from your linked trait. You can pick up and wield a mighty two-handed sword with a damage rating of 20 as an apprentice of melee, but you are only going to get +3 to base damage from it, you'll still be capped at +3 from your MGT, and its great size is going to slow you down considerably. You could still get the magical bonus from such a weapon equal to your RM+1. If this is an enchanted sword +4, you will be able to get the full magical bonus if you are level 6 or better. At level 1, you can pick up and swing this mighty weapon, but your total damage bonus (without adding in your MGT) is +3 (+1 from the limit based on your level, +2 from your RM+1 limit to magical bonuses). It's an impressive weapon... just not in your hands.

Magic Talents

For magic talents, your level is the total damage rating for spells you cast, or for the effects of your spells. As with other talent types, if you have talent at one rank beyond your character rank (you are an adept rank character with expert rank talent in arcanum), you are considered one level higher when casting arcanum spells, although your RM is not modified.

Skills Talents

The total modifier (based on your level) is both the bonus to action rolls with the skill (for things like athletics and lore), and the DT for resisting the skill (for things like influence and stealth). This is further explained in the section on skills.

Arms Talents

This section provides an overview of the basic rules regarding talents in weapons and armor, and the way that these facets of character work in physical combat. Talents are purchased at ranks from apprentice through paragon. Note that all characters begin the game with apprentice rank talent in armor, melee and missile without purchasing any talent ranks.

Armor

You may wear armor and carry shields for protection.

- As an **apprentice** of armor, you gain the full benefits from basic armors like padded and leather armor of up to +3 rating, although you may not carry a shield.
- As an **adept** of armor, you gain the full benefits from light armors like hide and studded leather of up to +6 rating. In addition, you may carry a shield of up to +3 rating, using this to further protect yourself.
- As an **expert** of armor, you gain the full benefits from medium armors like chain mail and scale mail of up to +10 rating. In addition, you may carry a shield of up to +6 rating, using this to further protect yourself. You may use this shield to perform a shield bash once per turn (see below).
- As a **master** of armor, you gain the full benefits from heavy armors like banded mail of up to +15 rating. In addition, you may carry a shield of up to +10 rating, using this to further protect yourself. You may use this shield to perform a shield bash once per turn, and to guard another character (see below).
- As a **paragon** of armor, you gain the full benefits from great armors like plate mail of any rating. In addition, you may carry a shield of up to +15 rating, using this to further protect yourself. You may use this shield to perform a shield bash once per turn, to guard another character, and to ward off attacks from spells and other beast abilities (see below).

Melee

You may wield weapons to be used in melee combat, or to be thrown at targets at range.

- As an **apprentice** of melee, you can use the full abilities of basic melee weapons like daggers and clubs. You add your MGT to damage rolls, with a maximum bonus of +3.
- As an **adept** of melee, you can use the full abilities of light melee weapons like long swords and maces. You add your MGT to damage rolls, with a maximum bonus of +6.
- As an **expert** of melee, you can use the full abilities of medium melee weapons like broad swords and war hammers. You add your MGT to damage rolls, with a maximum bonus of +10. In addition, you may learn a signature move (see below).

- As a **master** of melee, you can use the full abilities of heavy melee weapons like war swords and morning stars. You add your MGT to damage rolls, with a maximum bonus of +15. In addition, you may learn a signature move (see below).
- As a **paragon** of melee, you can use the full abilities of great melee weapons like great swords and mauls. You add your MGT to damage rolls. In addition, you may learn a signature move (see below).
- Note: MGT is the linked trait for all melee and thrown weapon attacks (except with foils; see page 31). You add your MGT (up to the maximum limit based on your talent rank) to damage rolls with thrown and melee weapons.

Missile

You may wield missile weapons against targets at range.

- As an **apprentice** of missile weapons, you can use the full abilities of basic missile weapons like slings and practice bows of up to +3 rating.
- As an **adept** of missile weapons, you can use the full abilities of light missile weapons like short bows and light crossbows of up to +6 rating.
- As an **expert** of missile weapons, you can use the full abilities of medium missile weapons like hunting bows and medium crossbows of up to +10 rating. In addition, you may learn a signature move (see below).
- As a **master** of missile weapons, you can use the full abilities of heavy missile weapons like long bows and heavy crossbows of up to +15 rating. In addition, you may learn a signature move (see below).
- As a **paragon** of missile weapons, you can use the full abilities of great missile weapons like great bows and great crossbows of any rating. In addition, you may learn a signature move (see below).

Advanced Arms Talents

These advanced talents only become available once you achieve talent rank thresholds in other arms talents.

Counter Attacks

Once you have purchased melee at expert rank or better, you may use one talent rank to purchase *counter attacks*. Counter attacks gives you a free melee attack action against any target that rolls a critical failure (natural 1) on a melee attack action made against you. Your counter attack is a free action with a delay of 0, and does not affect your other actions that round. This may be used at will, against any opponent rolling a critical failure. You may only use counter attacks if you are conscious and capable of striking; if you are stunned, paralyzed or bound, you may not use counter attacks.

Parry

Once you have purchased melee at expert rank or better, you may use one talent rank to purchase *parry*. Parry gives you a protective bonus (as a shield, see *shields* below) to be used every round equal to your RM. As an expert rank character with parry, you receive 3 bonus resist points to apply every round to resist rolls against melee, thrown or missile weapon attacks.

Poison

Once you purchase melee or missile at expert rank or better, you may use one talent rank to purchase *poison*. You receive poison at your current character rank, and your access to poison increases as your rank increases. With poison, you may envenom one melee or missile weapon attack per turn, dealing additional damage if the target fails a STA resist roll based on the DT of the poison. Poisoning a weapon is a free action, imposing no additional penalty to delay. Only living creatures may be affected by poison. If a poisoned attack misses or fails to penetrate the target's armor, the poison is used up and may not be attempted again until the next turn. The most common varieties of poison (and their costs per single use vial) are listed below.

Poisons

Your Rank	Sample Poison	Cost/Vial	If your attack deals damage, the target must
Adept	Red Hornet's Sting	1 gold	Make a STA roll (DT 8) or suffer 3 points of damage per round for 2 rounds, in addition to the full attack damage.
Expert	Night Hunter's Poison	3 gold	Make a STA roll (DT 10) or suffer 6 points of damage per round for 3 rounds, in addition to the full attack damage.
Master	Tarantula Venom	10 gold	Make a STA roll (DT 12) or suffer 10 points of damage per round for 4 rounds, in addition to the full attack damage.
Paragon	Diluted Wyvern's Toxin	30 gold	Make a STA roll (DT 16) or suffer 15 points of damage per round for 5 rounds, in addition to the full attack damage.
Legend	Wyvern's Toxin	100 gold	Make a STA roll (DT 20) or suffer 20 points of damage per round for 6 rounds, in addition to the full attack damage.

Quick Strike

Once you have purchased melee or missile at expert rank or better, you may use one talent rank to purchase *quick strike*. With quick strike, you reduce the delay for all combat actions (with any weapon attack) by a rating equal to your RM. As a master rank character with quick strike, you reduce all weapon delays by 4; a weapon with a delay of 11 has a delay of 7 in your hands.

Sundering

Once you have purchased melee at expert rank or better, you may use one talent rank to purchase *sundering*. Sundering allows you to focus all of your attacks for any round in a single great melee swing affecting all targets in a U+1 AOE. You give up all other actions to make a single attack roll with your first action that round. All targets in the area of effect must roll to resist the attack. Any target struck suffers the same damage (you make a single damage roll). This attack may end up scoring critical damage against all, some or none of the targets, depending on their resist rolls. You may use sundering at will, but it may be the only action you take during that round. Once you attempt any other action in a round, you may not use sundering.

Two Weapons

Once you have purchased melee at expert rank or better, you may spend one talent rank to purchase *two weapons*. With two weapons, you may wield two one-handed weapons in combat simultaneously, the second weapon making all rolls at one die lower than the normal rank die you use. You distribute your total bonus between these weapons, although neither weapon may have a rating of better than +15. As a level 12 master of melee, you could wield a sword +10 and a dagger +2, a

sword +8 and a short sword +4, or a pair of swords +6. The two weapons are rolled as separate attacks. Initiative, attack and damage rolls are made for the primary weapon using D12 (your rank die), while the secondary weapon uses D10 (one rank die lower) for initiative, attack and damage rolls. This ratio between the two weapons remains even if you receive a bonus or penalty to dice; if the primary weapon drops to D8 due to a spell or other situational penalty, the secondary weapon drops to D6. The two weapons may be used against different enemies as long as additional enemies are within the same or an adjacent unit. Changing to any action other than attack actions with the two weapons immediately ends any remaining actions for the secondary weapon, and operates normally for the primary weapon. If you stop two-

weapon fighting to drink a potion, you may no longer use the secondary weapon during that round. You cannot use two weapon fighting while also wielding a shield. If weapons have ratings adding up to more than the total rating allowed, you must designate ahead of time the bonuses granted to each weapon. In the previous example, if you have two long swords +8, you may elect to use +7 from the first sword and +5 from the second, since you are limited to a total bonus of +12.

Weapon Listings

The following information pertains to weapons of each type:

- All weapons, armor and shields are listed with a cost, the purchase price of the item. While the costs are for weapons and armor of increasingly better quality and craftsmanship, costs for magical items, weapons, armor and shields of both greater quality and possessing magical enchantments or imbued properties, are higher.
- Not all weapons, armor and shields of every rating will be available in all places. While a large city may have a wide assortment of weapons and armor available for purchase, a single blacksmith in a small town may only have a number of weapons of the lowest ratings (1–6), and may have only a single weapon with a rating of 8; he spent an entire season crafting this weapon, and he is quite proud of his work on this particular piece. Your Mythweaver has more information on whether or not particular items will be available in a community. It is going to be nearly impossible to find any weapons or armor of paragon rank in a village. There are no characters in the vicinity of sufficient rank to require such an item. A paragon sword (rating 15+) may have to be specially ordered and constructed, even in a large city.

Base Armor and Weapon Costs

Rating	Cost	Rating	Cost
+1	1 gold	+11	150 gold
+2	3 gold	+12	200 gold
+3	6 gold	+13	250 gold
+4	10 gold	+14	300 gold
+5	15 gold	+15	400 gold
+6	25 gold	+16	500 gold
+7	35 gold	+17	600 gold
+8	50 gold	+18	700 gold
+9	75 gold	+19	850 gold
+10	100 gold	+20	1,000 gold

Modifiers to Cost

These base costs are modified by a number of factors to determine a total market price:

- **Quarterstuffs** are far less expensive to produce than comparable items. The cost of a quarterstaff is –50% (or half of the listed cost). A quarterstaff +6 costs 12 gold, 5 silver.
- **Foils** require greater craftsmanship and care. Increase the cost for any foil by +20%. A foil +5 costs 18 gold.
- **Armor** requires more raw materials to construct. Double the cost for any armor (+100%). A suit of hide armor +3 costs 12 gold.
- **Crossbows** require special construction. Increase the cost for any crossbow by +20%. A crossbow +10 costs 120 gold.

Enchanted Armor & Weapons

Enchanted armor and weapons have been magically empowered with additional bonuses that affect the base rating of the weapon. Each +1 to the rating increases its cost by an additional x1. A weapon or suit of armor cannot receive a bonus better than its base rating, and mortals are not able to enchant weapons or armor with a bonus of better than +5. For example, a suit of +3 leather armor could have no better than a +3 enchantment, while a suit of +18 plate mail could have no better than a +5 enchantment. Note that magic warding does not reduce or diminish an enchantment bonus; this bonus is absorbed by armor, not by magic warding.

Imbued Armor & Weapons

Imbuing a piece of armor or a weapon magically empowers that item with a property granting an additional bonus. Each rank (or +1) that an item is imbued increases its cost by an additional x1. A weapon granting a +3 damage bonus from elemental fire has a total modifier to the cost of x4. A weapon or suit of armor cannot receive a bonus better than its base rating, and mortals are not able to imbue weapons or armor with a bonus of better than +5. For example, a dagger +2 could have no better than a +2 imbued bonus from fire damage, while a great sword +16 could have no better than a +5 imbued bonus from cold.

The full list of possible ways armor and weapons can be imbued is listed in the treasure section, starting on page 70.

Totaling Costs of Magical Items

The total multipliers from both enchantment and imbued properties are added together, and added to a base of 1. If a sword +10 has a +2 enchantment, and deals +4 damage from magical lightning, the total cost of this weapon is 700 gold (100 gold base x 7 from total bonuses +1).

Weapon Listing Shorthand

Weapons are listed hereafter as +base damage/+enchantment bonus/+imbued bonus (+total damage). If only one bonus is listed (for example, a short sword +3), the rating is the base rating for the item (this sword has no magical bonuses at all).

For example:

The *sword of the fiery guardian* +7/+3/+2 fire (+12 total damage) deals +7 base damage, +3 from its enchantment, and +2 from fire. This weapon deals only +10 against creatures immune to fire or with 2 or more points of fire warding. This weapon may be used to its full potential by a character of level 7 or better with expert or better melee talent.

Armor

Armor is worn protection that diminishes or negates damage from physical attacks. Armor does not protect against areas of effect or toxins (acid, poisons, and gases), against magic (spells, even those that inflict physical damage, bypass armor) or against spell-like abilities (such as breath weapons). Armor is primarily effective against weapon attacks, but also protects against catastrophic physical damage such as that sustained from falling debris, rocks or falling. Armors listed below are the most common types, but different races and societies may develop their own unique armors.

Sample Armor Types by Rating

<i>Talent Rank</i>	<i>Rating Range</i>	<i>Sample Armors</i>
Apprentice	1-3	Leather, padded or robes
Adept	4-6	Ring mail, studded or hide
Expert	7-10	Chain mail or scale mail
Master	11-15	Banded mail or splint mail
Paragon	16-20	Plate mail

* Note that ratings for weapons and armor allow +1 into the next rank. While apprentice rank normally includes ratings 1-2, apprentice weapons and armor have ratings 1-3.

Shields

Shields are not purchased separately, but are automatically gained as you advance in armor talent. Shields lag one rank behind your armor rank. When you are an adept of armor (giving you a maximum bonus of +6), you automatically are an apprentice of shields (giving you a maximum shield rating of +3). This improves with every rank, so that as a paragon of armor, you are also a master of shields (maximum rating +15).

Shields provide you with a pool of defensive points to use every round to add to resist rolls against physical attacks (against melee, thrown and missile weapon attacks). The shield's rating is the number of points available in the defensive pool for that shield. Shields cost the standard rate for items of that rating.

You may use this pool of defensive points as desired. All of these points may be used against any single attack, or points may be distributed among a number of different attacks during that combat round. Shields are usable only against physical attacks. You do not have to declare if points are being used, or how many points are being used, until all other factors in the attack roll (the roll and all bonuses, but not damage) have been considered. If you fail to resist an enemy sword attack by 2 points, you may use 2 points from your pool of shield points to resist that attack. You must decide whether or not to use the bonus defensive points from a shield before damage is actually rolled.

Shields

<i>Armor Talent</i>	<i>Maximum Shield Rating</i>
Adept	+3
Expert	+6
Master	+10
Paragon	+15

Shield Styles

As you purchase greater ranks of armor, you gain special styles for your shield. These are outlined below.

- As an **expert** of armor, you may attempt a *shield bash* once per turn, after you successfully resist an enemy's melee attack made against you. With shield bash, you receive a free action against the target; taken in the same segment you resist the attacker's action. A shield bash stuns the target, forcing an additional delay to the target's next action equal to your level. At level 10, your shield bash will force the target to suffer a delay of -10 to its next action. A shield bash may only be used after any melee attack that you resist, whether or not you use points from the shield's defensive pool to resist. For this style, extra delay segments carry over to the following round. At level 10, if you shield bash a target at segment 6, the target is stunned for the rest of the round and also suffers a penalty of -4 to initiative next round. The target of a shield bash makes a STA resist roll, with a greater DT based on the shield bearer's rank. Resisting the shield bash of a level 11 character (master rank) requires a DT 16 STA roll.
- As a **master** of armor, in addition to shield bash, you may also use your shield to *guard* an ally in the same unit. This style requires no roll, and may be used at will and as often as desired. With guard, you elect to use your pool of points to protect another character, rather than for your own defense. You must declare this at the beginning of the round (before initiative is rolled) and guard then applies throughout the entire round. You must be and remain in the same unit as the character you protect for guard to apply. Once you commit to use your shield to guard another character for the round, that character gains access to your pool of bonus defensive points and you may no longer use them that round for your own protection.
- As a **paragon** of armor, in addition to shield bash and guard, you may use *absolute deflection* once per turn. With absolute deflection, you may use any or all of the existing pool of bonus points for your shield to resist talents and abilities that normally bypass a shield. Examples of attacks that may be resisted with this ability include spells that target you specifically, or areas of effect like breath weapons and other spell-like powers. In addition, this pool may be shared among all characters in the same unit as the shield bearer, although the bearer must use the points first, sharing any remaining points with allies. For example, a dragon breathes on your heroic group. Two of your allies are further back (casting spells and using a bow, respectively),

but two others have run up with you to engage the dragon before it breathes. You have an enchanted shield with a total of 16 points in the defensive pool. You miss your resist roll against the dragon's breath by 5 points; your two allies (a defender and a rake) each fail as well; the defender by 7 points, and the rake by 6. You cannot use the points to defend all three; you have to defend yourself first, but you decide to also share points with the rake. You use 5 points yourself and 6 points for the rake. As a result, you both make your resist rolls now. Although 5 points are left, 7 are needed to aid the defender, so you instead bank these points for later in the round. If used in conjunction with the guard ability, the character that has received the benefits of guard must also receive the first benefits of absolute deflection, before these may be shared with other allies. Absolute deflection allows you to use your shield to deflect spells and area of effect attacks that normally cannot be parried or avoided. This is not effective against gaze attacks, or poisons and diseases, as these either cannot be deflected or physically blocked. Absolute deflection lasts for only 1 round (or until all points are used in that round), and may only be used once per turn. You may decide to use absolute deflection at any time as a free

action, even after initiative is rolled. Once activated, however, its benefit lasts only for the remainder of that round.

Using Shields with Weapons

The larger your shield is, the smaller the weapon is that you will be able to wield with it. The largest weapons (rating 16+) require that they be used two-handed, and prohibit the use of a shield altogether. You cannot carry a mighty two-handed great sword and wield it effectively while also carrying a shield. The total base ratings of your shield and weapon added together cannot exceed 20. If you carry a shield +13, the heaviest weapon you may wield is +7. All melee weapons (except for quarterstaves) may be used with a shield. Slings and crossbows may also be used with a shield, although bows may not.

Melee Weapons

The following are the most common weapons available based on the rating type. Notes about the specific weapon types are listed hereafter.

Melee Weapons

Rank	Base Rating	Delay*	Common Weapons of this Rating
Apprentice	1-3	10	Hand axe, light javelin, short sword
Adept	4-6	11	Medium axe, mace, light flail, short spear, long sword
Expert	7-10	12	Battle axe, war hammer, horseman's flail, broad sword
Master	11-15	13	War axe, morning star, war spear, war sword
Paragon	16-20	14	Great axe, maul, great spear, great sword

*Only foils do not have increased delay at higher ranks (see foils, below)

Linked Trait

You add MGT to damage rolls with all melee weapons except foils (see below).

Axes

Axes are primarily melee weapons. Axes of up to +10 base rating may be used either as melee or thrown weapons, although larger axes may be used only as pure melee weapons. Add MGT to damage rolls with axes.

Blades

Blades are primarily melee weapons. Blades of up to +10 base rating may be used either as melee or thrown weapons, although larger blades may be used only as pure melee weapons. Add MGT to damage rolls with blades. Sample blades include daggers, swords, falcatas and scimitars.

Blunt Weapons

There are two varieties of blunt weapons: basic blunt weapons and quarterstaves.

- Basic blunt weapons are primarily melee weapons. Basic blunt weapons of up to +10 base rating may be used either as melee or thrown weapons, although basic blunt weapons of base rating 11+ may be used only as pure melee weapons. Add MGT to damage rolls with basic blunt weapons. Basic blunt weapons include clubs, maces, war hammers, morning stars and mauls.
- Quarterstaves may be used only in melee combat. Quarterstaves require two hands, meaning that no shield or second weapon may be wielded with a quarterstaff. These weapons are popular due to their low cost, since they are half the cost of other weapons. The wielder of a quarterstaff receives a number of points of parry equal to the RM of melee talent. As an expert of melee wielding a quarterstaff, you receive 3 parry points per round (see parry on page 27). If you also purchase the parry advanced arms talent, as a master rank character you receive 7 total parry points per round (3 from your expert talent in melee, 4 from being master rank). Add MGT to damage rolls with quarterstaves.

Flails

Flails may only be used as melee weapons, and may not be thrown effectively. Add MGT to damage rolls with flails. Flails are especially effective against shield users. The maximum number of bonus resist points from a shield that a target may use against a flail attack is equal to 20– the flail's base rating. A flail +12 limits the target to using no more than 8 total resist points from a shield against any one attack by the flail wielder. A flail +20 makes it impossible for the target to use a shield effectively against attacks made with that flail.

Foils

Foils are melee weapons that focus on speed instead of damage. Foils give no trait bonus to damage rolls, but the delay does not increase with damage rating. All foils have a default delay of 9. A +10 foil deals +10 total damage (with no added MGT) and has a delay of 9. Sample foils include dirks, rapiers and sabers.

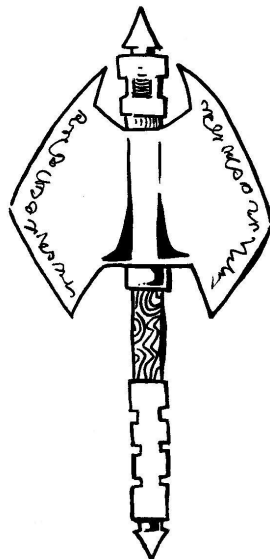
Piercing Weapons

Piercing weapons provide great versatility, since they may be used as either melee or thrown weapons at any rating. Often, poorer armies will build their foot soldiery around piercing weapons due to the lower costs of purchasing piercing weapons, and their versatility. Piercing weapons are much cheaper to produce than other weapon types, costing 20% less than comparable weapons. Add MGT to damage rolls with piercing weapons. Sample piercing weapons include javelins and spears.

Missile Weapons

There are three basic types of missile weapons: slings, bows and crossbows. These weapons fire projectiles (stones, arrows and bolts, respectively).

- Slings are the least expensive missile weapons (half cost). Slings have shorter ranges and a maximum base rating of +10, but may be used with shields. Slings have a default delay of 10, regardless of the damage rating.
- Bows are missile weapons of moderate cost, with medium ranges. Bows are purchased at the normal costs. Bows have a default delay of 9, regardless of the damage rating. They may not be used with a shield.
- Crossbows are the most expensive missile weapons, but have greater ranges and may be used with shields. Crossbows are purchased at +20% to the base cost. Crossbows have a default delay of 10, regardless of the damage rating.



Missile Weapons

Rank	Rating	Sling Range	Bow Range	Crossbow Range
Apprentice	1-3	2 units	3 units	4 units
Adept	4-6	3 units	4 units	5 units
Expert	7-10	4 units	5 units	6 units
Master	11-15	--	6 units	7 units
Paragon	16-20	--	7 units	8 units

Missile weapon ranges are listed as the base range for the weapon before a range penalty applies. Penalties are given as a bonus to resist rolls against the weapon. For example, a bow +8 has a range of 5 units. You make attack rolls against targets within 5 units with no penalty. If you try to hit a target 10 units away with this bow, the target gets +5 to the resist roll to avoid your attack.

Signature Moves

Signature moves are specialized combat maneuvers that you learn as you progress further in weapons talents. Signature moves are earned with either melee or missile weapons, granted for free as you achieve expert, master and paragon ranks in either melee or missile (or both; see below).

- You may have up to 3 different signature moves.
- When you progress to expert of melee or missile weapons arms talent, you learn your first signature move. The rank of this signature move is set at *lesser*.
- When you progress to master of melee or missile weapons arms talent, you learn a second signature move. The rank of your initial signature move increases to *normal*, and the rank of your new signature move is set at *lesser*.
- When you progress to paragon of melee or missile weapons arms talent, you learn a third signature move. At this time, the first signature move you had taken increases to *greater*, the second increases to *normal*, and the new signature move is set at *lesser*.
- You may attempt to use each of your signature moves once per turn, with any attack action roll using a weapon listed with that signature move. If you are a paragon of melee with a greater, normal and lesser signature move, you may attempt each of your three signature moves once per turn.
- The DT of successfully landing a signature move is the resist roll of the target + the RM of the target. If you attempt to use your armor piercing signature move against a basilisk (a master rank beast), and the basilisk rolls 12 on the resist roll against the attack, you need to roll a 17 or better to land the signature move (12 + its RM of 4 is DT 16, and as the attacker you need to roll better than the DT to succeed; ties go to the defender on the use of signature moves as well).

- It is possible for a signature move attempt to still result in a successful hit without the benefits of the signature move. In the example above, a total attack action roll of 12 or lower is a miss, 13-16 results in a normal hit, and a roll of 17 or better is a hit along with the signature move style effects. Using this same example, a total attack action of 24 or better results in a critical hit and the use of a signature move. Signature moves that score critical damage gain no additional benefit to the move.
- Multiple uses of the same signature move do not stack. If a target is already suffering from a blood letter, another use of blood letter by a different character will be ineffective until the first has run its course.
- Signature moves are purchased with your arms attack type of highest rank. If you move to expert of melee and take lesser focused strike, you do not gain an additional signature move when you move to expert of missile. If you then move to master of missile, you may take any other signature move at lesser, and focused strike moves to normal, even though missile was not the talent you used to purchase it originally.
- Be aware that most signature moves are only usable with certain weapons. If you wield a bow and a sword (blade), your impede reaction style will only work with your bow. It is possible to purchase impede reaction when you become an expert of melee, because you could potentially still wield a blunt weapon with this style, and may begin carrying a mace to take advantage of this signature move.

Ranks of Signature Moves

Your rank in a signature move determines the maximum effectiveness of that signature move.

- **Lesser** signature moves are limited to no better than level 6 and/or RM 3 effectiveness.
- **Normal** signature moves are limited to no better than level 10 and/or RM 4 effectiveness.
- **Greater** signature moves are limited to no better than level 15 and/or RM 5 effectiveness.

Signature Moves

<i>Move</i>	<i>What It Does</i>	<i>Usable With</i>	<i>Limitations</i>
Armor Piercing	Reduces the armor rating of the target by a number of points equal to your RM. Natural armor is ripped or rent, while worn armor has straps cut or bindings severed. Repairing broken armor takes 1 turn. Natural armors recover at the end of 1 full turn.	Axes Foils	Does not affect creatures with 0 armor rating; will not reduce armor below 0.
Blood Letter	Continues to deal damage after your initial strike. The target takes bleeding damage equal to your level every round, for a number of rounds equal to your RM.	Blades Piercing	Only affects blooded living targets.
Disarm	Forces the target to drop a weapon, shield, wand, or other held item, casting the item D4 units away. Determine direction rolling D12 and visualizing a clock (12 is directly ahead of you, 6 directly behind you).	Flails Foils	Only affects targets holding an item (weapon, shield, wand, etc.).
Focused Strike	You add your level x2 to the subsequent damage roll. (for example, a level 9 character adds +18 to the damage roll if this is a normal or greater rank move).	Any	None.
Impair Attack	Gives all creatures fighting the target a bonus to resist rolls against physical attacks made by that target. The bonus is equal to your RM, and lasts for a number of rounds equal to your RM.	Axes Piercing	Does not affect magical attacks.
Impede Reaction	Slows the target, imposing a penalty to all action delays (including move) equal to your RM for a number of rounds equal to your level.	Missile Blunt	None.
Stunning Strike	The target is stunned by your attack, suffering a delay (in total segments) to its next action equal to your level. This will carry over between rounds.	Blunt Flails	None.
Weaken Defenses	Gives all attackers a bonus equal to your RM with all physical attack actions against this target, for a number of rounds equal to your RM.	Blades Missile	Does not affect magical attacks.

For example, as a level 11 character:

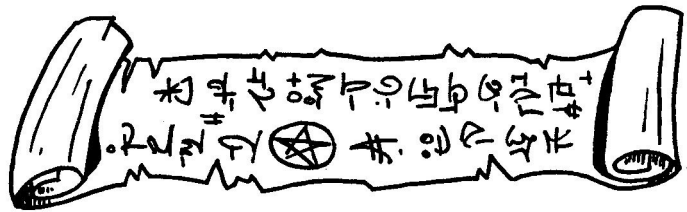
- Lesser focused strike deals +12 damage (maximum level 6 multiplied by 2)
- Normal focused strike deals +20 damage (maximum level 10 multiplied by 2)
- Greater focused strike deals +22 damage (your level 11 multiplied by 2)

Magic Talents

This section provides rules regarding talents in magic, and the way that this facet of character works in play. Talents are purchased at ranks from apprentice through paragon. Magic includes all of the attributes of manipulation and control of the supernatural, primal and other-dimensional worlds. Talents may be purchased in 5 ranks.

Ranks of Magic Talent Training

Rank	Spontaneous Spell Delay
Apprentice	11
Adept	12
Expert	13
Master	14
Paragon	15



Magic Talents

Talent	Trait	Notes
Arcanum	REA	Arcanum magic deals with the manipulation of pure magical forces. A study of arcanum is widely considered the foundation of 'true' wizardry.
Darkness	ASP	The forces of evil use darkness magic for malevolent purposes. Only characters of negative ASP have access to darkness magic.
Deeping	WIL	Deeping is old magic forgotten by men, but remembered by the creatures living within the earth. Of the heroic races, only dwarves, narglyn and orks have access to deeping magic.
Elemental	INT	Elemental magic is the oldest of magic, used to manipulate the primal elements of creation. Characters are able to manipulate 1 of the following 3 elements as options in this spell talent: cold, fire or lightning. The player must select which of the 3 the character has access to; a character taking both cold and fire elemental magic must purchase these as separate talents.
Light	ASP	Light magic is the magic of the church of Yahalla and of the demigods who remain faithful to her work and service. Only characters of positive ASP have access to light magic.
Psionics	WIL	Psionic magic is the magic of the mind, used to manipulate the physical world as well as the thoughts and actions of other living creatures.
Wilding	INT	Wilding magic is concerned with the natural world. Of the heroic races, only brownies, humans, elves (both types), half elves, gnomes and trolls have access to wilding magic.
Illusion	REA	Illusion is an optional magic talent. Ask your Mythweaver if heroes are allowed to use illusion.

Quick Spell

Once you have purchased expert rank or better in any magic talent, you may spend 1 talent rank to purchase *quick spell*. Quick spell allows you to reduce the delay for all casting actions by a rating equal to your RM. If you are level 7, you reduce all casting delays by 3. For example, a spell with a delay of 11 will have a delay of 8 when you cast it. You apply the bonus from quick spell to all spells cast, including baseline and spontaneous spells. You do not apply this bonus to spell effects cast using objects or items you wield (like a wand or staff).

Types of Spells

As a caster, you have two types of spells available to you: baseline spells/buffs and spontaneous spells (including counter spells). With each spell talent, the baseline spell and the baseline buff are listed at the top of the talent description and spontaneous applications are listed thereafter.

In Del Anon

Three distinct levels of spell proficiency exist among the casters of Del Anon. As a dabbler, you may learn apprentice and adept rank spells. You may dabble in magic without any particular affiliation or special requirement. However, once you seek access to expert-rank magic, you must join an order specializing in that spell field, passing a test or undergoing an initiation to earn the right to wield the more powerful magic. For example, the Ice Wizards of the Vale grant both arcanum and elemental cold magic, and if you join this order and complete its initiation tests, you will be allowed to access expert and master magic in both arcanum and elemental cold talents. Once you seek paragon rank in a spell field, you must undertake a personal quest to earn the right to access this magic. For example, druids who seek paragon of wilding must spend 40 days alone in the wilderness, facing a great challenge alone. The specific challenge is a closely guarded secret, likely including the defeat of a powerful foe.

Baseline Spells

Baseline spells are the core spells that come with your magic talent(s). Their powers and effects are predetermined based on your talent and level. Baseline buffs are magical bonuses you may give to yourself and your allies. Each magic talent comes with one baseline spell and one baseline buff.

- Baseline spells are direct damage (or alternately damage/healing) spells.
- Once you purchase a magic talent, you have an unlimited number of these spells available to you, and you may cast these at will.
- You have a default delay of 10 when casting baseline spells.

Baseline Buffs

A buff is an ongoing bonus you give to yourself and your allies. Each spell line comes with one trait or resist that you may buff (provide a bonus to). This is a pool of points that you may spread among all allies. The following rules govern the use of buffs:

- You have a number of points of buffs equal to your level, but limited by your spell talent. For example, as an expert of a talent, you have a number of buff points to distribute equal to your level until you get to level 11, at which time your total is capped at 10 until you increase your magic talent.
- You may give all points to a single ally, or you may distribute these points among many allies. This is the total number of points you have to distribute at one time. As a level 6 expert of elemental cold, you may distribute 6 bonus points of MGT among allies. This is limited by your maximum buff per target cap based on talent. As an expert in cold, you may grant no better than +3 to any one target.
- As the caster of a buff, if you fall unconscious or die all buffs you have cast immediately drop. If a recipient of one of your buffs falls unconscious, the buff continues to work and will still be active if and when the recipient is revived, as long as you remain conscious (a stunned or mesmerized character is still conscious).
- Buffing an ally is a standard casting action, with a default delay of 10. Targets must be within range to receive a buff.
- Buffs are effective up to 1 mile per caster level.
- Bonuses from buffs are bound by the same limitations as with magical items. A buff will stack with a magical item granting bonuses, although a character is still limited by the normal level caps (see page 58). For example, a level 10 character may receive no better than a +5 magical bonus in any trait. If you are wearing a ring that grants +3 to DEX, you may receive a buff from a wielder of elemental lightning of +2 more, taking you to +5, the cap for the level.
- You have a default delay of 10 to cast a baseline buff.
- You may choose to remove a buff from a target as a free action. You cannot diminish a buff once cast.

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For example, you cannot choose to reduce the buff on an ally from +3 to +1 to free up 2 points for another ally. You have to fully remove the buff from the first target and then cast the redistributed points as separate actions.

In Play

Most casters will distribute buffs among the members of the team. It is recommended that your hero group develops a 'standard' buff distribution, so that everyone knows what buffs are typically cast. In unusual situations or for special needs, you can always cancel and redistribute buffs, but it is a good idea to set up a standard distribution so that you are always taking full advantage of your abilities. This way, it is assumed that the first thing your character does in the morning is distribute buffs among allies.

About Talent Ranks

While the basic damage you deal with baseline spells is not a function of talent rank, the upper limit of damage potential or effectiveness is. The effective range of baseline spells is based on talent rank.

<i>Rank</i>	<i>Maximum Level or RM*</i>	<i>Baseline Spell & Buff Range</i>	<i>Maximum Buff per Target</i>
Apprentice	Level 3/ RM 2	3 units	+1 (or +4 to health)
Adept	Level 6/ RM 3	4 units	+2 (or +8 to health)
Expert	Level 10/ RM 4	5 units	+3 (or +12 to health)
Master	Level 15/ RM 5	6 units	+4 (or +16 to health)
Paragon	None	7 units	+5 (or +20 to health)

*This is the maximum level bonus or RM for a spell's effectiveness. For example, as a level 10 character casting an eldritch dart, you would deal +10 damage as an expert of arcane magic, but would be limited to a total bonus of +6 if only an adept, and a total bonus of +3 if an apprentice.

About Spell Ranges

Spell ranges for baseline attack spells work like missile weapons. The listed range is the maximum range without the target receiving a bonus to resist rolls against the spell. For example, if you use a baseline attack spell of apprentice rank against a target 5 units away, the target receives +2 to the resist roll. This range is also the maximum range to cast a buff on a target. As an apprentice, you may only buff an ally within 3 units.

Spontaneous Spells

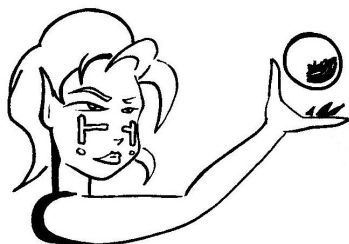
While your baseline spells and buffs are the spells you will use most often, magic is far more powerful and flexible than just providing a bonus or allowing you to deal ranged damage to foes. Spontaneous spells are those other wondrous and unique applications of your magic talent. You attempt spontaneous spells based on the specific situation, tailoring the spell effect to the circumstance. Spontaneous spells take longer to cast than baseline spells, have a chance of failing, and are limited in how often they may be used. You receive a number of spontaneous spells per turn equal to the talent RM. As an expert of arcanum of level 6 or better, you may attempt 3 spontaneous arcanum spells per turn, in addition to your baseline spell and baseline buff. Spontaneous spells:

- Have an escalating delay based on the spell rank (see page 33).
- Have a standard DT of the appropriate rank. As a caster, you may choose to ‘downgrade’ a spell below your trait rank to increase your chance of success (as an expert of arcanum, you may choose to cast a spontaneous spell of adept rank), and therefore you make the attempt using a lower DT (in this case 8, the DT of an adept rank spell or effect).

Spell Properties & Rank Modifiers

Modifier	Range	Duration	AOE	Damage/Result	Effects
–1 Rank	Point Blank	N/A	N/A	N/A	N/A
+0 Ranks	Up to 3 units	Instant or up to RM rounds	1 target	Up to +1/+0	None
+1 Rank	4-6 units	Up to 1 turn	U	Up to +3/+2	Lesser (Apprentice)
+2 Ranks	7-9 units	Up to 1 hour	U+1	Up to +6/+3	Minor (Adept)
+3 Ranks	10-12 units	Up to 1 day	U+2	Up to +10/+4	Intermediate (Expert)
+4 Ranks	13-15 units	Up to 1 week	U+3	Up to +15/+5	Major (Master)
+5 Ranks	16-20 units	Up to 1 season	U+4	No limit	Greater (Paragon)

- Point blank range means that the spell is either centered on the caster or on a creature the caster touches (no specific action roll is required to touch, but the caster must be in the same unit as the target).
- AOE stands for area of effect, and uses the designations for areas of effect as defined in the section on time and the combat system.
- Damage/result is equal to the level or RM of the caster, up to a maximum based on rank. For example, a damage or result with a +2 modifier grants a bonus up to level 6 and/or up to RM 3.
- Examples of effects within that spell talent are listed in the spontaneous spells listed with each talent.



Ranks of Spontaneous Spells

The more powerful a spell is the more ranks you build it on. Spell ranks derive from a number of properties. While some spells simply deal damage, there are many other properties that can impact the total rank of the spell.

Spells That Deal or Heal Damage

The effectiveness of a spell increases as the number of ranks you place into the damage/result property increases. As a base, any spell is going to deal or restore a number of points equal to your rank die roll. As a level 10 caster, you are going to deal D12 base damage with any offensive spell you use. If you place 3 ranks into the damage property of this spell (up to +10), this spell is now going to deal D12 +10 damage.

About Trait Bonuses & Spells

Since traits are not added to spell damage, the favored trait bonus never applies when rolling spell damage or results. As a level 11 caster with the favored trait of REA, you roll D16 to attack with your arcanum spells, but you roll D12 for damage.

In Del Anon

Before the Great Reckoning, magic had reached its pinnacle. Magi had emerged, solidifying all beliefs and perfecting all properties of magic, utterly subduing it to the will of man.

During the Great Reckoning, the old teachers died or were consumed by evil, their secrets and knowledge lost in the cataclysm that followed. After the realms resettled magic was re-discovered, sometimes operating under new or different rules. This process of rediscovery is ongoing. While the laws of magic were ordered in the old universe, the new Splintered Realm has inconstant laws between (and sometimes within) realms in regards to the workings of magic. The way that a character understands and uses magic in his or her home realm may vary wildly as he or she travels.

Since the process of shaping magic is ongoing, new initiates are constantly faced with the task of re-inventing and re-defining the laws of magic for their homeland.

Determining Spell Ranks

The total rank of a spell is determined based on all of the property modifiers added together. A paragon spell (built on 5 ranks) could do any of the following:

- Affect 1 target up to 6 units distant for 1 turn with an intermediate (expert rank) effect.
- Instantly deal +level (up to +10) damage to all targets in a U+1 AOE up to 3 units distant.
- Instantly deal +level (up to +10) damage to all targets in a U+2 AOE centered on the caster (a point blank area of effect attack).

For example, as an expert of elemental fire, you want to throw a bolt of elemental flame at a group of enemies standing 4 units away. All targets are in the same unit. You decide to use a spontaneous spell. The targets are less than 6 units distant, but more than 3 units, so you add 1 rank to the spell total. The duration is instantaneous, and there are going to be no side effects; neither of these factors adds to the rank total. The spell will fill an entire unit, so this adds +1 to the total rating of the spell. Since you are an expert, you can cast spells built on 3 ranks, leaving you 1 rank remaining beyond the 2 you've already used. You use this for damage, modifying the damage to +3 (in addition to the level die damage base). Since it is expert rank, the DT of this spell is 10; if you roll 10 or better the spell works, although all targets are still allowed a resist roll.

Even a spell that requires no resist roll, like a healing spell or one that imbues an ally with a bonus, requires a roll against the DT when cast as a spontaneous spell. You may elect to cast this as an adept spell, lowering the damage bonus to +1 and lowering the DT to 8. In any case, all targets still get to roll level die +INT to resist the spell normally. Even if the DT is equaled or exceeded, the resistance roll of the target may still cause the spell to fail. Conversely, if the DT is not met (you roll a total of 6 on the action roll), the spell fails to affect the targets, and no resist roll is required.

Thought Process

The benefit to a balance of baseline and spontaneous spells is that they allow casters to be creative with magic during the game based on specific situations that arise, but don't force the player to constantly determine how effective a particular spell is going to be in a situation. Most of the time, the spell that a hero casts is going to have predetermined statistics; only a handful of spells are created 'on the fly' in this way.

Counter Spells

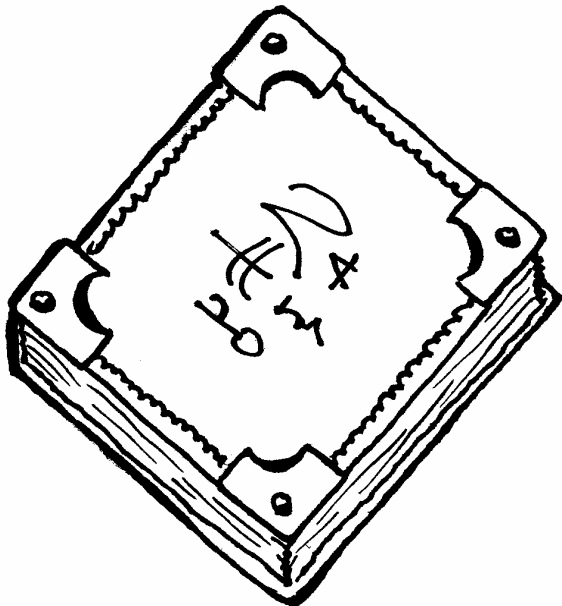
Once you purchase expert rank or better in any spell talent, you may attempt a counter spell. Access to counter spells does not require an expenditure of additional talent ranks. The following rules govern the use of counter spells:

- A counter spell is a casting action with a greater DT based on the rank of the spell or effect you want to counter.
- A counter spell requires you to use 1 of your available spontaneous spells of any spell talent. You must have at least 1 unused spontaneous spell left that turn to attempt a counter spell.
- You must declare which talent's spontaneous spell is being used when the counter spell is attempted. You may choose any available spontaneous spell to cast a counter spell. If you have 2 available wilding spontaneous spells and you choose to use 1 to attempt a counter spell, you now have 1 remaining spontaneous wilding spell remaining that turn.
- You roll a counter spell using the linked trait of the spell you are attempting to counter. If you try to counter an arcane spell, you roll level die +REA, regardless of what spell talents you have. If there is no linked trait, you automatically default to your highest trait when casting a counter spell (using your favored trait die, as applicable).
- You may choose to use a counter spell to 'debuff' a target. A debuff has a difficult DT based on the target's rank (not the original caster's). If successful, the debuff cancels all baseline buffs affecting the target.
- Counter spells may be used to cancel a spell as an attacker casts it at you or at one of your allies. You must delay your action, choosing to act in the same segment as the opposing caster, but receiving the normal bonus for intentional delays (up to a total bonus equal to your level). You roll your counter spell action before the opponent rolls the spell action roll. If you succeed, the target's spell never happens, and your opponent's action is lost as if the spell had worked. On a successful counter spell, the target never makes the action roll. The DT is based on the rank of the target's talent rank (of the spell being cast).
- If the spell you are attempting to counter is in your favored talent, you use the improved die to attempt to counter it.
- If you are using a counter spell to dispel a timed spell effect, success indicates that the spell ends immediately.
- If you are using a counter spell to dispel a permanent spell effect, success indicates that you have negated the spell effect for 1 full turn, but after this time it will return to its previous state.
- A counter spell has a default delay of 10, although may be affected by quick spell.
- A counter spell has a maximum range equal to your RM +2. As a level 7 caster, you may cast counter spells up to 5 units.

In Play:

As a level 17 defender with master of light magic, you have fought your way into the tomb of a lich. You discover that the door to the lich's tomb is protected by a powerful spell of darkness, cast at paragon rank. You decide to use 1 of your spontaneous spells to try and negate the ward. You roll level die +ASP (since this is a darkness spell), with a DT of 20 (the greater DT of paragon rank). You roll a total of 22, and are able to negate the magic for 1 turn.

As you move through the door, the lich is waiting for you and surprises your group. He casts a darkness spontaneous spell, immediately dealing considerable damage to your whole group. You decide that he cannot be allowed to do this again, and you prepare to cast a counter spell against his next action. You spend a hero point on your initiative roll so that you can be ready to counter the lich's first action. Your total initiative result is 24 and the lich's is 21. You intentionally delay your first action 3 segments so that you can take a simultaneous action with the lich. He goes at 21 and gestures to cast an arcane spell. You roll level die +REA (the linked trait of an arcane spell) with a DT of 16 (since the spell he is casting is master rank, and the greater DT of a master spell is 16). You roll 10 on the die + your REA of 4 brings you to 14, but the +3 from the intentional delay brings the total action roll to 17. You successfully disrupt his spell before he casts it, and he stands staring at his clawed hands in disbelief as the rest of your group closes in for combat.



Thought Process

Counter spells add a wrinkle to magical combat and provide another strategic option for spell casters. The intention with the magic system is that it is flexible enough to allow casters to create a myriad of magical effects, that these effects are balanced, and that the use of magic provides minimal disruption to the flow of the game. Being a spell caster should never devolve to standing around and throwing your baseline spell every action for every turn of every combat. Each encounter should allow the caster to tailor how and when spells are used to outmaneuver an opponent. The strategy you employ to fight a tribe of goblins, a tomb creeper spider or an enemy spell caster should all be different. These rules provide a wide framework and a number of options to spell casters while keeping the paperwork to a minimum.

Magic Talent Listings

Each magic talent type is listed with the primary applications and limits of the talent, followed by a listing of sample spontaneous spells for the type, with several for each talent rank. While you may use any listed spontaneous spell effect, you are also free to create modified versions of these spells, or new and different spells using the guidelines presented herein. Remember that all spontaneous spells require an action roll. New spontaneous effects must be approved by your Mythweaver.

In Play

As a level 10 mystic, you have the following magic talents (having spent 1 of your bonus talent ranks in magic, for a total of 6 ranks): elemental cold (expert); psionics (adept); wilding (apprentice). You have the following spontaneous spells available to you every turn:

- 3 spontaneous elemental cold spells at expert rank (or lower, if you so choose).
- 2 spontaneous psionics spells at adept rank (or lower, if you so choose).
- 1 spontaneous wilding spell at apprentice rank.
- You may use any of these spells to attempt a counter spell.

Arcanum (Arcane Magic)

Arcanum (arcane magic) deals with the manipulation of pure magical forces. A study of arcanum is widely considered the foundation of 'true' wizardry. Arcanum uses REA as the linked trait.

Baseline Spell: Eldritch Dart

You emit a dart of arcane energy that deals level die +level (limited by talent) arcane damage to one target. Each successful use of this spell drains 1 point of magic warding, up to your level (limited by talent). As a level 6 caster with adept arcane magic, you could cancel up to 6 points of magic warding on a target, after striking with this spell 6 times. This penalty is applied before you roll damage.

Baseline Buff: Magic ward

You receive a pool of bonus points equal to your level x4 to distribute among allies. Magic ward acts as armor against spell damage.

You may use arcane magic to:

- Emit bolts of pure magical energy (eldritch).
- Open rifts in creation allowing you to conjure items or move trans-dimensionally.
- Manipulate pure magical energy.

Effects marked with (*) allow the target to roll level die +REA to resist.

Arcanum Spontaneous Spells

As an **apprentice** of arcanum magic, you receive 1 spontaneous spell per turn, and could use this to:

- Pick or seal a lock you touch at level die +REA +1 effectiveness for 1 turn.
- Instantly detect the presence of all magical energy within 3 units.
- Deal level die +level (up to +3) eldritch damage to all creatures in the same unit as you are in. *
- Repair a broken object of up to level 3 you touch.

As an **adept** of arcanum magic, you receive 2 spontaneous spells per turn, and could use these to:

- Pick or seal a lock you touch at level die +REA +level (up to +3) effectiveness for 1 turn.
- Detect all traps in a U+1 AOE at level die +REA +1 effectiveness.
- Deal level die +level (up to +6) eldritch damage to all creatures in the same unit as you are in. *
- Deal level die +1 eldritch damage to all creatures in a 1 unit AOE up to 3 units distant. *
- Conjure a common item (value less than 10 gold) into your hands; it remains for a number of rounds equal to your RM. After this time, it disappears.
- Move through a dimensional rift to instantly teleport up to a number of units' distance equal to your level (maximum 3). This may also affect a creature you touch. Unwilling targets roll to resist. *
- Repair a broken object of up to level 6 you touch.

As an **expert** of arcanum magic, you receive 3 spontaneous spells per turn, and could use these to:

- Pick or seal a lock you touch at level die +REA +level (up to +6) effectiveness for 1 turn.

- Detect all traps in a U+1 AOE at level die +REA +level (up to +3) effectiveness.
- Deal level die +level (up to +10) damage to all creatures in the same unit as you are in. *
- Deal level die +level (up to +3) eldritch damage to all creatures in a 1 unit AOE up to 3 units distant. *
- Conjure an item (value up to 100 gold) into your hands; it remains for a number of rounds equal to your RM. After this time, it disappears.
- Move through a dimensional rift to instantly teleport up to a number of units' distance equal to your level (maximum 6). This may also affect a creature you touch. Unwilling targets roll to resist. *
- Repair a broken object of up to level 10 you touch.

As a **master** of arcanum magic, you receive 4 spontaneous spells per turn, and could use these to:

- Pick or seal a lock you touch at level die +REA +level (up to +10) effectiveness for 1 turn.
- Detect all traps in a U+1 AOE at level die +REA +level (up to +6) effectiveness.
- Deal level die +level (up to +15) eldritch damage to all creatures in the same unit as you are in. *
- Deal level die +level (up to +6) eldritch damage to all creatures in a U+1 AOE up to 3 units distant. *
- Conjure a finely crafted or unique item (value up to 1000 gold) into your hands; it remains for a number of rounds equal to your RM. After this time, it disappears.
- Move through a dimensional rift to instantly teleport up to a number of units' distance equal to your level (maximum 10). This may also affect a creature you touch. Unwilling targets roll to resist. *
- Repair a broken object of up to level 15 you touch.

As a **paragon** of arcanum magic, you receive 5 spontaneous spells per turn, and could use these to:

- Pick or seal a lock you touch at level die +REA +level (up to +15) effectiveness for 1 turn.
- Detect all traps in a U+1 AOE at level die +REA +level (up to +10) effectiveness.
- Deal level die +level eldritch damage to all creatures in the same unit as you are in. *
- Deal level die +level (up to +10) eldritch damage to all creatures in a U+1 AOE up to 3 units distant. *
- Conjure an exquisite item (value up to 10,000 gold) into your hands; it remains for a number of rounds equal to your RM. After this time, it disappears.
- Instantly disintegrate a single target (or object up to 1 unit in size) within 3 units on a successful action roll. Unwilling targets may roll level die +REA to resist. Non-living targets have a normal DT based on object rank.
- Move through a dimensional rift to instantly teleport up to a number of units' distance equal to your level (maximum 15). This may also affect a creature you touch. Unwilling targets roll to resist. *
- Repair a broken object of up to level 20 you touch.

Darkness Magic

Darkness magic is used by the forces of evil for malevolent purposes. Only characters with a negative ASP have access to darkness magic. Darkness magic uses ASP as the linked trait.

Baseline Spell: Call of Darkness

You emit a shard of darkness energy at a target on a successful action roll. This spell either heals evil targets or deals damage to good and neutral targets. The spell either heals or deals level die +level damage. No action roll is required if used to heal the caster or an ally. Unwilling targets may roll level die +ASP to resist this effect.

Baseline Buff: STA

You have a pool of bonus ranks of STA equal to your level to distribute among allies. Only evil creatures may receive this benefit.

You may use darkness magic to:

- Emit bolts of pure darkness energy, dealing unholy damage to enemies.
- Interact with and manipulate the powers of darkness.
- Restore health to creatures of negative ASP.

Limitations of darkness magic:

- Darkness magic cannot damage or hinder creatures of darkness (negative) ASP.
- Darkness magic cannot benefit creatures of light (positive) or neutral (o) ASP.

Effects marked with (*) allow the target to roll level die +ASP to resist.

Darkness Spontaneous Spells

As an **apprentice** of darkness magic, you receive 1 spontaneous spell per turn, and could use this to:

- Fill the unit you are in with darkness for 1 turn.
- Automatically detect the presence of good creatures and objects in the same unit.
- Increase the damage rating of a weapon you touch by your RM (maximum +2) for 1 turn, temporarily turning that weapon into an unholy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (maximum +2) for 1 turn, temporarily turning that armor or shield into an unholy item.
- Control 1 undead or demonic creature within 3 units for 1 turn. *
- Give an unholy shout, filling the same unit as you are in with darkness energy dealing level die +1 damage to all good and neutral targets, and restoring this as health to all evil targets. *

As an **adept** of darkness magic, you receive 2 spontaneous spells per turn, and could use these to:

- Fill a U+1 AOE around you with darkness for 1 turn.
- Automatically detect the presence of good creatures and objects in a U+1 AOE.
- Increase the damage rating of a weapon you touch by your RM (maximum +3) for 1 turn, temporarily turning that weapon into an unholy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (maximum +3) for 1 turn, temporarily turning that armor or shield into an unholy item.
- Control 1 undead or demonic creature within 3 units for 1 hour on a successful level die +ASP roll. *
- Give an unholy shout, filling the same unit as you are in with darkness energy dealing level die +level (up to +3) damage to all good and neutral targets, and restoring this as health to all evil targets. *



As an **expert** of darkness magic, you receive 3 spontaneous spells per turn, and could use these to:

- Fill a U+2 AOE around you with darkness for 1 turn.
- Automatically detect the presence of good creatures and objects in a U+2 AOE.
- Increase the damage rating of a weapon you touch by your RM (maximum +4) for 1 turn, temporarily turning that weapon into an unholy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (maximum +4) for 1 turn, temporarily turning that armor or shield into an unholy item.
- Turn the unit you are in into an unholy area for 1 turn. If the area is currently a holy area, its power is neutralized.
- Control 1 undead or demonic creature within 3 units for 1 day. *
- Give an unholy shout, filling the same unit as you are in with darkness energy dealing level die +level (up to +6) damage to all good and neutral targets, and restoring this as health to all evil targets. *
- Drain 1 dice rank from a living creature in the same unit, as if using lesser undead drain based on your rank (see bestiary).

As a **master** of darkness magic, you receive 4 spontaneous spells per turn, and could use these to:

- Fill a U+3 AOE around you with darkness for 1 turn.
- Automatically detect the presence of good creatures and objects in a U+3 AOE.
- Increase the damage rating of a weapon you touch by your RM (maximum +5) for 1 turn, temporarily turning that weapon into an unholy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (maximum +5) for 1 turn, temporarily turning that armor or shield into an unholy item.
- Turn a U+1 AOE around you into an unholy area for 1 turn. If the area is currently a holy area, its power is neutralized.

- Control 1 undead or demonic creature within 3 units for 1 week. *
- Give an unholy shout, filling the same unit as the you are in with darkness energy dealing level die +level (up to +10) damage to all good and neutral targets, and restoring this as health to all evil targets. *
- Drain 1 dice rank from a living creature in the same unit, as if using normal undead drain based on your rank (see page 106).

As a **paragon** of darkness magic, you receive 5 spontaneous spells per turn, and could use these to:

- Fill a U+4 AOE around you with darkness for 1 turn.
- Automatically detect the presence of good creatures and objects in a U+4 AOE.
- Increase the damage rating of a weapon you touch by your RM (no limit) for 1 turn, temporarily turning that weapon into an unholy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (no limit) for 1 turn, temporarily turning that armor or shield into an unholy item.
- Turn a U+2 AOE around you into an unholy area for 1 turn. If the area is currently a holy area, its power is neutralized.
- Control 1 undead or demonic creature within 3 units for 1 season. *
- Give an unholy shout, filling the same unit as you are in with darkness energy dealing level die +level (up to +15) damage to all good and neutral targets, and restoring this as health to all evil targets. *
- Drain 1 dice rank from a living creature in the same unit, as if using greater undead drain based on your rank (see page 106).
- Touch a dead evil creature and restore it to life. The creature is restored with a rating of 1 in all traits, and recovers 1 trait point per day thereafter until fully recovered. The target must have died within a number of days equal to your level.

Deeping Magic

Deeping is old magic, forgotten by most races, but remembered by the creatures living within the earth. Deeping magic uses WIL as the linked trait, and actions made with deeping magic are made against the target's WIL. Only dwarves, narglyn and orks (of the heroic races) have access to deeping magic. An elf caster is unable to access deeping magic.

Baseline Spell: Life Tap

You emit a wave of primal energy dealing level die +RM damage to 1 living target on a successful action roll. You recover half of this value (rounded up) to your current health (with a maximum limit equal to your full normal health). Targets roll level die +WIL to resist. Non-living targets are not affected by this spell.

Baseline Buff: Armor

You have a pool of bonus armor points equal to your level to distribute among allies.

You may use deeping magic to:

- Manipulate and shape earth and stone.
- Draw power from enemies or from the earth itself.

Limitations of deeping magic:

- Deeping magic may only affect living creatures when used to deal damage.

Effects marked with (*) allow the target to roll level die +WIL to resist.

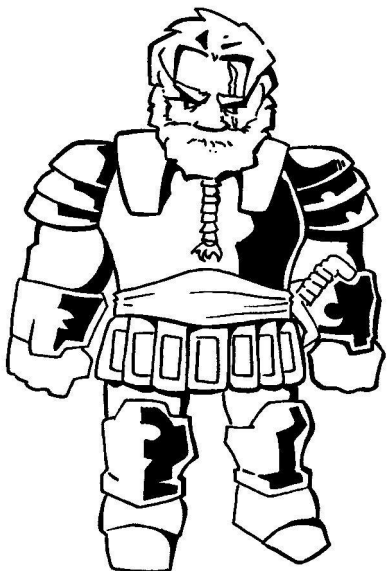
Deeping Spontaneous Spells

As an **apprentice** of deeping magic, you receive 1 spontaneous spell per turn, and could use this to:

- Imbue a creature touched with a blade turn, allowing that creature to automatically ignore the next physical attack that hits it. This lasts until used.
- Root a target within 3 units to the ground (preventing any move actions) for a number of rounds equal to your RM on a successful level die +WIL roll. This prevents the target from using arcanum magic to teleport. *
- Transfer health from yourself to an ally within 6 units. You may choose how much health to transfer, up to a total equal to your WIL.
- Summon a level 1 earth elemental to serve you for 1 turn (see rules for elemental summoning, page 91).

As an **adept** of deeping magic, you receive 2 spontaneous spells per turn, and could use these to:

- Imbue a creature touched with a blade turn, allowing that creature to automatically ignore the next 2 physical attacks that hit it (a critical strike counts as 2 successful attacks against a blade turn). This lasts until used.
- Root a target within 6 units to the ground (preventing any move actions) for a number of rounds equal to your RM on a successful level die +WIL roll. This prevents the target from using arcanum magic to teleport. *
- Transfer health from yourself to an ally within 6 units. You may choose how much health to transfer, up to a total equal to your WIL x2.
- Summon a level 3 earth elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Reshape up to 1 unit of earth or stone you touch for 1 round per RM.



Dwarves are the only hero race of good with access to deeping magic.

As an **expert** of deeping magic, you receive 3 spontaneous spells per turn, and could use these to:

- Imbue a creature touched with a blade turn, allowing that creature to automatically ignore the next 3 physical attacks that hit it (a critical strike counts as 2 successful attacks against a blade turn). This lasts until used.
- Root all targets in a 1 unit AOE within 6 units to the ground (preventing any move actions) for a number of rounds equal to your RM on a successful level die +WIL roll. This prevents targets from using arcanum magic to teleport. *
- Transfer health from yourself to an ally within 6 units. You may choose how much health to transfer, up to a total equal to your WIL x3.
- Summon a level 6 earth elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Reshape 1 unit of earth or stone you touch for 1 full turn.

As a **master** of deeping magic, you receive 4 spontaneous spells per turn, and could use these to:

- Imbue a creature touched with a blade turn, allowing that creature to automatically ignore the next 4 physical attacks that successfully hit it (a critical strike counts as 2 successful attacks against a blade turn). This lasts until used.
- Root all targets in a U+1 AOE within 6 units to the ground (preventing any move actions) for a number of rounds equal to your RM on a successful level die +WIL roll. This prevents targets from using arcanum magic to teleport. *
- Transfer health from yourself to an ally within 6 units. You may choose how much health to transfer, up to a total equal to your WIL x4.
- Summon a level 10 earth elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Reshape a U+1 AOE of earth and stone you touch for 1 full turn.

As a **paragon** of deeping magic, you receive 5 spontaneous spells per turn, and could use these to:

- Imbue a creature touched with a blade turn, allowing that creature to automatically ignore the next 5 physical attacks that hit it (a critical strike counts as 2 successful attacks against a blade turn). This lasts until used.
- Root all targets in a U+2 AOE within 6 units to the ground (preventing any move actions) for a number of rounds equal to your RM on a successful level die +WIL roll. This prevents targets from using arcanum magic to teleport. *
- Transfer health from yourself to an ally within 6 units. You may choose how much health to transfer, up to a total equal to your WIL x5.
- Summon a level 15 earth elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Reshape a U+2 AOE of earth and stone you touch for 1 full turn.

Elemental Magic

Elemental magic is the oldest of magic, used to manipulate the primal elements of creation. You can manipulate one of the following 3 elements as options in this spell talent: cold, fire or lightning. You must select which of the 3 you have access to; to have talent in both cold and fire elemental magic, you would have to purchase these as separate talents. Elemental magic uses INT as the linked trait.

Elemental Cold

Baseline Spell: Bolt of Cold

You emit a bolt of cold dealing level die +level cold damage to 1 target on a successful action roll. Targets may roll level die +INT to resist this effect. Elemental bolts have a better range than other baseline spells, and your base range is improved by +RM (limited by talent).

Baseline Buff: MGT

You have a pool of bonus points of MGT equal to your level to distribute among allies.

Elemental Fire

Baseline Spell: Bolt of Flame

You emit a bolt of flame dealing level die +level fire damage to 1 target on a successful action roll. Targets may roll level die +INT to resist this effect. Elemental bolts have a better range than other baseline spells, and your base range is improved by +RM (limited by talent).

Baseline Buff: PWS

You have a pool of bonus points of PWS equal to your level to distribute among allies.

Elemental Lightning

Baseline Spell: Bolt of Lightning

You emit a bolt of lightning dealing level die +level lightning damage to 1 target on a successful action roll. Targets may roll level die +INT to resist this effect. Elemental bolts have a better range than other baseline spells, and your base range is improved by +RM (limited by talent).

Baseline Buff: DEX

You have a pool of bonus points of DEX equal to your level to distribute among allies.

You may use elemental magic to:

- Emit bolts of elemental energy to damage enemies.
- Create objects and effects of elemental energy.
- Imbue elemental properties upon objects.
- Grant warding or immunity to the element.

Limitations of elemental magic:

- Elemental magic is raw and unfocused, limiting the ability of the caster to use this magic for more subtle applications. In general, elemental magic is less versatile than other forms of magic.

Effects marked with (*) allow the target to roll level die +INT to resist.

Elemental Spontaneous Spells

As an **apprentice** of elemental magic, you receive 1 spontaneous spell per turn, and could use this to:

- Imbue a target within 3 units with reflective armor for 1 full turn. This causes any melee weapon strike against the target to automatically return 1 point of damage back upon the attacker as elemental damage. The target still suffers damage normally.
- Emit an elemental burst, affecting all creatures in the same unit as you, dealing level die +1 damage. *
- Imbue a target you touch with elemental warding for 1 turn. The target reduces all elemental damage of the appropriate type by your level (up to 3 points).
- Imbue a weapon you touch with a bonus of +RM to damage (maximum +2), dealt as elemental damage for 1 turn.
- Create or diminish a small amount of elemental energy instantly (equal in intensity to a torch).
- Summon a level 1 elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Fill 1 unit up to 3 units distant with an elemental wall that lasts for 1 turn or until destroyed. This wall has a durability of level/level x3 (maximum of 3/9).

As an **adept** of elemental magic, you receive 2 spontaneous spells per turn, and could use these to:

- Imbue a target within 3 units with reflective armor for 1 full turn. This causes any melee weapon strike against the target to automatically return your level (up to +3) damage back upon the attacker as elemental damage. The target still suffers damage normally.
- Emit an elemental burst, affecting all creatures in the same or an adjacent unit as you, dealing level die +level (maximum +3) damage. *
- Imbue a target you touch with elemental warding for 1 turn. The target reduces all elemental damage of the appropriate type by your level (up to 6 points).
- Imbue a weapon you touch with a bonus of +RM to damage (maximum +3), dealt as elemental damage for 1 turn.
- Create or diminish a minor amount of elemental energy instantly (equal in intensity to a campfire).
- Summon a level 3 elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Fill 1 unit up to 3 units distant with a wall of elemental energy that lasts for 1 turn or until destroyed. This wall has a durability of level/level x3 (maximum of 6/18).

As an **expert** of elemental magic, you receive 3 spontaneous spells per turn, and could use these to:

- Imbue a target within 3 units with reflective armor for 1 full turn. This causes any melee weapon strike against the target to automatically return your level (up to +6) damage back upon the attacker as elemental damage. The target still suffers damage normally.
- Emit an elemental burst, affecting all creatures in the same or an adjacent unit as you, dealing level die +level (maximum +6) damage. *
- Imbue a target you touch with elemental warding for 1 turn. The target reduces all elemental damage of the appropriate type by your level (up to 10 points).
- Imbue a weapon you touch with a bonus of +RM to damage (maximum +4), dealt as elemental damage for 1 turn.
- Create or diminish a medium amount of elemental energy instantly (equal in intensity to a bonfire).
- Summon a level 6 elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Fill 1 unit up to 3 units distant with a wall of elemental energy that lasts for 1 turn or until destroyed. This wall has a durability of level/level x3 (maximum of 10/30).

As a **master** of elemental magic, you receive 4 spontaneous spells per turn, and could use these to:

- Imbue a target within 3 units with reflective armor for 1 full turn. This causes any melee weapon strike against the target to automatically return your level (up to +10) damage back upon the attacker as elemental damage. The target still suffers damage normally.
- Emit an elemental burst, affecting all creatures in the same or an adjacent unit as you, dealing level die +level (maximum +10) damage. *
- Imbue a target you touch with elemental warding for 1 turn. The target reduces all elemental damage of the appropriate type by your level (up to 15 points).
- Imbue a weapon you touch with a bonus of +RM to damage (maximum +5), dealt as elemental damage for 1 turn.

- Create or diminish a large amount of elemental energy instantly (equal in intensity to a burning building).
- Summon a level 10 elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Fill 1 unit up to 3 units distant with a wall of elemental energy that lasts for 1 turn or until destroyed. This wall has a durability of level/level x3 (maximum of 15/45).

As a **paragon** of elemental magic, you receive 5 spontaneous spells per turn, and could use these to:

- Imbue a target within 3 units with reflective armor for 1 full turn. This causes any melee weapon strike against the target to automatically return your level (up to +15) damage back upon the attacker as elemental damage. The target still suffers damage normally.
- Emit an elemental burst, affecting all creatures in the same or an adjacent unit as you, dealing level die +level (maximum +15) damage. *
- Imbue a target you touch with elemental immunity for 1 turn. The target ignores all damage from the appropriate elemental type.
- Imbue a weapon you touch with a bonus of +RM to damage (with no limit), dealt as elemental damage for 1 turn.
- Create or diminish vast amounts of elemental energy instantly (equal in intensity to a pool of boiling lava).
- Summon a level 15 elemental to serve you for 1 turn (see rules for elemental summoning, page 91).
- Fill 1 unit up to 3 units distant with a wall of elemental energy wall that lasts for 1 turn or until destroyed. This wall has a durability of level/level x3 (with no maximum; as a level 20 caster, your wall has a durability of 20/60).



Light Magic

Light magic is the magic of the church of Yahalla and of the demigods who remain faithful to her work and service. Only characters of positive ASP may only use light magic. Light magic uses ASP as the linked trait.

Baseline Spell: Word of Light

You emit a shard of light energy at a target on a successful action roll. This spell either heals good and neutral targets or deals damage to evil targets. The spell either heals or deals level die +level damage. No action roll is required if used to heal the caster or an ally, but those allies must be within the baseline range. Unwilling targets may roll level die +ASP to resist this effect.

Baseline Buff: Health

You have a pool of bonus points of health equal to your level x4 to distribute among allies. Only good and neutral allies may receive this benefit.

You may use light magic to:

- Emit bolts of pure light energy, dealing damage to evil creatures.
- Heal and revive wounded or afflicted allies and creatures of good or neutral, or aid such creatures.
- Impede, drive off or destroy the undead and unholy creatures from other realms.

Limitations of light magic:

- Light magic cannot damage or hinder good or neutral creatures. Since many beasts are of 0 ASP, light magic may not be effective as the only offensive spell talent for a primary caster.
- Light magic cannot heal or benefit creatures of evil.

Effects marked with (*) allow the target to roll level die +ASP to resist.

Light Spontaneous Spells

As an **apprentice** of light magic, you receive 1 spontaneous spell per turn, and could use this to:

- Fill the unit you are in with normal light for 1 turn.
- Automatically detect the presence of evil creatures and objects in the same unit.
- Automatically negate any poison or disease of DT 6 or lower affecting a creature within 3 units.
- Increase the damage rating of a weapon you touch by your RM (maximum +2) for 1 turn, temporarily turning that weapon into a holy weapon.
- Increase the rating of a suit of armor or a shield you touch by RM (maximum +2) for 1 turn, temporarily turning that armor or shield into a holy item.
- Drive off 1 undead target within 3 units for 1 turn. *
- Give a holy shout, filling the same unit as you are in with light energy dealing level die +1 damage to all evil targets, and restoring this as health to all good and neutral targets. *

As an **adept** of light magic, you receive 2 spontaneous spells per turn, and could use these to:

- Fill a U+1 AOE around you with normal light for 1 turn.
- Automatically detect the presence of evil creatures and objects in a U+1 AOE.
- Automatically negate any poison or disease of DT 10 or lower affecting a creature within 3 units.
- Increase the damage rating of a weapon you touch by your RM (maximum +3) for 1 turn, temporarily turning that weapon into a holy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (maximum +3) for 1 turn, temporarily turning that armor or shield into a holy item.
- Create enough water to sustain 1 person for 1 day.
- Drive off all undead targets in the same unit as you for 1 turn. *
- Give a holy shout, filling the same unit as you are in with light energy dealing level die +level (up to +3) damage to all evil targets, and restoring this as health to all good and neutral targets. *

As an **expert** of light magic, you receive 3 spontaneous spells per turn, and could use these to:

- Fill a U+2 AOE around you with normal light for 1 turn.
- Automatically detect the presence of evil creatures and objects in a U+2 AOE.
- Automatically negate any poison or disease of DT 16 or lower affecting a creature within 3 units.
- Increase the damage rating of a weapon you touch by your RM (maximum +4) for 1 turn, temporarily turning that weapon into a holy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (maximum +4) for 1 turn, temporarily turning that armor or shield into a holy item.
- Turn the unit you are in into a holy area for 1 turn. If the area is currently an unholy area, its power is neutralized.
- Create enough food to sustain 1 person for 1 day.
- Drive off all undead targets in a U+1 AOE around you for 1 turn. *
- Give a holy shout, filling the same unit as you are in with light energy dealing level die +level (up to +6) damage to all evil targets, and restoring this as health to all good and neutral targets. *

As a **master** of light magic, you receive 4 spontaneous spells per turn, and could use these to:

- Fill a U+3 AOE around you with normal light for 1 turn.
- Automatically detect the presence of evil creatures and objects in a U+3 AOE.
- Automatically negate any poison or disease of DT 20 or lower affecting a creature within 3 units.
- Increase the damage rating of a weapon you touch by your RM (maximum +5) for 1 turn, temporarily turning that weapon into a holy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (maximum +5) for 1 turn, temporarily turning that armor or shield into a holy item.
- Turn a U+1 AOE around you into a holy area for 1 turn. If the area is currently an unholy area, its power is neutralized.
- Drive off all undead targets in a U+2 AOE around you for 1 turn. *
- Give a holy shout, filling the same unit as the you are in with light energy dealing level die +level (up to +10) damage to all evil targets, and restoring this as health to all good and neutral targets. *
- Fill a 1 unit square within 3 units with true sunlight for 1 turn. This deals damage to all undead in that unit (undead suffer damage equal to their level for each round spent in sunlight).

As a **paragon** of light magic, you receive 5 spontaneous spells per turn, and could use these to:

- Fill a U+4 AOE around you with normal light for 1 turn.
- Automatically detect the presence of evil creatures and objects in a U+4 AOE.
- Automatically negate any poison or disease of DT 24 or lower affecting a creature within 3 units.
- Increase the damage rating of a weapon you touch by your RM (no limit) for 1 turn, temporarily turning that weapon into a holy weapon.
- Increase the rating of a suit of armor or a shield you touch by your RM (no limit) for 1 turn, temporarily turning that armor or shield into a holy item.
- Turn a U+2 AOE around you into a holy area for 1 turn. If the area is currently an unholy area, its power is neutralized.
- Drive off all undead targets in a U+3 AOE around you for 1 turn. *
- Give a holy shout, filling the same unit as you are in with light energy dealing level die +level (up to +15) damage to all evil targets, and restoring this as health to all good and neutral targets. *
- Fill a U+1 AOE within 3 units with true sunlight for 1 turn. This deals damage to all undead in that AOE (undead suffer damage equal to their level for each round spent in sunlight).
- Touch a dead good or neutral creature and restore it to life. The creature is restored with a rating of 1 in all traits, recovering 1 trait point per day thereafter until fully recovered. The target must have died within a number of days equal to your level.

Psionic Magic

Psionic magic is the magic of the mind, used to manipulate the physical world and the thoughts and actions of other living creatures. Psionic magic uses WIL as the linked trait.

Baseline Spell: Mind Strike

You emit an invisible pulse of mental energy dealing level die +level damage to a thinking target (REA 1+) within range on a successful action roll. Targets roll level die +WIL to resist. In addition to damage, the target is partially stunned, suffering a penalty to its next action equal to your RM (limited by talent). This bonus effect only affects any one target a number of times equal to your RM before the target becomes immune to it for one full turn. For example, as a level 10 caster with expert psionics, you could force 4 delays of 4 segments each with your mind strike before that target was no longer affected by this. Another psionic caster could still affect this target, however.

Baseline Buff: Mental Trait Resist Buff

You have a pool of resists for all four mental traits equal to your level to distribute among allies. These bonus resist points apply against all actions requiring a resist roll for a mental trait. This includes such situations as ASP, INT, REA and WIL rolls to prevent a spell effect, morale checks, or the use of

influence to control the character's actions. This bonus applies only to resist rolls, and not to actions or results with mental traits.

You may use psionic magic to:

- Read the thoughts and emotions of another living creature.
- Emit bolts of pure mental energy to wound another living creature.
- Control the thoughts and actions of living, thinking creatures.
- Manipulate the physical world without actually touching it.

Limitations of psionic magic:

- Psionic magic has no effect on the unthinking or non-living; Psionic magic cannot affect the lesser undead (undead of apprentice, adept or expert rank) or wild beasts (REA 0), although some powerful undead may be able to wield psionic magic on the living, and psionic magic will affect the greater undead (master rank or higher).

- If a mesmerized creature is attacked (even if the attack misses), that creature is allowed to re-enter combat, taking its next action as if revived. (note: a wise opponent will use an action to awaken allies in order to allow them to re-enter combat, requiring a standard action).

Effects marked with (*) allow the target to roll level die +WIL to resist.

Note: A mesmerized creature is a defenseless target (see page 19).

Psionic Spontaneous Spells

As an **apprentice** of psionic magic, you receive 1 spontaneous spell per turn, and could use this to:

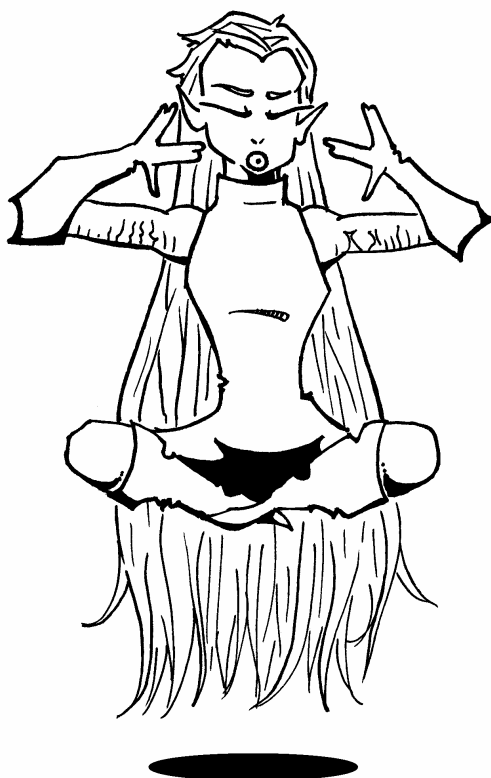
- Mesmerize a living creature within 3 units, making that target unable to act for a number of rounds equal to your RM. *
- Implant a suggestion on a living target within 3 units to do something that the creature would consider reasonable, for a number of rounds equal to your RM. *
- Manipulate an object in the same unit without touching it, exerting only minor force (rolling level die unmodified for any actions using this kinetic control), for a number of rounds equal to your RM.
- Minimize the effects of gravity on 1 creature you touch for 1 turn (allowing that creature to fall for no damage).

As an **adept** of psionics magic, you receive 2 spontaneous spells per turn, and could use these to:

- Mesmerize a living creature within 6 units, making that target unable to act for a number of rounds equal to your RM. *
- Issue a command to a living target within 3 units, forcing the target to obey you as if you were a respected superior, for a number of rounds equal to your RM. *
- Manipulate an object within 3 units without touching it, exerting only minor force (rolling level die unmodified for any actions using this kinetic control), for a number of rounds equal to your RM. For example, you could wield a sword against a foe up to 3 units distant, but the sword would attack at your base rank die, and would deal damage at your base rank die + the sword's damage rating.
- Allow 1 creature you touch to levitate (becoming effectively weightless) for 1 turn.

As an **expert** of psionics magic, you receive 3 spontaneous spells per turn, and could use these to:

- Mesmerize a living creature within 6 units, making that target unable to act for 1 turn. *
- Mesmerize all living targets in a 1 unit AOE to 6 units distant, making targets unable to act for a number of rounds equal to your RM. *
- Force a living target within 3 units to obey even unreasonable commands for a number of rounds equal to your RM. *
- Manipulate an object up to 3 units away for a number of rounds equal to your RM, using your WIL in place of MGT. You could use this to wield a melee weapon, attacking with PWS but dealing damage as level die +weapon rating +WIL.
- Allow 1 creature you touch to fly (at move 10) for 1 turn.



As a **master** of psionics magic, you receive 4 spontaneous spells per turn, and could use these to:

- Mesmerize a living creature within 6 units, making that target unable to act for 1 hour. *
- Mesmerize all living targets in a U+1 AOE up to 6 units distant, making targets unable to act for a number of rounds equal to your RM. *
- Make a living target within 3 units into your puppet, forcing the target to do anything you command for a number of rounds equal to your RM. *
- Manipulate an object up to 3 units away for 1 turn, using your WIL in place of MGT. You could use this to wield a melee weapon, attacking with level die +PWS, but dealing damage as level die +weapon rating +WIL.

As a **paragon** of psionics magic, you receive 5 spontaneous spells per turn, and could use these to:

- Mesmerize a living creature within 6 units, making that target unable to act for 1 day. *
- Mesmerize all living targets in a U+2 AOE up to 6 units distant, making targets unable to act for a number of rounds equal to your RM. *
- Make a living target within 3 units into your puppet, forcing the target to do anything you command (including attacking an ally) for 1 turn. *
- Manipulate an object up to 6 units away for 1 turn, using your WIL in place of MGT. You could use this to wield a melee weapon, attacking with level die +PWS, but dealing damage as level die +weapon rating +WIL.

Wilding Magic

Wilding magic is concerned with the natural world and manipulation of it. Wilding uses INT as the linked trait.

Baseline Spell: Echo of Decay

You emit a pulse of raw natural energy dealing level die +RM damage to a living target on a successful action roll. Echo of decay also disrupts regeneration and healing; target that has been struck with echo of decay cannot regenerate. In addition, a target that has been struck by echo of decay receives only half the benefit (rounded up) from healing and restorative magic. A spell, potion or item that restores 11 points of health restores 6 points to a creature affected by echo of decay. Each use of echo of decay disrupts regeneration and healing for 1 full round, up to a total number of rounds equal to the talent RM. Once this threshold has been reached, the target no longer suffers a healing/regeneration penalty from echo of decay from that caster for 1 full turn. Other wilding casters could still affect this target normally.

Baseline Buff: Move

You have a pool of bonus ranks of move equal to your level to distribute among allies. Since lower move is better, this reduces the move rating of the target.

You may use wilding magic to:

- Communicate with and control the natural world.
- Emulate the abilities and powers of the natural world.

Limitations of wilding magic:

- Wilding magic only works directly on living creatures. The undead, animus and non-living physical objects cannot be directly affected by wilding magic. While wilding magic may affect a tree, it could not affect a chair, since the wood of that chair is no longer living.

Effects marked with (*) allow the target to roll level die +INT to resist.

Wilding Spontaneous Spells

As an **apprentice** of wilding magic, you receive 1 spontaneous spell per turn, and could use this to:

- Touch a living creature, allowing that creature to recover health equal to your level (maximum of 3 points) at the end of each round for a number of rounds equal to your RM (maximum of 2).
- Touch a living creature, imbuing it with a bonus to all action delays (not including move) equal to your RM (maximum of -2) for 1 turn.
- Slow a living creature within 3 units, imposing a penalty to all delays (including move) equal to your RM (maximum of +2) for a number of rounds equal to your RM. *
- Summon a wild creature of apprentice rank (level 1) to aid you. This creature will arrive at the end of the

round in which it is summoned (appearing next to you in the same unit), and will serve you for 1 turn or until dead, obeying your orders without question.

- Fill the unit you are in with dense fog for 1 turn, limiting visibility and imposing a penalty of +level (maximum +3) to all physical and magical ranged action rolls made against or by creatures in the fog.

As an **adept** of wilding magic, you receive 2 spontaneous spells per turn, and could use these to:

- Touch a living creature, allowing that creature to recover health equal to your level (maximum of 6 points) at the end of each round for a number of rounds equal to your RM (maximum of 3).
- Touch a living creature, imbuing it with a bonus to all action delays (not including move) equal to your RM (maximum of -3) for 1 turn.
- Slow a living creature within 3 units, imposing a penalty to all delays (including move) equal to your RM (maximum of +3) for a number of rounds equal to your RM. *
- Speak with a living wild creature within 3 units of animal intellect (and 0 ASP) for 1 turn. The creature will be cooperative, sharing information from its perspective.
- Summon a wild creature of adept rank (level 3) to aid you. This creature will arrive at the end of the round in which it is summoned (appearing next to you in the same unit), and will serve you for 1 turn or until dead, obeying your orders without question.
- Fill the U+1 AOE you are in with dense fog for 1 turn, limiting visibility and imposing a penalty of +level (maximum +6) to all physical and magical ranged action rolls made against or by creatures in the fog.
- Imbue a target you touch with the ability to breathe underwater for 1 turn.

As an **expert** of wilding magic, you receive 3 spontaneous spells per turn, and could use these to:

- Touch a living creature, allowing that creature to recover health equal to your level (maximum of 10 points) at the end of each round for a number of rounds equal to your RM (maximum of 4).
- Touch a living creature, imbuing it with a bonus to all action delays (not including move) equal to your RM (maximum of -4) for 1 turn.
- Slow a living creature within 3 units, imposing a penalty to all delays (including move) equal to your RM (maximum of +4) for a number of rounds equal to your RM. *
- Speak with a living plant within 3 units for 1 turn. The plant will be cooperative, sharing information from its perspective.
- Summon a wild creature of expert rank (level 6) to aid you. This creature will arrive at the end of the

round in which it is summoned (appearing next to you in the same unit), and will serve you for 1 turn or until dead, obeying your orders without question.

- Fill the U+2 AOE you are in with dense fog for 1 turn, limiting visibility and imposing a penalty of +level (maximum +10) to all physical and magical ranged action rolls made against or by creatures in the fog.
- Imbue a target you touch with the ability to breathe underwater for 1 hour.

As a **master** of wilding magic, you receive 4 spontaneous spells per turn, and could use these to:

- Touch a living creature, allowing that creature to recover health equal to your level (maximum of 15 points) at the end of each round for a number of rounds equal to your RM (maximum of 5).
- Touch a living creature, imbuing it with a bonus to all action delays (not including move) equal to your RM (maximum of -5) for 1 turn.
- Slow a living creature within 3 units, imposing a penalty to all delays (including move) equal to your RM (maximum of +5) for a number of rounds equal to your RM. *
- Summon a wild creature of master rank (level 10) to aid you. This creature will arrive at the end of the round in which it is summoned (appearing next to you in the same unit), and will serve you for 1 turn or until dead, obeying your orders without question.
- Fill the U+3 AOE you are in with dense fog for 1 turn, limiting visibility and imposing a penalty of +level (maximum +15) to all physical and magical ranged action rolls made against or by creatures in the fog.
- Imbue a target you touch with the ability to breathe underwater for 1 day.

As a **paragon** of wilding magic, you receive 5 spontaneous spells per turn, and could use these to:

- Touch a living creature, allowing that creature to recover health equal to your level (no limit) at the end of each round for a number of rounds equal to your RM (no limit).
- Touch a living creature, imbuing it with a bonus to all action delays (not including move) equal to your RM (no limit) for 1 turn.
- Slow a living creature within 3 units, imposing a penalty to all delays (including move) equal to your RM (no maximum) for a number of rounds equal to your RM. *
- Summon a wild creature of paragon rank (level 15) to aid you. This creature will arrive at the end of the round in which it is summoned (appearing next to you in the same unit), and will serve you for 1 turn or until dead, obeying your orders without question.
- Fill the U+4 AOE you are in with dense fog for 1 turn, limiting visibility and imposing a penalty of +level to all physical and magical ranged action rolls made against or by creatures in the fog.
- Imbue a target you touch with the ability to breathe underwater for 1 week.

In Del Anon: Magical Foci & Spell Components

In Del Anon, casters must use foci (physical objects) to focus and harness magical energies. Such objects as wands, rings, gems and jewels are often used, providing a physical conduit through which the caster is able to channel these energies. A focus wand or staff is different from a magical wand or staff (as explored in the magical treasure section), although such an item often serves as a focus item for the appropriate spell type as well. The focus item becomes very important to the caster, as more powerful magic may not be cast without the focus. While apprentice and adept spells require no focus to cast, spells from expert up require a physical focus for the spell energy. A focus for a spell talent is specifically attuned to that spell type: a character with a focus gemstone of master fire elemental magic would need a different item for his wilding spells, if he wanted to cast spells of wilding at expert rank or higher.

In addition, paragon spells require the use of a spell component that is destroyed when the spell is cast. For example, to resurrect a fallen creature using paragon of light requires the burning of special incense valued at 50 gold.

Generally speaking, an expert spell focus costs at least 25 gold, a master spell focus costs at least 50 gold, and a component for a paragon spell (which will be destroyed when the spell is cast, so more than one of these will likely be carried by the character) costs at least 25 gold, and often much more.

Thought Process

There are several reasons for the structure of the spell system:

- The wide range of buffs makes each spell talent attractive, and may encourage casters to take multiple spell lines in order to gain the different benefits for members of the group, or may encourage different characters to take some minor magic to help all members of the heroic group.
- Through buffs and the baseline spell, even a little bit of magic is useful. It may be helpful as a myrmidon to take apprentice of deeping magic, because you'll be able to buff your own armor (and that of allies), using the life tap in ranged combat. This gives you something to contribute to the success of the group beyond dealing a lot of damage with your battle axe.

Optional Spell Talent: Illusion

Illusion is included at the end of the magic talent rules as an optional magical talent that your Mythweaver may or may not give you access to. See also rules for disbelieving illusions on page 60.

Illusion is a field of magic that operates under different principles from other magic. Unlike other talents, you receive no baseline spells or buffs in illusion magic; every spell you cast is a spontaneous spell. Since illusions are completely unreal, they are not able to actually do anything. Illusions simply convince those witnessing or being affected by the spell that whatever effect the caster has created is real. Illusions are bound by the following restrictions:

- If your Mythweaver allows heroes to take illusion, you may not take illusion until you have first purchased another magic talent. You may not purchase illusion at a better rank than your primary magic talent. To take expert of illusion, you must first have expert of one other magic talent. (This rule does not apply to beasts or secondary characters controlled by the Mythweaver).
- While there are no baseline spells in the field of illusions, there are also no limits to an illusionist's use of spontaneous spells; an illusionist never runs out of spontaneous spells. The counter to this is that every illusion spell you cast has a DT based on the spell rank (as with any spontaneous spell), and this DT must be met or the spell automatically fails. In addition, since all illusions are spontaneous spells, illusions take longer to cast, since they never receive the delay bonus for baseline spells that other casters receive.
- Illusion spontaneous spells cannot be used for counter spells.
- Illusions cannot be used to give bonuses to allies. Illusions cannot mimic baseline buffs granted to allies or healing/ regenerative effects.
- Illusions that 'kill' a creature simply cause that creature to fall down 'dead' for 1 turn. Tabulate damage from illusions separately from other damage, since this damage could be disbelieved, and isn't truly being dealt to the target. A target 'killed' by an illusion is a defenseless target. If the target is attacked, it is automatically allowed a disbelieve roll with the RM bonus as a free action (see below), since the target now knows that its death was not real.
- Illusions may mimic spells of any field except for psionics, and may also mimic other abilities that the Mythweaver deems appropriate (the illusionist could obscure himself like a brownie or breathe fire like a dragon, based on the rank of illusion).
- The illusory version of the spell is bound by the same restrictions and limitations as the original spell. If the spell lasts for 1 turn, the illusion also lasts for 1 turn.
- You are limited to casting spells that mimic the same or lower rank as your current talent in illusion. If you have illusion of expert rank, you could mimic

any spell from any magic talent (except for psionics) of expert rank or lower.

- Creatures with no brain (including all anime and elementals) are immune to the effects of illusions. Non-living creatures such as the undead or creatures of animal intellect may be affected by illusions normally.
- In addition to mimicking spells from other fields, you may use illusions to create effects with a variety of sensory components unrelated to other spells, using the same rules for spell ranks on pages 35-36.
- REA is the linked trait for illusions. Illusions use REA for all action and resistance rolls, regardless of the linked trait used by the magic talent being mimicked.

Becoming an illusionist is a risky endeavor. As an illusionist, you have considerable versatility, but your power is greatly diminished once a target has seen through the source of your power.

Illusion Magic Effects

<i>Effect Type</i>	<i>Examples/Effects</i>
Lesser	1 sense (typically sight or sound)
Minor	2 senses (typically sight and sound)
Intermediate	3 senses (sight, sound and touch)
Major	Full sensory experience (sight, sound, touch, taste, smell)

Examples of Illusions in Play

- As an illusionist, you want a rock to seem to speak. The rock is 2 units away (no modifier), affects 1 sense (just sound, a lesser effect, so +1 rank), and the rock will speak for 1 turn (+1 rank). This is an adept rank illusion.
- You cast an illusory wall of ice. Creatures encountering it think it is truly a wall of ice, and will attack it until they 'break through' it normally. The durability is determined normally as if using an elemental spell, and those encountering the wall truly believe it is there. This wall will remain (for those who believe it) until sufficient damage has been dealt to 'destroy' the wall.
- You cast an illusory word of light (light baseline spell) at a creature of darkness. The caster rolls the attack and damage normally (using INT instead of ASP, and the target uses INT instead of ASP for the resist), and the target truly believes that this damage has been dealt, and can be 'killed'.
- You use your illusion to mimic a wilding spell summoning a creature to fight for you. The creature appears to be of the appropriate rank, but it is not real and any damage it deals is illusory.

Skills Talents

This section provides an overview of the basic rules regarding talents in skills, and the way that these facets of character work in play.

How Skills Work

- When a skill is used, only one roll is made: either an action roll by the creature using the skill against a static situational DT, or a resist roll made by the target attempting to prevent the use of the skill, with a DT set based on the rank of the skill.
- The first set of skills includes actions made against fixed targets. If you are trying to pick a lock, you are making an action against a physical object that prevents you from doing it. In this case, the DT is set by how poorly or well made the lock is. Rolling equal to or greater than the DT means you were successful. For skills where you make an action roll, the total action is made as level die +level (limited by skill training) +the linked trait. These rolls are always made against a complex DT.
- Other skill applications force a target to make a resist roll against a DT based on your skill rank; you don't roll an action, but instead the target rolls a resist. If you are trying to use your influence skill to trick a merchant to do something, your actions sets a DT that the merchant must roll against. Any time you use a skill to set a DT, the DT is the total of your linked trait rating and your level (limited by your talent rank). As a level 8 expert of influence with WIL 6, characters attempting to resist your influence actions roll WIL DT 14. A target rolling 14 or better against your skill successfully resists it.

Comparative Skills Talent Ranks

Talent Rank	Action DT	At this rank, you could reasonably do something...
Menial	8	That anyone without any training could do.
Apprentice	12	Requiring some training, skill, or experience.
Adept	16	Requiring considerable knowledge, skill, or experience.
Expert	20	Requiring a great deal of knowledge and training.
Master	24	Only the truly gifted and highly trained would try.
Paragon	32	Only the best in the world would consider attempting.

Using these rules, in an apprentice rank dungeon:

- Most locked doors (normal) are DT 12 to force or pick.
- Poorly made locked doors (lesser) are DT 8 to force or pick.
- Well-made locked doors (greater) are DT 16 to force or pick.

Role Playing & Skills

Since *Mythweaver* is a role-playing game, the way in which the players interact with the imaginary world, or with each other, can and should be a factor in determining success. This is especially true for skills, since these are often character based rather than combat based. The more that a player contributes either to the fun of the game or to the collective impression of the moment in time, the more of a bonus the Mythweaver should give, up to a maximum bonus of +3 to the action roll or to the DT set.

Sample Skill Bonuses

- +1 Before attempting to pick a lock, Brinn's player cracks his knuckles and rolls his shoulders, telling the group that he is 'loosening up' for the lock he is about to pick. The Mythweaver gives him +1 to the action roll.
- +2 Before attempting a lore roll, Arial's player says that she is going to carefully peel back the pages of the text, being sure to use any diagrams or runes on the pages to help her make sense of the text as she reads. She reminds the group that they had encountered a similar text several weeks ago (and refers to her notes about this). The Mythweaver gives her +2 to the lore action roll to glean information she needs from the text.
- +3 Before using influence to force a resist roll for a basilisk, Drom's player gets up from the table, holding his pencil overhead to demonstrate how Drom now stands before the basilisk. He yells out, "Foul beast, I am the heir of the lands of the stone hands! You will FLEE before my axe or you will FALL before my axe! Know this in your dark heart-I ... must... needs... PASS!" After everyone at the table stops laughing, the Mythweaver gives +3 to the DT for the beast's WIL resist roll.

Hero Points & Skills

When a skill is used as an action roll against a static DT, hero points are used normally; the use of 1 hero point gives you an extra rank die to add to the total result of the roll. Hero points may also be used with skills to increase the DT of a static result from your skill. If your DT for stealth is 12, but you really need to sneak past this guard, you may choose to spend a hero point, adding the die result to your skill DT for this action.

The Skills

There are six skills that you may learn: athletics, burglary, influence, lore, nature and stealth.

Athletics (linked to DEX, MGT & STA)

As someone who is naturally physically gifted, you find physical feats easier to perform. You have always been able to jump higher, run faster and lift more than others. You use your athletics ability with various talents to perform incredible feats. When you climb, you have to make a new climbing roll for every 30' (3 unit) section you attempt to climb.

Athletics Skill Talent Applications

<i>Talent</i>	<i>When adding your talent to MGT, you can:</i>	<i>When adding your talent to STA, you can:</i>
Menial	Force menial rank doors, bend menial rank bars	Climb a 30' tree or knotted rope
Apprentice	Force apprentice rank doors, bend apprentice rank bars	Climb a 30' rough stone wall or normal rope
Adept	Force adept rank doors, bend adept rank bars	Climb a 30' brick wall
Expert	Force expert rank doors, bend expert rank bars	Climb a 30' wall of ice
Master	Force master rank doors, bend master rank bars	Climb a 30' sheer stone cliff face
Paragon	Force paragon rank doors, bend paragon rank bars	Climb a 30' wall of iron

Leaping (linked to DEX)

You may leap a total number of feet equal to the result of your level die +DEX +athletics roll. At every 10' threshold, you leap another unit. For instance, if you leap between 30' and 39', you leap 3 units.

Holding Breath (linked to STA)

You may use your athletics talent to hold your breath for extended periods of time. You may hold your breath for 1 turn without making an action roll. Thereafter, you must make a level die +STA +athletics roll every turn, with an escalating DT starting at 10, and increasing +2 every turn thereafter. If you have been underwater for 10 turns (5 minutes), and you are moving into turn 11, holding your breath for an additional turn is DT 30. If you are underwater and you fail a roll to hold your breath, you drown. Casting a spell underwater forces an immediate STA roll each time a spell is cast, at the same DT for that turn.

Unskilled Characters

You don't need to have a skill to attempt something, but having the skill will sure help! For example, any character can attempt to leap, rolling level die + DEX for distance. However, having athletics skill talent allows characters to add their level to rolls (limited by rank).

Burglary (linked to PWS & REA)

You have always had a way with mechanical devices. You understand how they work, and have learned about the workings of locks, trapping devices and other mechanical constructs meant to either keep people out or trap them in.

As someone trained in burglary, you can:

- Pick a lock (as an action, linked to PWS).
- Find a trap (as an action, linked to REA).
- Disarm a trap (as an action, linked to PWS).
- Fashion your own traps and alarms (with a DT and ratings based on your talent).

Burglary in Play

As a level 7 adept of burglary with PWS 5 and REA 4, you travel through an expert rank tomb and come to a closed door. You first check the door for traps. Since the Mythweaver has determined the door is lesser difficulty, the DT of this check is 16. You roll D10 +REA +6 and get 16. This is barely successful. Just as you are about to finish your check of the door, you see a thin wire running between the top of the door and the frame, and realize that the door is trapped. You now attempt to disarm the trap. The Mythweaver tells you this is a lesser trap, and therefore the DT is 16 as well. You roll burglary again (D10 +PWS +6), this time getting 18, and easily disarm the trap. You now check to see if the door is locked, and the Mythweaver tells you it is (no roll is required for this). The locking mechanism is relatively complicated, meaning that as a greater lock, it has a DT of 24. You roll again (D10 +PWS +6) and get 17. You fail the roll. You tell the Mythweaver you are going to use a hero point to increase it. You roll a second level die, getting 8. Your total result is now 25, and you successfully unlock the door.

If you had failed either to find or disarm the trap before checking the locking mechanism, you would have automatically set off the trap and suffered its effects.

Burglary Supplies

A set of picks and tools of the same (or higher) rank is required for all burglary checks or to set traps and alarms. Having insufficient tools increases the DT of burglary rolls to the next rank. For example, a DT 12 check becomes DT 16 if you do not have the proper tools. A tool kit contains all of the supplies a burglar needs to perform any burglary action at the appropriate rank or lower. Tool kits are listed on page 14.

About Setting Traps and Alarms

The traps you can improvise will not be especially sophisticated, posing little threat to creatures with some skill in burglary. For example, as a level 7 rake with expert rank burglary and PWS 8, you set traps that are DT 15 to find and disarm. While this trap is likely to be missed by a group of gnolls coming up the passage, a comparable rake with burglary talent is likely to find it and disarm it.

Improvised traps and alarms are not nearly as effective as those made with care and precision by craftsmen.

- Traps used to deal damage have a DT based on your talent rank, and deal damage equal to your rank die +level (limited by talent rank). For example, as a level 12 expert of burglary, if you set an arrow trap to fire an arrow at an enemy coming up a passage, that arrow would have expert rank dice values. It will be DT 10 to avoid (forcing a DEX resist roll) and deal D10 +10 damage.
- An alarm warns your group (through a bell that rings, a stick that breaks) of the approach of potential foes.
- Setting a trap or alarm takes a number of turns equal to the RM of your talent. An expert trap or alarm takes 3 turns to set.

Influence (linked to WIL)

You've always been able to get what you want from other people. While this may be through subtle coercion, the force of your personality or your intimidating demeanor, you are able to get others to do what you want.

As someone with skill in influence, you can:

- Convince a merchant to give you a discount on an item, or to give you a markup on goods you are selling. The target rolls WIL to resist. Multiply the difference between the DT and the target's roll by 5: this is the percentage markup or markdown you are able to secure. A merchant will never give better than a 50% markup or markdown.
- Once per turn, use a free action to taunt an opponent to turn its attention on you exclusively for 1 full turn or until one of you falls to 0 health or lower. You may only use this ability once per turn. The target rolls WIL to resist.
- Once per turn, use a free action to force an opponent (or group of opponents) to turn and flee for 1 turn. You may only use this ability once per turn. This is a normal morale check, with a DT based on your rank, level and WIL (determined normally).
- Coerce a creature into doing as you ask, as long as it's reasonable to the creature. You may only use this ability once per turn. The target rolls WIL to resist.
- Lead a group into mass combat (see rules for mass combat on page 111).

Influence in Play

- As a level 5 character with adept rank influence and WIL 6, you try to convince the merchant to give you more gold for the magical sword you found in the lair of the basilisk. He has offered you 40 gold for it, but you would like to get more. You attempt to get him to improve his offer, and use your skill. The merchant rolls level die +WIL against your skill DT of 11. On a result of 10 or less, he increases his offer. If he rolls 7 on the resist (4 below the DT), he increases his offer by 20%.

- Your group is battling a basilisk. You have already resisted its petrification ability, so you use your free action to draw the beast's attention. You yell out something about it being a 'worm eaten mongrel' as you spit in its direction. As a level 7 character with expert rank influence and WIL 8, your influence skill is DT 15 to resist. The Mythweaver rolls level die +WIL for the basilisk, and gets 11. It turns and flees before your imposing presence.
- Your group has invaded the lair of a mighty dragon... and lost. All of your allies lie at your feet, unconscious and near death, and the dragon now twists towards you, prepared to deliver the killing blow. You bow before the great beast and offer it a deal. You will compose a ballad about the power and might of this godlike creature, promising to spread tales of its grandeur throughout the realm, if it will only spare the lives of the insignificant creatures that dared to challenge its awesome might. Everyone at the table holds their breath as the Mythweaver picks up the dice and gets ready to roll. Since you are a level 16 character with paragon of influence and WIL 10, the DT for the dragon's roll is going to be 26. You decide to spend a hero point to increase this DT (since this is such an important moment); you roll your level die (D16) and get 6. The DT increases to 32. You are feeling pretty good about your chances of talking your way out of this one...

Lore (linked to REA)

Your inquisitive mind has always driven you to learn about secrets of the ancient and magical worlds. You enjoy poring over elder texts and researching the histories of lost peoples. You are comfortable in libraries and can talk for hours about the ways in which magic operates and the family lineages of the kings of old.

On a successful DT 12 action roll (apprentice rank), you can:

- Decode and glean the basic meaning of current languages other than those you know.
- Recall significant facts about historic events and people.
- Identify the function of apprentice rank magical items.
- Activate an apprentice rank wand so you can use it.

On a successful DT 16 action roll (adept rank), you can:

- Read with fluency current languages other than those you know.
- Decode and glean the basic meaning of ancient or lost languages.
- Recall secondary facts about historic events and people.
- Identify the function of adept rank magical items.
- Activate an adept rank wand so you can use it.

On a successful DT 20 action roll (expert rank), you can:

- Read with fluency ancient and lost languages.
- Decode and glean the basic meaning of cryptic and archaic languages.
- Recall specific details of historic events and people.
- Identify the function of expert rank magic items.
- Activate an expert rank staff so you can use it.

On a successful DT 24 action roll (master rank), you can:

- Decode and glean details from cryptic and archaic languages.
- Recall minute details of historic events and people.
- Identify the function of master rank magic items.
- Activate a master rank staff so you can use it.

On a successful DT 32 action roll (paragon rank), you can:

- Read with fluency even the most cryptic and archaic of languages.
- Recall even seemingly insignificant details of minor historic events and people.
- Identify the function of paragon rank magic items.
- Activate a paragon rank rod so you can use it.

What does this mean?

- To eavesdrop on a conversation between two goblins and get a general idea of what they're talking about, you'll need to be an apprentice of lore.
- To read the letter written to the commander of the bugbear army and understand the subtext, you'll need to be an adept of lore.
- To remember the name birth date of the king's younger brother, you'll need to be an expert of lore.
- To glean knowledge from the tome found in the lost tower of the Shadow Lands, you'll need to be a master of lore.
- To unlock the secrets to wield the *rod of ancient winters*, you'll need to be a paragon of lore.

Nature (linked to INT)

As someone who has taken skills in nature, you have an affinity for the natural world. You like animals and the out of doors. You easily see the differences between various plants and animals, and you understand the relationships between the seasons and how various weather patterns work. You are proficient at hunting and tracking, and you feel at home in nature.

On a successful DT 12 action roll (apprentice rank), you can:

- Identify common plants and animals and know their basic properties.
- Predict tomorrow's weather.
- Forage for a day's food and water in a woodland.
- Track a creature through a muddy woodland a day after it has passed.
- Handle, break or ride a domestic animal.
- Start a fire with materials you find.

On a successful DT 16 action roll (adept rank), you can:

- Identify uncommon plants and animals and know their basic properties.
- Identify subtle details and little known facts about common plants and animals.
- Predict the weather for three days.
- Forage for a day's food and water in scrubland or marshes.
- Track a creature through normal conditions three days after it has passed.
- Handle, break or ride a normal wild animal.

On a successful DT 20 action roll (expert rank), you can:

- Identify rare plants and animals and know their basic properties.
- Identify subtle details and little known facts about uncommon plants and animals.
- Predict the weather for a week.
- Forage for a day's food in a desert or on a glacier.
- Track a creature through normal conditions a week after it has passed.
- Handle, break or ride an exotic or magical animal of expert rank or lower.

On a successful DT 24 action roll (master rank), you can:

- Identify exceptionally rare plants and animals and know their basic properties.
- Identify subtle details and little known facts about rare plants and animals.
- Predict the weather for a month.
- Forage for a day's food and water in the most remote and desolate of locations.
- Track a stealthy creature through even challenging conditions a week after it has passed.
- Handle, break or ride an exotic or magical animal of master rank or lower.

On a successful DT 32 action roll (paragon rank), you can:

- Identify even the subtlest of details and little known facts about the rarest of plants and animals.
- Accurately predict what the weather will be like every day for the next year.
- Track a creature that leaves virtually no trail two weeks after it has passed.
- Handle, break or ride an exotic or magical animal of paragon rank or lower.

What does this mean?

- To survive in the wild on your own for a few weeks, you will need to be an apprentice of nature.
- To start a business breaking wild horses for sale, you'd better be an adept of nature.
- If you are going to be lost wandering through a desert, you'd better be an expert of nature.
- To tame and ride a unicorn, you need to be a master of nature.
- To track your enemies to the far reaches of the realm, you'd better be a paragon of nature.

Stealth (linked to INT)

You have always been able to get away with things. You are sly, able to do things without being seen or heard, sneaking past opponents and other creatures unnoticed, lifting items, picking pockets, and using surprise.

About Stealth

Your level (limited by talent rank) and INT determine the DT for the target's INT roll to notice your action. For example, as a level 12 master of stealth with DEX 9, a target trying to notice you attempting to sneak by, pick pockets or gain position for a surprise attack must make a DT 21 INT roll to notice you.

Picking Pockets

When you pick a target's pocket, you find a single instance of treasure for a creature of that level. Roll D6, a 1-5 indicates that monetary treasure was lifted, while a roll of 6 indicates that magical treasure was lifted. For example, a successful stealth roll to pick the pocket of a level 6 target yields a treasure worth D10x6 gold.

Alternately, your Mythweaver may allow you to target a specific item when you attempt to pick pockets. For example, if you see a merchant walking through the marketplace with a bag of coins jingling at his side, you may attempt to lift that particular item. The action roll is made normally, but no random result is rolled. If successful, you have lifted the item you sought.

Note that a botched attempt to pick a pocket will result in no end of troubles for the stealthy character, as laws exist to punish (often brutally) such behavior.

Surprise Attacks

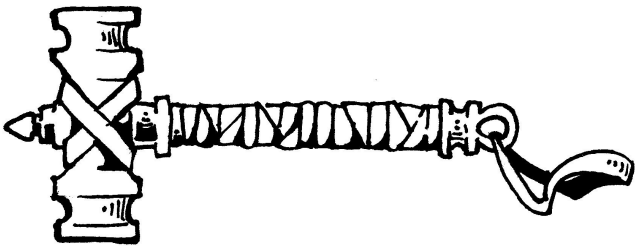
As someone trained in stealth, you add your total level (limited by rank) to damage with surprise attacks. As a level 3 character with expert of stealth, you add +4 to damage rolls with surprise attacks.

Mundane Skills

Typically, mundane skills used by commoners, merchants and tradesmen are not included as options for heroes. Most heroic characters have neither the time nor inclination to learn mundane skills. The time spent learning to beat raw iron into swords, prepare a hide for tanning or work raw lumber into a fine piece of furniture is spent by heroic characters learning to wield a weapon, control magic or learn skills more useful on adventures.

However, some heroes have mundane skills (available as a heroic perk, see page 13) that they learned before they started their adventuring careers. These skills have no bearing on combat, but may be important for interactions with other characters and the game world. If you have the perk of a mundane skill, that skill increases automatically to match your character rank. At level 1, you are an apprentice in your mundane skill. When you achieve level 3 (adept), you also automatically move to adept of your mundane skill. This continues through level 15, at which time (in addition to any other talents you have purchased with talent ranks) you have also become a paragon of your mundane skill. All mundane skills are linked to your highest mental trait of INT, REA or WIL. While one character uses INT for blacksmithing (since his INT is 5, better than any other mental trait), you use WIL (since your WIL is your best mental trait). Some people learn things because they are just 'get it' (INT), some because they are smart enough to figure it out (REA) and some because they keep working at it and don't give up (WIL).

These skills give you additional opportunities for role playing, but will not directly help you in combat. You cannot use your mastery of blacksmithing to create massive horseshoes to pound into the feet of the wyvern you are battling, but you could use this skill after the battle to determine whether or not the chain you are wrapping the wyvern in will be sturdy enough to contain it after it awakes.



Sample Mundane Skills (Roll D10 if determining randomly)

Roll	Skill (linked trait)	You know how to...
1	Blacksmith	Work with metal, construct and repair metal armor and weapons.
2	Bowyer/Fletcher	Make and repair bows, crossbows, arrows and crossbow bolts.
3	Brewer	Prepare various beverages, toxins and salves.
4	Farmer	Care for plants and livestock, prepare a field for seeding; harvest crops.
5	Jeweler	Cut gemstones, make jewelry, and determine their relative value.
6	Leatherworker	Prepare, tan and fit leather goods, including basic armors, boots and gloves.
7	Miner	Cut stone, construct an underground passageway; identify basic rocks.
8	Sailor	Operate a ship, navigate over seas.
9	Tailor	Weave, sew, embroider, and fashion clothing (including cloaks).
10	Woodworker/Carpenter	Work with wood to make furniture and wooden weapons like quarterstaves.

Chapter Five: Running the Game as Mythweaver

As the Mythweaver, it is your responsibility to run the game. While players take the roles of heroes in the game world, you set the framework for the story, put the heroes into it, and make the whole thing go.

There are four basic rules to being a good Mythweaver:

1. **Be Fair.** These rules give you considerable latitude in assigning difficulties to actions, building enemies and allies, structuring the narrative and controlling the fates of the heroes. It doesn't matter how you approach these elements of the game as much as it does that you do so consistently. If the heroes are constantly faced with overwhelming challenges and obstacles, their rewards should be commensurate.
2. **Be Prepared.** It is important that you have written notes for a scenario (if the session will be original) or you've read through the adventure (if running a published scenario) before playing. You need to be familiar enough with the rules (and with the specific rules that will apply to the scenario) in order for the game to run smoothly.
3. **Be Flexible.** Leave room for players to bring things to the game. If the players veer off course and try something you didn't expect, do your best to go along with it. Allow the characters to dictate some of the story that you are building together. Flexibility also includes being prepared for what to do if things don't go as planned. What if the myrmidon in the group doesn't show up and you've planned a session that relies on his talents? What if the first encounter takes out half the hero group? Have a back-up plan.
4. **Be Creative.** This is listed as the final rule, but is the most important. *Mythweaver: The Splintered Realm* is a simple, open game system. The game is designed to provide a framework within which you and your players can create an imaginary fantasy world. While these rules provide guidelines for handling situations as they arise, inevitably, it will be up to you to decide how something happens or why it works the way it does. Use the rules herein as a guide, and your own experience to make the judgment call in the moment. Don't stop playing to haggle over whether the modifier should be +1 or +2. Pick one, roll, and go on with the game.

Running the Game

You have several responsibilities before, during and after play.

Before the Game

There are several things that you should do before the group actually sits down to play.

- Look up lesser-used rules that may be important during the game. If the heroes have to leap across a pit during an important combat sequence, review the rules for leaping before the session so you know how this will be resolved.

- Use post-it notes or some other organizational method to mark information on the important beasts and spells that will be used during that session, or create notes (3x5 cards are great for this) for quick reference.
- Read through the adventure scenario so that you know what will be happening.
- Review any notes from the previous session for things that may still need to be resolved or for lingering plot threads that you want to be sure to review with the players.
- Prepare any other materials you may need. If you want to have a battle map and miniatures, special forms for keeping track of initiative and health, handouts with treasure maps or item descriptions, or special music you want to play during the game, make sure these are ready to go. You don't want to get to the climactic fight and have to flip through 200 songs on your mp3 player to find the perfect track for background music.

During the Game

There are several things that you do during the game:

- **Set the Stage.** Let the heroes know where they've been, what they're doing, and what they are going to do early in the session. It may help to give written recaps of previous sessions. A good Mythweaver uses a wide range of sensory description to immerse players in the game world. "The ancient inn, its walls bearing witness to stories from a hundred adventuring companies, the assorted trophies from successful expeditions covering its walls" is preferable to "the old inn frequented by adventurers." Particularly important descriptions or characters should be prepared ahead of time. You can use music, artwork, or even food to help create this sense of atmosphere.
- **Role play.** Play the parts of the supporting characters populating the game world. Feel free to add voices, develop personalities and give vivid descriptions. The more real your secondary characters are, the more the players will feel involved in the game world. If the guard speaks in a booming voice with a sarcastic tone, he'll be much more memorable and specific to your players. Keep notes about what important secondary characters are like, so that when the heroes return and speak to that guard again two sessions later, you remember that he had a booming voice and a sarcastic tone, because this makes the whole game more consistent and 'alive.'

- Run Combat. Keep track of the initiative results for all parties involved in a combat situation. While players should monitor their own characters' health, initiative, delays and availability of spontaneous spells, the Mythweaver should keep track of these statistics for all opponents during combat. It will be helpful to keep extra scratch paper handy to keep tallies of the health, initiative and delays of all those engaged in combat.
- Award hero points and treasure. See page 65 at the end of this section for information on awarding these.

After the Game

- Help to make arrangements for when your group will play again.
- Tell the players about any expectations for things that they should accomplish before the next time you play.
- Make sure you've gathered your notes for anything important that happened during the game session that may impact future games.

Using Ranks, Levels & Rank Modifiers

Everything in the game has rank, and by extension a RM and a level. Typically, the level is assigned as the threshold rating for that rank. For example, a group of expert rank heroes of levels 6-9 are most likely to encounter items, objects and situations of level 6, since 6 is the benchmark level for expert rank. Items such as armor and weapons are assigned a level based on the rank of the object. Note that a magical item has a level equal to the total of all bonuses. A sword +7/+3/+2 fire is a level 12 item for purposes of resists and setting DTs.

Assigning Difficulty Targets

Previous sections of the game have provided rules for difficulty targets for specific situations. It is always up to you as the Mythweaver to decide on the difficulty of a specific action based on the situation. Although these rules indicate that a complex DT for an expert dungeon is 20, this may vary depending on the experience and abilities of the heroes. The Mythweaver may lower this DT to 17 while the heroes are level 6, but if they enter the same area as level 9 characters, the DT may be adjusted to the normal 20, or even bumped to 22 to provide a little more challenge to the heroes. The DTs given are a guide for the Mythweaver to use in establishing targets for trait and talent rolls, but may be adjusted as needed.

Conversely, you should not simply bump the DTs up to overcompensate for character ability. If the group's rake has invested all of his talent ranks into becoming an exceptional burglar, picking locks and disarming traps may be easier for this character than for other rakes of the same level. This character has made other sacrifices to get these abilities, and shouldn't be penalized for it.

Degrees of Success

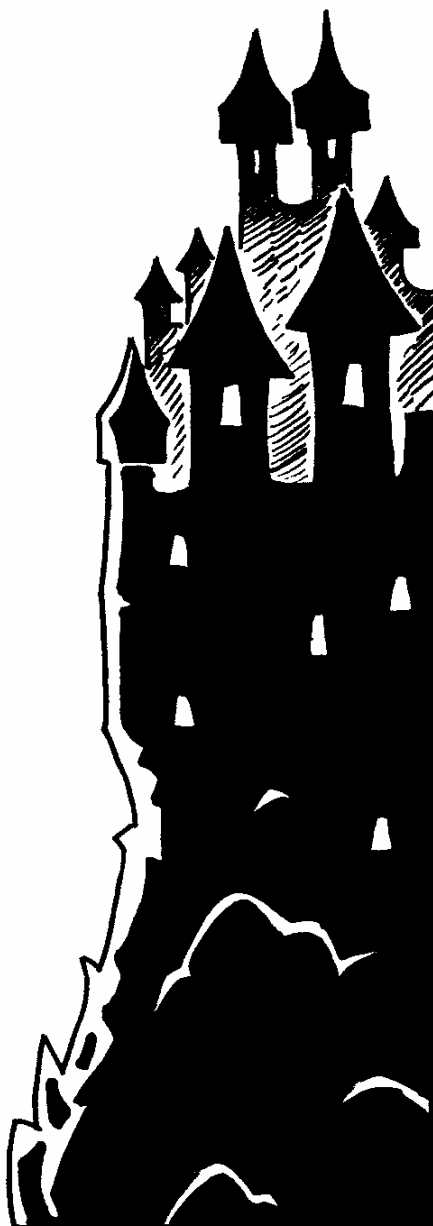
For the most part, action rolls are either successful or they fail. However, some situations may provide degrees of success. For example, the heroes are listening at a door before entering a room (rolling level die +INT). In an adept rank area, the difficulties of this are 6 for a

lesser action (based on D6, the rank die of apprentice, one rank lower), 8 for a normal action (based on D8, the die for this rank), and 10 for a greater action (based on D10, the rank die of master, one rank higher). You may decide that on a roll of 6 or 7, the heroes can hear something on the other side of the room, but can't make out what it is exactly. On a roll of 8 or 9, the heroes can hear voices, but can't be sure what they are saying. On a roll of 10 or better, the heroes can hear that there are two creatures talking, and the language sounds like some form of humanoid. In this case, the better the roll, the more information the heroes are able to glean, or the more definitive the result.

Failed Actions

An action that has been failed three times, or that is botched (1 is rolled), cannot be attempted again successfully until the character advances another level. If a rake tries to pick a lock three times and fails with all three attempts, he cannot pick that lock without further training and

experience. It is simply too difficult for him. The same is true if the player rolls a 1 on any of those three attempts.



Acting En Masse

Large numbers of creatures of the same type may choose to act or attack en masse instead of attacking or acting individually, making one consolidated action roll and one consolidated damage roll. These rules apply in the following circumstances:

- Two or more creatures are coordinating their actions against a single target.
- The creatures are of the same race or type.
- The creatures are of the same rank and level.
- If used for combat actions, the creatures are using the same attack type.
- Melee attacks are limited to six creatures engaging a creature of the same size en masse. For each size category the target is smaller than the attackers, decrease the total number of possible attackers by two. For each size category the target is larger than attackers, increase the total number of possible attackers by two. A human could be attacked en masse by eight goblins at once (small creatures), by six hobgoblins at once (medium creatures), by four ogres (large creatures) or by two stone giants (huge creatures).
- Thrown and missile weapons are not limited to the total number of en masse attackers by size, although bonuses are limited to the total attack rating.
- Due to the high bonuses, en masse attacks are more likely to score critical successes on the action roll, and therefore score double damage more frequently.
- The heroes cannot attack en masse, because they are not considered of the same creature type.
- The total action and damage bonus cannot exceed the maximum bonus to the action roll that one of the creatures would receive independently. For example, if a group of 10 goblins are working together to fire their bows at a hero, the bonuses to the action and damage rolls are capped at +4, since this is the total modifier a goblin receives to firing a bow. In this case, the goblins will break into 3 teams: 2 teams will get +4 to attack and damage (since they are composed of 4 goblins), and 1 team will get +2 to attack and damage (since it is composed of 2 goblins).
- En masse attack rules do not apply to morale checks or resist rolls. A spell or ability (like a breath weapon) with an area of effect requires each target to roll independently to resist. A morale roll is made for a 'representative creature' in the group with no bonus. If that creature fails, all see this break in morale and follow suit.

A group of creatures attacking en masse takes only one action per round, regardless of the abilities of the creatures. The group makes a single action roll, receiving a bonus to both the action (attack) and result (damage) rolls equal to the total number of creatures working together to coordinate their attack (up to a maximum of the base action bonus), in addition to the normal bonuses from traits and magic.

In a mixed group of creatures, the individual creature groups may attack en masse. In a group of 7 bugbears with 12 gnolls, the 7 bugbears could attack en masse against one target, while the 12 gnolls could attack en masse against another target. This could be further subdivided as follows:

- 3 bugbears are going to use spiked clubs to attack the hero group's rake (+3 to the attack and damage, in addition to the PWS rating and total damage rating, respectively).
- 4 bugbears are going to use spiked clubs to attack the hero group's myrmidon (+4 to the attack and damage, in addition to the PWS rating and the total damage rating, respectively).
- 6 gnolls are going to throw spears at the hero group's mystic (+6 to attack and damage).
- 6 gnolls are going to throw spears at the hero group's defender (+6 to attack and damage).

Examples of en masse attacks in play:

- You fall through a weak section of the floor and into a nest filled with 16 worker ants. Since these are small creatures, 8 of them may attack you en masse. They will break up into 2 teams of 4 ants, each with a total attack roll of D4+8, and a total damage roll of D4+5.
- Your adventuring group moves through a pass guarded by a group of 6 hobgoblins. These hobgoblins coordinate their attacks, launching volleys of arrows against you. The hobgoblins roll D6+10 for the attack, (+5 from DEX and +6 from the total number of hobgoblins, but capped at +10 because of the +5 normal modifier). If the combined attack hits, the total damage is D6+6 (+1 from the bows, +6 from the total number of hobgoblins, but capped at +6 total because of the hobgoblins' +5 attack modifier).

Other uses of en masse actions or resists:

- Two goblins are guarding a bridge as the heroes sneak up on them. One roll is made to see if they are surprised, with +2 to the roll.
- 4 hobgoblins are climbing a wall in pursuit of the heroes. The hobgoblins coordinate their efforts, working together to help each other climb. The Mythweaver grants +4 to the action roll and the hobgoblins will reach the top together or all will fall.

Thought Process

While a single hobgoblin or darkling rat is not a threat to a high level character, these creatures should still pose some threat. This gives large numbers of weaker creatures a chance against more powerful foes.

Running Magic

Del Anon is a magical realm. Magic is an integral force that infuses all things. The rules for magic restrict the powers and abilities of characters for game balance. As the Mythweaver, you are not limited in the same ways. You can create huge illusionary walls, waterfalls generated via magical energy, ancient arcane puzzles, corridors warded by magical effects and airborne fortresses held aloft by magical energy without concerning yourself with how the magic works or the specific spells that were cast in the creation of the magic. There is magic beyond the knowledge or power of the heroes, and it can (and should) remain shrouded in mystery.

Adjudicating Spells

The spell system provided in these rules is flexible and adaptive, but you should consider the following during play:

- A spell from one talent cannot mimic or copy the effects of spells from another talent. While a player may want to argue that he can use his ice magic to bolster his character's armor rank by creating a frosted glaze over his breastplate, this mimics a spell effect of deeping and should be prohibited.
- Once a character has used all of his or her available spontaneous spells in a turn, only baseline spells may be cast. If a character is an adept of arcanum and an apprentice of wilding, that character has three spontaneous spells available each turn: two in arcanum, and one in wilding.
- Any of these slots may be used to cast a counter spell, but once that decision is made and the counter spell is attempted, it cannot be changed. Once all three spontaneous spells have been cast that turn, no further counter or spontaneous spells may be attempted.
- Any spell used to grant a bonus to weapon damage transforms that weapon into a magical weapon for purposes of determining what beasts may be affected, since some beasts are immune to normal weapons.
- Spells will not stack with the same or comparable effects, and the first effect cast or in place takes precedence. For example, a character who received a blade turn from a level 10 caster with expert of deeping negates the next 4 physical attacks made against that character. Another blade turn, even if the character has already used 3 of those 4 bonuses, or if a caster of higher level uses the spell on him, will be ineffective. If a weapon has an imbued elemental bonus of +1, a spontaneous spell granting a +2 or better bonus will be ineffective on that weapon.
- Multiple uses of the same spell on different character abilities will coordinate. A character receiving three spontaneous light spells could turn his sword, armor and shield into holy items, each receiving a bonus.

Restrictions to Bonuses

Over time, the heroes will collect powerful items and learn to cast potent spells that provide a wide range of bonuses to their abilities. Large bonuses can quickly unbalance the game and make it less fun for everyone. While it may be fun to walk around for a few rounds with a sword dealing +50, this can quickly derail an otherwise successful and enjoyable game. The following hard caps are set for all traits, talents and abilities from magical bonuses. Once a character has received the maximum total magical bonus by rank, no further bonuses will affect that character. Items are limited by the same restrictions; an expert rank weapon granting a bonus to PWS will give no better than a +4 bonus. ASP may never receive a magical bonus.

- Health and warding are limited to a maximum bonus equal to the character's level.
- Traits, talents, armor, damage ratings, spell results, initiative, move and delay are limited to a maximum bonus equal to the character's RM +1.

For example, a level 7 defender (expert rank, RM 3) is limited to the following maximum bonuses:

- +4 to each of her traits (except for ASP, which cannot be magically altered)
- +4 to each of her skills talents
- +4 to her armor rating
- +4 to her initiative
- +4 to damage on her weapon from being imbued with elemental energy
- +4 to damage on her weapon from being imbued with holy energy
- +4 to result rolls with magic spells cast
- -4 to her move
- -4 to spell action delays
- -4 to arms action delays
- +7 to her health
- 7 points of warding each to magic, fire, cold, and lightning

These bonuses will still stack with racial, class or other abilities. A master rank character who receives a bonus to weapon delays from the quick strike arms talent (-4) who also receives a magical bonus to delay (up to a maximum of -5) will receive -9 to all weapon delays. In this case, the character is still limited to a minimum delay of 3, since delays of less than 3 are not possible.

However, if the character has a flaming effect on her sword, she would not be able to also add a cold or lightning effect (as these are affecting the same thing), but the sword could be given a holy bonus, as this damage operates differently (affecting only evil creatures).

Anti Spell Effects

A variety of items have been created for use against casters, and the hides of some beasts are adapted to

provide protection against magical attacks. These effects work in one of three ways: they may absorb spells, reflect spells, or turn spells.

- Spell absorption provides a set pool of ranks of spells that will be automatically nullified each turn. The higher the rank of the item is, the greater the total ranks of spells nullified each turn before that item no longer works for that turn.
- Spell reflection provides a set pool of ranks of spells automatically reflected back against the original caster each turn. The higher the rank of the item is, the greater the total ranks of spells turned back before the item no longer works that turn.
- Spell turning provides a random chance that any offensive spell cast against that target is reflected back against the original caster. The higher the rank of the item, the more powerful the spell that may be turned.

Restrictions to Anti Spell Effects

These items only work against spells, objects or abilities that cast or directly mimic a spell. While an expert ring of spell turning would reflect spells cast from a wand, it would be ineffective against such abilities as dragon breath or petrification.

- All offensive spells are affected by anti spells. A spell with an area of effect will be turned back on the caster, and will go off centered where the caster stands; a spell that deals damage will deal damage to the caster; a spell that causes a penalty will inflict that same penalty upon the caster.
- Beneficial spells are unaffected by these items. There is no chance that a spell used to restore health or remove a negative effect will be absorbed, reflected or turned.
- The original caster (and any other characters affected) may roll resistance normally against the spell, using the caster’s original action and result rolls to determine spell effects.
- These properties are typically imbued into valuable stones and jewelry (rings, amulets, gems), but may also be imbued into armor and shields. The treasure section includes rules for imbuing this property into armor and shields.

Anti Spell Effects by Rank

Rank	Spell Absorption or Reflection	Spell Turning	
		Die Used	Successful on
Apprentice	First 1 rank that turn	D6	1 or lower
Adept	First 3 ranks that turn	D8	2 or lower
Expert	First 6 ranks that turn	D10	3 or lower
Master	First 10 ranks that turn	D12	4 or lower
Paragon	First 15 ranks that turn	D16	5 or lower

Spell Absorption & Spell Reflection

The item will affect a total number of ranks of spells equal to the rank threshold for the item, and no more. If, for example, a character is carrying an expert ring of spell absorption, that ring will absorb up to 6 ranks of spells that turn before becoming inert for the remainder of the turn. If the first spell cast against that character is an expert rank spell (3 ranks), the ring has 3 ranks remaining for the turn. If the next spell is a master spell, the ring has no effect against it, and the spell affects the character normally. If the third spell cast is an adept spell, the ring again absorbs this spell, and has one rank remaining. The next apprentice rank spell cast against the character will be absorbed, but any other spells will bypass the ring’s protection and affect the target normally.

This same principal applies for items granting spell reflection. An adept ring of spell reflection will reflect any expert or lower rank spell against the wearer, and consecutive spells until the threshold of 3 total spell ranks is reached, at which time the ring stops working for one full turn.

Spell Turning

Spell turning doesn’t apply to the first ranks of spells in a turn; instead, it may apply to any, all, or none of the spells cast against the character during that turn. Spell turning considers two factors when determining whether or not a spell is randomly reflected back upon the caster: the rank of the spell cast, and the rank of the item.

- The higher the rank of spell turning, the more opportunity there is to have a spell turned. If, for example, a character has a master gemstone of spell turning, this gemstone will reflect any spell back upon the caster on a roll of 4 or lower. Conversely, an apprentice item of spell turning only turns spells back upon the original caster on a roll of 1.
- The size of the die rolled depends on the rank of the spell. If the character attempts to turn an apprentice spell, roll D6. Conversely, if the spell being cast is of paragon rank, roll D16.

Spell Turning in Play:

You wear an adept ring of spell turning. Whenever a spell is cast against you by an enemy, you roll a die. On a roll of 1 or 2, the spell cast against you is turned back on the original caster. If an opponent casts an apprentice rank spell against you, you roll D6. If, however, an opponent casts a master rank spell at you, you roll D12. In either case, a roll of 2 or lower means that the spell is turned back at the caster.



Area of Effect Attacks

Some spells and attacks have an area of effect. This is listed in units (described on pages 21-22), automatically affecting all creatures within the applicable unit(s). For example, a thrown vial of holy water will splash all creatures in a 1-unit square, with the vial at the middle of this unit. All creatures within the listed area of effect are susceptible to the effects of the attack form. If it is possible to avoid the attack or partially deflect its harmful effects, this will be listed with the specific description. Otherwise, all creatures in the affected unit(s) are susceptible. Areas of effect are always measured to the outer (farthest) edges of any applicable unit(s).

The Use of Magic by Foes of the Heroes

Magic talents add flexibility to encounters and make foes more powerful. Remember that even apprentice rank talent in magic gives the caster buffs and spontaneous spells, and a caster will always know how to use its spell powers to maximum advantage. If the heroes invade the lair of a group of hobgoblins led by a shaman, that shaman will undoubtedly have buffed itself and some of the more powerful hobgoblins with it, and will use spontaneous spells to reinforce the group's efforts against the heroes.

Conversely, intelligent creatures will quickly learn that spell casters pose a large threat, and foes will often target spell casters as their first priority when fighting a group of heroes.

Disbelieving Illusions

A character affected by an illusion may choose to disbelieve the illusion. Disbelieving is a standard action, with a delay of 10. A disbelieve roll is made as a rank die +REA roll, with a DT equal to the rank of the caster's illusion talent +REA. If you are a level 7 expert of illusion and have REA 6, your illusions are DT 13 to disbelieve.

Once a target has successfully disbelieved an illusion, that target may automatically attempt to disbelieve any additional spell from the same caster (as a free action) at +RM. Any target who has been warned that the caster uses illusions may make the initial disbelieve roll at +RM, but this still requires a standard action to do. By disbelieving an illusion, the target negates any and all ongoing adverse effects from previous illusions as well. A target who has taken 35 points of illusory damage in the first 3 rounds of combat who successfully disbelieves the caster in round 4 gets all 35 health points back immediately. This same character could still take additional illusory damage, but would be allowed to disbelieve each subsequent attack (at +RM) as a free action, and any successful disbelieve would negate all additional illusory damage taken.

Good & Evil

Since *Mythweaver: The Splintered Realm* is a fantasy role-playing game, good and evil are important, fundamental forces in the universe, and should have a bearing on game play. Good and evil are reflected in a character, creature or object's ASP rating.

Degrees of Good and Evil

ASP Rating	Degree of Good or Evil
6 or higher	Selfless. You are truly good, putting the needs of others ahead of your own, actively opposing evil.
3 to 5	Benevolent. You endeavor to put others first, and seek to fight against injustice.
1 to 2	Good-natured. You generally try to help others and do the right thing.
0	Neutral. You weigh each situation on its own merits, and are just as likely to help others as to help yourself.
-1 to -2	Selfish. You routinely put your own needs ahead of those of others.
-3 to -5	Cruel. You are capable of cruelty and selfishness, even when others are hurt by it. A hero may have no lower than -5 ASP.
-6 to -9	Malevolent. You are truly malicious, deriving joy from the suffering of others.
-10 or lower	Pure evil. See below.

Aspect Applications

You should always be aware of the impact of ASP.

- A hero with a positive ASP (light) has spent points to serve of good and should receive some benefit from this. Holy places and holy items should be included in the game to reward these players.
- A hero with negative ASP (darkness) is limited to the character's RM in total negative ASP. A level 4 character (RM 2) may have no lower than -2 ASP. This character would have 2 bonus points to place in other traits. A hero with a -4 ASP who wants to move to -5 would have to wait until level 15 (paragon rank) is attained. This limit does not apply to beasts or secondary characters.

Temptation

A character with negative ASP is susceptible to temptation. When faced with a difficult circumstance or opportunity for personal gain, the character may (even against the player's will) succumb to temptation. When faced with the situation, the player rolls the level die, with a DT equal to the inverse of ASP. If the roll is less than the inverse of the character's ASP, the hero automatically makes all actions as determined by the *Mythweaver* for one turn before rolling again to overcome temptation. If a botch is rolled on a temptation check, the character automatically succumbs to temptation, even if his or her ASP is only -1. A hero

point may not be used to modify this roll. This roll is made every turn thereafter. Failure indicates that the character remains under the Mythweaver's control, likely undertaking reprehensible and villainous actions.

Temptation should apply no more than three times per game session, although should be rolled at least once per session so that the character has some cost associated with negative ASP. The following circumstances could all force a temptation roll:

- The character sees a map to a treasure the rest of his friends haven't seen. He must roll temptation or seek the treasure for his own.
- A member of the town guard insults the character. She must roll temptation or draw her weapon and attack the guard.
- The character's allies are in combat with a powerful foe, and some have fallen. He must roll temptation or turn on his friends and desert them in their time of greatest need.

Pure Evil

Once a creature reaches ASP -10 or lower, that creature has been consumed by evil, having no other purpose but to serve the forces of chaos and destruction. Due to this strong connection to evil, the creature may be able to affect holy items.

Once per turn, a character of -10 or lower ASP may attempt to destroy a holy item within a number of units equal to its RM, permanently shattering the item. This is a standard action, with a delay of 10. Roll rank die +ASP against the item level +ASP of the target. Success indicates that the target's holy item is permanently and irrevocably destroyed. This is limited to one attempt per turn, not per item. The creature does not touch the item (see below), but instead focuses its pure evil against this item (for example, by screaming or howling, or by unleashing a bolt of pure darkness at the item).

For example, a defender with ASP 5 invades the lair of a powerful lich. The lich uses an action to shatter the defender's holy sword, a level 14 item. The lich rolls the rank die (D20, since the lich is level 20) +10 (since it has -10 ASP) and gets a total of 22. The DT is 19. The defender's holy sword shatters into hundreds of fragments in his hands, irrevocably destroyed, and the battle with the lich just became considerably more difficult.

If this ability is used against a holy item not in the possession of a character (the lich has defeated the defender, and is gloating over the sword that lies on the ground before him), no ASP is added to the level of the weapon. In the previous example, the level 14 item not held by a hero is DT 14 to destroy. As long as the lich rolls 4 or better on the die roll (because of the +10 from ASP), he will be able to destroy this sword that is so painful for him to look at.

Holy Water

Holy water is blessed water sanctified by a priest in a holy place. Holy water, when splashed on an evil creature, automatically deals damage equal to the inverse of the creature's ASP x2. Holy water splashed on a creature with -4 ASP deals 8 points of damage.



Unholy Water

Unholy water splashed on a good creature deals twice the target's ASP rating in damage. A defender with an ASP of 4 splashed with unholy water suffers 8 points of damage.

Holy and unholy waters bypass all armor and protection. To purchase a vial of holy or unholy water costs 5 gold. This is enough to splash one creature within the same or an adjacent unit. To purchase a flask of holy or unholy water costs 15 gold. A flask of such water is used as a thrown weapon attack. It will break and affect all creatures in the same unit where the flask landed.

Holy Places & Items

Holy places and items give a bonus to characters of positive (light) ASP, have no effect on characters of 0 (neutral) ASP, and actually deal damage (or extra damage) to characters of negative (darkness) ASP. Armor and magic resistance do not absorb damage from holy items or places; holy and unholy damage bypasses any and all protection.

- Holy weapons give a bonus to damage equal to the wielder's ASP rank on a successful strike against an evil creature, in addition to all other damage. A character with an ASP of 3 wielding a holy mace deals +3 damage against evil creatures in addition to all other bonuses.
- Holy armor gives a bonus to armor rank equal to the wearer's ASP rank. A suit of holy plate mail armor worn by a character with an ASP of 4 gives +4 to the armor rating, in addition to all other bonuses. This applies against all physical attacks which armor normally protects against, regardless of the ASP of the attacker.

- A holy place allows those of light ASP to recover their ASP rank in health at the end of every round, and automatically deals damage equal to the inverse of the target's ASP to evil creatures at the end of every round. A holy place has no effect on a neutral creature. A character with an ASP of 3 in a holy place recovers 3 health at the end of every round, in addition to all other healing and regeneration. A creature with -2 ASP suffers 2 points of damage per round spent in a holy area.
- A creature of negative ASP touching a holy item automatically takes the inverse of his or her ASP in damage from the item. An undead creature with -3 ASP touching a holy shield immediately suffers 3 points of damage. Evil creatures cannot bear the touch of holy items, and will automatically drop them. Neutral characters and creatures are unaffected by holy items.

Unholy Places & Items

Unholy places and items work exactly as holy places and items, only with reverse effects. An unholy sword deals bonus damage to good characters, but no bonus against neutral or evil creatures. Note that placing key encounters in unholy places severely inhibits good characters, and increases the difficulty of such encounters dramatically. Even a minor foe is very powerful if within an unholy place. When the group's defender with ASP 6 enters the unholy shrine of the lich king, he's going to start taking damage immediately unless he carries a holy item with him (see below).

Holy Items in Unholy Places

Two of these effects cancel one another out. A character carrying a holy sword into an unholy place loses the holy bonus from the sword, but also makes the wielder immune to the damaging effects of the unholy area that would normally apply. A holy item within an unholy place (or the reverse) cancels both effects within the same unit as the object. A defender carrying a holy sword into a shrine dedicated to an evil deity creates a 'neutral' field filling the same unit that the sword is in, where neither the light nor darkness effect predominates. Carrying multiple items gives no additional bonus; a character wielding a holy sword while wearing holy armor and carrying a holy shield still simply cancels out the effect of the unholy area, and all three items have their special bonuses as holy items negated while in this place. If this character casts a spontaneous light spell turning the area into a holy area, however, this spell effect would cancel out the unholy aura, and the items would now operate normally. Holy water becomes inert while within an unholy place, and vice versa.

Holy/Unholy Item Effects from Spells

Wielders of light and darkness magic are able to temporarily turn items into holy items. Higher rank casters may actually give significantly greater bonuses for shorter periods of time than the effects of a holy weapon. For example, a paragon of light magic of level 20 could grant up to a +6 damage bonus to a sword, whereas a holy sword normally gives only the ASP of the wielder as a bonus. The more powerful effect in this case would take precedence.

Thought Process

The path of evil is inherently easier and more alluring, but it is fraught with peril. Originally, heroes were going to be prohibited from playing characters of negative (dark) ASP. However, this took away player choice and some opportunities for both role playing and variety. The limit on negative ASP to a character's RM keeps negative ASP from being abused, and the penalties imposed by temptation make darkness a tricky path to navigate. In addition, a character can 'buy out' of negative aspect by spending trait points as the character progresses to eventually cleanse him or her self of darkness, and possibly one day pursue the path of light. This was a good role playing opportunity, and was the deciding factor in leaving negative ASP as a hero option. Most heroes who start evil will eventually decide that being evil is too much trouble, and will give it up to receive the benefits of neutrality or good. This nicely mirrors fantasy literature, where characters that start out as evil, selfish and greedy can ultimately overcome these flaws to emerge as great heroes.

Alternative Dice Options (Optional Rules)

While these rules assume that dice will be rolled for all actions, resists and results, there are several options for the ways dice rolls may be resolved.

- Option 1: Roll everything. In this option, every action, resist and result is rolled normally.
- Option 2: Only roll active dice. In this option, all resistances are static, assigned as a rank of half the rank die +all modifiers. An adept rank creature (level die D8) with DEX 5 would have a static resist of 9 (half of 8 is 4, 4+5=9) against missile attacks, and attackers would have to roll 10 or higher to score a hit against this creature.
- Option 3: Only players roll. In this option, the Mythweaver rolls nothing; the secondary characters and beasts have static results (based on half the level die +trait), and the players roll all actions and resists. If the master rank beast (D12) the heroes battle has a total attack bonus of +8, the heroes always defend against a static attack value of 14,

needing a 14 or better on resist rolls to avoid being hit. This option allows the Mythweaver to focus on other aspects of running the game, and makes combat run more quickly. This option includes initiative results as well, meaning that all foes act at the same time every round. A medium expert rank beast (D10) with +7 to initiative using a natural attack form (default delay of 10) will act every round at segments 12 and 2.

- Option 4: Mix-n-match. In this option, two dice resolution methods are mixed based on the situation. For example, you may determine that for most encounters, option 3 will be used, but when the heroes reach the climactic encounter, option 1 will be used. In this adventure, the heroes battle a group of bugbears and a giant spider on the path to the lair of an ogre who has been attacking a small village. Resolve the encounters with the bugbears and the spider using option 3 (only the players rolling) while you keep track of health. However, once the heroes get to the lair of the ogre, you pick up your dice and get ready to take the heroes on.

Note: Regardless of which dice option you use, you and your players should agree on the method that will be used before you play so that there are no surprises. Some players will prefer to have more control, and will want to roll everything. Other players will prefer not to have to roll so many dice, and will prefer some static results to make the game run more quickly. Be aware that, especially at lower levels, the average result may be too high or too low (since the range of possible results is smaller, sometimes the only way an action will work is if you roll well and your target rolls poorly), and you may need to roll everything in instances where the differences between the abilities of heroes and their foes have greater disparity. If a group of level 10 heroes is taking on a level 21 creature (which is probably a bad idea to begin with) and that creature is allowed to take the average result, there is little chance for the heroes to be successful against it. Its average result will be at or beyond the upper limits of their abilities.

Thought Process

One of the goals of the system is quick combat resolution, and these dice options provide that opportunity without altering the statistical average. Option 4 gives you as the Mythweaver some control of dramatic flair, and makes 'boss' encounters feel different than other encounters, increasing the excitement for all players at important moments. Statistically, each of these options gives the same results over the long run. The default dice rating of half the maximum is actually statistically half a point less than 50%, but this offsets the fact that if you don't roll, you can't botch. This will pose a problem if one of the heroes has the counter attacks advanced arms talent, and attack rolls should always be made against this character so that the use of the talent is optimized, regardless of the dice option.

How & When to Use the Dice

How and when you use dice is a matter of personal taste, play style, and the dynamics of your group of players. Here are some suggestions for ways to roll dice, or for situations where you may want to change the way you roll dice.

- If your players can role play even when the roll doesn't go their way, it may be more fun to make all rolls visible. If you tell the player that his character failed to find the trap and he will continue to open the treasure chest (because this is what his character would do), then it is probably okay for this player to see the roll.
- If your player will change what he does based on knowledge he has (but which his character would not have) based on a dice result, then you should roll dice in secret (or allow the player to roll, but don't tell what the DT is) and tell the player only what his character would know. For example, for a failed roll against a difficult trap, you may say, "It seems like you've disarmed the trap. You've seen a trap like it before, and disarming it worked last time, so you have no reason to suspect this will be any different," even though the roll failed.
- If a character is being manipulated or controlled (for example, a secondary character uses influence to try to swindle the hero into selling a gemstone worth 100 gold for 10 gold), the player may not even know what he is rolling for. For example, you may take the character sheet from the player and find the appropriate resist rating as you say, "Jeff, go ahead and roll your rank die. I want to see something..." In this case, the player may not find out until later (if ever) that the gemstone he just sold for 10 gold was worth 100 gold, or that the merchant who purchased it used influence skill talent against his character.
- Once again, if the player will continue to role play in the situation despite the roll result, it's okay to include the player in the process. In the above example, Jeff's character fails his resist roll, and Jeff jumps up from his chair as he says, "I hand the gem over to the merchant, swiping the 10 gold coins from his palm as I yell 'so long, sucker!' I then run through the streets laughing maniacally at my unexpected good fortune." In situations like this, the player will often make the situation more dynamic and interesting by creating an authentic reaction for his character. You want to give the players these opportunities whenever possible.

Types of Encounters: Combat

A combat encounter is one where the primary means of resolving the encounter is through combat. Some encounters start as combat encounters from the get go, while others start as non-combat encounters that escalate. Not every obstacle the heroes face should be a combat encounter. *Mythweaver: The Splintered Realm* is a role-playing game, and opportunities for other play

beyond simply hack and slash should be presented. There are three basic types of combat encounters:

- Lesser (nuisance) encounters are just that: a nuisance. They are obstacles standing in the way of a greater objective, or complications arising in the primary plot thread. The primary reason that the heroes engage in these encounters is because they present an obstacle that must be overcome.
- Normal encounters provide a challenge for the heroes and some potential for reward, but are not the main objective. Most creatures in a normal encounter will provide some challenge to the heroes, but will include mostly normal beasts.
- Greater (boss) encounters are the ones the heroes drive towards. The boss is the main guy or the primary obstacle the heroes have to face. Ideally, a boss encounter is not simply a more difficult normal encounter, including elements of non-combat encounters layered within it. A boss encounter has some wrinkle or change of pace that differentiates it (and the boss) from a normal encounter.

For example, the heroes assault the fortress of a bugbear general. The nuisance encounters on the way include the various guard posts the heroes have to bypass. The normal encounters include the den of the trained bear and the prison complex where the jailers let free an imprisoned ogre, promising it freedom if it kills the heroes. Each of these encounters prevents the heroes from reaching their true purpose: the general leading this group. Once the heroes locate the general, the encounter should not just be a larger combat encounter. It may be that the general has slaves who could, through role playing, be brought to the side of the heroes. It could be that the general's chair is fitted with mechanical devices allowing him to drop the characters into a maze wherein they must bypass a number of traps and overcome a handful of beasts before they could fight their way out to face him in a final showdown.

Non-Combat Encounters

There are two basic types of non-combat encounters: role-playing and problem-solving encounters.

- Role-playing encounters rely on the players taking on the roles of their characters in order to overcome the obstacle. Winning a battle of wits, convincing a neutral character to come to the heroes' aid, or persuading the king to loan the group his holy sword are all role-playing encounters. These may require skill talent rolls, but should primarily be resolved through player interaction with the game world.
- Problem-solving encounters rely on the skills and abilities of the players themselves. These include riddles, math puzzles, word scrambles and other intellectual challenges that are placed before the players, but which their heroic characters solve within the game world. While these rarely involve the use of dice and game mechanics, the Mythweaver may include such elements, giving the players clues to help solve the puzzle or piece

together the riddle. Sample problem-solving encounters include a beast that will only allow passage if a riddle is correctly answered or a door that will only open if the correct number sequence is entered on its over-sized combination lock: a number sequence that the heroes have spent the evening gathering clues to put together.

Encounter Difficulty

When designing encounters, you should attempt to balance the encounter to provide an appropriate obstacle for the heroes. Early in an adventure, encounters will likely be of low challenge (lesser/nuisance encounters), gradually becoming more and more difficult as the heroes move through the adventure. Most adventures will end in a greater encounter. A good ratio for encounters is 50% lesser encounters, 40% normal encounters, and 10% greater encounters.

These encounter difficulties assume that there are 3-5 heroes in a group, and that all of the characters are of the same rank. If a character is solo or with one other character, the hero group is considered one rank lower. If the hero group includes 6-9 characters, the hero group is considered one rank higher. A normal encounter for a group of 8 characters would be 6-9 creatures of the same rank.

Encounter Difficulties

<i>Rank of creatures</i>	<i>Lesser</i>	<i>Normal</i>	<i>Greater</i>
Hero rank -3	10-14 creatures	15+ creatures	--
Hero rank -2	6-9 creatures	10-14 creatures	15+ creatures
Hero rank -1	3-5 creatures	6-9 creatures	10-14 creatures
Same rank as hero group	1-2 creatures	3-5 creatures	6-9 creatures
Hero rank +1	--	1-2 creatures	3-5 creatures
Hero rank +2	--	--	1-2 creatures

In Play

You design an adventure for 4 heroes of expert rank. You would like them to have a normal encounter with a group of humanoids. Any of the following will provide a balanced encounter that should provide some challenge for the hero group, but be a winnable encounter under most circumstances:

- 15+ goblins (menials)
- 10-14 hobgoblins (apprentice level 1)
- 6-9 gnolls (adept level 3)
- 3-5 bugbears (expert level 6)
- 1-2 ogres (master level 10)

Mixed Groups & Difficulty Ratings

The heroes may encounter mixed groups: an adept rank beast leading a group of menials; a master rank sorcerer with 2 expert rank bodyguards. To determine the difficulty rating, add the two (or more) different encounter types together.

- 2 lesser encounters together = 1 normal encounter.
- 3 lesser encounters together = 1 greater encounter.
- 1 lesser and 1 normal encounter together = 1 greater encounter.
- Any combination of normal and greater encounters = a bad idea, and almost sure death for the heroes.

Using the previous example of 4 expert rank characters, the following mixed encounters would be reasonable:

- 2 expert darken wolves with 4 adept gnoll handlers is a normal encounter (2 lesser encounters).
- 2 expert darken wolves with 8 adept gnoll handlers is a difficult encounter (1 lesser and 1 normal encounter).
- 1 expert bugbear with 4 adept gnolls and 7 apprentice hobgoblins is a difficult encounter (3 lesser encounters).

Awarding Hero Points

Hero points are awarded based on the difficulty of an encounter. The more difficult an obstacle was to overcome, the more hero points the heroes should be awarded. Each hero in the group receives these hero points; hero points are not pooled and then divided among the heroes:

- A lesser encounter is worth a number of hero points equal to the RM of the most powerful creature defeated +1. A lesser encounter with a group of gnolls (adepts, RM 2) is worth 3 hero points.
- A normal encounter is worth a number of hero points equal to the RM of the most powerful creature defeated +3. A normal encounter with a group of gnolls (adepts, RM 2) is worth 5 hero points.
- A greater encounter is worth a number of hero points equal to the RM of the most powerful creature defeated +6. A greater encounter with a group of gnolls (adepts, RM 2) is worth 8 hero points.

Non-combat encounters and other role-playing situations may also be worth hero points, and from 1-3 bonus hero points may be awarded for any of these:

- Solving a puzzle or contributing to the success of the game in a notable way.
- Exceptional role playing.
- Leadership or sacrifice by the hero for the good of the group.
- Completing a quest or completing a task. While minor quests and missions (1-2 game sessions) may be worth up to 10 bonus hero points, larger quests and epics may be worth as much as 10 bonus points

per game session. When the heroes finally complete a huge quest that took ten game sessions to complete, it is not unreasonable for you to award 50 bonus hero points for completing this massive epic.

Starting at Higher Levels

Sometimes, you will want to begin a game with more powerful heroes, or a new player will be added to an existing game with more powerful and experienced heroes. In these cases, give each hero a pool of hero points and an equal portion of gold to start with. If a hero begins with 100 hero points (enough to advance directly to level 4 with 10 additional points banked), that hero should also begin with 100 gold (enough to purchase basic equipment for a level 4 character). These heroes will not have the weapons, gear and magical items of experienced heroes, but will at least be competitive until they can get caught up.

Character Advancement & Ranks

As heroes advance, the scope of their adventures grows. As you consider the rank of the heroes, design adventures around their importance in the world.

At apprentice rank, the heroes:

- Battle against minor threats usually beneath the notice of those in power.
- Are unknown to the larger world.
- May struggle with purchasing basic supplies or finding shelter for the night.

At adept rank, the heroes:

- Battle against creatures that pose some local threat.
- Have begun to garner a reputation in the local community for their deeds.
- May earn favors and influence from others in positions of power and influence.
- Have access to quality or enchanted equipment not available to commoners.

At expert rank, the heroes:

- Have earned a reputation for their successes.
- May earn titles and rank, welcomed into the lowest echelons of the elite and powerful.
- Begin to amass fame and fortune.
- Possess weapons and gear of considerable power.

At master rank, the heroes:

- Wield items of great power.
- Establish a legacy, constructing permanent bases of operation and training others.
- Earn titles of nobility and station.

At paragon rank, the heroes:

- Wield the most powerful items in the world.
- Forge empires, establish kingdoms, and wage wars on a grand scale.

As a Mythweaver, there are three basic types of adventures your group of heroes may take part in: dungeon crawls, social intrigues and wilderness treks. Each of these provides a wide range of possibilities for adventure and excitement. Over time, you and your players will decide which types you enjoy the most, and you will develop those more frequently and thoroughly.

However, a balanced campaign will use elements of all three, even if the focus is clearly on one. If the players love dungeon crawls above all else, you should still look for opportunities to pull in elements of the other two types. It may be that the dungeon complex the group will explore lies in a remote location that requires some wilderness travel to reach. Additionally, the city in which the heroes sell goods and rest between treks to the dungeon is the home of a competing group of adventurers that secretly plots against the heroes, trying to outdo their success.

What Makes a Good Adventure?

A good adventure has several characteristics, regardless of what type it is:

- It allows the heroes to use several (if not all) of their traits, talents and abilities. A player who purchases master rank influence who never gets to haggle with merchants or attempt to coerce guards has spent ranks on a talent that is not fully used.
- It provides a wide range of conflicts. If all that the heroes do is fight against every creature they encounter and if each puzzle can be resolved with a single die roll, the adventure will quickly grow stale.
- It hooks not only the characters, but the players as well. Each player develops a personal connection to the storyline or the objectives for the adventure, finding personal motivation for his or her character.

1. Dungeon Crawls

A dungeon crawl is any adventure where the heroes go into a structure and move through it. Whether they are plundering an ancient tomb, clearing out a sewer tunnel, exploring a ruined tower or recovering an item from a lost mine, the heroes are on a dungeon crawl.

Why Use Dungeon Crawls?

Dungeon crawls activate the imagination, since they suggest lost times and forgotten secrets. Dungeons are remnants of the past, holding great treasures within dark tunnels. In terms of design, dungeon crawls allow you to control the flow of the action, sequencing events in order. For example, the only way to get to the lair of the basilisks is to defeat the stone colossus standing watch over the portal, but before that you have to overcome the hobgoblin tribe that has taken residence in the entry cave.

Dangers of Dungeon Crawls

- Undead often inhabit tombs and catacombs. After the Great Reckoning, those who worshipped death began working in secret to create undead, routinely desecrating the bodies of the dead to prepare them for un-life. Now, many of these undead lie in wait, ready to answer the call to rise when it comes. Others have grown impatient, and have emerged (sometimes hesitantly) from their tombs to plague the living.
- Darken beasts, fell creatures and insects favor the dark and isolation dungeons offer. Such creatures will actively seek out these locations as a home base, often using the advantage of location to lure unsuspecting creatures in.
- Dungeons are often designed to keep invaders out, and may be littered with a variety of traps and wards.
- A lack of access to simple things like light, breathable air and clean water become considerable dangers when deep underground.

Ten Reasons to Undertake a Dungeon Crawl

1. A creature has come from the deep, reaching out its tendrils into the lands of man, posing a threat to society. The heroes must travel to its lair and root it out.
2. A secret society or beast cult has taken control of a formerly abandoned ruin, now using it as a staging point to launch attacks (overt or covert) against the larger society. The heroes must break the power of this organization.
3. New rumors emerge of a powerful item or artifact secreted away in a vault. The heroes must delve into the dark and seek out the item.
4. Creatures of evil have established a foothold too close to the lands of man, and now pose a threat to security and travel. The heroes must drive out the humanoids and overthrow their leaders.
5. A former stronghold of good has been rediscovered, and the heroes undertake a quest to reclaim it for light by cleansing it of any evil and vermin that may have infested it in the intervening centuries since its glory.
6. The dungeon was not created to keep something out, but instead to keep something in. The creature that was once contained inside this prison has now broken (or nearly broken) its confines, and the heroes either have to restore the prison's security or destroy the creature within.
7. The dungeon was built to defend a gate to another realm that has been dormant for many centuries, but has recently been reactivated, drawing creatures from other lands. The heroes must bypass the creatures that have been summoned by the power of the gate before finding some way to disable it.
8. A magical dungeon complex lying in a space beyond time has been discovered in an unusual place. The

heroes must explore this new discovery and report back with their findings.

9. The dungeon comes to the heroes. A magical tower appears in the sky over their hometown or an earthquake reveals the entrance to an ancient tunnel complex.
10. A dungeon is discovered underneath their hometown. While building a new section of sewers or expanding a mine, excavation reveals a hitherto unknown tunnel complex buried in the deep; the heroes are sent to investigate and report back to ensure that the greater society is not at risk.

2. Social Intrigues

A social intrigue is any adventure where the combat is secondary, but instead the use of skills and role playing takes center stage. Social intrigues don't necessarily happen in faraway places (although they can). Social intrigues often occur in the libraries of ancient orders, the throne rooms of mighty castles, the merchant squares of crossroads keeps and the back alleys of large cities.

Why Use Social Intrigues?

Social intrigues provide a different type of challenge to the players. While invading the ethereal city of the Messari lords may be one challenge, being dispatched to the ethereal city of the Messari lords as an emissary from the lands of mortals, sent to broker a peace agreement, presents an entirely different opportunity for adventure. Social intrigues encourage the players to invest in their characters and into the game world. They help to create a rich environment, motivating other adventures. If the heroes have helped put the elfin princess in power and later protected her from an assassination plot, they are going to have personal motivation to drive off the basilisk pack that has taken residence in caves near the elfin city.

Dangers of Social Intrigues

These dangers are often personal, putting the reputation or future influence of the heroes at stake. Fights are against secretive or stealthy opponents who don't dare to let the greater society see the evil of which they are capable. Therefore, surprise attacks, poisons, and cursed items are often the means of attack, and the heroes may be limited in how and when they can respond. If the patriarch of a rival family sent an assassin in the night to try and kill the party's mystic, he can't reply by marching into the middle of town and destroying the family's home in a barrage of flaming bolts. Subtlety often must be employed.

Ten Reasons to Undertake a Social Intrigue

1. Someone in power suspects an ally of duplicity. Since the leader cannot be sure in whom to place trust, he or she turns to the heroes, enlisting their aid in rooting out the deception.
2. A secret war breaks out between factions within a city. This could be a war between rival guilds, rival

families, or rival businesses. The heroes find themselves caught in the middle.

3. A powerful (and illegal) object is stolen from a prominent member of the society. The heroes are enlisted to recover the item quietly to protect both the society and the reputation of the owner.
4. A crime is committed, and the heroes become the primary suspects.
5. After public success defending a community, the heroes are invited to a social event or are granted special rank, and others grow jealous of their newfound celebrity.
6. The leader of a community dies and the heroes become embroiled in the politics of selecting a replacement.
7. Members of the community are being kidnapped and sold into slavery. The heroes have to get to the bottom of the slavers' plot and break the secret network.
8. A secretive cult begins to recruit members of a community into its fold and the heroes have to help sort friend from foe.
9. The heroes must pose as new recruits of a secret society in order to infiltrate its ranks and discover the identities of its leaders.
10. The heroes are sent as ambassadors into the heart of an evil society to bargain with its leaders or deliver a message from their homeland.

3. Wilderness Treks

A wilderness trek is when the heroes set out into the wild, overcoming obstacles that nature puts in their path. While many of these obstacles include wild animals and other beasts, additional obstacles are posed by physical barriers or tests of endurance.

Why Use Wilderness Treks?

Wilderness treks can be quickly put together for play. You could generate a list of ten random events that could happen as part of the travel across the wilderness, and roll at intervals of travel to see if any of these events happen. In the borderlands near a keep or city, there may be a 1 in 6 chance of encountering a beast of some kind every 6 hours, while in the wildest and most remote of lands, this could increase to as much as a 3 in 6 chance every 3 hours. In both of these cases, even going to sleep is dangerous, as the chance of an encounter increases after nightfall.

Dangers of Wilderness Treks

Not only does the wilderness host all manner of beasts, but natural obstacles can pose a considerable threat. The extreme conditions of deserts and glaciers make simple movement and survival difficult, and other wild lands have raging rivers that must be forded, patches of quicksand and sinkholes that must be avoided, and rope bridges over deep chasms that must be crossed. Wilderness treks give heroes with nature and athletics skills opportunities to use their unique abilities.

Ten Reasons to Undertake a Wilderness Trek

1. The heroes must deliver something to a character or creature in a remote or dangerous location.
2. The lands of good are threatened by an infestation of creatures from the wild; the heroes must drive back this infestation and destroy the nest of these creatures.
3. Evil forces are waylaying travelers on a main road.
4. A new noble has taken ownership of a parcel in the wild, and needs this land made clear of monsters before establishing a stronghold.
5. Strange weather or unusual conditions emanate from a distant location. An unholy fog keeps rolling in from the swamps; a rainbow appears over a mountain in the distant east; a huge silver cloud on the far horizon appears to be the source of incredible thunderstorms that rage throughout the region.
6. Nature calls for aid. Creatures of good call upon the heroes to help defend their natural stronghold from threats posed by the wild or unnatural invaders.
7. Ships, merchant caravans, or other travelers have gone missing in remote and inaccessible locations.
8. A mystic needs a special ingredient or item that may only be found in the deepest parts of the wild or from a distant locale, recruiting the heroes to gather it.
9. A ship has sunk to the bottom of the sea and a special item lost with it must be recovered.
10. At the heart of a barren desert, an obelisk is inscribed with runes holding the final clues to unlock an ancient secret.

Adventure Design & Campaigns

A campaign is an ongoing series of linked adventures that you thread together to create a greater epic story. At lower levels, the heroes may only touch upon or become secondarily involved in the story, but eventually are pulled into the larger tapestry. While it may be tempting to use a ‘top down’ approach to designing a campaign, it is often better to start with a general theme or direction, and then ask a series of questions to develop the campaign’s larger themes.

For example, the primary villain is a powerful mage who leads a cult dedicated to rats. Designing ‘top down’, you have the villain march into town and declare, “I am here to take over the world in the name of rats!” This is not very dramatic, and makes it impossible for the heroes to win; the villain is far more powerful than they are. Instead, start ‘bottom up’. Select a hook to involve the heroes, asking questions to build from there:

- What can the heroes face at level 1? The heroes find out that local sewers are overrun with darken rats (this is a good opening challenge for level 1 heroes).
- What’s special about these rats? They are all branded with a strange symbol, and they are especially aggressive, using strategy and tactics.
- Why? They are being bred for war by a local merchant who has been pulled into a cult.
- How do the heroes find the cult? They either gather the location from the merchant, or allow the

merchant to ‘escape’, and track him to its secret hideout. (a good chance to use nature skills!)

- What’s at this cult’s hideout? Rat weren and minor mystics who experiment with darken rats, attempting to breed them with other creatures, all branded with this symbol. They have created monstrous rats with a variety of special abilities: regeneration, great speed, great strength, poisonous bites, barbed tails, minor magic, or breath weapons.
- What leads them onward? They find orders from a mysterious leader of a distant city to build the rat army for war upon another community.
- What happens on the way to the city? In addition to a few minor encounters (unconnected to the main plot), they meet pilgrims fleeing from the city, who warn of the insanity that has gripped its people.
- What do they find in this city? People unwilling to speak with them, others who refuse to acknowledge the existence of such a cult, and one figure grateful for their arrival who gives them clues about how to find the cult before mysteriously disappearing. They also find great danger, as assassins and changelings (all branded, of course, with the same symbol) in the employ of the main villain attack the heroes in the night and wait around dark corners as they pass.
- Where does this ultimately lead? Into a series of tunnels beneath the city where wererats and even more monstrous rat hybrids await in the dark, surrounded by devoted cultists, delvers and mystics of some power, and other creatures that have been captured and brought here to serve as the raw material for their experiments (serpents from which regenerative powers have been taken, insects from which poison has been gathered, etc.). In the deepest part of this underground complex, the primary villain (a mystic of master rank) plots his rise to power, having been working for some time to build his army.
- What allows the campaign to continue? This leader was but one of several members of the inner circle of a cult, and the heroes find evidence that the cult is preparing to wage its great assault. In fact, it’s already begun.

This arc could easily take a group of heroes from apprentices of level 1 all the way through experts of level 7 or better. The great thing about this approach is that you don’t need to know all of this before you begin playing. All you have to know is that the rat cult is going to be the central threat, and you should have the first four or five questions answered before you begin playing, asking further questions as the heroes grow.

The Final Word

As the Mythweaver, you have final say in development of the game world. These rules have given you a brief overview of some of the possibilities. There are limitless opportunities to expand upon the ideas presented here. These rules and suggestions are simply a place to start. Where you end is up to you.

Treasure

This section provides an overview of the types of monetary and magical treasure that heroes may recover after defeating a foe.

Treasure Ratings

Each creature has a treasure rating. This is how likely the creature is to have treasure, and the value of such treasure when found.

Treasure Ratings

Treasure Rating	Treasure Roll Modifier
Lesser	Roll at one rank die lower
Normal	Roll at the creature's rank
Greater	Roll at one rank die higher

Monetary Treasures

The first type of treasure that may be found is monetary. This is treasure that is in a form that can be bartered for goods and services. Monetary treasure allows a character to purchase supplies, upgrade equipment, or expand his influence and power through hiring henchmen or building permanent dwellings and fortifications.

Individual Treasures

A creature may carry treasure with it outside of its home or lair. This treasure is worth a number of gold equal to the creature's rank die roll. A natural roll of 1 indicates that no treasure is carried. Once the value of treasure has been determined, roll for type of treasure the creature is carrying. For example, a gnoll of adept rank (normal treasure rating) rolls D8 for the value of the treasure (in gold), and then D6 for the type of treasure carried. If you roll a 3 on the D8 and a 4 on the D6, the gnoll carries a single gemstone worth 3 gold. If the heroes defeat a giant of master rank with a greater treasure rating, roll D20 for the value of the treasure, and D6 for the type; in this case, if you roll 16 on the die, the value of the treasure would be 16 gold. If you then roll 1 for type of monetary treasure, you see this is all silver coins, meaning that this giant carries 160 silver coins.

Type of Monetary Treasure Found (Roll D6)

Roll	Type of Treasure Found
1	Silver coins (10 silver coins = 1 gold coin)
2	Gold coins
3	Mithril coins (10 gold coins = 1 mithril coin)
4	Gemstone(s)
5	Jewelry
6	Artwork or valuables (instrument, book)

The number rolled is the gold value of coins, not the number of coins. Values must be converted into the appropriate coin type. A treasure valued at 50 gold could be 500 silver coins, 50 gold coins or 5 mithril coins. For uneven amounts (for example, 13 gold worth of mithril coins), take the difference in gold (this creature has 1 mithril coin and 3 gold coins).

Lair Treasures

After a creature is defeated in its lair, the heroes may recover a larger hoard of treasure beyond that simply carried on each creature individually. To determine treasure, roll the creature's rank die. The DT of the roll to see if the creature has monetary treasure in its lair is 4. As long as the roll is 4 or better, the creature has at least one occurrence of treasure. Roll again, increasing the DT to 6.

Continue rolling for additional occurrences of treasure, increasing the DT each time, until the roll is failed. Roll for each occurrence of treasure independently to determine its type and value.

Once all monetary treasure has been determined, roll again for magical treasure, following the same method with escalating DTs. Note that the DTs for magical treasure are higher than those for monetary treasure.

In a mixed group, you roll for the creature of highest rank. In the lair of a group of bugbears and gnolls working together, base treasure rolls on the bugbears.

DTs of Finding Treasure

Occurrence	Monetary	Magical
First	DT 4	DT 6
Second	DT 6	DT 8
Third	DT 8	DT 10
Fourth	DT 10	DT 12
Fifth	DT 12	DT 16
Sixth	DT 16	DT 20
Seventh	DT 20	DT 24
Eighth	DT 24	DT 28

Occurrences of Monetary Treasure in Lairs

An occurrence of monetary treasure in a lair is valued at the result of a rank die roll x the creature's level. Each occurrence of treasure for a level 15 creature (paragon rank) with a normal treasure rating will be worth D16 x 15 gold, for a range of 15-240 gold. If this creature has a greater treasure rating, roll D20 instead, still multiplying by 15, for a range of 15-300 gold.

In Play:

The heroes have tracked a wyvern (paragon rank level 15) to its cavernous abode and after a fierce battle defeated it. They search its lair, eventually finding its hoard hidden behind an illusionary wall. As Mythweaver, you begin rolling to see what they find... as a paragon creature, the level die is D16. Wyverns have a greater treasure rating, shifting this up to D20 for rolling treasure.

- You roll D20, getting 7 on the die. The DT is 4. The wyvern has at least one occurrence of monetary treasure.
- You roll D20, getting 13 on the die. You multiply this by the wyvern's level (15) to get a value of 195 gold. You roll for the type of treasure (D6) and get a 2. The first occurrence of treasure is 195 gold coins.
- You roll D20 again, getting 12 on the die. The DT is now 6. The wyvern has a second occurrence of monetary treasure.
- You roll D20, getting 19 on the die. You multiply this by the wyvern's level (15) and get a value of 285 gold. You roll for the type of treasure (D6) and get a 1. The second occurrence is 2,850 silver coins.
- You roll D20 again, getting 11 on the die. The DT is now 8. The wyvern has a third occurrence of monetary treasure.
- You roll D20, getting 10 on the die. You multiply this by the wyvern's level (15) and get a value of 150

gold. You roll for the type of treasure (D6) and get 4. You decide that the wyvern has three gemstones in its hoard, each worth 50 gold.

- You roll D20, getting 7 on the die. The DT is now 10. The wyvern has no further occurrences of monetary treasure.

All told, this wyvern's hoard of monetary treasure consists of the following: 195 gold coins, 2,850 silver coins, and 3 gemstones each worth 50 gold. The total value of this hoard is 630 gold.

Magical Treasure

The other type of treasure that heroes may recover from the hoards of slain beasts and fallen enemies is magical treasure. To determine magical treasure, roll the creature's rank die (DT 6). As long as the roll is 6 or better, the creature has at least one occurrence of magical treasure. Roll again; this time the DT increases to 8. Continue rolling for additional occurrences of treasure (increasing the DT in rank increments), until the roll is failed. Roll each occurrence of treasure independently to determine its type and function. Remember that in a mixed group (such as a group of goblins and gnolls) roll treasure for the creature of highest rank.

Treasure Category (roll D10 unmodified)

<i>Roll</i>	<i>Treasure Type</i>	<i>Item Types</i>	<i>Imbued Property</i>	<i>Trait Affected</i>	<i>Magic Energy</i>
1	Imbued item	Amulet	+RM to a trait (roll on next column)	DEX	Arcanum
2	Imbued item	Belt or girdle	+RM to a skills talent (see below)	PWS	Darkness
3	Potion	Boots*	+RM to armor	MGT	Deeping
4	Potion	Bracers*	+ RM to spell result rolls (one talent)	STA	Elemental cold
5	Armor	Cloak	+ rating warding against one magic talent (roll on last column)	INT	Elemental fire
6	Shield	Helmet or hat	+ rating to health	REA	Elemental lightning
7	Melee weapon	Gemstone	RM regeneration per round	WIL	Light
8	Missile weapon	Gloves or gauntlets*	Normal spell absorption	Initiative	Psionics
9	Wand or staff	Jewelry (other than a ring)	Normal spell reflection	Move	Wilding
10	Special object	Ring	Normal spell turning	All combat delays	Illusion

* These items come in a pair: both must be worn to receive the benefits.

When rolling for magical treasure:

- Roll first for the level of the magical treasure found. This is a rank die roll. The result is the level of the magic treasure.
- Roll for the treasure type above.
- For an imbued item, roll on the item types column for the item type and on the imbued property column for the property. You may have to roll on additional columns, depending on the property (as noted).

- For a potion, roll on the potion tables beginning on page 71, using the rank of the potion's level.
- For armor, the level of the armor is the base rating. See the special rules for armor on page 73.
- For shields, the level of the shield is the base rating. See the special rules for shields on page 73.
- For weapons, the level of the weapon is the base rating. See the special rules for weapons on page 73.
- For a wand or staff, roll on the magic energy column for the magic talent of the wand or staff. See the special rules for wands and staffs on page 74.

Weapons and Skills Talents (Roll D6)

Roll	Melee Weapon Type	Missile Weapon Type	Skill Talent Affected
1	Axe	Bow	Athletics
2	Blade	Bow	Burglary
3	Blunt	Bow	Influence
4	Flail	Crossbow	Lore
5	Foil	Crossbow	Nature
6	Piercing	Sling*	Stealth

* At rank 11+, a sling result is a crossbow.

Imbued Items

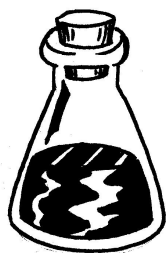
When an imbued item is found, roll for the type of item, the imbued property, and the rank or rating of the property. The rank or rating is based on the rank die. For a rating, take the result of the rank die roll. For a RM, convert the rating to its RM. For example, a roll of 11 becomes RM 4, since 11 is master rank (master includes ratings 10-14).

Potions

Note: All +level bonuses are for the level of the potion, not the level of the drinker.

Apprentice Potions (Roll D10 for type)

Roll	Potion Type
1	Healing. You receive D6+level health if good or neutral, but suffer this as damage if evil.
2	Vial of Holy or Unholy Water. See rules for holy and unholy waters on page 61.
3	Warding. You receive +level warding against 1 magic energy type for 1 turn. Roll for magic type.
4	Talent. You receive +1 to rolls/DTs in one skill talent for 1 turn (roll on skill affected column).
5	Trait. You receive +1 to one trait for 1 turn (roll on trait affected column).
6	Poison. You must make a STA roll (DT 8) or suffer level points of damage.
7	Dark Blessing. You receive D6+level health if evil, but suffer this as damage if good or neutral.
8	False Aspect. You appear to have an opposite ASP for 1 turn. Neutral creatures are unaffected. For example, if you have ASP 3, you appear (via detection) to have ASP -3 for 1 turn.
9	Swimming. You receive the lesser swim beast ability for 1 turn, able to swim at your move -1.
10	Running. You improve your base move by -1 for 1 turn.



Adept Potions (Roll D10 for type)

Roll	Potion Type
1	Healing. You receive D8+level health if good or neutral, but suffer this as damage if evil.
2	Flask of Holy or Unholy water. See rules for holy and unholy waters on page 61.
3	Warding. You receive +level warding against 1 magic energy type for 1 turn. Roll for magic type.
4	Talent. You receive +2 to rolls/DTs in one skill talent for 1 turn (roll on skill affected column).
5	Trait. You receive +2 to one trait for 1 turn (roll on trait affected column).
6	Poison. You must make a STA roll (DT 10) or suffer level points of damage per round for 2 rounds.
7	Dark Blessing. You receive D8+level health if evil, but suffer this as damage if good or neutral.
8	Antidote. You no longer suffer the effects of any poison currently afflicting you. This potion does not reverse the poison's effects, but prevents any further damage from being suffered.
9	Altered Appearance. This illusory potion allows you to look like any other creature of roughly the same size and shape. Your voice changes as well. Targets make a DT 10 INT roll to realize that you are not the creature impersonated, and this roll is only allowed if the target(s) have reason to suspect the deception.
10	Water Breathing. You may survive underwater for 1 hour.

Expert Potions (Roll D10 for type)

Roll	Potion Type
1	Healing. You receive D10+level health if good or neutral, but suffer this as damage if evil.
2	Oil of Combustion. This thrown weapon deals level x3 points of fire damage to all targets in the same unit where this oil lands. Targets may roll DEX (DT 10) for half damage.
3	Warding. You receive +level warding against one magic energy type. Roll for magic type.
4	Talent. You receive +3 to rolls/DTs in one skill talent for 1 turn (roll on skill affected column).
5	Trait. You receive +3 to one trait for 1 turn (roll on trait affected column).
6	Poison. You must make a STA roll (DT 12) or suffer level points of damage per round for 3 rounds.
7	Dark Blessing. You receive D10+level health if evil, but suffer this as damage if good or neutral.
8	Free Movement. You are completely immune to any spell effect that binds, holds or limits your movement (including deeping roots) for 1 turn.
9	Oil of Morning Frost. This thrown weapon deals level x3 points of cold damage to all targets in the same unit where this oil lands. Targets may roll DEX (DT 10) for half damage.
10	Lesser Regeneration. You automatically regain 6 health at the end of every round for 1 turn. Health cannot exceed your maximum.

Master Potions (Roll D10 for type)

Roll Potion Type

- 1 Healing. You receive D12+level health if good or neutral, but suffer this as damage if evil.
- 2 Oil of Greater Combustion. This thrown weapon deals level x3 points of fire damage to all targets in a U+1 AOE centered where this oil lands. Targets may roll DEX (DT 12) for half damage.
- 3 Warding. You receive +level warding against one magic energy type for 1 turn. Roll for magic type.
- 4 Talent. You receive +4 to rolls/DTs in one skill talent for 1 turn (roll on skill talents affected column).
- 5 Trait. You receive +4 to one trait for 1 turn (roll on traits affected column).
- 6 Poison. You must make a STA roll (DT 16) or suffer level points of damage per round for 4 rounds.
- 7 Dark Blessing. You receive D12+level health if evil, but suffer this as damage if good or neutral.
- 8 Oil of Winter's Chill. This thrown weapon deals level x3 points of cold damage to all targets in a U+1 AOE centered where this oil lands. Targets may roll DEX (DT 12) for half damage.
- 9 Elemental Immolation. You are encased in a sheath of elemental energy for 1 turn (roll D6: 1-2 cold, 3-4 fire, 5-6 lightning). You receive level points of elemental warding, and any creature attacking you suffers the potion's level as elemental damage each time the creature lands a melee strike against you.
- 10 Normal Regeneration. You automatically regain 10 health at the end of every round for 1 turn. Health cannot exceed your maximum.

Paragon Potions (Roll D10 for type)

Roll Potion Type

- 1 Healing. You receive D16+level health if good or neutral, but suffer this as damage if evil.
- 2 Oil of Conflagrations. This thrown weapon deals level x3 fire damage to all targets in a U+2 AOE centered where this oil lands. Targets may roll DEX (DT 16) for half damage.
- 3 Immunity. You are immune to negative effects from 1 magic energy type for 1 turn. Roll for magic type.
- 4 Talent. You receive +5 to rolls/DTs in one skill talent for 1 turn (roll on skill talent affected column).
- 5 Trait. You receive +5 to one trait for 1 turn (roll on traits affected column).
- 6 Poison. You must make a STA roll (DT 20) or suffer level points of damage per round for 5 rounds.
- 7 Dark Blessing. You receive D16+level health if evil, but suffer this as damage if good or neutral.
- 8 Iron Will. You are completely immune to all effects forcing a WIL roll, including psionics, fear, control or persuasion, for 1 turn.
- 9 Oil of Frosted Death. This thrown weapon deals level x3 cold damage to all targets in a U+2 AOE centered where the oil lands. Targets may roll DEX (DT 16) for half damage.
- 10 Greater Regeneration. The drinker automatically regains 15 health at the end of every round for 1 turn. Health cannot exceed your maximum.

About Potions

The following rules govern the use of potions:

- Quaffing (drinking) a potion has a delay of 10, but the potion takes effect in the segment it is consumed. If you drink a healing potion at segment 17, you receive the bonus to health at segment 17, and you will act again at segment 7.
- Potions last for one turn unless otherwise noted.
- You may benefit from the effects of one potion at a time, although an instantaneous potion may be quaffed while other potions are active. You could drink a potion of healing while receiving +2 to MGT from a potion, but you would receive no benefit from a potion giving +3 to STA. The first potion quaffed always takes precedence.

Enchantment & Imbued Bonuses for Armor, Shields & Weapons

Roll the rank die to determine enchantment and imbued property bonuses, using the RM of the rating rolled. For example, a result of 12 on the die is master rank RM 4, so the enchantment or imbued bonus is +4.

This bonus cannot exceed the base rating of the armor, shield or weapon. If +5 is rolled on the rank die, but the armor is +4 rating, the total enchantment bonus is +4.



Armor & Shields

To determine the characteristics of a piece of magical armor or a magical shield:

- Roll the rank die to determine the base rating of a piece of armor (maximum 20).
- Roll one rank die lower to determine the base rating of a shield (maximum 15).
- Roll the rank die to determine the total enchantment bonus (see page 72).
- In addition to being enchanted, there is a 1 in 6 chance that a suit of armor or a shield is imbued with an additional magical property. If a 1 is rolled, roll for the armor or shield as an item of the same rank, using the Imbued Properties column from the table on page 70 to determine this property. Roll the rank die to determine the imbued property bonus.

Weapons

To determine the characteristics of a magical weapon:

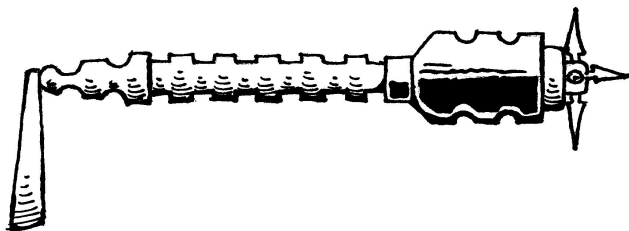
- Roll the rank die to determine the base rating of a weapon (maximum 20).
- Roll the rank die to determine the total enchantment bonus.

In addition to being enchanted:

- There is a 1 in 6 chance that the weapon has an **imbued property**. On a roll of 1, roll for an imbued property (see page 70).
- There is a 1 in 10 chance that the weapon has a **special ability**. On a roll of 1, roll for a special ability (see below).
- There is a 1 in 10 chance that the weapon is **intelligent** (see below).

Weapon Special Abilities (Roll D6)

Roll	Special Ability
1	Cold (deals RM additional cold damage on every hit)
2	Electrified (deals RM additional lightning damage on every hit)
3	Flaming (deals RM additional fire damage on every hit; casts light as a torch)
4	Holy (deals bonus damage equal to wielder's ASP on every hit; see rules for holy weapons)
5	Unholy (deals bonus damage equal to inverse of wielder's ASP on every hit; see rules for unholy weapons)
6	Enemy (deals RM additional damage on every hit against a hated enemy type)



Intelligent Weapons

Determine a weapon's mental traits (for intelligent weapons):

- Roll D6. On a result of 1-4, the weapon communicates empathetically with the wielder. On a roll of 5-6, the weapon speaks in the trade tongue (or in another language, as appropriate).
- Determine ASP. Roll D6. On a 1-2, the sword has a negative ASP. On a 3-4, the weapon has ASP 0. On a 5-6, the weapon has a positive ASP. If negative or positive, roll D4 + RM for the rating of ASP.
- Determine INT, REA, and WIL. Roll D4 +RM for the rating of each of these traits.

EGO & Intelligent Weapons

All intelligent weapons have an EGO rating. This is the total of all four mental traits (counting the inverse of negative ASP). EGO is the total mental strength of the weapon. When you are in a situation where your goals and those of the weapon diverge, the weapon may attempt to take control of you. You roll WIL, with a DT equal to the weapon's EGO rating. Success means that you stay in control, but failure means that the weapon dictates your actions for one turn. At the beginning of each subsequent turn, you roll WIL again, failure indicating that the weapon continues to control your actions for another turn. Once you have successfully resisted the EGO of a weapon, you are immune to this effect for 1 full day.

In Play

You find a basic blunt weapon, a war hammer, in the lair of a group of harpies (expert rank beast with normal treasure: rank die D10).

- You roll D10 to determine the rating of the weapon and get 7. The base damage rating is +7.
- You roll D10 for the enchantment and get 3. 3 is adept rank (since adept includes ratings 3-5), and so has a +2 enchantment bonus (adept rank is RM 2).
- You roll D6 for an imbued property and get 1. The war hammer has an imbued property (see page 70). You roll D10 for the item property and get 4, a bonus to health. You roll D10 (the rank die for the harpies), and get 5. This hammer gives +5 to health.
- You roll D10 for special ability and get 1; the hammer has a special ability (see above). For the special ability, you roll D6 and get 2; this hammer is electrified and deals bonus lightning damage. You roll D10 (the rank die for the harpies) and get 10. 10 is master rank (since master rank includes ratings 10-14), and so has a +4 electrified imbued property.
- You roll D10 for intelligence and get a 1. This hammer is also intelligent. You roll D6 and get 2. This weapon communicates by empathy. You roll D6 for ASP, and get 4. The weapon has an ASP of 0. You roll D4+3 three times for the other mental traits (since the base rating is 7, this is an expert rank weapon of RM 3) and get 5, 6 and 6 respectively. This hammer has ASP 0; INT 5; REA 6; WIL 6.

You have:

The hammer of distant thunders +7/+2/+4 lightning (+13 total damage); ASP 0; INT 5; REA 6; WIL 6; EGO 17; grants +5 to health; communicates via empathy.

EGO In Play

You assault the lair of a creature composed of electrical energy while wielding the *hammer of distant thunders*. The Mythweaver decides that the hammer refuses to attack (since it feels a kinship with the beast) and wants you to defend the electrical beast. You make a WIL roll (DT 17) (the hammer's EGO). If this roll fails, the hammer takes control of you for one turn, forcing you to obey its commands. You may roll WIL to break the weapon's control after one full turn, but the hammer will continue to dictate your actions until you make the DT 17 WIL roll, which is allowed at the beginning of every turn thereafter.

Wands & Staffs

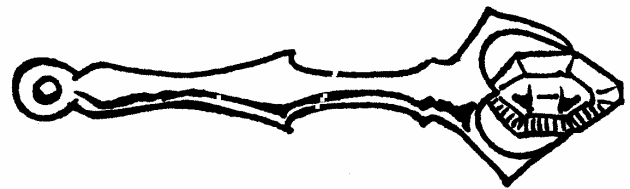
Wands and staffs are magical devices that allow characters to replicate the powers and abilities of spell casters. A character must be apprentice rank or better in one magic talent in order to use a wand or staff, although the character need not have access to the same magical type as the wand or staff.

- A wand or staff may be used once per turn per RM of the rank. A master staff casts 4 spells per turn.
- Spells cast by a wand or staff use the standard DT for resist rolls of that rank and the dice rank +level for all applicable result rolls, regardless of the wielder's own abilities. A level 4 adept wand of fire casts spells that are DT 8 to resist and which deal D8+4 base damage.
- The range on a wand or staff is the same for baseline spells of the same rank as the wand or staff.
- A spontaneous spell cast by a wand or staff has no chance of failure.
- Wands replicate magic of apprentice and adept ranks (levels 1-5).
- Staffs replicate magic of expert and master ranks (levels 6-14).

Apprentice Special Objects (Roll D4)

Roll	Object
1	Ever-burning Torch. On command, this torch burns as a normal torch, giving off light and heat. It will never burn out, and extinguishes itself on command. This torch may be used as often as desired, for as long as desired. Activating the torch is a free action.
2	Ever-full Water Skin. On command, this water skin fills with water. You may use it once per turn to create up to a gallon of water. Filling the water skin is a free action.
3	Lucky Charm. Once per turn, you may use this item (which is typically a small stone, a rabbit's foot, or a decorative bracelet) to re-roll one action, resist or result roll.
4	Servant Statue. (Menial creature) On command, this small figurine (usually carved of onyx, ivory or a fine wood) comes to life to serve you. This may be used up to three times per day, and will serve for up to one hour each time activated. If 'killed', the creature reverts to its statue form, and cannot be activated again for one full day. Activating the statue is a free action.

- Rods (which should not be included in random treasure, and which are exceptionally powerful objects possessed only by the most formidable of creatures) replicate magic of paragon rank (levels 15-20).
- Wands, staffs and rods cannot cast baseline buffs.
- Except for the casting DT, all of the rules for casting spontaneous spells (including those for determining ranks) apply to wands and staffs as well.
- A hero must make a lore roll (with a DT based on the wand or staff rank) to activate the wand or staff for use. To activate an expert rank staff, the hero must roll lore DT 20 to activate the staff for use. If this roll is failed three times, or a critical failure is rolled, the hero cannot use that wand or staff. You must roll lore to activate a staff for your own use; you cannot have another character activate a staff on your behalf. A hero point may be spent on this roll.



Examples:

- A level 1 apprentice wand of light magic allows the wielder to cast 1 spontaneous apprentice rank light spell per turn, at DT 6/D6+1 effectiveness. This wand requires a DT 12 lore roll to activate.
- A level 8 expert staff of elemental lightning allows the wielder to cast 3 spontaneous expert rank elemental lightning spells per turn, at DT 10/D10+8 effectiveness. This wand requires a DT 20 lore roll to activate.

Special Objects

Special objects are magical devices that serve some other function beyond enhancing abilities, dealing damage or recovering from damage.

Adept Special Objects (Roll D4)

Roll	Object
------	--------

- | | |
|---|---|
| 1 | Bountiful Quiver. This quiver (holding 20 pieces of ammunition) will refill itself three times per day, at your command. It instantly fills with 20 pieces of normal ammunition of the desired type (Your choice of arrows, bolts or sling stones). Filling the quiver is a free action. |
| 2 | Lantern Gem. On command, this gem radiates light as a normal lantern. This gem extinguishes itself on command. The gem may be used as often as desired, for as long as desired. Activating it is a free action. |
| 3 | Rope of Command. This 100' rope obeys simple commands. It may move independently, crawling across floors, up walls and wrapping itself around objects or tying itself off. The rope of command takes 1 turn to complete its required action, making it impractical for combat use. One end of the rope must be held by the user while the other end completes its required task. On command, this rope will also tie itself in knots to make climbing easier (DT 8). This application reduces the rope's total length to 70'. |
| 4 | Servant Statue. (Level 1 creature) On command, this small figurine (usually carved of onyx, ivory or a fine wood) comes to life to serve you. This may be used up to three times per day, and will serve for up to one hour each time activated. If 'killed', the creature reverts to its statue form, and cannot be activated again for one full day. Activating the statue is a free action. |

Expert Special Objects (Roll D4)

Roll	Object
------	--------

- | | |
|---|--|
| 1 | Bottomless Satchel. This backpack or rucksack appears normal, but contains considerable extra-dimensional space within. The satchel can contain up to 10,000 coins or a comparable cache of gear. To recover an item from the bag, you name the desired item and the bag shifts that item to the top. The satchel automatically rejects any living creature that attempts to climb into or be placed within it. Recovering an item from the satchel is a standard action. |
| 2 | Broom of Flight. This broom can hold up to two medium-sized creatures. It has a movement rate of 6 with one rider, and move 10 with two riders. It may be used at will. |
| 3 | Hat of Disguise. This cloth hat allows you to appear as another creature of roughly the same size and shape. This illusory change lasts as long as you wear the hat, and the hat may be used up to three times per day. You keep all of your traits, talents and abilities while wearing the hat; only your appearance changes. A target with reason to believe that your appearance is an illusion may roll INT (DT 12). The creature mimicked must be of the same size type. As a medium creature, you could disguise yourself as any medium-sized creature of roughly humanoid shape. |
| 4 | Servant Statue. (Level 3 creature) On command, this small figurine (usually carved of onyx, ivory or a fine wood) comes to life to serve you. This may be used up to three times per day, and will serve for up to one hour each time activated. If 'killed', the creature reverts to its statue form, and cannot be activated again for one full day. Activating the statue is a free action. |

Master Special Objects (Roll D4)

Roll	Object
------	--------

- | | |
|---|---|
| 1 | Crystal Ball. This globe, 6" to a foot in diameter, is used to watch the actions of characters and creatures known to you. You may use a crystal ball once per day for one turn. To activate the crystal ball, you roll lore, with a normal DT based on the rank of the target. Success indicates you are able to see the actions of the target, and all activity within 3 units of the target, for one turn. If this roll is failed, the crystal ball cannot be used for the remainder of that day. If this roll is a critical failure, the target is aware that scrying with a crystal ball was attempted, and will know that you attempted this. Only the physical actions of the target may be seen; sounds cannot be heard, and thoughts cannot be read. You must know the target (having met the target at least one time) for a crystal ball to operate. |
| 2 | Flying Carpet. This large carpet (1 unit in size) can hold up to 4 medium-sized creatures. It flies at a movement rate of 6. It may be used at will, as often as desired. |
| 3 | Portable Suite. This small box, when placed against a solid surface (wall, floor or ceiling) will expand to the size of a normal door on your command (taking one turn to complete). You open the door by uttering a second command word. Beyond the door is a large suite. This suite has 4 units of space (typically a 20' square chamber with a 10' ceiling) that may be furnished as you desire. The door of the suite has a durability of 25/50, and is DT 24 to force or pick. The door will repair itself at the rate of 1 point per turn if damaged. A third command word will cause the door to shrink back to its small box shape for traveling, taking one full turn to close. Once closed, any objects within the room are placed in stasis, unaffected by time. A portable suite cannot be closed with a living creature inside, and will automatically force living creatures out before it closes. |
| 4 | Servant Statue. (Level 6 creature) On command, this small figurine (usually carved of onyx, ivory or a fine wood) comes to life to serve you. This may be used up to three times per day, and will serve for up to one hour each time activated. If 'killed', the creature reverts to its statue form, and cannot be activated again for one full day. Activating the statue is a free action. |

Paragon Special Objects (Roll D4)

Roll Object

- 1 Flask of Binding. You may use this device to entrap a creature from another realm within. You may trap any creature native to the upper or lower realms within 3 units of the flask of binding as a standard action, if you know and speak the target's true name. The target makes a DT 20 WIL roll; failure indicates that the creature is trapped within for 99 years, bound to the flask. The creature must serve you for up to 3 days each year. Each time the flask is used (by issuing a command word), the creature comes forth to serve you for 1 full day. If you summon the creature forth more than three times in one year, the creature is freed from service and will likely attack you. After 99 years within, the creature is automatically freed from imprisonment. A creature resisting this object's power is immune to such effects for 1 full year.
- 2 Greater Crystal Ball. This object operates exactly as a standard crystal ball, although the ball also imparts all sound (including speech) from the target's location for one turn.
- 3 Mirror of Imprisonment. Those looking into this mirror (typically 4' x 6' in size, although larger and smaller versions have been encountered) must make a DT 20 WIL roll or be pulled into the mirror. The mirror can hold up to 20 medium-sized creatures at one time. There is no way to escape the mirror from within. Breaking the mirror releases all creatures trapped within. The mirror has a durability of 10/20. Those within the mirror do not age or need to eat, sleep or breathe, and are unaware of other creatures also trapped within.
- 4 Servant Statue. (Level 10 creature) On command, this small figurine (usually carved of onyx, ivory or a fine wood) comes to life to serve you. This may be used up to three times per day, and will serve for up to one hour each time activated. If 'killed', the creature reverts to its statue form, but cannot be used for one full day. Activating the statue is a free action.

Unique Magical Items

Some magical items so powerful and rare that they will not be randomly found in treasure hoards, but you may include these as important objects in your game.

Attuned Items

Attuned items are magical items that are taken as heroic perks (as one of the perks listed on page 13) or may be granted to a character as a special reward for completing a quest or performing a special service. Attuned items are not placed randomly in treasure hoards.

Attuned items appear as normal (albeit usually high quality) items of the appropriate type. These items radiate magic, but have become attuned to the owner or wielder, and will only grant abilities to the character the item was designed or created for (operating for all other characters as a normal item). Each time a character possessing an attuned item advances to a new rank (from apprentice to adept, adept to expert, etc.), the item increases in current abilities, each by one RM, and gains a new ability at RM 1. The item may have any of the abilities or bonuses listed above. Attuned weapons are still limited to the normal boundaries and limitations of magic, and these guidelines should be used to help Mythweavers in assigning powers and abilities to an attuned item, to keep it from unbalancing the game.

Attuned armor, shields and weapons are magically enhanced to 'grow' with the hero, becoming weapons of greater rating (with the item actually transforming slowly over time) to accommodate new skills and abilities of the character. As a character grows, armor and weapons automatically gain 1 rating per level to match this advancement (capping out at the maximum available to the character). A character with a long sword dealing +1 damage at level 1 could have (by level 20) a great sword dealing +20 damage. If this

character had advanced only as far as expert talent in melee, the weapon would cap at +10 damage, since this is the maximum magical bonus for an expert rank weapon. A hero may only have one attuned item ever. If lost or destroyed, this item will not and cannot be replaced.

In Play: Two Sample Attuned Weapons:

- A young hunter finds and saves the familiar of a wizard from a group of goblins. After returning the familiar, the wizard rewards the hunter with an attuned short bow with a base damage bonus equal to the hero's level. While the bow only grants +1 to DEX while the character is level 1, he soon finds out that this bow has additional abilities. When he advances to level 3, the bow's DEX bonus improves to +2, and the weapon also gains a new ability, receiving -1 to attack delays. At level 6, the DEX bonus increases to +3, the delay bonus to -2, and a new ability is granted: the character may use the bow once per turn to cast a wilding spell as an apprentice wand. When the character advances to level 15, the full potential of the bow is realized: it now grants +5 to initiative, -4 to attack delays, casts 1 wilding spell per turn as an expert staff, grants +2 to nature skill rolls, and grants +1 to stealth skill DTs. In addition, while this weapon began as a short bow dealing +1 damage, it has grown into a mighty bow dealing +15 damage at level 15, increasing in damage rating every level, finishing as a +20 base weapon at level 20.
- A dying sorcerer bequeaths a unique staff upon his favorite apprentice. While she is level 1, it grants +1 to REA. Over time, new abilities emerge, culminating at level 15, by which time the former apprentice has earned the title of arch wizard; she now has an attuned staff granting +5 to REA, +4 to armor, +3 to lore skill rolls, +2 to initiative and which casts one apprentice light spell per turn, as an apprentice wand.

Relics & Artifacts

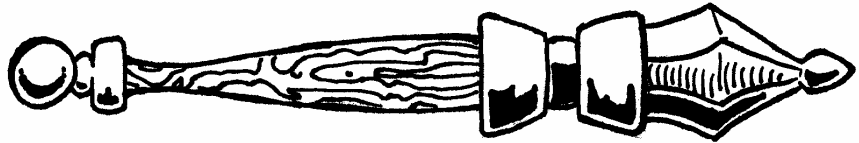
Relics and artifacts are potent magical items from the distant past. These were created by and for exceptionally powerful creatures in the days before the Great Reckoning, and now serve as vestiges from an age in which magic was even more awesome and terrible.

Relics and artifacts are not bound by the normal limits regarding magical weapons and items. A relic or artifact will not stack with existing bonuses, but those from a relic or artifact supercede those from other items.

- Relics are objects of legendary rank.
- Artifacts are objects of demigod rank.

The Rod of Jurris (a relic)

Jurris was the Archbishop of the East, one of the four high priests of the church of Yahalla before the Great Reckoning. He remained faithful to Yahalla to death, and was slain by his fellow bishops and knights of good as he blocked the portal to the upper realms. The place where he was betrayed and died was named Jurris' Crossing, and his temple stands there still. His great mace was transformed into a mighty relic when he was destroyed.



<i>Requirements of the Rod of Jurris</i>	<i>Powers and Abilities of the Rod of Jurris</i>
<ul style="list-style-type: none">• Master of melee talent or better• Level 10 or better• MGT of 6 or better• ASP of 3 or better• Expenditure of 10 hero points to activate the rod	<ul style="list-style-type: none">• Has a damage rating of +25• Increases the wielder's maximum talent bonus by +5• Acts as a holy weapon• Has ASP 6; INT 6; REA 6; WIL 6; EGO 24• Grants the wielder +2 to ASP• Grants the wielder +6 to PWS• Casts 1 spontaneous paragon light spell per turn at DT 20/ D20+25 effectiveness• Grants the wielder 10 points of full magic resistance• Grants the wielder +25 health• Forces any undead creature struck by the weapon to roll ASP (DT 20), or be instantly and irrevocably destroyed

The Sword of Bael (an artifact)

After conquering all of creation, Bael set out to sow discord and sorrow among all people, even when he was not present in the same realm. Although he could not abide in the realm of Del Anon for any length of time, he sent his own sword into the lands of man, letting it fall into the hands of those who would serve his purposes, to spread evil and destruction in his stead.

<i>Requirements of the Sword of Bael</i>	<i>Powers and Abilities of the Sword of Bael</i>
<ul style="list-style-type: none">• Paragon of melee talent• Level 15 or better• MGT of 7 or better• ASP of -6 or lower• Expenditure of 25 hero (or villain) points to activate the sword• Binding of one's eternal soul to Bael's service	<ul style="list-style-type: none">• Has a damage rating of +30• Increases the wielder's maximum talent bonus by +10• Acts as an unholy weapon• Has ASP -8; INT 8; REA 8; WIL 8; EGO 32• Grants the wielder +6 to PWS, MGT and STA• Grants the wielder +4 to WIL• Acts as a paragon item of spell turning• Casts 1 spontaneous paragon darkness spell per turn at DT 24/ D24+30 effectiveness• Grants the wielder +35 health• Allows the wielder to teleport (as the paragon arcanum spontaneous spell effect) once per turn

The Right to Wield a Relic or Artifact

The honor of wielding a relic or artifact must be earned. There are several requirements before a character may actually handle and wield the powers of a relic or artifact:

- The hero must meet attribute or talent requirements of the relic or artifact.
- The hero must spend 10 hero points to activate a relic, 25 hero points to activate an artifact.
- The hero must be at least master rank (level 10+) to activate a relic, and at least paragon rank (level 15+) to activate an artifact.

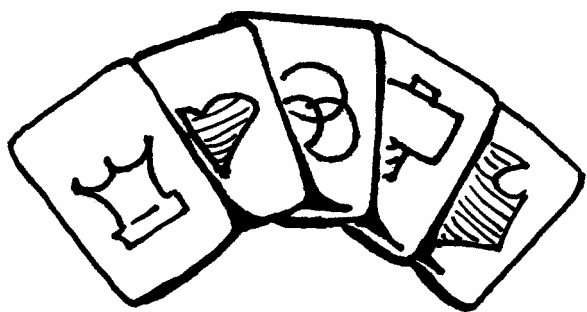
The Deck of Fate

The Deck of Fate is a magical device of unknown origin, but which many sages have suggested was placed into the realm by the Fates as a way to either reward or punish those they saw as either following their commands or refusing them.

The Deck of Fate consists of twelve cards. When drawing from the deck, either roll D12 randomly to see which card is drawn or you may take a standard deck of playing cards and use the appropriate cards for players to draw from (using the playing card column).

There are several versions of the Deck of Fate in circulation. Any one character may only draw from any Deck of Fate once per year. The effects of the Deck of Fate are immediate, permanent and irrevocable.

<i>Roll</i>	<i>Playing Card</i>	<i>Title</i>	<i>Effects</i>
1	King of Hearts	Lord of Wisdom	Gain permanent +1 to REA
2	Queen of Hearts	Lady of Wisdom	Gain permanent +1 to INT
3	Jack of Hearts	Knave of Wisdom	Lose permanent -1 from INT
4	King of Diamonds	Lord of Riches	Gain level x100 gold coins
5	Queen of Diamonds	Lady of Riches	Gain 1 magic item of one rank greater than your current rank
6	Jack of Diamonds	Knave of Riches	Lose all owned gold (coins only, may still earn future gold)
7	King of Spades	Lord of Vigor	Gain permanent +1 to STA
8	Queen of Spades	Lady of Vigor	Gain permanent +1 to MGT
9	Jack of Spades	Knave of Vigor	Lose permanent -1 from STA
10	King of Clubs	Lord of Fortune	Receive a number of hero points equal to current level x5
11	Queen of Clubs	Lady of Fortune	Receive 1 wish spell (see below)
12	Jack of Clubs	Knave of Fortune	Lose 1 level



About Wishes

Wishes are powerful magic effects. The wording of a wish spell is paramount, and the Fates will seek to follow a wish to the letter, often manipulating the effect in ways unexpected by the hero making the wish. There are no limits to a wish spell and any effect may be possible, at the Mythweaver's discretion.

Limits to Magical Treasure

The Mythweaver section gives guidelines for the limits to the effectiveness of magical treasure. In addition to those restrictions, a character cannot have more than the following active at any one time:

- 1 each of: suit of armor, shield, weapon (2 if the character is able to wield 2 weapons at once), amulet, belt, cloak, gemstone, piece of jewelry (any type).
- 1 pair of bracers and 1 pair of boots
- 2 rings (one on each hand)

Should Treasure be Predetermined?

Some Mythweavers will prefer to set treasure ahead of time, assuming more control over what treasure the heroes receive, and tailoring treasures to suit the heroes more specifically. However, there are several reasons to roll treasure randomly as the heroes encounter it:

- This saves preparation time, giving you more time to design the scenario.
- The players become involved in the process, having some control over what their characters find.
- The process of rolling for treasure is inherently dramatic. It emulates the excitement the heroes would feel in unearthing lost treasures.

Chapter Six: Bestiary

Beast is a general term for all of the enemies, monsters and creatures that the heroes may encounter (and often fight). One of the major ways the heroes advance is through defeating these enemies. The higher the rank of a beast, the more difficult it is to face, the more abilities it has, and the more impact it is likely to have on the game world.

Beast Abilities & Attacks

Beasts are built using the same system as characters. The notable difference is that, in lieu of purchasing talents, beasts gain 2 additional trait points per level. While a level 10 hero has 35 trait points and 10 ranks in talents, a level 10 beast is built on 55 total quality points. Beasts are built on a total number of quality points equal to 25 + (beast level x3). A level 6 beast is built on 43 (25 +18) quality points. Beasts may purchase traits, talents and abilities using these guidelines:

- Beasts purchase traits at 1 quality point per rating.
- Beasts purchase talents at 1 quality point per rank.
- Beasts purchase other abilities at 1-3 quality points per rank, depending on the relative strength of the ability. Lesser abilities cost 1 quality point; normal abilities cost 2 quality points; greater abilities cost 3 quality points.

Beast Quality Points by Rank

Rank	Level*	RM	Level Die	Total QPs
Menial	0	0	D4	20
Apprentice	1	1	D6	28
Adept	3	2	D8	34
Expert	6	3	D10	43
Master	10	4	D12	55
Paragon	15	5	D16	70
Legendary	20	6	D20	85

* The 'default' beast of this rank will be this level.

Beast Size

Size	Space	Reach	Default Delay	Move Increment	Health Modifier
Small	1/8 unit	Adjacent unit	9 (-1)	2	None
Medium	1/4 unit	Adjacent unit	10	3	None
Large	1/2 unit	Adjacent unit	11 (+1)	4	+1
Huge	1 unit	2 units	12 (+2)	6	+2

- Reach is how far away targets may be for the beast to land melee weapon strikes.
- Default delay is the standard action delay for natural attack forms such as claws and bites. The number in parenthesis is a modifier to weapon attacks made by the beast. A huge beast carrying an expert melee weapon (delay 12) will have a delay of 13 with this weapon due to its size.
- Move increment is the number of units the beast is able to travel as a single move action (with a delay equal to the beast's move rating).



At level 6, a beast has 43 total quality points. If this beast takes stealth (adept) talent, the beast now has 41 points to put in traits. If this beast also takes greater armor (3 additional quality points) the beast has 38 remaining trait points. Beasts often end up with higher traits than characters of the same level, but rarely have talents that give the beast bonuses in specific situations, nor do beasts have access to the favored traits or perks that heroes do.

Some beasts have unique abilities, while other abilities are common to several beasts. The most common abilities are outlined below, while unique abilities are explained in the individual beast descriptions.

Beast Size

The size of a beast determines many things about the beast's relative strength and abilities. The larger a beast is, the more space it takes up, the further it can reach (in terms of landing melee attacks against distant opponents), the higher its default action delay is, the faster it can move, and the greater its base health is.

- Health modifier is a bonus to health rolls every level that the creature receives due to its size.

Small Creatures:

- Are smaller than 3' tall or long.
- Take up 1/8 of a unit, meaning that up to 8 small creatures may fit in the same unit.
- May only make melee actions against any target in the same or an adjacent unit.

Medium Creatures (including all heroes)

- Are over 3' tall or long, but no longer or taller than 8'.
- Take up $\frac{1}{4}$ of a unit, meaning that up to 4 medium creatures may fit in the same unit.
- May make melee actions against any target in the same unit or an adjacent unit.

Large Creatures

- Are over 8' tall or long, but are no longer or taller than 12'.
- Take up $\frac{1}{2}$ of a unit, meaning that up to 2 large creatures may fit in the same unit.
- May make melee actions against any target in the same or an adjacent unit.

Huge Creatures

- Are over 12' tall or long.
- Take up at least 1 full unit, and often more than one unit.
- May make melee actions against targets up to two units away.

Beast Health

Each beast listed is a 'typical' ready-to-play version of the creature. This is listed with the average health for the creature, but this could be higher. When a creature is encountered at random or is a 'common' variety of the creature, use this health.

However, when the beast is a special or unique specimen you increase health accordingly, using the rules for generating character health. The following table gives average beast health ratings by benchmark level ranks.

Beast Average Health by Level & STA

STA	Menial	Level 1	Level 3	Level 6	Level 10	Level 15	Level 20
1	3	4	13	29	54	91	108
2	4	5	16	35	64	106	128
3	5	6	19	41	74	121	148
4	6	7	22	47	84	136	168
5	7	8	25	53	94	151	188
6	8	9	28	59	104	166	208
7	9	10	31	65	114	181	228
8	10	11	34	71	124	196	248
9	11	12	37	77	134	211	268
10	12	13	40	83	144	226	288
11	13	14	43	89	154	241	308
12	14	15	46	95	164	256	328
13	15	16	49	101	174	271	348
14	16	17	52	107	184	286	368
15	17	18	55	113	194	301	388
16	18	19	58	119	204	316	408
17	19	20	61	125	214	331	428
18	20	21	64	131	224	346	448
19	21	22	67	137	234	361	468
20	22	23	70	143	244	376	488

Beast Reason

Beasts with REA 0 (animal-level intellect) receive a bonus like neutral ASP characters do. The beast's RM is added to resist rolls against REA attacks (notably spells). A paragon beast of level 20 with REA 0 has natural ability to resist arcanum magic of +6, even though the beast is unintelligent.



Menials

A menial is a creature that is not powerful enough to have earned a class, and is effectively level 0. Menials include basic, common monsters as well as most commoners and 'normal people'. The average merchant or the typical barkeep is going to be a menial. Menials are similar to characters with a few notable exceptions:

- Menials are built on 20 total quality points.
- Menials may use only apprentice rank armor and weapons (+1 rating).
- Menials do not add trait ranks to total damage from physical attacks.
- Menials determine average health as STA +2.
- Menials have a RM of 0.

Beast Abilities

Beasts have a wide range of abilities, many of which are not available to heroes. There are outlined in the following pages. Resisting a beast ability requires a level die + trait roll, with a DT based on the rating of the ability.

Beast Abilities

Rank	QP Cost	Rating	Resist DT	Effectiveness
Lesser	1	1 RM lower	As a lesser DT for that RM	As a creature of -1 RM
Normal	2	Of same RM	As a normal DT for that RM	At the creature's RM
Greater	3	1 RM higher.	As a greater DT for that RM	As a creature of +1 RM

For example, a master beast of level 10 has a DT 10 for any lesser ability, DT 12 for any normal ability and DT 16 for any greater ability. Beast abilities forcing the target to roll a skill talent instead of a trait resist roll use a complex DT, doubling the standard DT.

Timed Abilities

Several beasts have timed abilities. Things like paralysis, drains and poisons include durations. The duration is typically a number of rounds equal to the beast's RM. An expert rank beast with a paralyzing attack will paralyze a foe for 3 full rounds beyond the current round. A hero paralyzed by this creature at segment 17 of round 5 will be paralyzed and unable to act until segment 17 of round 8, resuming his initiative countdown exactly where he left off. Poisons take effect at the end of the round they are injected, and deal damage over subsequent rounds. A hero inflicted with a poison during round 5 suffers the effects of the poison at the end of round 5, and for each round thereafter until the poison runs its course.

Armor & Attack Ratings

These default bonuses are equal to the benchmark for the rank. An expert rank creature has a default normal bonus of +6, since 6 is the benchmark for expert rank.

For example, a master beast has two melee attack forms: a claw and a bite. The claw is a lesser attack (costing 1 quality point), while the bite is a normal attack (costing 2 quality points). The claw deals +6 damage, while the bite deals +10 damage (since a master beast has a benchmark of +10). This beast also has normal armor (costing 2 quality points). This armor is rank 10.

Natural melee attacks by beasts are made using the beast's level die +PWS for the attack roll. Natural attacks use MGT as the linked trait added to damage. This is limited to a total bonus equal to the beast's level. An expert rank beast of level 6 with a normal bite attack (+6 damage) with a MGT of 5 deals D10+11 total damage with its bite attack. If this beast had a MGT of 8, its MGT damage bonus is limited to +6, since it is a level 6 beast.

Immunity to Own Attacks

Note that beasts are immune to their own attacks. The heroes cannot turn a medusa's gaze back on itself, or cause a wyvern to sting itself with its own tail. Beasts

can also choose to 'turn off' an attack type (like petrification) when interacting with allies.

Bonus Attack

The beast has a second (or even more) attack type(s). Each bonus attack costs 1 QP, allowing the beast additional combat actions every round with one (or more) extra attack types; all attack types except the primary use the next dice rank lower. For example, an expert rank beast with three attacks, a bite, claw and gore, attacks with the bite using D8, with the claw using D6, and with the gore using D6. This is the die used for initiative, attack and damage rolls with each attack form. A ten-headed paragon beast rolls attacks, damage and initiative at D16 with its primary head, and at D12 with each additional head. Each additional attack must be purchased separately based on the rank of the attack type. Regardless of the number of additional attacks, bonus attack costs 1 QP total. A beast with 3 normal claw attacks would spend 2 points for each attack, and 1 point for bonus attack (a total of 7 quality points to gain the three distinct attack forms).

Breath Weapon

The beast has a breath weapon that it may use once per turn. The level, size and damage of the breath weapon is based on its rating and the level of the beast. Breath weapons deal a specific damage type. This will be listed in the beast description. Breath weapons have the following characteristics:

- Using a breath weapon takes a full round. Using a breath weapon is the only action the beast may take that round, taken as the first action.
- A breath weapon may only be used once per turn.
- Breath weapons fill a number of units equal to the beast's RM.
- Breath weapons that cause damage deal beast benchmark rating x10 damage automatically.
- Breath weapons automatically force all creatures in the area of effect to make a standard resist roll based on the rank of the breath. For breath weapons that deal damage, a successful resist means that the breath weapon deals half damage. The resist roll required depends on the shape of the breath weapon:
 - Clouds force targets to roll STA to resist.
 - Streams force targets to roll DEX to resist.

For example, a master rank beast of level 10 with a normal cloud breath weapon may breathe once per turn, creating a breath effect with the following characteristics:

- The breath weapon deals 100 points of damage to all in the area of effect.
- The breath weapon fills a 4-unit square.
- Those in the area of effect roll STA (DT 12). Those who make this roll suffer 50 points of damage.

Disease

The beast inflicts those it bites with a disease. The specific nature of the disease will be explained in the beast description. Resisting a disease is always a standard STA roll.

Flight

The beast may move through the air in addition to its normal movement. The flight movement rate is always faster than the beast's base move.

Rank	QP Cost	Effectiveness
Lesser	1	At base move rate -1
Normal	2	At base move rate -3
Greater	3	At base move rate -5

Gaze Attacks

Gaze attacks have a maximum effective range equal to the RM of the ability. A beast with an expert gaze attack would affect any target meeting its gaze within 3 units.

Immunity

The beast is impervious to a particular attack type. Immunity costs 2 QPs. Common immunities include fire, cold, lightning, and normal weapons. Magical weapons may strike beasts immune to normal weapons, and spells affect such beasts normally.

Improved Move

The beast moves more quickly than comparable creatures. Improved move is a bonus to the base move for the beast based on beast size.

Rank	QP Cost	Bonus to Move
Lesser	1	-1
Normal	2	-2
Greater	3	-3

Night Vision

All beasts are able to see in the dark up to a distance based on the rank. Beasts get lesser night vision at no cost, and only normal or greater night visions are listed.

Rank	QP Cost	Vision Distance
Lesser	0	RM+1 units
Normal	1	RM+3 units
Greater	2	RM+6 units

Poison

The beast has an attack form that also poisons the target, applying any time the poisoned attack form successfully strikes a target. Poison deals automatic damage equal to the beast's benchmark rating (ignoring armor) at the end of every round for a number of rounds equal to RM. A target exposed to a poison makes a standard STA roll based on the poison's rank to resist it. The poison does not affect a target making this roll.

Examples of poisons:

- A master beast with a lesser poison deals 6 points of damage per round for 3 rounds (DT 10 to resist).
- A master beast with a normal poison attack deals 10 points of damage per round for 4 rounds (DT 12 to resist).
- A master beast with a greater poison deals 15 points of damage per round for 5 rounds (DT 16 to resist).

Regeneration

The beast automatically recovers health at the end of every round equal to the rank benchmark rating.

Examples of regeneration:

- An expert rank beast with lesser regeneration recovers 3 health at the end of every round.
- An expert rank beast with normal regeneration recovers 6 health at the end of every round.
- An expert rank beast with greater regeneration recovers 10 health at the end of every round.

Swimming

The beast has special adaptations enabling it to move more quickly while in water.

Rank	QP Cost	Effectiveness
Lesser	1	At base move rate -1
Normal	2	At base move rate -2
Greater	3	At base move rate -3

Trample

The beast is able to use its size to crush enemies. A trample attack affects all creatures in the unit in which the attack takes place. A trample attack may only be attempted once per turn and requires a full round. Trample is made as a melee attack against all creatures in the applicable unit. Success indicates that the creature deals damage equal to the benchmark rating x5. Critical successes deal benchmark rating x10 damage.

Examples of trampling:

- A legendary creature with lesser trample deals 75 damage on a successful trample attack (15 x 5).
- A legendary creature with normal trample deals 100 damage on a successful trample attack (20 x 5).
- A legendary creature with greater trample deals 125 damage on a successful trample attack (25x5).

Tunneling

The beast is able to move through earth at its normal movement rate. Tunneling costs 1 QP.

Wall Crawling

The beast is able to crawl on walls and ceilings at its normal movement rate. Wall crawling costs 1 QP.

Warding

The beast has protection against specific attack forms, automatically absorbing damage of that type. For beasts, total magic warding (effective against all magical attacks) may be purchased instead of individual warding, but at double the normal cost. Purchasing greater total magic warding costs 6 quality points. A paragon rank beast with greater total magic warding reduces all magical damage sustained by 20 points before deducting this from health.

Water Breathing

The beast may survive indefinitely underwater. Water breathing costs 1 QP.

Weapon Access

The beast is able to wield the weapons and wear the armor of man. Rather than purchasing talent specialization in weapons as characters do, beasts learn simple use of weapons, allowing them to wield more and more powerful weapons. Beasts do not get the signature moves available to heroes. Weapon access costs 1 QP, and allows the beast to wield any weapon effectively, and to wear armor. Generally speaking, the rating of armor or weapons carried by beasts will be comparable to the beast's benchmark rating. An expert rank beast is likely to wear +6 armor.

Be aware that the quality of armor and weapons used by beasts is typically inferior to that used by heroes. While a suit of hide armor worn by a gnomish may be effective armor, a hero will almost never wear such a piece of armor, as it is rife with lice and other vermin, constructed of inferior materials, and uncomfortable to wear. The market value of such gear is typically 1/4 the value of comparable items used by heroes.

Treasure

Treasure is listed as a rank: none (meaning the beast has no chance for monetary or magical treasure), lesser (as a beast of one rank lower), normal (at the rank) or greater (at one rank higher). The rules for determining treasure are covered in the section on treasure.

Archetypal Beasts

The beasts listed here are archetypes of the beast. Beasts are presented throughout at benchmark levels, providing the most common sort of beast encountered of the type. Most adult beasts of one type will be of the same rank. An ogre brute is a master beast, so therefore most ogre brutes the heroes encounter (unless these ogres are young or especially weak) will be at least level 10, and may be as high as level 14. While it is possible to encounter an ogre of higher rank than this (the level 20 Ogre High King), such a creature should be rare.

Scaling Up

The rules for beasts allow you as the Mythweaver to quickly adjust beast statistics by adding a level or two and granting the corresponding QPs. This system allows you to create new and varied monsters with ease.

For example, I want my group of heroes to face a challenge from a pack of spiders, but the heroes are only level 5, and not quite ready for the expert level 6 night crawlers. I decide instead to scale up three tomb creeper spiders to face them. Instead of level 3, my tomb creepers will be level 4. I add 3 trait points (since all beasts receive +3 trait points per level), increasing the 3 highest traits by 1 point each- in this case DEX, PWS and INT. I then add STA +4 to health (since 4 is the static result for D8) and I'm ready to go with my level 4 tomb creepers. Rules for additional ways to scale beasts are presented in the next section, starting on page 109.

Thought Process

By using a simplified method for creating beasts and placing beasts at rank benchmark levels, a clear distinction is made between different beasts, making it easier for Mythweavers to tailor beasts to their games. The system presented gives a wide range of beast abilities and levels while also keeping a unified system in place for all creatures. This provides a quick way to create an assortment of beasts with a variety of talents and levels, as needed.

Beast Listings by Type

Beasts are listed by type, and then in ascending order by rank. The weakest type of beast is listed first in each section, and the most powerful is listed last. Heroes with the hated enemy perk may elect any of the types presented here. For example, a hunter that takes undead as the hated enemy type receives the perk bonus against all creatures listed under the undead beast type.

Animals

Animals are natural creatures that may or may not have been domesticated by man. These creatures have rudimentary intelligence, acting purely on instinct rather than based on any concern for morality. These basic statistics can be used for any number of wild animals.

Small Animal

Small Menial Animal (D4)

DEX 4; MGT 2; PWS 3; STA 4

ASP 0; INT 4; REA 0; WIL 1

Armor 0; Health 6; Initiative +4; Move 10

Talents None

Attacks Normal attack +0
(+0 total damage; delay 9)

Abilities None

Gear None

Treasure None

Use this for any small animal including rats, badgers, cats and other small woodland animals.

Medium Animal

Medium Apprentice Animal 1 (D6)

DEX 5; MGT 4; PWS 4; STA 4

ASP 0 (+1); INT 6; REA 0 (+1); WIL 2

Armor 0; Health 7; Initiative +6; Move 10

Talents None

Attacks Normal attack +1
(+2 total damage; delay 10)

Abilities None

Gear None

Treasure None

Use this for any medium animal including wild dogs, boars, and most livestock (sheep, goats).

Large Animal

Large Adept Animal 3 (D8)

DEX 3; MGT 7; PWS 5; STA 6

ASP 0 (+2); INT 6; REA 0 (+2); WIL 3

Armor 0; Health 31; Initiative +6; Move 9

Talents None

Attacks Normal attack +3
(+6 total damage; delay 11)

Abilities Lesser improved move

Gear None

Treasure None

Use this for any large animal including most horses, bears, elk and other larger woodland animals.

Huge Animal

Huge Expert Animal 6 (D10)

DEX 5; MGT 9; PWS 7; STA 7

ASP 0 (+3); INT 6; REA 0 (+3); WIL 5

Armor 6; Health 77; Initiative +6; Move 9

Talents None

Attacks Normal attack +6
(+12 total damage; delay 12)

Abilities Normal armor; lesser improved move

Gear None

Treasure None

Use this for any huge animal including rhinoceroses and elephants.

Animus

Animus are non-living physical objects that have been granted some sentience and awareness through magical means. As non-living creatures, Animus do not sleep, breathe or eat, and are immune to psionic magic. Animus have a rank of 0 in all four mental traits, receiving the RM as a bonus to resist rolls when those traits are relevant.

Servant Broom

Medium Menial Animus 1 (D4)

DEX 5; MGT 2; PWS 3; STA 5

ASP 0; INT 0; REA 0; WIL 0

Armor 0; Health 7; Initiative +5; Move 10

Talents Cleaning (adept +2, see below)

Attacks Greater smack +1 (+1 total damage; delay 10)

Abilities None

Gear None

Treasure None

Servant brooms are made by mystics to help with household chores. A servant broom will obey simple commands (such as to 'sweep', 'dust', 'clean') when within 6 units of their owners. Some mystics also prepare their brooms to 'attack' on command, although such attacks are often futile, as smacking another creature upside the head with a broom is rarely an effective combat tactic. Cleaning is a talent available only to servant brooms, and as such they are much better at it than any other creature. Creating a servant broom requires 10 gold in supplies, a successful adept rank lore talent roll and a spontaneous adept rank arcanum spell.

Animated Guardian

Medium Adept Animus 3 (D8)

DEX 8; MGT 8; PWS 8; STA 8

ASP o (+2); INT o (+2); REA o (+2); WIL o (+2)

Armor 0; Health 34; Initiative +8; Move 10

Talents None

Attacks Normal strike attack +3
(+6 total damage; delay 10)

Abilities None

Gear None

Treasure None

An animated guardian is a common object that has been created to guard an object or area. The guardian obeys only a single command (such as “protect this chest” or “don’t let anyone through this door”). Often, animated guardians are normal objects (chairs, brooms, tables, carpets) enlisted as magical guardians. An animated guardian that has been ‘slain’ falls into ruins. Animated guardians radiate magic if checked for. Animated guardians never roll morale. Their only purpose is to fulfill the task given to them, and they will be destroyed before failing it. An animated guardian requires 100 gold in supplies, a successful expert rank lore roll and an expert rank spontaneous arcanum spell to create, in addition to a week preparing the materials.

Obsidian Ooze

Large Expert Animus 6 (D10)

DEX 10; MGT 6; PWS 10; STA 6

ASP o (+3); INT o (+3); REA o (+3); WIL o (+3)

Armor 10; Health 59; Initiative +10; Move 10

Talents None

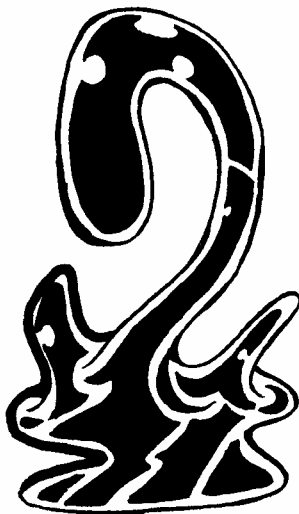
Attacks Greater strike attack +10
(+16 total damage; delay 11)

Abilities Greater full magic warding; greater paralysis; wall crawling

Gear None

Treasure Lesser

Obsidian ooze is a shifting, formless mass of oily liquid. It is able to slide across floors, compressing to fit under doorways or through small cracks. It can cling to walls and ceilings, and often blends in with dark stone or into the shadows of dungeons. On a successful strike that deals damage, obsidian ooze forces its target to roll STA (DT 12) or be paralyzed and unable to act for 1 turn. Ooze that totally covers over a living creature deals 1 point of damage per round as it excretes digestive juices, and will continue to paralyze prey. This acid will eventually eat through leather and cloth, but metal materials will be ejected by the creature and left in its wake.



Amoeba, Giant

Large Master Animus 10 (D12)

DEX 10; MGT 9; PWS 11; STA 11

ASP o (+4); INT o (+4); REA o (+4); WIL o (+4)

Armor 15; Health 164; Initiative +10; Move 10

Talents None

Attacks Greater strike attack +15
(+24 total damage; delay 11)

Abilities Greater spell turning (see below); greater armor; greater regeneration; immunity (normal weapons)

Gear None

Treasure Lesser

A giant amoeba appears as an amorphous blob-like 10' creature. The membrane of a giant amoeba functions as a paragon item of spell turning. It regenerates 15 health at the end of every round.

Stone Colossus

Huge Paragon Animus 15 (D16)

DEX 10; MGT 15; PWS 15; STA 15

ASP o (+5); INT o (+5); REA o (+5); WIL o (+5)

Armor 20; Health 301; Initiative +10; Move 10

Talents Quick strike (–5 delay)

Attacks 2 greater punch attacks +20 (+35 total damage, second punch @ D12; delay 12)

Abilities Bonus attack; immunity (normal weapons); greater armor; normal spell turning

Gear None

Treasure None

A stone colossus is a 14' tall statue animated with powerful magic. It guards a specific area, following simple commands. A stone colossus never rolls morale, and will stay in the area it is bound to protect. The body of a stone colossus is a master object of spell turning. A stone colossus requires 10,000 gold in supplies, a successful paragon rank lore skill roll, and a successful paragon rank spontaneous arcanum spell to create, in addition to a month dedicated to building the colossus.

Iron Titan

Huge Legendary Animus 20 (D20)

DEX 10; MGT 20; PWS 20; STA 20

ASP o (+6); INT o (+6); REA o (+6); WIL o (+6)

Armor 25; Health 528; Initiative +10; Move 10

Talents Quick strike (–6 delay)

Attacks 2 greater punch attacks +25 (+45 total damage, second punch @ D16; delay 6)

Abilities Greater armor; bonus attack; immunity (normal weapons); normal spell turning

Gear None

Treasure None

An iron titan is a 20' tall statue animated with exceptionally potent magic. It guards a specific area of great importance, following simple commands to the end of eternity. An iron titan never rolls morale, and will stay in the area it is bound to protect. The body of an iron titan is a paragon object of spell turning. The magic needed to create an iron titan is beyond the power of mortals to replicate.

Darken Beasts

Darken beasts were once normal creatures that have been either born in or affected by the Gloaming Lands, and as such are now crueler and more cunning than their normal counterparts. While a bear or wolf will often turn and flee from an armed and capable foe, darken beasts will almost always attack and fight to the death.

Darkling Rat

Small Menial Darken Beast (D4)

DEX 3; MGT 2; PWS 3; STA 4
ASP -1; INT 3; REA 0; WIL 2
Armor 0; Health 6; Initiative +3; Move 10
Talents None
Attacks Normal bite attack +0 (+0 total damage; delay 9)
Abilities Normal disease
Gear None
Treasure None

These malicious creatures are common in sewers, ruins and among carrion and refuse. Those damaged by the bite of a darkling rat must roll STA (DT 4) or suffer a disease, losing 1 point of MGT for D4 days, or until the disease is magically removed. Curing darkling rat disease is an apprentice rank spontaneous light spell. Failing the spell roll means that particular caster is unable to reverse the disease for this character.

Darkling Jackal

Medium Apprentice Darken Beast 1 (D6)

DEX 5; MGT 3; PWS 4; STA 3
ASP -2; INT 6; REA 0 (+1); WIL 3
Armor 0; Health 6; Initiative +6; Move 10
Talents Nature (apprentice +1); stealth (apprentice DT 6)
Attacks Normal bite attack +1 (+2 total damage; delay 10)
Abilities None
Gear None
Treasure None

Darkling jackals travel in packs (averaging D6+3 creatures) through wild areas and at the fringes of civilization. They are aggressive predators that will attack even larger and more formidable foes, willing to sustain heavy losses to fell powerful prey.

Darkling Badger

Medium Adept Darken Beast 3 (D8)

DEX 6; MGT 3; PWS 6; STA 6
ASP -2; INT 6; REA 0 (+2); WIL 5
Armor 0; Health 28; Initiative +6; Move 9
Talents Nature (apprentice +3); stealth (apprentice DT 9)
Attacks Normal claw attack +3 (+6 total damage; delay 10)
Abilities Lesser improved move
Gear None
Treasure Lesser

Darkling badgers are 5' long fearsome varieties of the normal badger. They usually travel alone or in small packs of D4+1 creatures. They dwell in woodlands and wild areas, living in underground burrows.

Darken Wolf (Warg)

Large Expert Darken Beast 6 (D10)

DEX 6; MGT 5; PWS 7; STA 7
ASP -3; INT 8; REA 0 (+3); WIL 6
Armor 3; Health 71; Initiative +8; Move 10
Talents Nature (adept +6); stealth (adept DT 12)
Attacks Normal bite attack +6 (+11 total damage; delay 11)
Abilities Lesser natural armor
Gear None
Treasure Lesser

Darken wolfs travel in packs of D8+4 creatures, ranging over large expanses of wilderness. Darken wolves are sometimes used as mounts by humanoids.

Darken Bear

Huge Master Darken Beast 10 (D12)

DEX 6; MGT 10; PWS 10; STA 10
ASP -4; INT 8; REA 0 (+4); WIL 5
Armor 5; Health 164; Initiative +8; Move 10
Talents Nature (expert +10)
Attacks Greater bite attack +15 (+25 total damage; delay 12); normal claw attack +10 (+20 total damage @ D10; delay 12)
Abilities Lesser natural armor; bonus attack
Gear None
Treasure Lesser

Darken bears are nearly twice the size of a common brown bear, over 10' tall at the shoulder. These great beasts are excellent trackers and ferocious fighters. Darken bears are sometimes kept as pets by giants or used by ogres as mounts.

Nightmare Steed

Huge Paragon Darken Beast 15 (D16)

DEX 8; MGT 10; PWS 10; STA 12
ASP -6; INT 10; REA 3; WIL 10
Armor 15; Health 256; Initiative +10; Move 9
Talents Darkness (adept)
Attacks Greater stomp attack +20 (+30 total damage; delay 12)
Abilities Normal armor; lesser improved move; normal full magic warding
Gear None
Treasure Normal

A nightmare steed is a massive black horse with eyes of flame and breath of brimstone. A nightmare steed is a vision of pure evil, commanded by only the most vile and cruel of lords (ASP -6 or lower). Nightmare steeds are common mounts among the demonic lords, and have been known to serve especially powerful and evil creatures in Del Anon as well. Nightmare steeds enjoy trampling foes beneath their powerful hooves.

Darkened Flora & Fauna

Darkened flora and fauna are plants native to the lower realms that have both sentience and a propensity towards evil and cruelty. Darkened flora and fauna exist purely to inflict suffering and pain on creatures of good.

Strangler Vines

Medium Adept Flora and Fauna 3 (D8)

DEX 7; MGT 7; PWS 5; STA 5
ASP -2; INT 5; REA 1; WIL 3
Armor 0; Health 25; Initiative +7; Move 0 (rooted)
Talents Stealth (apprentice DT 10)
Attacks Special (see below)
Abilities Normal constriction
Gear None
Treasure None

Strangler vines grow in evil wooded areas, appearing as normal vines, but quickly wrapping around and strangling targets unlucky enough to step into their midst. A strangler vine will attempt to constrict any creature walking through its leafy tendrils. It attacks with a melee strike, forcing targets (on a successful hit) to roll MGT + athletics to break free of the grasp of the vines (DT 16). A creature held by such vines is required to make escalating STA rolls every round, starting at DT 8 and increasing +2 every round thereafter; failing this roll means that the vines have killed the target.

The choking of the vines deals damage every round; a constricted target suffers 6 points of damage at the end of every round, ignoring armor. The plant will continue strangling its target until the target breaks free, or the target or plant dies. The target of this constriction may only make one action roll each round, and that must be to break free of the vines; bound targets may not attack. All attacks made against a strangler vine that miss the vine automatically strike the character being grappled by the plant.

While a single strangler vine confines itself to an area of roughly a unit in size, several strangler vines may group together, and a nest of several of these vines could quickly kill a large number of creatures.

Venus Flytrap, Giant

Huge Expert Flora and Fauna 6 (D10)

DEX 6; MGT 8; PWS 8; STA 9
ASP -3; INT 4; REA 1; WIL 5
Armor 0; Health 83; Initiative +6; Move 0 (rooted)
Talents Stealth (adept DT 12)
Attacks Normal bite attack +6 (+12 total damage; delay 11)
Abilities Swallow whole (see below)
Gear None
Treasure None

A giant Venus flytrap is a 12' tall (or larger) carnivorous plant. Any creature that travels within 1 unit of the flytrap may be attacked by it. Once per turn, a giant Venus flytrap may attempt to swallow a target whole. This is rolled as a melee attack, but with the target receiving a possible bonus to the resist roll: small targets receive no bonus; medium creatures receive +2; large creatures receive +4; huge creatures cannot be

swallowed in this way. If this attack hits, the flytrap has swallowed the target, in addition to dealing normal damage. A target swallowed whole is unable to attack back, and must struggle to free itself from the flytrap's grasp. Breaking free requires a DT 16 MGT + athletics roll, and this may only be attempted once per round (with the first action available). At the end of every round spent in the digestive juices of the creature, the target suffers D10+6 damage, ignoring all armor and other protection. Once a Venus flytrap has swallowed a target, it is unable to make any actions other than to struggle to free itself.

Ragewood Tree

Huge Master Flora and Fauna 10 (D12)

DEX 8; MGT 12; PWS 10; STA 13
ASP -4; INT 4; REA 1; WIL 5
Armor 15; Health 174; Initiative +8; Move 0 (rooted)
Talents None
Attacks Normal branch strike +10 (+20 total damage; delay 11)
Abilities Greater armor; rage (see below)
Gear None
Treasure Lesser
Notes

A ragewood tree is an aggressive woodland predator native to evil forests. The ragewood will attack a living creature with one of its larger branches, and can reach a target up to 3 units distant with a strike. A ragewood tree has the character perk of rage, and will rage (as the heroic perk on page 13) if reduced to less than half of its health. If attacked from a distance, a ragewood will pick up rocks and sticks, hurling these as thrown weapons dealing +13 total damage.

Bog Horror

Large Paragon Flora and Fauna 15 (D16)

DEX 9; MGT 10; PWS 12; STA 12
ASP -6; INT 10; REA 0 (+5); WIL 10
Armor 15; Health 256; Initiative +10; Move 10
Talents Wilding (master)
Attacks Normal strike +15 (+25 total damage; delay 11)
Abilities Normal armor; normal full magic warding; water breathing
Gear None
Treasure None

A 10' tall hulking monstrosity arisen from the depths of the vilest of swamps, the bog horror hates all living things. Some think this to be some alternate form of undead, while others argue it is a spirit of the wild warped by evil. Regardless, it is a threat to any creature unlucky enough to come upon it. The bog horror is highly resistant to magic, ignoring the first 15 points of damage it takes from any magical attack.

Demons

Demons are powerful creatures native to the lower realm of Pandemonium. Demons will only appear in the lands of Del Anon when summoned by powerful, evil casters using darkness magic, or when serving the purposes of Bael in the lands of mankind.

Quasit

Small Menial Demon (D4)

DEX 4; MGT 1; PWS 2; STA 3

ASP -3; INT 3; REA 3; WIL 1

Armor 0; Health 25; Initiative +6; Move 10 (fly 9)

Talents Darkness (apprentice); illusion (apprentice)

Attacks Greater claw attack +1
(+1 total damage; delay 8)

Abilities Lesser flight

Gear None

Treasure Normal

A quasit is a 2' tall creature with elongated, demonic features including scaly skin and leathern wings. Quasits will attempt to manipulate creatures and situations to cause the most pain and suffering.

Wretchling Demon

Medium Apprentice Demon 1 (D6)

DEX 3; MGT 6; PWS 5; STA 7

ASP -3; INT 2; REA 2; WIL 2

Armor 0; Health 10; Initiative +3; Move 10

Talents None

Attacks Normal claw attack +1
(+2 total damage, delay 10)

Abilities Normal regeneration

Gear None

Treasure None

These minor demons are horrific and pitiful in the extreme. They inhabit the fields of Hades, moving in droves across its landscape, suffering under the whips of more powerful demons, forced to endure endless labor and suffering.

Imp

Small Adept Demon 3 (D8)

DEX 8; MGT 1; PWS 3; STA 4

ASP -4; INT 4; REA 3; WIL 4

Armor 3; Health 22; Initiative +8; Move 10 (fly 9)

Talents Darkness (adept); psionics (adept); influence (adept DT 7)

Attacks Normal claw attack +3
(+4 total damage; delay 9)

Abilities Normal armor; lesser flight

Gear None

Treasure Normal

Imps are 3' tall minor demons, summoned from Pandemonium to bring chaos and destruction into the lands of Del Anon. Although tiny, imps are dangerous for their persuasive nature and absolute disregard for the health and safety of any living creature. Imps exist only for chaos and destruction.

Gargoyle

Medium Expert Demon 6 (D10)

DEX 7; MGT 4; PWS 7; STA 8

ASP -6; INT 6; REA 2; WIL 6

Armor 6; Health 71; Initiative +7; Move 10 (fly 9)

Talents Quick strike (-3 delay);
stealth (adept DT 13)

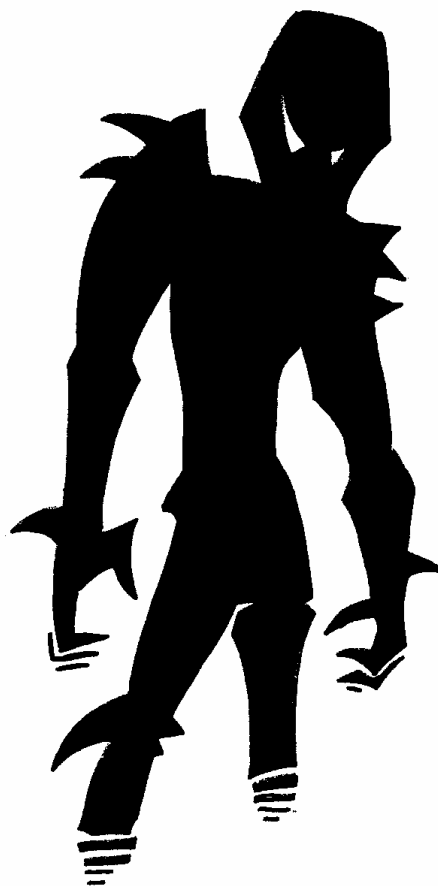
Attacks Greater claw attack +10
(+14 total damage; delay 7)

Abilities Normal armor; lesser flight

Gear None

Treasure Greater

A gargoyle is a monstrous winged demon of roughly human size, but with stone-like skin and exceptionally sharp claws. A gargoyle will appear as a normal statue, and will use stealth to attempt surprise.



Incubus or Succubus

Medium Master Demon 10 (D12)

DEX 6; MGT 4; PWS 4; STA 8

ASP -6; INT 7; REA 4; WIL 9

Armor 0; Health 124; Initiative +7; Move 10 (fly 9)

Talents Illusion (expert); psionics (expert); influence (expert DT 19)

Attacks Enchanted dagger +3/+3 (+10 total damage; delay 10)

Abilities Greater kiss (see below); lesser flight; normal full magic warding; normal regeneration

Gear None

Treasure Greater

An incubus (male) or succubus (female) is a demon that appears as an exceptionally attractive human or demi-human. It uses its powerful illusions to change its appearance (which includes large, bat-like wings in its normal form), and psionics magic to control the minds of others. An incubus or succubus will attempt to kiss a target of the opposite sex. If kissed, the target must roll WIL (DT 16) or become the servant of the demon, obeying its commands for the next 30 days. An incubus or succubus will use deception instead of direct combat, fleeing if faced with overwhelming forces.

Lamia

Large Paragon Demon 15 (D16)

DEX 9; MGT 7; PWS 10; STA 9

ASP -10; INT 7; REA 6; WIL 9

Armor 15; Health 211; Initiative +9; Move 10

Talents Weapon access; quick strike (-5 delay); two weapons; darkness (expert); athletics (adept +6); influence (expert DT 19); lore (adept +6)

Attacks 2 enchanted scimitars +6/+2 (+15 total damage; delay 7; second scimitar @ D12)

Abilities Normal armor; normal regeneration; immunity (normal weapons); normal full magic warding

Gear None

Treasure Greater

A lamia is a powerful female demon with the torso, head and arms of a human female, but the lower body of a long serpent. The lamia fights with her spell abilities or with a pair of enchanted scimitars. The lamia is a manipulative and dangerous foe. These creatures are common in the realm of Pandemonium, but are fortunately very rare in Del Anon. A lamia that is slain in the lands of mortals is not truly destroyed, but merely banished to its native realm for at least one year. A lamia may be summoned and bound to service to a powerful caster, although the use of such magic has been lost to most men since the Great Reckoning, and only evil creatures will attempt such a summoning, usually with disastrous consequences.

The lamia has 15 points of full magic warding, and recovers 15 health at the end of every round.

Demonic Vizier

Huge Legendary Demon 20 (D20)

DEX 13; MGT 13; PWS 13; STA 13

ASP -12; INT 7; REA 7; WIL 7

Armor 20; Health 433; Initiative +13; Move 10 (fly 8)

Talents Weapon access; quick strike (-6); darkness (master); influence (master DT 22)

Attacks Greater enchanted barbed whip attack +20/+6 (+39 total damage; delay 10)

Abilities Normal armor; normal regeneration; normal full magic warding; normal flight; immunity (normal weapons)

Gear None

Treasure Greater

Thirteen of these creatures (known collectively as the council of thirteen) meet and decide all manner of demonic affairs. These are prototypical nightmarish creatures, over 15' tall, with horns, cloven hooves and barbed tails. They burn with unquenchable sulfuric flame, and wield massive barbed whips. On a critical success, these whips stun the target for 1 turn.

Dread Insects

Dread insects are common scavengers in all climates and areas that may grow to tremendous size and ferocity, making them common and persistent adversaries for all who travel among wild and savage lands.

Ant, Worker

Small Menial Dread Insect (D4)

DEX 5; MGT 1; PWS 4; STA 5

ASP 0; INT 1; REA 0 (+0); WIL 1

Armor 0; Health 7; Initiative +4; Move 10

Talents None

Attacks Greater bite +1 (+1 total damage; delay 9)

Abilities Tunneling; wall crawling

Gear None

Treasure Normal

Ant workers are 2' long insects common in rural areas, often plaguing farmlands and small communities. While individuals or smaller numbers may be encountered away from the ant hill, as many as 100 or more such creatures may be encountered in their lair, along with a queen of level 3 or better.

Hornet, Red

Small Apprentice Dread Insect 1 (D6)

DEX 4; MGT 1; PWS 4; STA 5
ASP -1; INT 4; REA 0 (+1); WIL 3
Armor 0; Health 8; Initiative +4; Move 10 (fly 8)
Talents None
Attacks Lesser sting attack +0 (+1 total damage; delay 9)
Abilities Normal flight; greater poison; wall crawling
Gear None
Treasure Lesser

These nearly 3' long insects are very nasty-tempered and easily enraged. Traveling within 3 units of a hive is provocation enough to call D6+4 red hornets from within to drive off the threat. Hives may be as large as 2 units across, holding several dozen such creatures along with a queen of level 6 or better. The sting of a red hornet forces the target to roll STA (DT 8) or suffer an additional 3 points of damage per round for 2 rounds.

Spider, Tomb Creeper

Medium Adept Dread Insect 3 (D8)

DEX 7; MGT 2; PWS 6; STA 5
ASP -2; INT 7; REA 0 (+2); WIL 2
Armor 0; Health 25; Initiative +7; Move 10
Talents Stealth (adept DT 10)
Attacks Normal bite attack +3 (+5 total damage; delay 10)
Abilities Normal poison; wall crawling
Gear None
Treasure Lesser

These 4' long spiders are often found in ruins and tombs feasting on the corpses of the dead. These spiders create webs that require a DT 12 MGT + athletics roll to break free of. The bite of a tomb creeper spider forces the target to roll STA (DT 8) or suffer an additional 3 points of damage per round for 2 rounds.

Spider, Night Hunter

Medium Expert Dread Insect 6 (D10)

DEX 8; MGT 4; PWS 8; STA 6
ASP -3; INT 6; REA 0 (+3); WIL 4
Armor 0; Health 59; Initiative +8; Move 9
Talents Stealth (adept DT 14)
Attacks Normal bite attack +6 (+10 total damage; delay 10)
Abilities Lesser improved move; normal night vision (7 units); normal poison; wall crawling
Gear None
Treasure Lesser

These 6' long overgrown spiders inhabit wastes and ruins. They lie in wait for their prey and ambush enemies unaware. These spiders are not web builders. The bite of a night hunter forces the target to roll STA (DT 10) or suffer an additional 6 points of damage per round for 3 rounds.

Spider, Giant Tarantula

Large Master Dread Insect 10 (D12)

DEX 10; MGT 6; PWS 10; STA 8
ASP -4; INT 8; REA 0 (+4); WIL 6
Armor 0; Health 134; Initiative +10; Move 9
Talents Stealth (expert DT 20)
Attacks Normal bite attack +10 (+16 total damage; delay 11)
Abilities Lesser improved move; greater night vision (10 units); normal poison; wall crawling
Gear None
Treasure Lesser

These massive 8' long spiders sometimes serve as mounts for especially evil humanoids and demi-humans. Hairy and vile, these beasts excrete a green poison from their fearsome mandibles. Unlike the normal variety, giant tarantulas create webs by that require a DT 20 MGT + athletics roll to break free of. Its bite forces the target to roll STA (DT 12) or suffer 10 points of damage per round for 4 rounds.

Centipede, Tunnel Creeper

Huge Paragon Dread Insect 15 (D16)

DEX 12; MGT 10; PWS 12; STA 11
ASP -5; INT 11; REA 0 (+5); WIL 10
Armor 15; Health 271; Initiative +12; Move 10
Talents None
Attacks Greater bite attack +20 (+30 total damage; delay 12)
Abilities Normal armor; greater poison; tunneling
Gear None
Treasure Lesser

Tunnel crawlers are greatly feared predators. These massive centipedes, often over 20' long, are voracious carnivores. The only good thing to be said about these beasts is that they are solitary creatures, with two or more rarely encountered together. Its poison forces the target to roll STA (DT 20) or suffer an additional 21 points of damage per round for 5 rounds.

Worm, Earth Shaker

Huge Legendary Dread Insect 20 (D20)

DEX 11; MGT 16; PWS 14; STA 16
ASP -6; INT 11; REA 0 (+6); WIL 12
Armor 20; Health 538; Initiative +11; Move 10
Talents None
Attacks Greater bite attack +25 (+41 total damage; delay 12)
Abilities Normal armor; normal full magic warding; lesser regeneration; tunneling
Gear None
Treasure Lesser

Earth shakers are massive 30-40' worms dwelling deep within the earth, surfacing only rarely to feast on large animals. Earth shakers will lie dormant for as long as a decade before emerging to embark on a month-long feasting frenzy. Earth shakers recover 15 health at the end of every round. The magic warding of an earth shaker affords it 21 points of protection from all magical and elemental attacks.

Elementals

Elementals are summoned to Del Anon through spontaneous spells. Elemental summoning is dangerous, and just because an elemental is summoned does not mean that the caster will be able to control it. Elementals are governed by the following rules:

- Summoning an elemental is a normal DT based on the rank of the elemental summoned. For example, summoning an earth elemental requires that the character has the deeping magic talent, and this elemental may be summoned up to the rank of the talent. A caster with expert of deeping magic may summon an expert rank earth elemental (DT 10), an adept rank earth elemental (DT 8) or an apprentice rank earth elemental (DT 6).
- Once the elemental is summoned (it appears at the end of the round in which it was summoned in the unit where the caster was when it was originally summoned), it must then be controlled. At the beginning of the following round, the caster rolls level die +WIL (as a free action at no cost, and before initiative is rolled) to control the elemental. Success indicates that the caster has control of the elemental for one full turn, and it will obey his commands. Failure indicates that the elemental views the caster as an enemy, and will attack.
- At any point during the following turn, the caster may dismiss the elemental at will as a free action, and it dissipates immediately. However, every turn that the elemental remains in the realm, the caster must make a WIL control roll again (with the same DT, as a free action) to maintain control. If this roll is failed, the elemental will attack the caster.
- The caster may dismiss an elemental he or she controls at any time, and once an elemental is reduced to 0 or less health, it vanishes.
- The caster may control the elemental up to 10 units distant per magic talent rank; a caster with expert of elemental fire could control an elemental and have it act on his behalf up to 30 units away.
- A caster may summon a number of different elementals simultaneously equal to his or her RM. Each additional elemental increases the DT of WIL rolls to control elementals by +2. A character that has summoned four expert rank fire elementals must make four WIL rolls to maintain control of all four elementals. As they were summoned, the first elemental was DT 10 to control, the second was DT 12, the third was DT 14 and the fourth was DT 16. At the beginning of the following turn, if all four elementals are still extant, the caster will have to make four successful WIL rolls with a DT of 16 to keep control of all four. It would be possible to fail 1-3 of these rolls, and have some of the creatures turn on the caster while the others continue to obey his commands, possibly fighting against one another.

Elemental Levels

<i>Magic Talent Rank</i>	<i>Level</i>	<i>Size of Elemental</i>
Apprentice	1 (RM 1)	Small
Adept	3 (RM 2)	Medium
Expert	6 (RM 3)	Medium
Master	10 (RM 4)	Large
Paragon	15 (RM 5)	Large

Elemental Type Summoned by Magic Talents

	<i>Air</i>	<i>Earth</i>	<i>Fire</i>	<i>Water/Ice</i>
Magic Talent	Elemental	Deeping	Elemental	Elemental
	Electricity		Fire	Cold
Primary Trait	DEX	MGT	STA	STA
Secondary Traits	MGT, PWS	PWS, STA	DEX, MGT	DEX, PWS
Tertiary Trait	STA	DEX	PWS	MGT
Armor	Lesser	Greater	Normal	Normal
Strike	Normal	Normal	Greater	Normal
Abilities	Normal flight	--	--	Bonus attack

All elementals have the following traits and abilities:

- The primary physical trait is rank RM x3 (+1). A master elemental has its primary trait at 13.
- The secondary physical traits are rank RM x2 (+1). A master elemental has secondary traits at 9.
- The tertiary physical trait is rank RM (+1). A master elemental has its tertiary trait at 5.
- All mental traits are 0 (with the standard bonus of +RM for resist rolls)
- Elementals are immune to damage from the same elemental type (fire elementals are immune to fire).
- Elementals have no talents, gear or treasure.
- Health for an elemental is calculated normally.



Elemental Quick Reference

Air Elementals

Level/RM	DEX	MGT	PWS	STA	Armor	Health	Init.	Attacks (Fist Strike)
Level 1 (+1)	4	3	3	2	0	5	+4	+2 total damage
Level 3 (+2)	7	5	5	3	1	19	+7	+6 total damage
Level 6 (+3)	10	7	7	4	3	47	+10	+12 total damage
Level 10 (+4)	13	9	9	5	6	104	+13	+19 total damage
Level 15 (+5)	16	11	11	6	10	181	+16	+26 total damage
Level 20 (+6)	19	13	13	7	15	268	+19	+33 total damage

Earth Elementals

Level/RM	DEX	MGT	PWS	STA	Armor	Health	Init.	Attacks (Fist Strike)
Level 1 (+1)	2	4	3	3	3	6	+2	+2 total damage
Level 3 (+2)	3	7	5	5	6	25	+3	+6 total damage
Level 6 (+3)	4	10	7	7	10	65	+4	+12 total damage
Level 10 (+4)	5	13	9	9	15	144	+5	+20 total damage
Level 15 (+5)	6	16	11	11	20	256	+6	+30 total damage
Level 20 (+6)	7	19	13	13	25	348	+7	+39 total damage

Fire Elementals

Level/RM	DEX	MGT	PWS	STA	Armor	Health	Init.	Attacks (Fist Strike)
Level 1 (+1)	3	2	4	3	1	6	+3	+4 total damage
Level 3 (+2)	5	3	7	5	3	25	+5	+9 total damage
Level 6 (+3)	7	4	10	7	6	65	+7	+14 total damage
Level 10 (+4)	9	5	13	9	10	144	+9	+20 total damage
Level 15 (+5)	11	6	16	11	15	256	+11	+27 total damage
Level 20 (+6)	13	7	19	13	20	388	+13	+32 total damage

Water & Ice Elementals

Level/RM	DEX	MGT	PWS	STA	Armor	Health	Init.	Attacks (Fist Strike)
Level 1 (+1)	3	3	2	4	1	7	+3	+2 total damage; second @ D4
Level 3 (+2)	5	5	3	7	3	31	+5	+6 total damage; second @ D6
Level 6 (+3)	7	7	4	10	6	83	+7	+12 total damage; second @ D8
Level 10 (+4)	9	9	5	13	10	184	+9	+19 total damage; second @ D10
Level 15 (+5)	11	11	6	16	15	331	+11	+26 total damage; second @ D12
Level 20 (+6)	13	13	7	19	20	508	+13	+33 total damage; second @ D16

Fay

Fay creatures are native to Verdant Woodlands, although many have moved to other forested areas of Del Anon. Fay creatures are generally friendly with elves and brownies, but tend to be cautious when encountering other races.

Pixie

Small Menial Fay (D4)

DEX 4; MGT 1; PWS 2; STA 2

ASP 1; INT 4; REA 2; WIL 1

Armor 0; Health 4; Initiative +4; Move 10 (fly 9)

Talents Weapon access; illusion (apprentice)

Attacks Dagger +1 (+1 total damage; delay 9)

Abilities Lesser flight

Gear None

Treasure Normal

Pixies are 1' tall magical fairies with delicate wings that are fond of humans and the races of good, and they often ally with more powerful creatures.

Sprite

Small Apprentice Fay 1 (D6)

DEX 6; MGT 1; PWS 2; STA 3

ASP 1; INT 5; REA 3; WIL 2

Armor 0; Health 6; Initiative +6; Move 10 (fly 7)

Talents Weapon access; illusion (adept)

Attacks Dagger +1 (+2 total damage; delay 9)

Abilities Normal flight

Gear None

Treasure Normal

Exceptionally magical creatures, sprites are 2' tall winged fairies that live in enchanted woodlands and lands of good. They are close relatives of pixies, although sprites are less likely to work with or help humans and other non-fay races.

Merman

Medium Adept Fay 3 (D8)

DEX 4; MGT 5; PWS 5; STA 6

ASP 0 (+2); INT 4; REA 2; WIL 3

Armor 0; Health 28; Initiative +4; Move 10 (swim 8)

Talents Weapon access; nature (apprentice +3)

Attacks Trident +5 (+8 total damage; delay 11)

Abilities Normal swim; water breathing

Gear None

Treasure Lesser

Mermen (and mermaids) dwell in underwater cities and towns. They have the upper torso of roughly human appearance, but the lower body of a fish. These creatures are tribal and generally peaceful, farming underwater plants for food and domesticating a number of fish. They trade rarely with surface-dwellers, and are suspicious of any creature not native to the underwater realms. Mermen and mermaids are capable fighters, and if roused to battle, have been known to fight with tenacity. Mermen often train and ride giant seahorses, using them as steeds.



Centaur

Large Expert Fay 6 (D10)

DEX 4; MGT 8; PWS 7; STA 6

ASP 0 (+3); INT 7; REA 2; WIL 5

Armor 3; Health 65; Initiative +7; Move 7

Talents Weapon access; nature (adept +6)

Attacks Battle axe +6 (+12 total damage; delay 12)
–or– hunting bow +6
(+6 total damage; delay 9)

Abilities Lesser improved move

Gear Studded leather armor +3

Treasure Normal

Notes

Centaurs have the lower bodies of horses but the upper bodies of humans. They are militant and aggressive, vigorously patrolling their lands and protecting their borders.

Dryad

Medium Master Fay 10 (D12)

DEX 7; MGT 2; PWS 3; STA 7

ASP 0 (+5); INT 10; REA 8; WIL 9

Armor 0; Health 114; Initiative +10; Move 10

Talents Psionics (expert); wilding (expert);
nature (expert +10)

Attacks By spell

Abilities None

Gear None

Treasure Normal

A dryad is a female tree spirit. Dryads are connected to their trees, and the death of the tree inevitably means the death of the dryad. Dryads will attempt to charm human males to serve as their slaves, and are especially suspicious of all humans.

Deva

Medium Paragon Fay 15 (D16)

DEX 7; MGT 5; PWS 10; STA 9

ASP 6; INT 12; REA 4; WIL 10

Armor 21; Health 211; Initiative +12; Move 10 (fly 9)

Talents Weapon access; quick strike (-5 delay);
light (master)

Attacks Enchanted holy sword of flame
+15/+5/+5 flame (+30 total damage; +36
vs. evil creatures; delay 8)

Abilities Lesser flight

Gear Holy banded armor +15

Treasure Normal

These powerful winged spirits were the guardians of the gates of Yahalla at the edges of Arvandor. When Yahalla fell, most of the Deva were destroyed. A handful of these creatures remain in the lands of Del Anon, striving to fight against evil while working for the restoration of the true goddess.

Fell Beasts

Fell beasts are creatures of evil and cruelty that have been touched by darkness, and now aggressively oppose the humans and demi-humans serving light.

Cockatrice

Medium Adept Fell Beast 3 (D8)

DEX 7; MGT 2; PWS 4; STA 5

ASP -1; INT 5; REA 1; WIL 4

Armor 3; Health 25; Initiative +7; Move 10 (fly 9)

Talents None

Attacks Normal bite attack +3
(+5 total damage; delay 10)

Abilities Normal armor; lesser flight; normal petrification

Gear None

Treasure Normal

A cockatrice appears as a monstrous hybrid of a lizard, cock and bat. On a successful bite attack, a cockatrice forces the target to roll STA (DT 8) or be turned to stone. This petrification is permanent until reversed with a spontaneous adept rank or better deeping spell.

Harpy

Medium Expert Fell Beast 6 (D10)

DEX 5; MGT 4; PWS 6; STA 5

ASP -3; INT 8; REA 4; WIL 8

Armor 3; Health 53; Initiative +8; Move 10 (fly 9)

Talents Weapon access

Attacks Spiked club +6
(+10 total damage; delay 12)

Abilities Lesser armor; lesser flight; greater song (see below)

Gear None

Treasure Normal

Harpies are hideous creatures with the torso and head of an exceptionally ugly woman, but the lower parts and wings of a vulture. They dwell in desolate and forlorn lands.

Once per turn a harpy may, as a simple action taking one full round, emit a song affecting all creatures in a U+3 AOE. Those in the area of effect must roll WIL (DT 12) or be completely enamored of the song, and stand transfixed, unable to act other than to walk toward the harpy. A creature so enamored will remain under the harpy's power as long as the singing continues, allowing the harpy to inflict damage with no additional WIL roll allowed and no resist rolls made; such attacks made by a harpy are on a defenseless target. Those who resist the song are immune to its effects for one full turn.

Manticore

Large Master Fell Beast 10 (D12)

DEX 10; MGT 8; PWS 8; STA 10

ASP -4; INT 6; REA 1; WIL 6

Armor 10; Health 144; Initiative +10; Move 10 (fly 9)

Talents None

Attacks Normal tail barbs +10 (+10 total damage; delay 11; range 4; see below); normal bite attack +10 (+18 total damage @ D10; delay 11)

Abilities Normal armor; bonus attack; lesser flight; normal tail volley (see below)

Gear None

Treasure Greater

The manticore is a grotesque creature with a roughly lion-like body, great wings of bat and the face of a disfigured and hideous man. The manticore may bite, but its most feared attack is a volley of barbs from its tail, which it may use as a missile attack. These barbs may fly up to 3 units with no penalty, dealing damage to all creatures in a 1-unit square that are hit. This attack is made as a missile weapon attack (using DEX) against all targets in the affected unit.

Chimera

Huge Paragon Fell Beast 15 (D16)

DEX 7; MGT 10; PWS 10; STA 12

ASP -7; INT 12; REA 4; WIL 10

Armor 10; Health 256; Initiative +12; Move 10 (fly 9)

Talents None

Attacks Greater dragon bite +20 (+30 total damage; delay 12); normal lion bite +15 (+25 total damage @ D12; delay 12); normal ram gore attack +15 (+25 total damage @ D12; delay 12)

Abilities Bonus attack; normal armor; lesser flight; lesser breath weapon

Gear None

Treasure Greater

A chimera is a fearsome beast. It has the body of a lion, the wings of a massive bat, and three heads: one dragon, one ram and one lion. Each head acts independently, able to attack different foes within the same or adjacent units.

The chimera's draconic head is able to breathe a jet of flame once per turn as a standard action. This breath weapon fills a straight line 1 unit wide and 4 units long in front of the creature's face, dealing 100 fire damage. All creatures in the area of effect roll DEX (DT 12). Those making this roll suffer half damage, or 50 points.

Fell Creatures

Fell creatures are humanoid-shaped monstrosities that serve evil. These are invariably cruel and malicious creatures. Fell creatures tend to work independently, seeking to trick, trap and devour mankind and his allies.

Kobold

Medium Adept Fell Creature 3

DEX 7; MGT 2; PWS 3; STA 5
ASP -3; INT 7; REA 4; WIL 4
Armor 0; Health 25; Initiative +7; Move 10
Talents Illusion (adept); stealth (apprentice DT 10)
Attacks Lesser claw attack +1 (+3 total damage; delay 10)
Abilities Normal night vision (5 units)
Gear None
Treasure Normal

Kobolds are malicious and manipulative creatures, using their magic to deceive humans and demi-humans. Kobolds especially enjoy the taste of children, and kobolds are often (justifiably) the villains in children's bedtime stories. They dwell near the fringes of human settlements, where they lie in wait to lure unsuspecting children into their hidden woodland lairs.

Changeling

Medium Expert Fell Creature 6 (D10)

DEX 8; MGT 3; PWS 4; STA 7
ASP -4; INT 8; REA 3; WIL 6
Armor 0; Health 65; Initiative +8; Move 10
Talents Stealth (adept DT 14)
Attacks Normal claw attack +6 (+9 total damage; delay 10)
Abilities Normal night vision (6 units); greater shape change (see below)
Gear None (or by character replaced)
Treasure Normal

Changelings are cruel spirits that enjoy the taste of human flesh. They will select a target, and follow that creature for days (or even weeks) learning its habits before waylaying and devouring the creature, and then will change shape into the form of its victim, and will step into that creature's life.

The DT of realizing that a changeling in another creature's form is not the actual creature is dependent on how well the target in question knows the character the changeling has replaced. Those who knew the character well (a family member or close friend) roll INT (DT 10), while all other creatures roll INT DT 12. A new roll is allowed only if the creature in question has a good reason for believing the changeling is not truly the creature in question.

Changelings are desired by powerful villains for their service as spies and assassins, as their shape change abilities and cruel nature make them ideal undercover agents in the societies of man.

Medusa

Medium Master Fell Creature 10 (D12)

DEX 8; MGT 4; PWS 8; STA 8
ASP -6; INT 8; REA 4; WIL 6
Armor 0; Health 124; Initiative +8; Move 10
Talents Weapon access; stealth (adept DT 14)
Attacks Bow +10 (+10 total damage; range 9; delay 9) -or- 6 lesser snakebites +6 (+10 total damage @ D10; delay 10)
Abilities Bonus attack; greater night vision (10 units); lesser poison; normal petrification
Gear None
Treasure Normal

The medusa is a roughly humanoid female with hideous features and living snakes for hair. The gaze of a medusa is enough to force any creature within 4 units that meets her gaze to roll WIL (DT 12) or be permanently turned to stone. Medusa petrification may only be reversed with a master rank or better spontaneous deeping spell.

In addition to her petrification, the medusa has a number of snakes covering her head in place of hair. Up to six of these snakes may make a bite attack per round, attacking any creature in melee range of the medusa. Each of these snakeheads has a poisonous bite, forcing a DT 10 STA roll. Targets failing this roll suffer 6 points of damage per round for 3 rounds in addition to the bite damage. The medusa coats her arrows with this poison as well, and the first six arrows she uses every turn will be poisoned.



Midnight Hag

Medium Paragon Fell Creature 15 (D16)

DEX 9; MGT 6; PWS 6; STA 10

ASP -8; INT 12; REA 9; WIL 10

Armor 0; Health 226; Initiative +12; Move 10

Talents Darkness (expert); illusion (expert);
psionics (adept); lore (master +15)

Attacks Normal claw attack +15
(+21 total damage; delay 10)

Abilities Greater night vision (11 units)

Gear None

Treasure Normal

Midnight hags are feared and despised, appearing as ancient and decrepit women of exceptional evil. Midnight hags are known to have prophetic powers, and once per year a midnight hag may read a character's fortune, correctly predicting one event that will soon transpire in that character's life, or answering one question. Often, this prophecy or answer is vague or wrapped inside of a riddle, but is invariably the truth, and will come to pass.

Hags will demand payment for this prophecy, and often expect rewards of a very personal nature from the creatures that seek their aid and dark knowledge.

Messari Ventrú

Medium Legendary Fell Creature 20 (D20)

DEX 10; MGT 6; PWS 6; STA 10

ASP -9; INT 12; REA 13; WIL 14

Armor 20; Health 288; Initiative +11; Move 10

Talents Arcanum (master); psionics (paragon);
quick spell; lore (paragon +21)

Attacks Normal claw attack +20
(+26 total damage; delay 10)

Abilities Lesser armor; normal full magic warding

Gear Enchanted robes (+5 armor)

Treasure Greater

The messari are an other-dimensional race of evil creatures. They inhabit the ethereal realm, a nether, ghostlike sea that serves as the nexus of all realities and realms. The messari are cruel, calculating and malicious, and enjoy inflicting pain upon all living creatures. The messari ventru is the highest caste of these creatures, serving as rulers of its noble houses.

Messari appear as roughly human-sized creatures, but with frail frames and elongated, skeletal fingers. The messari have heads resembling squids with one eye, and a series of tentacles grows around their maws. A messari ventru has as many as a dozen tentacles, and these more powerful creatures are greatly feared even by their own type. Messari culture is strictly organized among family lines, and individual houses will engage in prolonged wars with one-another, pulling entire realms into their blood feuds.

Humanoids

Humanoids are bipedal creatures of some intelligence. Humanoids organize themselves in military units, and actively fight in opposition to man and his allies. Orks (an option for heroes) are the primary race of humanoids that wars with mankind, although the following lesser races all have proven to be ongoing threats to the safety and security of man.

Goblin Footling

Small Menial Humanoid (D4)

DEX 4; MGT 1; PWS 4; STA 3

ASP -1; INT 4; REA 1; WIL 2

Armor 1; Health 5; Initiative +4; Move 10

Talents Weapon access

Attacks Short sword +1 (+1 total damage; delay 10)
-or- sling +1 (+1 total damage; delay 9)

Abilities Normal night vision (3 units)

Gear Humanoid armor +1

Treasure Normal

These 3' tall humanoids are comparatively weak individually, but when they attack en masse they can be fearsome. Their savagery, fearlessness and incredible reproductive rates make goblins a real threat to many civilized peoples.

Hobgoblin Enforcer

Medium Apprentice Humanoid 1 (D6)

DEX 5; MGT 3; PWS 5; STA 5

ASP -2; INT 4; REA 2; WIL 3

Armor 3; Health 8; Initiative +5; Move 10

Talents Weapon access

Attacks Long sword +1 (+2 total damage; delay 11)
-or- short bow +1 (+1 total damage; delay 9)

Abilities Normal night vision (4 units)

Gear Humanoid armor +3, small shield
(protection 1)

Treasure Normal

While goblin footlings serve as fodder, hobgoblin enforcers are often used as shock troops or as leaders of goblin bands. Where a group of goblin footlings will simply swarm their adversaries, hobgoblin enforcers will use strategy and coordinated attacks. They average 5' tall.



Gnoll

Medium Adept Humanoid 3 (D8)

DEX 6; MGT 6; PWS 6; STA 7

ASP -3; INT 3; REA 1; WIL 4

Armor 3; Health 31; Initiative +6; Move 10

Talents Weapon access

Attacks Short spear +3 (+6 total damage; delay 11)

Abilities Greater night vision (8 units)

Gear Humanoid armor +3

Treasure Normal

These 7' tall humanoids have the heads of hyenas. Gnolls have great difficulty cooperating with other races, even other humanoid races, and may be found fighting against goblins and their kin as often as against man and his allies.



Bugbear

Medium Expert Humanoid 6 (D10)

DEX 6; MGT 7; PWS 8; STA 9

ASP -3; INT 5; REA 2; WIL 6

Armor 6; Health 83; Initiative +6; Move 10

Talents Weapon access

Attacks Spiked club +6
(+12 total damage; delay 12)

Abilities Greater night vision (9 units)

Gear Humanoid armor +6;
medium shield (protection 3)

Treasure Normal

Bugbears are the largest of goblin-kind, cruel and malicious creatures, often enslaving other races including lesser cousins such as goblins and hobgoblins. Bugbears are, fortunately, less common than the weaker goblin races. Bugbears average 7' tall.

Ogre Brute

Large Master Humanoid 10 (D12)

DEX 8; MGT 12; PWS 10; STA 12

ASP -4; INT 6; REA 1; WIL 7

Armor 13; Health 184; Initiative +8; Move 10

Talents Weapon access

Attacks Oversized great club +10 (+20 total damage; delay 11); -or- oversized sling +10 (+10 total damage; 6 unit range; delay 10)

Abilities Normal armor

Gear Animal skins +3

Treasure Normal

These brutish 10' tall humanoids live solitary lives, far from the lands of man and civilization, dwelling in caves. Ogres rarely work as part of a larger force unless the leader is especially powerful. Ogres will gladly work with giants, but hate most other races.

Stone Giant

Huge Paragon Humanoid 15 (D16)

DEX 8; MGT 16; PWS 12; STA 15

ASP -5; INT 9; REA 2; WIL 10

Armor 18; Health 331; Initiative +9; Move 10

Talents Weapon access

Attacks Giant-sized great club +15 (+30 total damage; delay 15); thrown rocks +10 (+25 total damage; delay 14)

Abilities Normal armor

Gear Animal skins +3

Treasure Normal

Truly malevolent, stone giants enjoy inflicting suffering on other creatures. Stone giants average 16' tall. They live in caves amidst mountainous and rocky areas far from the lands of man.

Giant, Elemental

Huge Legendary Humanoid 20 (D20)

DEX 10; MGT 20; PWS 15; STA 18

ASP -9; INT 8; REA 4; WIL 11

Armor 30; Health 488; Initiative +10; Move 10

Talents Weapon access; elemental magic (expert)

Attacks Huge weapon +20
(+40 total damage; delay 16)

Abilities Normal armor;
elemental immunity (1 element)

Gear Giant banded armor +10

Treasure Greater

There are three varieties of elemental giants: fire giants, frost giants and storm (lightning) giants. All three races of giants are cruel, selfish and nearly immortal, and as such consider themselves far above the petty goals and desires of lesser creatures. These giants average over 20' tall, and will seek to subjugate all lesser creatures, only viewing such beasts as true dragons and the like as equals. Fire giants typically wield great two-handed swords; frost giants typically carry massive hammers into combat; storm giants typically heft huge axes.

Lycanthropes

Lycanthropes are creatures that have been infected with a cursed magical disease. This disease causes (or allows, depending on how far the disease has gestated) the creature to transform into an animal form, or into a hybrid animal/human form. A lycanthrope is generally savage and evil, a threat to all living creatures and difficult to kill due to its magical nature.

Lycanthropy

Creatures bitten by a lycanthrope may contract the cursed disease of lycanthropy (contracted through saliva getting into the blood stream through a bite attack). Once infected with lycanthropy, a creature (human, humanoid or demi-human- other beasts are not susceptible to the effects of lycanthropy) will undergo a gestation period. At the first full moon after being infected, the creature will transform into a lycanthrope of the appropriate type, totally losing control of his or her actions and giving over completely to the savagery of the were-form. This will continue at every full moon for D12 months. After this time, the character may become aware of these transformations, able to change at will unless under direct sunlight; sunlight forces a lycanthrope to revert to its natural form immediately.

After the gestation period has ended, the character makes a greater DT WIL roll with each transformation, with the DT based on the rank of the lycanthropic form. If the character makes this check successfully three times in a row (for three consecutive full moons), that creature has learned to control the transformations and is now able to transform at will, retaining all of his or her mental traits (ASP, INT, REA, WIL) in place of those of the lycanthropic form. While so transformed, the character possesses all skills talents of both the natural and lycanthropic forms.

For example, a character has been inflicted with lycanthropy as a jackalwere for 3 months (the gestation period rolled when the character was infected). At the next full moon, he rolls WIL with a DT of 10. If this is successful, he is able to retain his thoughts, feelings, self-control (including all mental traits) and skills while in the lycanthrope form. He may elect to stay as a jackalwere for the whole night, or to transform back and forth between his natural and lycanthropic form. For the next two full moons, he must make this WIL roll. If it is successful for both, he now controls the transformations, and may change back and forth as desired. If he fails any of these rolls (for example, makes two successful rolls but fails the third), he must start again. Unless three successful rolls are made in a row, the character is forced to continue making WIL rolls.

Statistics given are for lycanthropes that have not yet controlled their transformations. Once a creature has passed the gestation period for the disease, his or her mental traits apply in the lycanthrope form; this creature is able to maintain his or her full consciousness when were form is taken. It is possible that a character with a high positive ASP could withstand his or her gestation period and eventually become a lycanthrope serving light, although such a creature is exceedingly rare. Typically, a creature loses ASP over the course of

the gestation period, final ASP ending up as a negative value.

Once a creature has learned to control its transformations, the creature gains an additional ability to transform into a third form: that of the animal the were-form is based on. A werewolf that has controlled her transformations not only changes into the bipedal lycanthrope form, but may (requiring one round full), change into a darken wolf, being completely indistinguishable from any other darken wolf. Other darken wolves will view a lycanthrope as an alpha beast, and will follow and obey its commands. All of the creature's abilities are the same in this animal form.

There is little correlation between the creature's level in its normal state and its level as a lycanthrope. If a lycanthrope suffers enough damage to kill it, it will revert to its natural form. If its natural form has the same or less health than the lycanthrope form, the creature is dead. If its natural form has more health than the lycanthrope form, the creature reverts to normal form, and will remain unconscious for D10 rounds, awaking after this time with the difference between total health and that lost as a lycanthrope.

For example, two jackalweres attack the heroes. The heroes deal 30 points of damage to each one, defeating them. The first is a local street urchin (a menial with 3 health). This character has been killed. The second character is the captain of the town guard (a level 5 myrmidon with 50 health). This character has 20 health left, and will be unconscious for D10 rounds. When he awakes, he may or may not be friendly...

Most creatures that transform into a lycanthrope will shed or drop equipment normally carried. However, many lycanthropes are encountered with shreds or pieces of clothing. Some will wear armor or carry weapons of the character type, and in hybrid form may wear and wield such items. If a lycanthrope wears armor, add the armor rating to the base armor for the creature.

There is a 1 in 10 chance that a character who contracts lycanthropy takes on a rogue strain of the disease that prevents the character from ever taking control of his or her transformations. In this case, the disease remains forever in the gestation period, with transformations happening at the full moon forever beyond the character's control. Changing forms always takes one full round. There is no cure for lycanthropy once it has been contracted.

Jackalwere

Medium Adept Lycanthrope 3 (D8)

DEX 6; MGT 2; PWS 4; STA 5

ASP -2; INT 5; REA 1; WIL 3

Armor 0; Health 25; Initiative +6; Move 10

Talents Athletics (apprentice +3); nature (apprentice +3)

Attacks Normal bite attack +3
(+5 total damage; delay 10)

Abilities Normal disease; immunity (normal weapons); normal regeneration

Gear By character type

Treasure Normal

A creature bitten by a jackalwere must roll STA (DT 8) or suffer the effects of lycanthropy, becoming a jackalwere at the next full moon. A jackalwere regenerates 3 health at the end of every round. They live in scrublands and on the borders of deserts and other open, dry areas.

Wererat

Medium Expert Lycanthrope 6 (D10)

DEX 7; MGT 3; PWS 5; STA 7

ASP -3; INT 7; REA 1; WIL 4

Armor 0; Health 65; Initiative +7; Move 10

Talents Athletics (adept +6); nature (adept +6)

Attacks Normal bite attack +6
(+9 total damage; delay 10)

Abilities Normal disease; immunity (normal weapons); normal regeneration

Gear By character type

Treasure Normal

A creature bitten by a wererat must roll STA (DT 10) or suffer the effects of lycanthropy, becoming a wererat at the next full moon. Wererats either live in a pack of other wererats, or as an individual leader of a pack of darkling rats. A wererat regenerates 6 health at the end of every round. Wererats are common problems in larger cities, and some cities have been ravaged by wererat outbreaks. Many thieves' guilds of larger cities have wererats among their memberships, since rakes frequent the same places as wererats.

Wereboar

Medium Master Lycanthrope 10 (D12)

DEX 7; MGT 8; PWS 9; STA 8

ASP -5; INT 7; REA 1; WIL 5

Armor 6; Health 124; Initiative +7; Move 9

Talents Athletics (adept +6); nature (expert +10)

Attacks Normal bite attack +10
(+18 total damage; delay 10)

Abilities Lesser armor; normal disease; immunity (normal weapons); lesser improved move; normal regeneration

Gear By character type

Treasure Normal

A creature bitten by a wereboar must roll STA (DT 12) or suffer the effects of lycanthropy, becoming a wereboar at the next full moon. Wereboars dislike most other creatures, and will only work with those they can bully and harass, such as lesser humanoids like gnolls and goblins. A wereboar regenerates 10 health at the end of every round. They live among desolate wilds.

Werewolf

Medium Paragon Lycanthrope 15 (D16)

DEX 12; MGT 8; PWS 9; STA 10

ASP -6; INT 11; REA 1; WIL 7

Armor 10; Health 226; Initiative +12; Move 9

Talents Athletics (master +15);
nature (master +15)

Attacks Normal bite attack +15
(+23 total damage; delay 10)

Abilities Lesser armor; normal disease; immunity (normal weapons); lesser improved move; normal regeneration

Gear By character type

Treasure Normal

A creature bitten by a werewolf must roll STA (DT 16) or suffer the effects of lycanthropy, becoming a werewolf at the next full moon. Werewolves often travel with a pack of regular wolves (medium animals) or darkened wolves. A werewolf regenerates 15 health at the end of every round. Werewolves may found in any climate or terrain.

Mythical Creatures

Mythical creatures are beasts that were native to the realm of Arvandor that now live in the lands of the Splintered Realm. These are creatures of good, although this doesn't necessarily mean they will be helpful or even friendly towards heroes. Mythic creatures are still beasts with a wild nature, and may prove difficult to tame or befriend.

Phase Cat

Small Menial Mythical Creature (D4)

DEX 4; MGT 1; PWS 1; STA 1

ASP 1; INT 5; REA 1; WIL 1

Armor 0; Health 5; Initiative +6; Move 10

Talents Psionics (apprentice)

Attacks Normal bite attack +0
(+0 total damage; delay 9)

Abilities Normal phasing (see below)

Gear None

Treasure None

Phase cats are magical versions of normal domestic cats, slightly larger than the typical house cat. Phase cats have minor psionics. In addition, phase cats may phase shift once per day for 1 turn. While so phased, these cats are immune to all attacks (except psionics), and are able to move through solid objects. While phased, the cat cannot physically interact with any creature (including physical attacks) and may only use its psionics magic on other creatures.

Pocket Dragon

Small Apprentice Mythical Creature 1 (D6)

DEX 3; MGT 1; PWS 3; STA 4

ASP 1; INT 4; REA 1; WIL 2

Armor 3; Health 7; Initiative +4; Move 10 (fly 9)

Talents None

Attacks Greater bite attack +1
(+2 total damage; delay 9)

Abilities Greater armor; normal breath weapon;
lesser flight

Gear None

Treasure Normal

Pocket dragons are short magical creatures, appearing as miniature dragons (typically 2-3' long), although only distantly related to true mythical serpents. Pocket dragons love treasure (a characteristic shared with mythical serpents). The breath weapon of a pocket dragon is a field of light magic filling one unit with light energy, restoring 3 health to good and neutral creatures, and dealing 3 points of damage to evil creatures. Evil creatures may roll ASP (DT 6) for lesser damage. Those who make this roll suffer only 2 points of damage.

Eagle, Silver Wing

Medium Adept Mythical Creature 3 (D8)

DEX 5; MGT 2; PWS 6; STA 5

ASP 1; INT 6; REA 1; WIL 3

Armor 0; Health 25; Initiative +5; Move 10 (fly 7)

Talents Nature (apprentice +3)

Attacks Normal bite attack +3
(+5 total damage; delay 10)

Abilities Normal flight

Gear None

Treasure Lesser

Silver wing eagles have wingspans in excess of 12'. They sometimes act as mounts for smaller humanoids like gnomes of adept rank or better nature skill talent, but only if especially well cared for. They nest in rocky areas, sweeping out over hundreds of square miles to hunt small (and even some medium) animals. They especially like darkling rats and jackals.

Pegasus

Large Expert Mythical Creature 6 (D10)

DEX 5; MGT 7; PWS 5; STA 7

ASP 1; INT 5; REA 1; WIL 3

Armor 3; Health 71; Initiative +6; Move 8 (fly 5)

Talents Nature (adept +6)

Attacks Normal kick attack +6
(+12 total damage; delay 11)

Abilities Lesser armor; normal flight; normal
improved move

Gear None

Treasure Lesser

Pegasi are great wild horses with the wings of eagles. They may be trained as mounts, but will only serve creatures of level 6 or higher, with nature skill talent of expert or better, and with an ASP of 3 or better.

Unicorn

Large Master Mythical Creature 10 (D12)

DEX 7; MGT 6; PWS 6; STA 6

ASP 6; INT 7; REA 2; WIL 6

Armor 6; Health 114; Initiative +7; Move 8

Talents Light (adept)

Attacks Normal horn attack +10
(+16 total damage; delay 11)

Abilities Lesser armor; normal improved move;
lesser total magic warding

Gear None

Treasure Greater

The unicorn appears as a pure white horse with a single horn protruding from its forehead. The unicorn is a protector of woodlands of good, and will assist good characters in efforts to defend woodlands from evil. A unicorn will only serve as a mount for a pure human or elfin maiden with an ASP of 6 or better and master rank or better nature skill talent.

Gryphon

Large Paragon Mythical Creature 15 (D16)

DEX 6; MGT 12; PWS 12; STA 10

ASP 5; INT 7; REA 2; WIL 7

Armor 15; Health 256; Initiative +6; Move 10 (fly 7)

Talents Nature (adept +6)

Attacks Greater bite attack +20
(+32 total damage; delay 11)

Abilities Normal armor; normal flight

Gear None

Treasure Normal

The gryphon is a powerful creature with the lower body of a lion and the upper body of an eagle of the greatest size. On rare occasions, gryphon will allow themselves to serve as mounts for powerful creatures of good, although the rider must be at least level 15 with paragon of nature skill talent, and must have an ASP of 6 or better. Gryphons are solitary creatures.

Phoenix

Medium Legendary Mythical Creature 20 (D20)

DEX 10; MGT 8; PWS 9; STA 9

ASP 10; INT 9; REA 6; WIL 11

Armor 15; Health 268; Init. +10; Move 10 (fly 5)

Talents Light (master)

Attacks Lesser bite attack +15
(+23 total damage; delay 10)

Abilities Lesser armor; greater flight; immunity
(fire); normal full magic warding; lesser
regeneration

Gear None

Treasure Greater

The phoenix is a marvelous and powerful bird. If a phoenix is killed, it will be reborn at the dawn of the next day. A phoenix will work on behalf of good characters, but is a staunch foe of evil, attacking evil creatures with ferocity and determination. A phoenix regenerates 15 health at the end of every round. The phoenix is a solitary creature.

Mythical Serpents

Mythical serpents are native to the lands of the Barrens, where they grew in power faced with the most inhospitable and dangerous conditions in all of creation. Mythical serpents are uniformly crafty and deceptive, using guile in addition to their formidable abilities. All mythical serpents hoard treasure, and even the least of such serpents will endeavor to collect and hide valuables; this makes mythical serpents highly prized and frequently hunted by man and his allies.

Mud Adder

Small Menial Mythical Serpent (D4)

DEX 3; MGT 1; PWS 4; STA 4
ASP -1; INT 2; REA 0 (+0); WIL 2
Armor 0; Health 6; Initiative +3; Move 10

Talents	None
Attacks	Greater bite attack +1 (+1 total damage; delay 9)
Abilities	Normal poison
Gear	None
Treasure	Normal

Mud adders are 5' long snakes that live in bogs and marshes. Mud adders are unusually aggressive, often attacking larger prey. Their bite forces a target to roll STA (DT 4) or suffer 1 additional point of poison damage.

Fire Snake

Medium Apprentice Mythical Serpent 1 (D6)

DEX 5; MGT 4; PWS 6; STA 4
ASP -2; INT 2; REA 0 (+1); WIL 3
Armor 1; Health 7; Initiative +5; Move 10

Talents	None
Attacks	Normal bite attack +1 (+2 total damage; delay 10)
Abilities	Normal armor; immunity (fire)
Gear	None
Treasure	Normal

Fire snakes are native to the sprawling lava pits of the barrens. They may be found in any hot climate, preferring fiery places to establish their nests and hatch their young. These creatures average 7' long.

Midnight Asp

Medium Adept Mythical Serpent 3 (D8)

DEX 5; MGT 4; PWS 6; STA 6
ASP -3; INT 5; REA 0 (+2); WIL 3
Armor 3; Health 28; Initiative +5; Move 10

Talents	Stealth (apprentice DT 8)
Attacks	Normal bite attack +3 (+6 total damage; delay 10)
Abilities	Normal natural armor; greater poison
Gear	None
Treasure	Normal

Midnight asps live in dark areas deep in jungles and forests, swamps and desolate lands. These large creatures use their obsidian coloring as camouflage, using surprise against prey and their powerful poison to quickly kill even more powerful creatures. Those bitten by a midnight asp must roll STA (DT 10) or suffer 6 points of damage per round for 3 rounds from the creature's toxic venom.

Great Constrictor

Large Expert Mythical Serpent 6 (D10)

DEX 7; MGT 9; PWS 7; STA 8
ASP -5; INT 5; REA 0 (+3); WIL 5
Armor 6; Health 71; Initiative +7; Move 10

Talents	None
Attacks	Normal bite attack +6 (+12 total damage; delay 11)
Abilities	Normal natural armor; greater constriction
Gear	None
Treasure	Lesser

This powerful creature over 15' long lives among rocky areas such as mountains, the fringes of deserts, or among ruins. On its first successful melee strike, a great constrictor wraps around its opponent. At the beginning of every round after constricting, the target rolls MGT + athletics (DT 24). Success indicates that the target breaks free of the constriction. Failure indicates that the target suffers from constriction. Constriction takes effect at the beginning of the following round. While constricted, the target takes a penalty of one dice rank to all action DT's, and takes 10 points of damage (in addition to any other damage received that round), ignoring armor.

At the beginning of every subsequent round, the target may roll to break free of constriction as a free action (taken before initiative is rolled). This continues until the target breaks free, the target is dead, or the snake is dead. The great constrictor may only use this ability against one target at a time, but will use it repeatedly in the same combat if the initial target breaks free or dies.

Basilisk

Huge Master Mythical Serpent 10 (D12)

DEX 9; MGT 10; PWS 9; STA 9
ASP -6; INT 7; REA 3; WIL 7
Armor 10; Health 134; Initiative +9; Move 10

Talents	None
Attacks	Greater bite attack +15 (+25 total damage; delay 12)
Abilities	Normal armor; normal gaze attack (petrification)
Gear	None
Treasure	Greater

These ponderous 15' reptiles have thick, leathery skin and six legs. Basilisks live in dry and/or rocky areas. They are most feared for their gaze, which forces any living creature within 4 units that meets this gaze to roll WIL (DT 12) or be permanently turned to stone, becoming a statue.

Often, the statue forms of its victims fill the basilisk's lair, many times with body parts broken off or shattered. In such cases, reversing the petrification often leads to the inevitable and painful death of the creature. Basilisk petrification may only be reversed with an expert rank or better spontaneous deeping spell.

Wyvern

<i>Huge Paragon Mythical Serpent 15 (D16)</i>	
DEX 9; MGT 12; PWS 10; STA 12	
ASP -6; INT 9; REA 3; WIL 9	
Armor 15; Health 256; Init. +9; Move 10 (fly 7)	
Talents	None
Attacks	Normal bite attack +15 (+27 total damage; delay 12); normal tail attack +15 (+27 total damage @D12; delay 12)
Abilities	Bonus attack; normal armor; normal flight; greater poison (tail)
Gear	None
Treasure	Greater

Wyverns are related to dragons, huge winged serpents that live in wild and untamed lands. The wyvern is less intelligent and cunning than its cousin, and instead of a breath weapon uses a poisoned tail spike in addition to powerful jaws to kill its prey. Wyverns feast on cattle and livestock, and a single wyvern can lay waste to the farms of an entire community over a short period of time. Wyvern eggs are valued at upwards of 100 gold, and D4 such eggs will be found in a wyvern nest during spring. The poison from a wyvern's tail forces the target to roll STA (DT 20) or suffer 21 points of damage per round for 5 rounds.



Eastern Spined Dragon

<i>Huge Legendary Mythical Serpent 20 (D20)</i>	
DEX 10; MGT 12; PWS 12; STA 12	
ASP -9; INT 12; REA 6; WIL 11	
Armor 25; Health 368; Initiative +12; Move 10 (fly 7)	
Talents	Lore (expert +10)
Attacks	Greater bite attack +25 (+37 total damage; delay 12); lesser claw attack +15 (+27 total damage @D16; delay 12)
Abilities	Greater armor; bonus attack; normal breath weapon; normal flight; immunity (fire); lesser full magic warding
Gear	None
Treasure	Greater (x2)

The eastern spined dragon is a fearsome beast indeed, a massive winged serpent over 30' long. The eastern spined dragon has a chalky gray hide that deepens to a dull gray in old age. This hide is resistant to all magical attacks, and provides 15 points of resistance to any magical damage in addition to full immunity to damage from heat or flame.

The dragon will defend its home and domain with uncompromising zeal, although it is capable of speech (using the trade tongue), and will parlay with especially powerful or capable adversaries.

Once per turn, the eastern spined dragon is able to breathe a stream of flame in a straight line filling 6 units, dealing 200 damage to all creatures in the area of effect. Creatures in the area of effect of this flame may make a DT 20 DEX roll to take half damage (100 points) from this horrific flame. Eastern spined dragons hoard great treasures, and the collection of such a beast is rolled as for two such creatures.

Prehistoric Beasts

Prehistoric beasts have no gear and carry no treasure. They are typically encountered only in areas that exist beyond the reach of time, having been driven to extinction in most regions. Prehistoric beasts have no gear or treasure.

Pterodactyl

Medium Adept Prehistoric Beast 3 (D8)

DEX 7; MGT 4; PWS 6; STA 5

ASP 0 (+2); INT 2; REA 0 (+2); WIL 4

Armor 3; Health 25; Initiative +7; Move 10 (fly 9)

Talents Nature (apprentice +3)

Attacks Normal bite attack +3
(+6 total damage; delay 11)

Abilities Normal armor; lesser flight

These winged dinosaurs live in mountainous areas and hunt in packs. Their broad, leathery wings and their pointed beaks give these beasts a frightening appearance.

Velociraptor

Large Expert Prehistoric Beast 6 (D10)

DEX 6; MGT 7; PWS 8; STA 7

ASP 0 (+3); INT 3; REA 0 (+3); WIL 5

Armor 6; Health 71; Initiative +6; Move 9

Talents Nature (apprentice +3)

Attacks Greater bite attack +10
(+16 total damage; delay 11)

Abilities Normal armor; lesser improved move

The velociraptor is a relatively small (by dinosaur standards) but exceptionally cunning and aggressive hunter. Velociraptors will work in packs, willing to suffer large losses to take down larger quarry.

Stegosaurus

Huge Master Prehistoric Beast 10 (D12)

DEX 7; MGT 9; PWS 9; STA 10

ASP 0 (+4); INT 4; REA 0 (+4); WIL 6

Armor 15; Health 164; Initiative +7; Move 8

Talents Nature (adept +6)

Attacks Greater gore attack +15
(+24 total damage; delay 12)

Abilities Greater armor; normal improved move

A stegosaurus is an armor-plated dinosaur that moves on all fours. The stegosaurus has a nasty temperament and will invariably fight to the death.

Mammoth

Huge Paragon Prehistoric Beast 15 (D16)

DEX 8; MGT 13; PWS 12; STA 15

ASP 0 (+5); INT 6; REA 0 (+5); WIL 10

Armor 15; Health 331; Initiative +8; Move 10

Talents None

Attacks Normal tusk attack +15
(+28 total damage; delay 12)

Abilities Normal armor; normal trample

Mammoths are huge, prehistoric ancestors of the elephant. These creatures will gore other creatures with their tusks or will trample foes under beneath massive feet.

Tyrannosaurus Rex

Huge Legendary Prehistoric Beast 20 (D20)

DEX 11; MGT 15; PWS 13; STA 15

ASP 0 (+6); INT 7; REA 0 (+6); WIL 12

Armor 20; Health 428; Initiative +11; Move 7

Talents Nature (expert +10)

Attacks Greater bite attack +25
(+40 total damage; delay 12)

Abilities Normal armor; normal improved move; normal trample

The Tyrannosaurus Rex is the most feared of all dinosaurs, and with good reason. It is over 20' tall, and has a bite only rivaled by dragons. The only good thing about the Tyrannosaurus Rex is that it typically hunts alone, and two T-Rexes within even 20 miles will fight over control of the territory.

Sea Creatures

Sea creatures are native to the lands under the waves. These creatures live in and among the great seas of the known (and unknown) world.

Darken Piranha

Small Menial Sea Creature (D4)

DEX 4; MGT 1; PWS 4; STA 1

ASP -1; INT 1; REA 0; WIL 3

Armor 0; Health 3; Initiative +4; Move 10 (swim 7)

Talents None

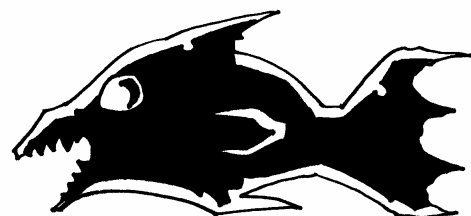
Attacks Greater bite attack +1
(+1 total damage; delay 9)

Abilities Greater swim; water breathing

Gear None

Treasure None

Darken piranhas live in warm waters, hunting in large packs to fearlessly attack even much larger creatures, driven by unending hunger.



Impulse Eel

Medium Apprentice Sea Creature 1 (D6)

DEX 5; MGT 2; PWS 4; STA 5

ASP -2; INT 5; REA 0 (+1); WIL 2

Armor 0; Health 8; Initiative +5; Move 10 (swim 8)

Talents Stealth (apprentice DT 6); elemental lightning (apprentice)

Attacks Normal bite attack +1
(+2 total damage; delay 10)

Abilities Normal swim; water breathing

Gear None

Treasure None

Impulse eels hide in seaweed beds of shallow coastal waters, using their rudimentary elemental magic talent to stun or kill their prey.

Noble Seahorse

Medium Adept Sea Creature 3 (D8)

DEX 7; MGT 6; PWS 3; STA 5

ASP 0 (+2); INT 4; REA 0 (+2); WIL 3

Armor 3; Health 25; Initiative +7; Move 10 (swim 8)

Talents None

Attacks Lesser butt attack +1
(+4 total damage; delay 10)

Abilities Normal armor; normal swim; water breathing

Gear None

Treasure None

Mermen and mermaids as mounts tame these docile and beautiful creatures. They are common in deep seas, living among coral beds and traveling in herds.

Crayfish, Giant

Medium Expert Sea Creature 6 (D10)

DEX 5; MGT 7; PWS 8; STA 9

ASP 0 (+3); INT 2; REA 0 (+3); WIL 4

Armor 10; Health 77; Initiative +7; Move 10

Talents None

Attacks 2 greater claw attacks +10 (+16 total damage, second claw @ D10; delay 10)

Abilities Greater armor; bonus attack; water breathing

Gear None

Treasure Lesser

Giant crayfish are huge creatures (often over 10' long) that are distantly related to insects. They live in large bodies of water, often dwelling near rocks and under sand, hiding in wait for their prey.

Octopus, Abyssal

Large Master Sea Creature 10 (D12)

DEX 8; MGT 4; PWS 6; STA 10

ASP -6; INT 7; REA 4; WIL 7

Armor 10; Health 154; Initiative +8; Move 10 (swim 8)

Talents Darkness (expert); psionics (expert)

Attacks By tentacle (no damage- see below)

Abilities Normal armor; normal swim; normal ink attack; normal stun attack (see below); water breathing

Gear None

Treasure Lesser

The abyssal octopus is an evil, degenerate creature of great cunning and magical ability. Once per turn, an abyssal octopus may fill a U+2 AOE with thick black ink, effectively creating complete darkness (imposing the normal penalties for darkness) that is impenetrable by any light. This heavy ink stays in the area for 1 turn, after which time it dissipates. The abyssal octopus is immune to the effects of its own ink (or that of another such creature) and suffers no penalty to vision. In combat, this creature will strike with its tentacles to stun opponents. A creature struck by a tentacle must roll STA (DT 12) or be stunned for 1 full round and unable to act. This creature will use its magical powers to defeat opponents, although prefers to let others do its bidding, attacking through minions or by mentally controlling a foe, turning it against its own allies.

Great White Shark

Huge Paragon Sea Creature 15 (D16)

DEX 9; MGT 12; PWS 12; STA 12

ASP 0 (+5); INT 4; REA 0 (+5); WIL 6

Armor 15; Health 286; Initiative +9; Move 10 (swim 7)

Talents Nature (expert +10);
stealth (expert DT 19)

Attacks Greater bite attack +20
(+32 total damage; delay 12)

Abilities Normal armor; greater swim; water breathing

Gear None

Treasure Lesser

The great white shark is a fearsome predator, showing no fear and unbridled aggression. The great white is known to attack prey much larger and stronger than itself, and never retreats from a battle. Any treasure kept by the shark will be within its belly- the remains of its victims that it was unable to digest.

Sea Serpent

Huge Legendary Sea Creature 20 (D20)

DEX 10; MGT 14; PWS 14; STA 14

ASP 0 (+6); INT 7; REA 0 (+6); WIL 9

Armor 20; Health 408; Initiative +10;

Move 10 (swim 7)

Talents None

Attacks Greater bite attack +25
(+39 total damage; delay 12)

Abilities Normal armor; greater swim; water breathing

Gear None

Treasure Greater

Sea serpents dwell in the only the deepest of waters, hunting all other sea creatures. Sea serpents have been known to attack and capsize sailing ships, prying them open to extract the tasty morsels inside. Sea serpents often grow to more than 100' long. Sea serpents reside in huge caves at the bottom of the deepest seas, keeping huge treasure hoards within.

Trolls

Trolls are humanoid-type creatures, but have notable differences from humanoid races. Trolls do not form larger armies, preferring instead to work independently or in small clans. Rarely are more than a dozen trolls encountered at one time. Unlike most humanoids, trolls will gladly eat humans and demi-humans, and in fact elves and gnomes are among their favorite foods (although most show a distaste for dwarves, whom they regard as less digestible). Trolls dwell in the dark and vile places of the world, surrounding themselves with ugliness. Trolls are feared primarily for their regenerative abilities, a property of their vile blood. All trolls hate fire, which disrupts their natural regenerative abilities. Trolls favor their natural abilities over weapons, and will attack with two fierce claw attacks. The heroic race of wood trolls is distantly related to these trolls, although their cousins, who view them as blood traitors and an inferior breed, universally despise wood trolls.

Garden Troll

Small Menial Troll (D4)

DEX 2; MGT 1; PWS 2; STA 3

ASP -1; INT 2; REA 1; WIL 2

Armor 0; Health 5; Initiative +2; Move 10

Talents None

Attacks 2 normal claw attacks +0 (+0 total damage; delay 9; second claw @ D3)

Abilities Bonus attack; greater regeneration

Gear None

Treasure Normal

Pests in gardens and farmlands, these 2' tall creatures burrow underground, stealing carrots, radishes and potatoes. They are always hungry, and even a small group of garden trolls can quickly destroy a large and prosperous garden. Garden trolls regenerate 1 health at the end of every round.

Root Troll

Small Apprentice Troll 1 (D6)

DEX 4; MGT 2; PWS 5; STA 4

ASP -2; INT 4; REA 1; WIL 3

Armor 0; Health 7; Initiative +4; Move 10

Talents None

Attacks 2 normal claw attacks +1 (+2 total damage; delay 9; second claw @ D4)

Abilities Bonus attack; normal regeneration

Gear None

Treasure Normal

Nearly 3' tall, root trolls dwell in burrows beneath trees in woodlands, sneaking out at night to try and steal pets and children. They are evil and malicious creatures, delighting in the suffering of others. They especially hate gnomes. Root trolls regenerate 1 health at the end of every round.

Ice Troll

Medium Adept Troll 3 (D8)

DEX 5; MGT 3; PWS 6; STA 4

ASP -3; INT 4; REA 1; WIL 3

Armor 1; Health 22; Initiative +5; Move 10

Talents Quick strike (delay -2)

Attacks 2 normal claws +3 (+6 total damage; delay 8; second claw @ D6)

Abilities Lesser armor; bonus attack; immunity (cold); normal regeneration

Gear None

Treasure Normal

Ice trolls are thin and bony, averaging 7' tall with whitish skin and elongated features. They live in arctic climates, preferring to build cavernous fortresses of ice and snow. Ice trolls are immune to damage from cold. Ice trolls regenerate 3 health at the end of every round.

Rock Troll

Large Expert Troll 6 (D10)

DEX 8; MGT 4; PWS 7; STA 7

ASP -4; INT 6; REA 1; WIL 5

Armor 3; Health 65; Initiative +8; Move 10

Talents Quick strike (delay -3)

Attacks 2 normal claws +6 (+10 total damage; delay 8; second claw @ D8)

Abilities Lesser armor; bonus attack; normal regeneration

Gear None

Treasure Normal

Rock trolls are 8' creatures commonly found in hills and mountains. They hate all creatures, and especially hate wood trolls, whom they view as traitors to their own race. Rock trolls are thin and gaunt, with elongated features and rubbery flesh. They dwell in all wild lands, and all but the most extreme of climates. Rock trolls regenerate 6 health at the end of every round.

Bog Troll

Large Master Troll 10 (D12)

DEX 11; MGT 6; PWS 9; STA 9

ASP -5; INT 8; REA 1; WIL 6

Armor 6; Health 134; Initiative +11; Move 10

Talents Quick strike (delay -4)

Attacks 2 normal claw attacks +10 (+16 total damage; delay 7; second claw @ D10)

Abilities Lesser armor; bonus attack; normal regeneration; water breathing

Gear None

Treasure Normal

Bog trolls are 10' tall monstrosities living in marshes and fetid swamps, often lairing in caves at the bottom of murky waters. They are equally at home above or below the water, and prefer to nest in places where they can drag their victims. Bog trolls are exceptionally cruel and cunning, and will establish elaborate traps to lure their prey. Bog trolls regenerate 10 health at the end of every round.

The Undead

Undead creatures are not living, and as such are immune to spells and items that affect the living. Undead do not breathe, eat or sleep, and can survive indefinitely underwater, underground, or in extreme cold. The undead are susceptible to sunlight, and all undead take damage from exposure to direct sunlight equal to their level for every round of exposure (even menial undead take 1 point per round). Most undead exposed to direct sunlight will be destroyed in less than a minute. Many undead have the power to drain life from their living adversaries. At lower levels, the undead creature is able to simply diminish the abilities of their targets for short periods of time; at higher levels, undead are able to drain abilities for longer times (or even permanently), receiving bonuses to their own abilities for doing this. Undead are immune to psionic magic effects causing stuns, mesmerization and sleep.

Skeletal Minion

Medium Menial Undead (D4)

DEX 3; MGT 3; PWS 4; STA 4

ASP -2; INT 2; REA 0; WIL 1

Armor 1; Health 6; Initiative +3; Move 10

Talents None

Attacks Normal claw attack +0
(+0 total damage; delay 10)

Abilities Greater armor

Gear None

Treasure None

Skeletal minions are the least of the undead: the skeletons of common creatures animated to serve the purposes of evil. Skeletal minions are susceptible to blunt weapons, and blunt weapons roll damage at one dice rank higher. A skeletal minion exposed to direct sunlight suffers 1 point of damage per round.

Zombie

Medium Apprentice Undead 1 (D6)

DEX 1; MGT 6; PWS 5; STA 10

ASP -2; INT 1; REA 0 (+1); WIL 5

Armor 0; Health 13; Initiative +1; Move 11

Talents None

Attacks Greater claw attack +3
(+4 total damage; delay 10)

Abilities Lesser impaired move (+1)

Gear None

Treasure None

Zombies are animated corpses of dead human, humanoid and demi-human creatures animated to serve the purposes of evil. Zombies move slowly, but derive incredible strength and toughness from the unholy energy that animates them. These automatons are only able to obey simple commands. A zombie exposed to direct sunlight suffers 1 point of damage per round.

Ghoul

Medium Adept Undead 3 (D8)

DEX 6; MGT 3; PWS 6; STA 6

ASP -3; INT 5; REA 0 (+2); WIL 3

Armor 3; Health 28; Initiative +6; Move 9

Talents Stealth (apprentice DT 9)

Attacks Normal claw attack +3
(+6 total damage; delay 10)

Abilities Normal armor; lesser improved move;
lesser undead drain

Gear None

Treasure Normal

Ghouls are undead creatures that inhabit ruins, barrows, graveyards and catacombs, feasting on the corpses of the dead. On a successful claw attack that deals damage, the ghoul forces its target to roll ASP (DT 6) or lose 1 dice rank for 1 turn. This effect is cumulative, and the same creature may be affected repeatedly. Those who are drained below D4 by a ghoul are killed, and will rise the next night as a ghoul. A spontaneous light spell (DT 6) will reverse this effect. A ghoul exposed to direct sunlight suffers 3 points of damage per round.

Wight

Medium Expert Undead 6 (D10)

DEX 8; MGT 5; PWS 7; STA 7

ASP -5; INT 5; REA 1; WIL 6

Armor 6; Health 65; Initiative +8; Move 9

Talents Stealth (adept DT 14)

Attacks Normal claw attack +6
(+11 total damage; delay 10)

Abilities Normal armor; lesser improved move;
normal undead drain

Gear None

Treasure Normal

Wights are undead that roam cemeteries, tombs and catacombs. They hate living creatures, and will attack them on sight. On a successful claw attack that deals damage, the wight forces its target to roll ASP (DT 10) or lose 1 dice rank for 1 turn. This effect is cumulative, and the same creature may be affected repeatedly. Those who are drained below D4 by a wight are killed, and will rise the next night as a wight. A spontaneous light spell (DT 10) cast by an adept of light will reverse this effect. A wight exposed to direct sunlight suffers 6 points of damage per round.

Wraith

Medium Master Undead 10 (D12)

DEX 9; MGT 4; PWS 8; STA 9

ASP -6; INT 7; REA 3; WIL 7

Armor 10; Health 134; Initiative +9; Move 10

Talents Darkness (adept); stealth (expert DT 19)

Attacks Normal claw attack +10
(+14 total damage; delay 10)

Abilities Normal armor; immunity (normal weapons); lesser regeneration; normal undead drain

Gear None

Treasure Greater

A wraith is a semi-solid creature trapped between the physical and spirit worlds. A wraith may, as a standard action, become completely immaterial, passing through solid objects but unable to interact with the physical world, and completely immune to all attacks while in this form (and unable to attack others). Transitioning back into the physical world takes another standard action, allowing the wraith to both affect and be affected by others normally.

On a successful claw attack that deals damage, the wraith forces its target to roll ASP (DT 12) or lose 1 dice rank for 1 hour. This effect is cumulative, and the same creature may be affected repeatedly. Those who are drained below D4 by a wraith are killed, rising the next night as a wraith. A spontaneous light spell (DT 12) cast by an expert of light will reverse this. A wraith regenerates 6 health at the end of every round. A wraith exposed to direct sunlight suffers 10 points of damage per round, and this damage cannot be regenerated.

Vampire

<i>Medium Paragon Undead 15 (D16)</i>	
DEX 11; MGT 8; PWS 9; STA 10	
ASP -10; INT 10; REA 4; WIL 8	
Armor 10; Health 226; Initiative +11; Move 9	
Talents	Quick strike (-5 delays); athletics (adept +6); nature (adept +6); stealth (expert DT 21)
Attacks	Normal bite attack +15 (+23 total damage; delay 5); lesser claw attack +10 (+18 total damage @ D12; delay 5)
Abilities	Lesser armor; bonus attack; immunity (normal weapons); lesser improved move; normal regeneration; greater undead drain
Gear	As character type
Treasure	Greater

Vampires are (rightfully) among the most feared of all creatures. The statistics presented here are for a 'normal' vampire, although vampires may range wildly in their powers and abilities, and retain all weapons, gear and talents of their mortal existence, in addition to those here. A vampire becomes a major player in a region, often having both personal and political power. Vampires regenerate 15 health at the end of every round.

As a simple action with a default delay of 10, a vampire may do any of the following: assume gaseous form (dissipating into a fine mist immune to all attack forms), transform into a darken wolf, or transform into a giant bat. The vampire retains all of its powers and abilities in wolf or bat form, but the vampire is unable to do anything except move (at move 10) while in gaseous form. Anything carried by the vampire is transformed whenever he or she is. In any form, the vampire continues to regenerate.

The bite of a vampire may be used as a normal attack, or as a special action to inflict greater undead drain. Employing the bite to drain requires the vampire to use the full round to complete the attack as a standard action. On a successful attack roll (taken at the action on which the vampire rolls initiative), the vampire grabs and sinks its teeth into the target, dealing normal Mythweaver: The Splintered Realm 2nd Edition

damage. In addition, the target must roll ASP (DT 20) or be stunned for the remainder of the round, as the vampire drains its life. This action drains the target of 2 dice ranks, and boosts the dice rank of the vampire by +1 (to D20) for the remainder of the turn. A creature drained below D4 in such a way is killed, and will rise again as a vampire D6 days later.

Once a vampire has received a bonus from draining the life of a target, no further bonuses may be received during that turn, regardless of how many times this ability is used. Those who have had dice ranks drained by a vampire recover these ranks at the rate of 1 rank per day. A spontaneous light spell (DT 16) cast by a master of light will reverse this effect. A vampire exposed to direct sunlight takes 15 points of damage per round, ignoring all armor and other protection; the vampire cannot regenerate from such damage.

Lich

<i>Medium Legendary Undead 20 (D20)</i>	
DEX 10; MGT 5; PWS 8; STA 10	
ASP -10; INT 10; REA 10; WIL 11	
Armor 20; Health 288; Initiative +10; Move 10	
Talents	Arcanum (paragon); darkness (paragon); lore (master +15); quick spell (-6 delays)
Attacks	Lesser claw attack +15 (+20 total damage; delay 10)
Abilities	Normal armor; immunity (normal weapons); normal full magic warding; normal fear aura (see below); normal regeneration; greater undead drain
Gear	As character type
Treasure	Greater

A lich is a powerful spell caster who sought additional power and immortality, undergoing extensive (and painful) preparation to die and rise again as this most feared of all undead. A lich is immortal, incredibly powerful and unrelentingly evil. The lich appears as a withered corpse, but quickly reveals its full power and abilities to those foolish enough to challenge it. A lich invariably seeks power and influence. The lair of a lich is always rife with traps, other undead, and horrors too terrible to behold.

A lich radiates an aura of fear. Coming within 6 units of a lich forces all creatures to roll WIL (DT 20). Failure indicates that the target turns and flees for 1 turn. Those who succeed may approach the lich, although will have to roll again at the beginning of the next and each subsequent turn in the lich's presence.

In addition to normal damage, the claw attack of a lich forces the target to roll ASP (DT 24). Failure indicates that the lich drains the target of two dice ranks permanently, boosting the dice rank of the lich to D24 for 1 turn. A creature drained below D4 in such a way is killed, its soul trapped within the skull of the lich forever. Only the use of a spontaneous light spell (DT 20) cast by a paragon of light will reverse this effect.

A lich has resistance of 20 to damage from all magic effects and powers. A lich regenerates 20 health at the end of every round. A lich exposed to direct sunlight suffers 20 points of damage per round, ignoring all armor and other protection.

Weren

The weren are humanoid creatures of primitive attributes. The weren have roughly humanoid bodies, but the heads and temperaments of animals with intellects falling somewhere between.

Frog Weren

Small Menial Weren (D4)

DEX 6; MGT 1; PWS 3; STA 3

ASP -1; INT 3; REA 1; WIL 1

Armor 0; Health 5; Initiative +6; Move 10

Talents Weapon access; athletics (apprentice +1)

Attacks Javelin +1 (+1 total damage; delay 9)

Abilities Leap (see below)

Gear None

Treasure Normal

Frog weren are 3' tall humanoid frogs that live in marshes, ponds and wetlands. Frog weren are able to leap great distances, doubling their athletics leap results.

Rat Weren

Medium Apprentice Weren 1 (D6)

DEX 5; MGT 2; PWS 3; STA 5

ASP -2; INT 5; REA 1; WIL 2

Armor 0; Health 8; Initiative +5; Move 10

Talents Weapon access; stealth (apprentice DT 6)

Attacks Javelin +3 (+4 total damage; delay 11) or normal bite attack +1 (+2 total damage; delay 10)

Abilities Normal disease; normal night vision (4 units)

Gear Poor armor +1

Treasure Lesser

Rat weren are 4' tall bipedal scavengers, closer in demeanor and behavior to a rat than a human. They communicate using grunts and yelps. Rat weren typically surround themselves with darkling rats, and will sometimes work with wererats, although there have been notable conflicts between wererat and rat weren tribes over territory.

Rat weren are susceptible to the same disease as carried by darkling rats. Those damaged by the bite of a rat weren must roll STA (DT 6) or suffer a disease, losing 1 point of MGT for D6 days, or until the disease is magically removed. Curing rat weren disease requires a spontaneous light spell (DT 8) cast by an adept or better of light magic.

Troglodyte (Lizard Weren)

Medium Adept Weren 3 (D8)

DEX 6; MGT 5; PWS 7; STA 5

ASP -2; INT 4; REA 1; WIL 3

Armor 4; Health 25; Initiative +6; Move 10 (swim 9)

Talents Weapon access

Attacks War javelin +3 (+6 total damage; delay 11)

Abilities Lesser armor; lesser swim; water breathing

Gear Reed armor +3

Treasure Normal

Troglodytes are primitive amphibious humanoids with the heads of lizards. They live in tribal communities within bogs and marshes. They hate other living creatures. They fight with simple weapons like spears and javelins and are equally at home on land or underwater, often building their lairs at the bottoms of swamps and marshlands.

Boar Weren

Medium Expert Weren 6 (D10)

DEX 6; MGT 8; PWS 8; STA 9

ASP -4; INT 6; REA 1; WIL 6

Armor 6; Health 77; Initiative +6; Move 10

Talents Weapon access

Attacks Flail +6 (+12 total damage; delay 12)

Abilities Lesser armor; normal night vision (6 units)

Gear Hide armor +3

Treasure Normal

Husky humanoids with the heads of swine, boar weren average 6' tall. Boar weren are bullying, cruel taskmasters. They enjoy positions of power and influence, and will often be found among humanoid tribes serving as thugs and elite guards. Only its various appetites motivate a boar weren, and it demonstrates little care for others.

Minotaur (Bull Weren)

Large Master Weren 10 (D12)

DEX 7; MGT 11; PWS 10; STA 11

ASP -5; INT 7; REA 1; WIL 8

Armor 12; Health 154; Initiative +7; Move 10

Talents Weapon access

Attacks Great axe +13 (+23 total damage; delay 13)

Abilities Lesser armor; normal confusing glare (see below); normal night vision (7 units)

Gear Ring mail armor +6

Treasure Normal

A minotaur is a creature with the body of a huge man, and the head of a bull. A minotaur stands nearly 8' tall, and has incredible strength and fortitude. It fights with a massive axe, which it uses to devastating effect.

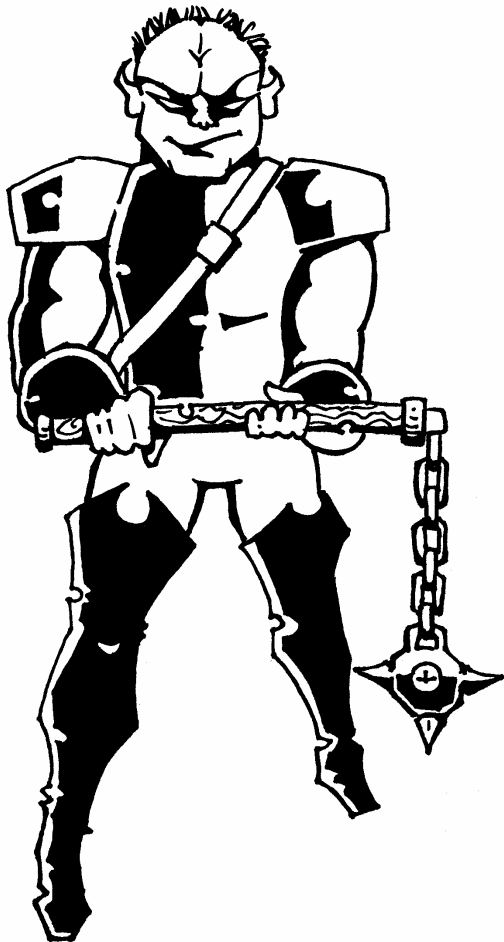
In addition to its weapon attack, the minotaur is able, once per turn as a standard action (delay 10), to glare at a living target within 4 units. The target meeting the glare of the minotaur must roll WIL (DT 12) or be confused and unable to act for 1 turn. The target will wander aimlessly for 1 turn, unsure of who he or she is and what is happening around him or her. There is a 1 in 6 chance that the target reacts violently to this confusion, attacking the nearest ally. After one turn, this confusion subsides and the target regains its full awareness.

Dressing Up Beast Encounters

The following suggestions are ways that you can quickly change a beast encounter. Give the beast one level, and either select or roll D8 to assign one of the following abilities.

Beast Modifications (Roll D8)

Roll	Modification
1	The beast is exceptionally fast, with +3 to DEX.
2	The beast is exceptionally durable, with +3 to STA (and the appropriate health modification).
3	The beast is exceptionally strong, with +3 to MGT.
4	The beast is elementally attuned, giving it normal elemental resistance (2 points) and a lesser breath weapon of the appropriate elemental type (1 point).
5	The beast is an expert in one of the magic talents.
6	The beast is an expert in one of the skill talents.
7	The beast has come into contact with powerful magic that gives it greater regeneration.
8	The beast is the carrier for a contagious and virulent greater disease to which it is immune.



Beast Templates

While the rules for beast creation make it easy to modify a tailor a beast to meet your specific needs, these rules provide four templates you can quickly lay over a beast stat block to create more powerful versions of the beast. Each of these templates is uncommon, and beasts of these types will take leadership roles within communities of the same creature.

These templates increase the level of the beast to the maximum level within the same rank, at the pinnacle of normal achievement. In addition to normal bonuses to traits and talents based on level, each beast template provides a pool of bonus hero points to use each turn. Each of these templates receives a number of hero points equal to the RM, although these points must be spent in a particular way based on the template.

While these templates fit easily over all of the humanoid races to create a wide, varied population to inhabit the fortresses and lairs of evil creatures, these may also be added to all manner of beast. A champion basilisk, savant tomb creeper spider, scout wererat or shaman minotaur should prove capable adversaries for characters of the appropriate ranks.

Champion

A champion beast is the epitome of the physical potential of the beast. To create a champion beast:

- Add the RM to the base level given.
- Add the RM to the beast's PWS rating.
- Add the RM to the beast's STA rating.
- Add the RM to the beast's armor rating.
- Add the RM to the beast's base attack damage rating with all physical attacks.
- Increase health by a total equal to $RM \times (STA + RM + 2)$.

In addition, a champion beast receives RM free hero points each turn to spend on arms talent action rolls.

Savant

A savant beast is born with an innate connection to arcanum or psionics magic that makes it a dangerous adversary. To create a savant beast:

- Add the RM to the base level given.
- Add the RM to the beast's REA rating.
- Add the RM to the beast's WIL rating.
- Take or increase existing arcanum -or- psionics magic at a rank equal to the RM.
- Increase health by a total equal to the $RM \times (STA + RM + 2)$.

In addition, a savant beast receives RM free hero points each turn to spend on resist rolls against any attack.

Scout

A scout beast uses stealth and speed to hunt down foes or surprise them from the shadows.

- Add the RM to the beast's DEX rating.
- Add the RM to the beast's INT rating.
- Take or increase existing stealth at a rank equal to the RM.
- Increase health by a total equal to the RM x (STA + RM + 2).
- Adjust initiative for the improved trait ratings.

In addition, a scout beast receives RM free hero points each turn to spend on skill talent action rolls.

Shaman

A shaman beast uses a magical connection to nature or unholy powers to support its allies and defeat its foes.

- Add the RM to the base level given.
- Add the RM to the beast's INT and take wilding magic at a rank equal to the RM -or- add the RM to the beast's WIL and take deeping magic at a rank equal to the RM.
- Increase health by a total equal to the RM x (STA + RM).
- Adjust initiative for the improved trait ratings, as necessary.

In addition, a shaman beast receives RM free hero points each turn to spend on magic talent action rolls.

Example: Gnoll Templates

While the citadel of the gnoll king is ruled over by a powerful gnoll of expert rank (since normal gnolls are adept rank creatures), he is not the only beast of unusual power. A handful of each of the following exceptional creatures lives among the hundreds of normal gnolls:

Gnoll Champion

Medium Adept Humanoid 5 (D8)

DEX 6; MGT 6; PWS 8; STA 9

ASP -3; INT 3; REA 1; WIL 4

Armor 5; Health 57; Initiative +6; Move 10

Talents Weapon access

Attacks Short spear +5 (+8 total damage; delay 11)

Abilities Greater night vision (8 units)

Gear Humanoid armor +3

Treasure Normal

Gnoll champions are especially respected, as they exemplify prized gnoll qualities of toughness and savagery. Gnoll champions have 2 hero points available each turn to use to increase arms talent attack rolls.

Gnoll Savant

Medium Adept Humanoid 5 (D8)

DEX 6; MGT 6; PWS 6; STA 7

ASP -3; INT 3; REA 3; WIL 6

Armor 3; Health 53; Initiative +6; Move 10

Talents Weapon access; psionics (adept)

Attacks Short spear +3 (+6 total damage; delay 11)

Abilities Greater night vision (8 units)

Gear Humanoid armor +3

Treasure Normal

Gnoll savants are misunderstood and disliked by other gnolls, although wise leaders will find gnoll savants within their tribes and place these creatures into advisory positions. Gnoll savants have 2 hero points available each turn to use to increase resist rolls made against any attack.

Gnoll Scout

Medium Adept Humanoid 5 (D8)

DEX 8; MGT 6; PWS 6; STA 7

ASP -3; INT 5; REA 1; WIL 4

Armor 3; Health 53; Initiative +8; Move 10

Talents Weapon access; stealth (adept +5)

Attacks Short spear +3 (+6 total damage; delay 11)

Abilities Greater night vision (8 units)

Gear Humanoid armor +3

Treasure Normal

Gnolls scouts are used as assassins and hunters, even employed by gnoll chieftains against other gnolls that may seek to overthrow the current leader. Gnoll scouts have 2 hero points available each turn to use to increase skill talent rolls.

Gnoll Shaman

Medium Adept Humanoid 5 (D8)

DEX 6; MGT 6; PWS 6; STA 7

ASP -3; INT 5; REA 1; WIL 4

Armor 3; Health 31; Initiative +6; Move 10

Talents Weapon access; wilding (adept)

Attacks Short spear +3 (+6 total damage; delay 11)

Abilities Greater night vision (8 units)

Gear Humanoid armor +3

Treasure Normal

A gnoll shaman holds a place in gnoll society second only to the chieftain, where often the word of the shaman is law. A wise chieftain will make a strong ally of his shaman. Gnoll shamans have 2 hero points available each turn to use to increase magic talent action rolls.

Chapter Seven: Campaigns

While the previous rules have established how to create heroic characters and send them on adventures, this section expands the game by presenting rules for mass combat, expanded character development, and introductory notes on the greater game world of Del Anon.

Mass Combat

While the game primarily revolves around a small group of heroic characters taking on small or medium-sized bands of foes, there may be times where the game world (or sections of it) becomes embroiled in a larger conflict, and the heroes are pulled into this conflict. These rules allow Mythweavers to quickly resolve combat among larger forces.

Mass combat takes longer to complete than normal combat, with both time and distance measured differently.

Mass Combat Ratings

<i>Mass Combat Rating</i>	<i>Total troops involved</i>	<i>Deployment Size</i>	<i>Parcel size</i>	<i>Phase Length</i>
Lesser	50-250	25 troops	100' x 100' square	20 minutes
Normal	250-1,000	50 troops	250' x 250' square	1 hour
Greater	1,000+	100 troops	500' x 500' square	3 hours

- Total troops involved includes the total armies of both sides involved in the combat.
- Deployment size is the number of troops in a standard deployment for determining troop quality.
- Parcel size is the scale of the battlefield on which these forces meet.
- Phase length is the amount of time it takes to complete 1 full duration of mass combat. The more troops involved, the longer it takes for combat to be resolved.

Steps to Mass Combat Resolution

1. Determine the mass combat rating
2. List all combatants by rank and type
3. Determine quality of each deployment
4. Total the troop factors
5. Consider other variables
6. Determine the actions of the heroes
7. Make opposing influence rolls for the leaders (including all modifiers)
8. Determine the results of the combat phase
9. Repeat previous steps as necessary
10. Continue until one side is routed

1. Determine the mass combat rating

Total the number of all troops involved in the combat, and decide on the rating of the combat: lesser, normal or greater (from table above).

For example: a group of humanoids has met an army of elves and gnomes on a field at the edge of the forest. There are 425 humanoids and 200 elves/gnomes. The total number of troops is 625, so this is a normal mass combat.

2. List all combatants by rank and type

The humanoid force consists of:

- 25 bugbears (.5 deployment)
- 50 gnolls (1 deployment)
- 350 goblins (7 deployments)

The elf/gnome force consists of:

- 50 apprentice elf hunters (1 deployment)
- 125 apprentice gnome myrmidons (2.5 deployments)
- 25 adept elf defenders (.5 deployment)

3. Determine quality of each deployment

Total the rank and relative gear of each deployment.

Deployment Quality Modifiers

<i>Modifier</i>	<i>Lesser</i>	<i>Normal</i>	<i>Greater</i>
Rank of Troops	Apprentice (+1)	Adept (+3)	Expert (+6)
Quality of Mounts	Apprentice mounts (+1)	Adept mounts (+2)	Expert mounts (+3)
Quality of Gear	Good gear (+1) (of superior quality)	Exceptional gear (+2) (enchanted)	Exquisite gear (+3) (enchanted and imbued)
Average magic talent	Apprentice (+1)	Adept (+2)	Expert (+3)

The humanoid force:

- bugbears receive +6 bonus (experts +6)
- gnolls receive +3 bonus (adepts +3)
- goblins receive no bonus (menials +0)

The elf/gnome force consists of:

- elf hunters receive +2 bonus (apprentices +1, good gear +1)
- gnome myrmidons receive +1 bonus (apprentices +1)
- elf defenders receive +7 (adepts +3, exceptional gear +2, adept magic +2)

4. Total the troop factors

Multiply the base number of deployments by the total bonus (add it to a base multiplier of 1).

The humanoid force (total bonus +14.5, rounded up to +15):

- bugbears give a total of +3.5 (.5 x 7)
- gnolls give a total of +4 (1 x 4)
- goblins give a total of +7 (7 x 1)

The elf/gnome force (total bonus +12):

- elf hunters give a total of +3 (1 x 3)
- gnome myrmidons give a total of +5 (2.5 x 2)
- elf defenders give a total of +4 (.5 x 8)

5. Consider other variables

Add in the other variables to the battle from below.

Mass Combat: Other Variables

	<i>Lesser (+1 bonus)</i>	<i>Normal (+3 bonus)</i>	<i>Greater (+6 bonus)</i>
Fatigue and Care	Slightly better rested	Considerably better rested	Tremendously better rested
Field Position	Slightly better field position (ex: atop a mound)	Superior field position (ex: behind a battlement)	Vastly superior field position (ex: inside a keep)
Motivation	Slightly more motivated	Considerably more motivated	Vastly more motivated
Range	Slightly better range on attacks	Considerably better range on attacks	Vastly superior range on attacks
Siege Equipment	Slightly better equipment	Considerably better equipment	Vastly superior equipment
Strategic Choices	Better strategy employed	Much better strategy employed	Vastly superior strategy employed

- The humanoids have superior siege equipment, as they have brought a line of heavy ballistae and catapults (+6). Total bonus +6.
- The elves/gnomes have slightly better field position (in the edge of the tree line, +1), are slightly better rested (+1), and are slightly more motivated (+1). Total bonus +3.
- Neither side has a decided edge on range. The elves have better archers, but the gnolls have larger numbers of javelin throwers and they have the ballistae from the goblins, so these variables offset.

6. Determine the actions of the heroes

Since the game is about the heroes, their actions during combat are vital to the success or failure of the overall conflict. During the conflict the heroes should take part in a mission lasting 1 turn. This mission is within the context of other activities (fighting against the rank and file of enemy forces), a special mission that the heroes must accomplish to enable the rest of the force to have success. This is a combat encounter.

Actions of the Heroes

<i>Modifier</i>	<i>What the Heroes Do</i>
-6	Fail their mission disastrously.
-3	Do not complete their mission before the end of the turn.
+3	Accomplish a mission of lesser difficulty.
+6	Accomplish a mission of normal difficulty.
+10	Accomplish a mission of greater difficulty.

Sample heroic missions:

- Defeat a powerful beast that the enemy force is using to its advantage.
- Defeat a powerful leader directing enemy troops (a chief lieutenant, a powerful enemy caster).
- Destroy a particular object (a bridge, a gateway, an enemy weapon).
- Defeat an entire deployment of troops.

In this example, the four adept rank heroes are sent to defeat a pair of darken wolves that prowl the perimeter of the conflict, helping to keep the goblins in formation. This is a normal encounter for these characters. If they are able to kill the wolves within 1 turn, the side of the elves and brownies (with whom they are allied) takes +6 to the mass combat roll.

7. Make opposing influence rolls for the leaders (including all modifiers)

The basic effectiveness of any military unit is based on the influence and power of its leader. The rolls for mass combat are made as contested influence rolls between the leaders of the two forces, adding in all previous factors.

- The leader of the humanoid force is a level 7 bugbear with WIL of 5 and adept rank influence. His normal roll for influence actions is D10+11. He receives a total of +21 to this action (+15 from troops, +6 from siege equipment), and so rolls D10+32.
- The leader of the elf/gnome force is a level 5 elf defender with WIL of 4 and adept rank influence. His normal roll is D8+9. He receives a total of +21 to this action (+12 from troops, +3 from other variables of location and better preparedness, +6 from the heroes accomplishing their mission of killing the two wolves), and so rolls D8+30.

8. Determine the results of the combat phase

Note: the leadership roll cannot be critically failed. Count a result of 1 at face value.

Mass Combat Results

Roll Difference	Result
Within 5 points	Stalemate. Each side loses D6 from total bonus for next phase.
6 to 15 points difference	Success. One side emerges as victorious during that phase. The winning side loses D4 from the total bonus for the next phase, but the losing side loses D6+2 from the total bonus for next phase.
16+ points difference	Rout. One side dominates the battlefield. The losing side either surrenders or turns and flees.

The Mythweaver rolls for the humanoids, and gets a total result of 42. One of the players rolls for the elf/gnome force, and gets 32. This is a 10 point difference. The humanoid force rolls D4 and gets 2, losing 2 points from the next roll (now getting +30). The elf/gnome force suffers the loss of D6+2, and gets 3. For the next sequence, the total bonus will be +27 for the elf leader.

9. Repeat previous steps as necessary

Go back and review any of the steps to see if and how things change. Encourage the heroes to impact the battle by developing strategic suggestions and helping to select targets for their next mission.

In preparing for the next phase, the heroes meet with the elf leader near the front lines. One of the heroes says that they are going to attack the bugbear leader himself with his chief lieutenants, a difficult encounter. The heroes say that half of the gnomes should break off and attempt to flank from the side, driving upon the outer perimeter of goblins as the leader falls (if the heroes can take him). The elf commander agrees to give them 50 gnomes to take and use for this purpose. During the second phase of the battle, the heroes are able to kill the leader and several of his lieutenants after a difficult combat in which one of them nearly dies, and several hero points are spent. This shifts the bonus from the actions of the heroes to +10 (instead of +6). In addition, the flanking move of gnomes is considered a superior strategic move, and gives another +3.

10. Continue to re-roll until one side is routed

The action roll for the humanoid force has changed considerably. One of the bugbear lieutenants tries to take over, but he has a WIL of 4 and is an apprentice of influence, so his total action roll with all bonuses is D10+26; but the elf/gnome force now rolls D8+31 because of the actions and strategies of the heroes. The total humanoid result is 27, and the total elf/gnome result is 39. The tide of battle has shifted and the heroes now feel that momentum is on their side. This is almost a rout, but not quite. The humanoids lose another D6+2 of bonuses (rolling 8), and will roll D10+18 next phase. During the third phase, the heroes do not use any particular strategy, but defeat 7 gnolls (a greater encounter). This keeps their bonus at +10, but the +3 strategy bonus no longer applies (since the strategy is unchanged), so the elf leader now rolls D8+28. The total elf roll result is 36, and the humanoid result is 20. This is a difference of 16 points. The elf/gnome force lets out a great cheer as most of the remaining gnolls and bugbears fall, and the remainder of the goblin army scatters in all directions. Since this was a normal mass combat that took three phases, it lasted for 3 hours.

Dynamic Combat

You can change up mass combat by adding several different factors to the situation:

- Perhaps the goal is not to win, but simply to hold the line until reinforcements arrive. For instance, the heroes may be asked to lead a group of 100 dwarves and protect a bridge from a horde of ork myrmidons driving towards it. They have to hold fast for 3 mass combat phases. At the beginning of the 4th phase, 500 dwarven crossbowmen will arrive to help regain the bridge. Their only goal here is to avoid the rout for 3 phases.
- The enemy gets reinforcements. After two phases, a phalanx of skeletal wardens arrives at the western flank, adding extra support to the army of zombies that the heroes have been fighting off.

- The enemy can use strategy and tactics as well. You could decide that each phase, the enemy will try a new tactic, seeing if (and how) the strategy that the heroes helps to develop is either better than or inferior to the strategy employed by the enemy.

Siege Weapons

While the possession of siege equipment by individual forces should be considered as a factor in the relative strength of a force, siege weapons may be employed by the heroes during mass combat. In this case, the specific uses of siege weapons come into play. The three types of siege weapons are ballistae, catapults and rams. The heroes should not have access to siege weapons on their normal adventures (you don't roll a huge ballista around with you as you explore a ruined dungeon).

Rams are used as melee weapons against physical objects, while ballistae and catapults are missile weapons. Rams require that the operator has melee talent of adept or better; ballistae and catapults require that the operator has missile talent of adept or better.

- **Rams:** A ram is a large wooden and/or metallic object used to break down doors or through walls. A larger ram allows more creatures to man it. A ram may only be used once per round, regardless of the number of creatures using it. At least half the full crew of a ram is required to operate it: a small ram requires at least two characters, whereas a large ram requires at least four.
- **Ballista:** A ballista is a huge crossbow mounted on a turret or other permanent housing. The ballista has greater range and power than a crossbow, but takes much longer to operate. A ballista may only be used once per round, regardless of other bonuses. Two operators are required to fire a ballista. If only one creature is operating a ballista, the rate of fire decreases to one bolt every two rounds.
- **Catapult:** A catapult stone deals damage to all creatures or objects in the same unit in which the stone strikes. While catapults are primarily used against physical objects (walls, towers, bridges), catapult stones may be used against forces, and a catapult is effective against tightly packed formations of enemies. A catapult has a very slow rate of fire, able to be used only once per turn. Two creatures are needed to operate a catapult. If only one creature is operating a catapult, the rate of fire decreases to one stone every two turns. The catapult automatically fires on the last action of the turn: at segment 1 of round 10.

Rams

Size	Crew	DT	Damage	Cost
Light	4	8	Rank die +total MGT +10	5 gold
Medium	6	10	Rank die +total MGT +15	10 gold
Heavy	8	12	Rank die +total MGT +20	25 gold

The damage for a ram is figured as follows:

- The rank die for the character of highest rank operating the ram is used. A ram with a level 10 character assisted by three level 1 characters deals base damage of D12.
- The total MGT of all operators is added to the damage roll (plus a bonus from the ram's size).
- If the action roll result is double the DT rating, the ram deals critical damage.
- For example, a crew of 4 level 6 characters (each with a MGT of 5) is using a light ram against the door to a castle. The ram deals D10+30 damage (+5 from each operator, +10 from a small ram). The DT to use the ram effectively is 10. If the total action roll (made by the lead character operating the ram) is 20 or better, the ram deals double damage. Conversely, a heavy ram operated by 8 level 10 characters (each with a MGT of 8) deals total damage of D12+84 with each swing, sufficient to break through most doors in one swing.
- Rams act at the end of a round on segment 1.

Ballistae

Size	Damage Rating	Range	Cost
Light	+20	20 units	100 gold
Medium	+25	25 units	250 gold
Heavy	+30	30 units	500 gold

The following rules govern ballistae:

- The dice rating for the character actually firing the ballista is used. A ballista with a level 10 operator makes attack and damage rolls using D12.
- DEX is the linked trait for firing a ballista. DEX is added to attack (but not damage) rolls.
- A single ballista bolt costs 3 silver.
- Ballista bolts may be covered in oily rags and set aflame. This increases the cost per bolt to 1 gold, and causes the bolt to deal +10 fire damage.

Catapults

Size	Damage Rating	DT	Range	Cost
Light	+20	8	20 units	350 gold
Medium	+25	10	25 units	500 gold
Heavy	+30	12	30 units	1,000 gold

The following rules govern catapults:

- The dice rating for the character actually firing the catapult is used. A catapult with a level 10 operator makes attack and damage rolls using D12.
- REA is the linked attribute for firing a catapult, added to action (but not damage) rolls.
- The DT is the target to successfully fire a catapult and hit the unit selected. Catapults do not deal critical damage.
- A single catapult stone costs 5 silver.
- Catapult stones may be replaced with flaming projectiles. This increases the cost to 2 gold per stone, and causes the stone to deal +10 fire damage to all creatures in the affected unit.

Economies of the Game World

There are several things that the heroes may consider investing in as they adventure and gain both power and money. These include animals, transportation, and permanent structures.

Animals

<i>Rank</i>	<i>Burden</i>	<i>Cost for Pack Animal</i>	<i>Cost for Combat Animal</i>	<i>Example</i>
Menial	50 lbs.	1 gold	5 gold	Dog/ War Dog
Apprentice	250 lbs.	3 gold	15 gold	Mule or War Pony
Adept	500 lbs.	10 gold	50 gold	Light Horse
Expert	1,000 lbs.	30 gold	150 gold	Heavy Horse

Pack animals may be used to travel from place to place or to help carry gear, but will not enter combat or dangerous conditions. Combat animals are trained for battle, and will allow the rider to carry them into a battle or dangerous conditions.

Transportation

<i>Type</i>	<i>Cost</i>	<i>Move</i>	<i>Durability</i>	<i>Notes</i>
Cart	10 gold	+2	10/20	Two-wheel vehicle pulled by a single steed. Carries up to 4 medium-sized creatures or comparable cargo.
Wagon	30 gold	+2	15/30	Four-wheel vehicle pulled by two steeds. Carries up to 8 medium-sized creatures or comparable cargo.
Canoe	25 gold	10	10/20	Holds up to 4 medium-sized creatures or comparable gear.
Boat, River	1,000 gold	8	10/100	Averages 20' long. Holds up to 10 medium-sized creatures or comparable cargo.
Ship, Small	2,500 gold	6	20/200	Averages 40' long. Holds up to 25 medium-sized creatures or comparable cargo.
Ship, Medium	5,000 gold	6	25/250	Averages 60' long. Holds up to 50 medium-sized creatures or comparable cargo.
Ship, Large	10,000 gold	6	30/300	Averages 100' long. Holds up to 100 medium-sized creatures or comparable cargo.

Move for carts and wagons is based on the move of the creature pulling +2. A creature with a move of 6 pulling a cart has a move of 8.

Building Costs & Construction

As the heroes advance, their means increase and their lifestyles improve. While they began sleeping in common rooms of inns for 1 silver a night as apprentices and moved to good inn rooms as adepts, eventually they may decide to purchase and renovate a building in their home town to use as a base. Later, they may clear a section of countryside from the threat of beasts and be granted a title to the land, building a small tower from which to launch their campaigns.

While the specific details of the creation of such permanent bases is up to the Mythweaver, the following section provides guidelines for the costs associated with new construction. These costs assume that the structure is expert rank (level 6, RM 3). If constructed of lesser or superior materials, the cost will go up or down (see modifiers to cost below). Expert construction is the most common type that heroes would undertake in constructing their own fortresses and strongholds. These costs include both materials and labor to finish the job.

Basic Construction Costs (Expert Rank)

<i>Item</i>	<i>Cost</i>	<i>Description</i>
Door, Normal	10 gold	A wooden door (durability 10/20)
Door, Reinforced	15 gold	A wood and steel door (durability 15/30)
Door, Secret	30 gold	DT 12 to find
Dungeons	50 gold	1 unit cube of dungeon corridor or chambers
Flooring/Roof, Stone	30 gold	1 unit square of flooring (for a second or higher level) made of stone
Flooring/Roof, Wood	15 gold	1 unit square of flooring (for a second or higher level) made of wood
Stairs, Stone	30 gold	A 10' elevation of stairs, 5' wide
Stairs, Wooden	15 gold	A 10' elevation of stairs, 5' wide
Wall, Section	20 gold	10' x 10' section of wall, 1' thick (durability 10/20)

Factors to Construction Costs

<i>Factor</i>	<i>Cost Modifier</i>
Wealthy Location (city, major trade location)	+25%
Extreme Location (heart of a volcano, atop a mountain)	+50%
–2 RM materials	–50%
–1 RM materials	–25%
+1 RM materials	+50%
+2 RM materials	+100%

Building Time

A structure takes 1 man hour per 10 gold in building cost. For example, the basic tower outlined below would take 473 man-hours to construct. If ten workers were hired to build this tower, it would take them, working together, 48 hours to build it (If they worked for 12 hours a day, they would complete the tower in 4 days).

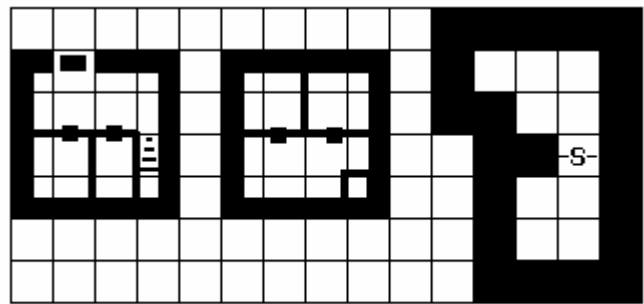
As you can see, this would be typical of a corner tower on the outer wall of a larger castle. Building a full castle could easily run in the hundreds of thousands of gold, and would likely take an entire adventuring career to purchase and construct. A castle of 100,000 gold cost would not only take several dragon hordes to afford, but would take 10,000 man-hours to construct. All costs listed include the hiring of laborers to complete the job.

Sample Construction

As a level 10 myrmidon, you decide to build a small fort in the wilderness, and claim the area as its lord. You will construct a small, squat tower of expert rank. It will have the following attributes:

- The outer walls will be 5' thick, and the inner walls will be 1' thick. The entire tower is 40' wide on all sides, and is 20' tall.
- The entire exterior comprises 32 units (4 units wide x 2 units tall x 4 for the number of sides). Each section of wall is 5' thick, so the cost is 5x the listed cost for 1' thick walls, or 100 gold per unit, for a total cost of 3,200 gold just for the outer walls, as they are so thick.
- There will be 10 units of interior wall. This is the normal cost for stone walls (as these are 1' thick) for a total cost of 200 gold.
- There will be a total of 16 units of flooring (4 units x 4 units) separating the first and second floors. These will be made of wood, and this will cost a total of 240 gold.
- There will be a total of 16 units of roofing (4 units x 4 units) on top of the tower. This will be made of stone, and will cost a total of 480 gold.
- There will be a single wooden staircase between levels (ascending 10') and this will be made of wood, costing 15 gold.
- There will be four interior doors, each normal. This will cost 40 gold.
- The exterior door is reinforced, costing 25 gold.

- I also want a small dungeon, and have a total of 10 units excavated: two chambers of 20' x 20' (4 units each) and 20' of hallways. This costs 500 gold.
- A single secret door is placed between the two dungeon levels, costing 30 gold.
- The total cost to build this tower (as an expert location of level 6) is 4,730 gold if built in an accessible location in the nearby wilderness.
- If this were to be built on a remote mountaintop or in the middle of a thick jungle with no roads in or out, the cost increases by 50%, for a total cost of 7,095 gold.
- If this were built out of higher quality materials as a master rank hold, the cost would be 7,095 gold.
- If this were built as an adept rank location instead, the total cost would be 3,548 gold.
- If this were built as an apprentice rank location instead, the total cost would be 2,365 gold.



Simple Square Tower

1 square = 10 feet

When Can Heroes Build Bases?

The answer is whenever they can afford it. For example, an adept hunter may build a small wood-frame home as an adept. This is constructed of adept rank materials, consisting of a simple, one-room cabin in the wild, a day's travel from Gryphon Watch Keep at the fringes of Fangwood.

By the time he advances to expert, he has saved up enough gold to build a palisade wall (also of wood) around the cabin, leaving a large yard. He builds a wooden tower at the entrance, hiring four menial guards to keep watch over the area. After earning expert rank, he makes an alliance with Gryphon Watch Keep, founding his own stronghold. He entices a merchant from the keep to move here to oversee trading of animal skins from trappers frequenting the woods.

As he progresses to master, he is given a sanction by the allied guilds of the area to take the title of High Sheriff of Fangwood. He is granted authority over the whole wood and is asked to oversee all lumbering and trapping that happens anywhere in the entire forest. By this point, his keep has expanded to include a second wall (this one sturdier and taller than the first), and his keep has a permanent population of 50 human traders and woodsmen, along with 25 full-time guards under his command (see the next page for followers).

Followers

The heroes may eventually decide to take on additional followers to support their adventures.

Henchmen

Henchmen are close confidants or lieutenants. A henchman is a heroic character (with hero points) who is controlled by the player of the hero as an additional character. The following rules govern henchmen:

- You must be at least level 3 (adept rank) to take on a henchman, and have influence skill talent of apprentice or better.
- To take on a henchman, you must spend hero points. For every hero point you spend, the henchman starts with 10 hero points. For example, if you spend 5 hero points to get a henchman, he starts with 50 hero points (starting at level 3 with no banked hero points). You may spend no more hero points than your current level. If you are level 9, you may spend up to 9 hero points to get a henchman, and he or she will start with up to 90 hero points (beginning at level 4).
- A henchman starts with gear worth a gold value equal to his total hero points. A henchman built on 50 hero points also has 50 gold worth of gear when you hire him (or her).
- A henchman earns half as many hero points as you do. These points are not taken from the hero points you earn, but for every hero point you earn, the henchman (assuming he or she took part in the encounter) earns half of a hero point. Although your henchman will always be several levels behind you, by the time you achieve level 20, your henchman will likely be level 13 or 14, and a capable combatant.
- A henchman is built like a heroic character, using all of the same rules and allowed to earn and spend hero points.
- You may have no more henchmen at one time than the RM of your influence. If you are an expert of influence, you may have up to 3 henchmen.
- A henchman must always have an ASP within 2 points of your ASP. If you have an ASP of 1, your henchman's ASP must be between -1 and 3.
- If a henchman dies, he or she is not automatically replaced. You may take on a new henchman to replace the fallen comrade, but you must spend hero points again to do so.
- Your henchman expects you to share treasure you earn with him. You must give at least 10% of all treasure you earn to each henchman you have.
- The henchman has to roll morale (see rules for morale on page 24) in especially dangerous circumstances. This morale roll is made normally, adjusted by the henchman's loyalty (see below). Even if a henchman fails a WIL roll for morale, the henchman will return after 1 full turn, and continue in your service.

Loyalty

Henchmen have a loyalty rating, which is a bonus or penalty applied to morale rolls made by the henchman. Loyalty starts at 0, but increases or decreases based on how the henchman is treated. Loyalty will rarely move more than 1 point during any single adventure. Loyalty will never be better than +10, and never lower than -10.

- Loyalty increases +1 if you do any of the following: give your henchman a special reward beyond the usual 10% treasure; take a risk on behalf of your henchman; go out of your way to protect or aid your henchman.
- Loyalty decreases -1 if you do any of the following: put your henchman in the way of unnecessary harm; are especially stingy in sharing your treasures; allow your henchman to suffer or face danger with no concern for his well being.

Hirelings

Hirelings are secondary characters who are controlled by the Mythweaver. These characters do not earn hero points and will not go along with the hero on his adventures. Hirelings are typically employed by the hero to serve as part of the staff in a base of operations. Hirelings are competent and loyal, but will not take exceptional risks on behalf of the hero. Hirelings are not available of better than level 9, and in no case will a hireling work for a hero of lower level than the hireling.

<i>Hireling Level</i>	<i>Cost Per Month for Upkeep</i>
Menial	1 gold
1	3 gold
2	6 gold
3	10 gold
4	15 gold
5	20 gold
6	35 gold
7	50 gold
8	75 gold
9	100 gold

Pupils

Once you establish a permanent base of operations (of any size), you may choose to attract a number of pupils to study under you.

The following rules govern pupils:

- You must be at least expert rank (level 6+) to attract pupils.
- The number of pupils you attract is the result of an influence roll (level die + WIL + influence bonus).

- All new pupils you attract are level 1 characters of the same class (and likely of the same race, although this is at the discretion of the Mythweaver).
- Pupils are secondary characters controlled by the Mythweaver.
- Pupils are financially independent. You do not have to pay for the upkeep of pupils, as they are either supported by their families (the costs of their upkeep offset by fees you receive) or their duties pay for their costs (for example, they make dinners so you don't have to hire kitchen staff). Alternately, you may actually use your pupils to make money (see below).
- It takes one month to actively seek pupils before they arrive. Thereafter, you must spend at least one week a month working with your pupils and teaching them what you know.
- If you go more than one month without tutoring your pupils, they will leave you in search of another master to learn from.
- Pupils will not go with you on your adventures but spend their time at your base of operations, completing basic household chores for you and studying as you direct them to.
- Each time you advance in rank, each of your pupils advances one level. However, D4 of your pupils of each level will leave your service to travel on their own.
- Each time you advance in rank, you may make another influence roll to attract more pupils. These will be level 1.
- Once you attain level 20, you automatically roll once per year as if you had earned a new rank. You can choose to limit the number of pupils you take on as desired. You don't have to accept every pupil you take on.

For example, as a level 8 mystic, you decide to increase your influence and power, establishing a tower stronghold and investing in a number of hirelings to keep watch over the premises. You hire ten menial archers to stand watch over the tower. You also hire a level 3 adept myrmidon to serve as the captain of the guard. The total cost of these hirelings is 20 gold per month.

You decide to take on a henchman as well, meeting a dwarven myrmidon who agrees to accompany you on your adventures. You spend 8 hero points, and he begins at level 3 (spending 50 hero points), with 30 hero points banked towards level 4. He has 80 gold in armor, weapons, and gear.

You also send out word that you are willing to take on pupils, and spend several weeks in a large city spreading the word that you are taking on students. For your pupils you roll influence, getting a result of 10. You attract 10 pupils (level 1 apprentice mystics) to study under your tutelage.

When you attain level 10 (master rank), you add a small keep onto this tower. Your current pupils move to level 2, although 3 of them (the result of a D4 roll), leave to adventure on their own. However, you take on another 12 pupils (the result of an influence roll) and now have:

- 7 pupils of level 2
- 12 pupils of level 1.

When you attain level 15 (paragon), you dig a large dungeon beneath your keep. Your first set of pupils moves to level 3, although 4 of them (the result of a D4 roll), leave to adventure on their own. Your 12 level 1 pupils move to level 2, although 2 of them (the result of a D4 roll) leave your tutelage. You make another influence roll, and this time attract 15 pupils. You now have:

- 3 adepts of level 3
- 10 pupils of level 2
- 15 pupils of level 1

At level 20, you decide to establish Frog Wart's School of Wizardry, teaching what you have learned to others and serving as the headmaster. You build a second wing off of your existing keep to accommodate all of your students. You use your adepts to teach your apprentices, and you continue to deliver direct instruction to your adepts (and occasionally to your apprentices); such lectures are greatly anticipated by your pupils. During its first year, your school has the following enrollment:

- 1 pupil of level 4
- 6 pupils of level 3
- 11 pupils of level 2
- 18 pupils of level 1

Earning Money from Pupils

You may elect to use your pupils to earn extra money to help offset other costs associated with maintaining a base of operations. As a rake, you may have your young pupils work the local markets, picking pockets of wealthy travelers; as a mystic, you may have your pupils translate texts for the local library; as a myrmidon, you may make a contract with the local guard to have your pupils take shifts serving guard duty in the nearby town. You must come up with the method by which your pupils will earn money, and have this approved by the Mythweaver.

By doing this, you run the risk of losing more pupils every time you advance a rank (rolling D6 instead of D4), since your pupils are more likely to leave you: ending up in prison, finding work on their own, or seeing opportunities to make money elsewhere.

Each pupil earns its level die +level in gold every month. For example, if you have seven pupils of level 1, you will earn an extra D6 x7 gold every month from the activities of your pupils. Your level 4 head boy is a sought-after scribe, and his time spent in the royal court (when not performing his duties in your household or studying under your instruction) earns an extra D8+4 gold every month.

Starting a Campaign

This section is included to give you a place to start your games. While the known continent of Del Anon is a huge expanse of land providing thousands of opportunities for adventure and exploration, this section includes a portion of this continent, detailing the frontier holding called Gryphon Watch Keep, and the adventures characters may go on within a day's travel of the keep. Gryphon Watch Keep is an excellent starting place for adventurers, providing the comforts and resources the heroes would need to set out into the world, as well as a place to rest between adventures and barter the treasures they've recovered on their expeditions. This is further developed starting on page 132.

Communities

Communities, like other objects in the game, have a rating. The rating of a community tells you several things about it.

Community Ranks

<i>Rank</i>	<i>Sample</i>	<i>Typical Population</i>	<i>Typical Nobles</i>	<i>Typical Guards</i>	<i>Maximum Value</i>
Menial	Settlement	Up to 99	Apprentice	Menial	10 gold
Apprentice	Hamlet	100-299	Adept	Level 1	50 gold
Adept	Village	300-999	Expert	Level 2	100 gold
Expert	Town	1,000-2,999	Master	Level 3	250 gold
Master	City	3,000-9,999	Paragon	Level 4	500 gold
Paragon	Metropolis	10,000+	Legendary	Level 5	1,000 gold

*Maximum value is the total amount of money that any one merchant may have to purchase things from the heroes, or the total value of objects normally for sale in the community.

In addition, each community has a rank of lesser, normal or greater:

A lesser community:

- Has one guard for every 25 residents.
- Has nobles/guards and makes rolls at one rank lower.

A normal community:

- Has one guard for every 20 residents.

A greater community:

- Has one guard for every 15 residents.
- Has nobles/guards and makes rolls at rank higher.

A DT roll is made any time the heroes attempt to do something unusual in the community. The level die of the appropriate rank is rolled against the DT of the action or situation.

Examples:

The heroes travel to Beldin Mere in search of a paragon sword for the party's myrmidon. Beldin Mere is a greater metropolis, a paragon rank community. This means that Beldin Mere is ruled by a legendary character (level 20), and that the typical guard is level 6. Beldin Mere has 17,000 residents. Since there is one guard for every 15 residents, Beldin Mere boasts an impressive standing militia of over 1,000 well-trained dwarven guards. For the heroes to find an enchanted great sword of +15 rating or better (a paragon magical item) here, they may have some luck finding it. The DT of finding a paragon rank item is 16, but since this is a greater paragon city, the roll is made with a D20. On a roll of 16 or better, the heroes find a merchant who is in possession of a paragon rank enchanted great sword.

The heroes stop in Jurris' Crossing to rest and recover between adventures. Jurris' Crossing is a normal town, an expert rank community. This means that Jurris' Crossing is ruled by a master rank character (the lord mayor is level 10-14) as are important figures in the town (the high priest of the temple is also level 10-14). The typical guard here is level 3. Jurris' Crossing has a population of 1,500 and therefore has 75 active members of the militia. The heroes decide to sell some of the loot they have recovered from their adventures. They have no trouble selling their apprentice and adept rank gems and jewelry (since these are all far below the rank of the town), but when they present the grand master rank diadem they recovered from the tomb of the vampire they recently defeated, the jeweler does a double take. The DT of this merchant having sufficient money to purchase this from the heroes is 12 (the DT for a master rank action). Since this is a normal expert community, D10 is rolled to see if the jeweler has sufficient money on hand to make a reasonable offer. A 4 is rolled on the die, and he tells them to try back next month. He'd love to have the jewel, but simply cannot afford to purchase it from the heroes right now.

In Play:

- If you are looking for common supplies like torches and rope, the trading post in a settlement might be able to help you.
- If you want to purchase a new suit of leather armor +4, you might be able to find it in a hamlet.
- If you are looking for an adept potion, you might be able to track it down in a village, but you'll have better odds in a town.
- The blacksmith in a normal town is going to have a wide assortment of apprentice weapons and armor,

some adept weapons and armor, a handful of master rank weapons and armor, but nothing better.

- If you have lost a comrade and need a paragon light spell cast to resurrect him, you'd better head for a metropolis, because that's likely to be the only place with powerful enough casters to wield such magic.

Community Economics

Merchants will often buy items from the heroes, or may have items for sale that the heroes would be interested in purchasing. See page 14 for standard costs.

When a merchant purchases an item from a hero, the offer is typically 50% of the purchase price of

the item. For example, if the heroes recover an enchanted sword valued at 200 gold from a crypt but have no need of it, a merchant will offer them 100 gold for it. This value can be modified by the successful use of the influence skill talent.

- Permanent magic items are valued at twice the listed base cost. For example, a level 10 magic ring costs 200 gold (since level 10 items have a base cost of 100 gold).
- Potions and other single-use items are valued at half the listed base cost. For example, a level 10 potion costs 50 gold (since level 10 items have a base cost of 100 gold).

Gryphon Watch Keep

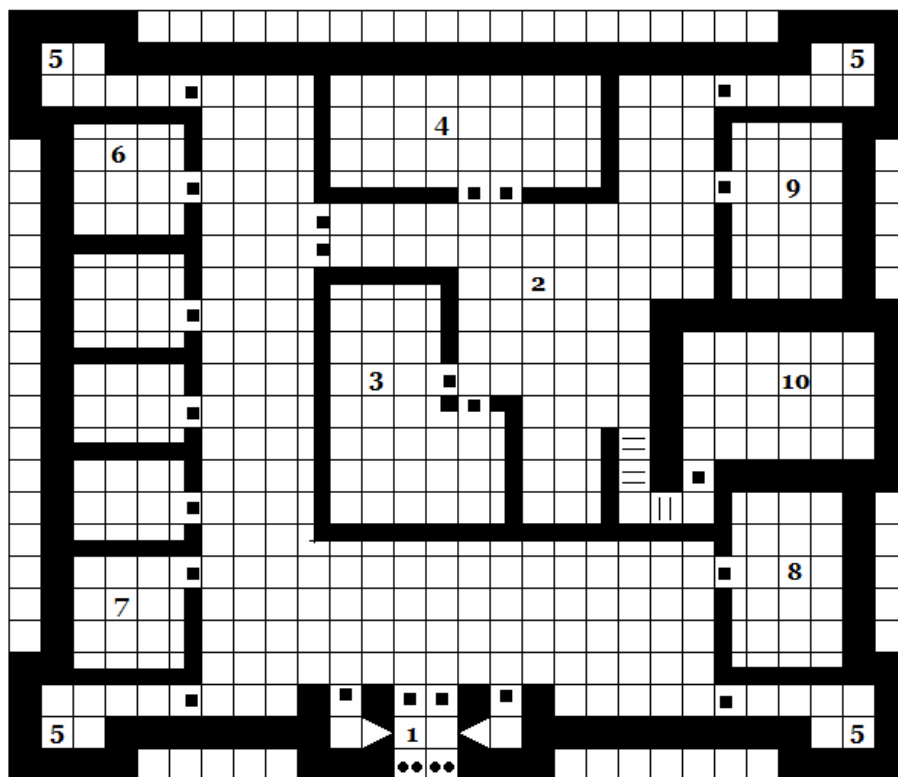
Gryphon Watch Keep is included as a starting base of operations for new characters. Gryphon Watch Keep is a greater adept rank community.

History: Lord Tessrail Marakev (see page 123) founded Gryphon Watch Keep ten winters ago. Tessrail helped to establish a trade route bordering the Crag of Chaos, a rocky and wild land that marks the midpoint between the major cities of Jurris' Crossing to the west, Beldin Mere to the north and Roguehaven to the east. Gryphon Watch keep serves as a rest stop for weary merchants and travelers between these three major cities, while also serving as the launching point for raids against the array of creatures living within two important nearby locales:

- The southern hills are known locally as the Crag of Chaos, and this wild scrubland is pockmarked with hundreds of small cave complexes that once played host to massive hordes of humanoids. Tessrail saw to their destruction, but every few months these caves must be cleansed again, as new tribes emerge from the woods to lay claim to a cavern or series of passages, or a new beast arises from the deep. Regardless, this poses a threat to the keep and its people, and must be dealt with. These are often minor threats, but provide new adventurers with a fresh crop of danger to face every season.

- To the west of the keep (within twenty miles) borders the forest of Fangwood, a place well known for harboring wolves and werewolves in addition to aggressive bandit armies. Only more experienced adventurers dare Fangwood, as its denizens are powerful and malicious.

Lord Marakev has gained both political and monetary power through establishing and safeguarding this keep. He has neither the means (nor the inclination) to maintain a regular force to travel through the region and destroy evil as it arises. Therefore, he relies on independent adventuring companies to keep the area from becoming so overrun that trade through the region could be hurt. The heroes may be one such company.



Gryphon Watch Keep

1 square = 1 unit

Key to Gryphon Watch Keep

Gryphon Watch Keep is a greater adept rank community.

- It has a population of 150 permanent residents, with another 100 to 300 visitors at any time (typical population of 350).
- There are 20 guards permanently stationed within called the Gryphon Watchers (see page 123) who are loyal to Tessrail and led by Captain Tiran.
- Guards rotate on two hour shifts. They serve the first two hours patrolling the streets, and then spend two hours at the gate house, followed by two hours at each of the four towers. The shift for a Gryphon Watcher is 12 hours on duty, and then 12 hours off duty; only half of the guards are on duty at any one time.

The following locations are marked on the map of the keep. The defense of the keep rests primarily in its construction and location. Gryphon Watch Keep rests atop a solid block of granite nearly 200' over the valley floor, accessed only by a narrow road carved along the side of the mound. Climbing this wall requires 7 consecutive DT 16 climbing rolls.

Each of the four corner towers (location 5) is prepared to help ward off an invasion of the keep, equipped with a light ballista and burning oil (see area 5). Any force would have to climb slowly and in single file (or at best two abreast) to ascend the keep's outer road. Such an attack would be difficult to pull off without an organized force and excellent leadership, both of which are sorely lacking amongst the humanoids of the region, and Tessrail keeps careful watch that such a force doesn't arise. Any attack upon the keep will be answered by a loud trumpet call, and within a turn all guards will be up and at the ready, and up to 50 civilians (almost all menials) will take arms to help defend the keep as well.

1. Main Gates

Captain Tiran and four Gryphon Watchers reside here. One of the five is always on duty, and the others can quickly be called to action, arriving and ready to fight within D4 rounds. Inside the quarters of the captain of the guard he keeps a strongbox (from collecting tolls) that routinely has in excess of 100 gold in coins within (mostly silver). Entering the keep costs 1 silver per person or animal. A merchant caravan of 6 creatures and 4 animals spends 1 gold just to enter the keep, but it is reasonable to expect that they would quickly recoup this expense within selling their wares.

2. Central Market

While during the winter months this area is barren, by midsummer as many as 30 different wagons will be camped here at any time, selling a variety of strange and exotic objects from throughout the realm. This market has developed some reputation as a place to fence stolen goods from other lands, and some of the merchants who frequent this market are not against the

occasional shady dealing. For the most part, the guards look the other way regarding dealings done here; let the buyer beware.

3. Temple of Roma

Roma is the demigoddess of travel and luck (see page 141). Most merchants carry charms to Roma, or ask her blessing before setting out on the road. The priest of Roma who serves here is named Justinian, and he is a level 6 defender with expert light magic. He is served by two acolytes (both level 1 defenders with apprentice light magic).

4. The Blind Basilisk Inn

This two-story inn is owned and operated by the tattooed and battle-scarred dwarven myrmidon named Little Jonns. He has a plain-looking dwarven wife and several noisy children who spend their time running amok. Jonns retired when he found his true love, and is as happy chasing his "urchins" around the inn as he was chasing monsters around the northern mountains twenty years ago. Although retired, Jonns keeps a hand in the goings-on of the area, and maintains a loose-knit mercenary company called the "Mighty Monster Thumpers". This group hires out to guard caravans and assists with the defense of the keep proper in times of need. Jonns has been known to barter in the occasional magical item or ancient treasure, and enjoys trading tales with travelers from other lands. Little Jonns is a good person to know and the wrong one to cross. Behind the bar, Jonns keeps his prized item: the pickled head of a basilisk which has had its eyes sewn shut, displayed in a huge glass jar. The defeat of this creature and the capture of its treasure funded the building of the "Blind Basilisk" and Jonns' subsequent retirement. Jonns' wife is a capable cook, and room and board for one night at the Blind Basilisk Inn costs 1 silver. All rooms are common rooms, with two cots per room and simple locks (DT 12). Meals and ales here are cheap but hearty.

5. Guard Position

Each of these guard positions is manned by one of the Gryphon Watchers. Each of these locations has a second floor with an opening to walk along the outer wall of the keep. A light ballista position is mounted on each of the four corners of the keep as well as a large vat for boiling oil as needed for defense of the keep. Boiling oil pours over the side, filling one unit along the road (and the road is slightly less than a unit wide) with hot oil dealing 30 fire damage to all under it. Targets may roll DEX (DT 10) for half damage. Oil may be poured once per turn (it takes a full turn to prepare the vat).

6. House of Rathan Milford Ferman

This powerful and influential aristocrat (and reputed thieves' guild master) from the city of Roguehaven keeps a small home here, and will occasionally allow friends from other cities to use it. Some whisper that this is used as a safe house for thieves to lie low when they've found trouble in other cities, and others claim that this is but one stop in a vast black market stretching across all of eastern Del Anon.

7. Jewel Merchant and Loan Bank

This bank is run by a human male, assisted by his wife and two sons, all of whom are shrewd businesspeople. They loan money for a term of up to 30 days, with 20% interest charged on the loan.

They demand collateral equal to the loan amount, and rarely loan in excess of 500 gold. Adventurers are also able to leave their money here. A minimum balance of 50 gold is required to open an account, but money left with the bank earns 1% interest, compounded monthly. Any attack upon this merchant is considered an attack upon the keep, as the ongoing financial success of the keep and its residents is completely tied up in this enterprise. The elder son (Reginald) has been known to finance adventuring companies 'on the sly', and will give a hero group a loan of up to 25 gold on good faith (and at the 20% monthly interest), requesting the opportunity to make an offer on magical items recovered.

8. Rupert's Trading Post

Rupert (a retired level 5 human myrmidon, INT 7) lives and works here. Rupert is well known for having survived a few notorious scrapes with imposing forces throughout the valley. He has parlayed this sometime luck as a 'professional adventurer' into a business providing supplies to other like-minded individuals. Rupert stocks a number of items that may be needed by the heroes. His inventory includes all of the gear listed on page 14.

9. Stables

The cost of stabling a horse or other mount here is 1 silver per day, and this includes all care and feeding. During the summer months, these stables are very busy, and at any time D6 light horses will be for sale here. Rarely will a heavy horse be available (1 in 6 chance). See page 115 for costs of mounts.

10. Keep of Tessrail Marakev

This squat, two-story stone building houses offices and meeting rooms on the lower floor, but the upper floor encompasses Tessrail's private bedroom, storage rooms and personal effects. Only Tessrail and his closest friends ever see the second floor. While other areas of the keep are RM 2, Tessrail's personal building is RM4. He has a number of valuables here, and his personal treasure trove is worth over 1,500 gold. Those who would steal from Tessrail have made a powerful and relentless enemy for life, and should be advised against such an endeavor. Tessrail maintains ties with the thieves' guilds in both Beldin Mere and Roguehaven, and will eventually find someone foolish enough to steal from him, recovering both the missing items and exacting a terrible revenge.

Important Personages of Gryphon Watch Keep

The following are some secondary characters living in Gryphon Watch Keep that the heroes may interact with.

Bloody Knuckles

The Bloody Knuckles is a band of mercenary adventurers who have plied their trade throughout the region near Gryphon Watch Keep, making regular travel through the keep to the various cities at the outer rim of the trade routes running through and beyond. Although these three sometimes travel and work as a trio, they often hire gnoll tribes or human men-at-arms as servants, and may travel with as many as 12 such servants as additional firepower when encountered.

Dogoth

Medium Adept Chosen Human Mystic 5 (D8)

DEX 7; MGT 2; PWS 3; STA 3

ASP -2; INT 5; REA 6; WIL 5 (7)

Armor 4; Health 28; Initiative +7; Move 10

Talents Arcanum (adept); psionics (adept); lore (adept)

Attacks Quarterstaff +3 (+5 total damage; delay 10)

Abilities Favored trait WIL; +2 to villain point rolls

Gear Enchanted robes +2/+2

Dogoth is demanding, impatient and arrogant. Normally, this would be a deadly mix of attributes, but he fits right in with his partners Jellosik and Rordath, and the three have formed a remarkably strong team.

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Dogoth loves to give orders, and it is convenient that neither of his partners cares much about being in charge. Dogoth is the mastermind behind the activities of the Bloody Knuckles, although he did defer to Rordath when it came to naming the group and will listen to Jellosik when it comes to traps and burglary.

Jellosik Sillin

Medium Adept Shadow Elf Rake 5 (D8)

DEX 8 (9); MGT 2; PWS 5; STA 4

ASP -2; INT 6; REA 3; WIL 4

Armor 4; Health 35; Initiative +11; Move 10

Talents Melee (adept); missile (adept); athletics (adept); burglary (adept)

Attacks Enchanted long sword +5/+2 (+9 total damage; delay 10); short bow +4 (+4 total damage; delay 8)

Abilities Favored trait PWS; night vision (3 units)

Gear Enchanted leather armor +2/+2; boots of DEX +1; gauntlets of quick action (-1 delays)

Jellosik is a quiet and intense young shadow elf. His goals are purely mercenary. He has been well compensated from his alliance with Dogoth and Rordath and is loyal to them, although the term 'friends' may be a stretch.

Rordath Ossen

Medium Adept Dwarf Myrmidon 5 (D8)

DEX 4; MGT 7 (9); PWS 8; STA 7

ASP -2; INT 1; REA 2; WIL 3

Armor 8; Health 65; Initiative +4; Move 11

Talents melee (expert); armor (expert); athletics (adept)

Attacks Enchanted battle axe +6/+2
(+17 total damage; delay 12)

Abilities Favored trait MGT; night vision (3 units);
armor piercing signature move

Gear Chain mail armor +6; gauntlets of MGT +2

Rordath loves to fight and feast, and his membership in the Bloody Knuckles has given him the opportunity to enjoy his two loves. When Rordath enters town, two things are guaranteed: someone is getting into a fight, and a keg will be empty by the end of the night.

Permanent Residents of the Keep

Captain Tiran

Medium Adept Human Myrmidon 5 (D8)

DEX 4; MGT 4; PWS 6; STA 5

ASP 0 (+3); INT 5; REA 2; WIL 5

Armor 6; Health 52; Initiative +5; Move 10

Talents armor (expert); melee (adept); missile (adept); influence (adept)

Attacks Long sword +6 (+10 total damage; delay 12); bow +5 (+5 total damage; delay 9)

Abilities Favored trait WIL

Gear Chain mail armor +6; shield +5

Captain Tiran is a loyal soldier who has spent 20 years as Tessrail's man at arms, taking this important post when his friend took possession of the keep.

Gryphon Watcher

Medium Human Adept Myrmidon 3 (D8)

DEX 3; MGT 4; PWS 5; STA 6

ASP 0 (+2); INT 5; REA 2; WIL 3

Armor 3; Health 26; Initiative +5; Move 10

Talents Armor (adept); melee (adept); missile (adept); athletics (apprentice +2)

Attacks Short sword +4 (+8 total damage; delay 10) or light crossbow +4 (+4 total damage; delay 9, range 5)

Abilities Favored trait PWS

Gear Ring mail armor +3; light shield +3

These members of the guard are loyal and disciplined, although not above the occasional bribe.

Goth

Medium Human Menial (D4)

DEX 4; MGT 2; PWS 2; STA 2

ASP -1; INT 5; REA 1; WIL 3

Armor 0; Health 4; Initiative +4; Move 10

Talents Darkness (apprentice); lore (apprentice +1)

Attacks Dagger +1 (+1 total damage)

Abilities None

Gear Black leather pants (no bonus)

Goth considers himself a devotee of the god of death, and has dedicated his life and service to becoming Mythweaver: The Splintered Realm 2nd Edition

a vampire. In fact, Goth already believes he has begun the transformation into a 'lord of the night', now acting in ways to reflect this transformation. He wears black at all times, avoids sunlight, and wears a white, pasty makeup that makes him appear gaunt and hollow. Goth has a companion, the skeletal remains of a darken rat that he has animated named "Orkus Junior". He and "OJ" travel about town spreading his own legend and trying to convert others to the worship of the god of death (whose name often escapes him), but to whom he refers as "the dark king" or "the prince of skulls" (or another moniker, as the mood strikes him). When not worshipping his evil master, Goth writes poetry filled with references to blood, broken glass and tears. He talks regularly of something called "The Masquerade", but no one is quite sure what he means.

Luemas the Red, Sage of Gryphon Watch Keep

Medium Master Chosen Human Mystic 12 (D12)

DEX 6; MGT 2; PWS 2; STA 4

ASP 2; INT 6; REA 9; WIL 6

Armor 5; Health 108; Initiative +6; Move 10

Talents Arcanum (master); wilding (adept); quick spell; lore (expert +10); nature (adept +6)

Attacks By spell or enchanted quarterstaff +3/+2
(+7 total damage; delay 10)

Abilities Favored trait REA

Gear Enchanted robes +3/+2

Luemas is a middle-aged human with wispy grey hair and a jovial disposition. He is well liked by all, and portrays himself as intelligent if sometimes absentminded. In truth, Luemas has a keen eye, well aware of the deceptive nature of Gryphon Watch Keep's lord and of his ties to villainous organizations.

Tessrail Marakev

Medium Master Chosen Human Myrmidon 11 (D12)

DEX 5; MGT 5; PWS 6; STA 5

ASP -2; INT 7 (8); REA 4 (5); WIL 6 (7)

Armor 12; Health 119; Initiative +8; Move 10

Talents Armor (expert); melee (expert); missile (expert); parry; influence (master DT 18)

Attacks enchanted broad sword +10/+2 (+17 total damage; delay 12); enchanted crossbow +10/+2 (+12 total damage; delay 10)

Abilities Favored trait WIL; +4 to villain point rolls; focused strike (+12 to one melee strike/turn)

Gear enchanted chain mail armor +10/+2; ring of mental prowess (+1 INT, REA, WIL); ring of ASP masking (he reads as ASP 0)

The lord of Gryphon Watch Keep, Lord Tessrail Marakev is in some ways the worst kind of villain. He is not truly evil, cruel or vicious; he is simply greedy, self-absorbed and self-interested. His people view him as a good man, but this is only a byproduct of their success deriving from his. Unbeknownst to even his closest of allies, Tessrail secretly makes alliances with members of various organizations of evil. At some point, his purposes could easily cross those of the heroes.

The Crag of Chaos

The Crag of Chaos are the series of hundreds of caves among the broken, rocky landscape that stretches across the lands south of Gryphon Watch Keep. Each of the hundreds of caves among the crags has at some point been used as the base of operations for a creature of evil, although many now lay empty, waiting for new inhabitants to move in. Several have the hidden treasures of their former residents still hidden in their depths, while others hide creatures that have arisen from the deep to threaten the lands of man.

Designing a Cave Among the Crag of Chaos

Each cave among the Crag of Chaos has D10 chambers within. The majority of the caves are apprentice rank areas, holding minor beasts and creatures. Some are adept rank areas while a handful are expert rank. Any threat of greater than expert rank is immediately recognized by the local militia, and a team will be dispatched to deal with this threat. Threats of apprentice and adept rank are considered beneath the notice of the larger forces at work here, and the keep's leaders are quite willing to let bands of adventuring heroes plumb the depths of these caves to help keep the populations of evil creatures at bay.

Into the Gorge: An Introductory Adventure

This adventure is included for new heroes first starting on their way. It is designed for a group of 3-5 apprentice rank (level 1) characters. By the time they complete this adventure, the heroes should be adept rank (level 3). This adventure ends with a hook to lead the heroes into an extended exploration of a lost dungeon, and the first level of this dungeon is included in the next section. This adventure starts with the heroes perusing the goods in the marketplace of Gryphon Watch Keep.

Setup (to be read to the players):

You are shopping in the marketplace of Gryphon Watch Keep and look up from the cart of candles a vendor is selling to overhear an argument. A young boy no older than twelve is pleading with a guard, tears running down his face. The guard yells something at him and strikes the boy, knocking him to the ground. The guard turns and walks away, as the boy sits there weeping.

For the Mythweaver:

If the heroes want to attack the guard, remind them that the guards of Gryphon Watch Keep are more powerful than they are and this would easily get them killed (see page 123). The boy, however, is very happy to speak with them.

His name is Gim, and he is an urchin- a young vagabond living in the streets. He claims that he and his friend were out near the gorge throwing rocks, and the two were attacked by a group of giant rats. His friend was dragged off into a cave by the rats and he needs the keep to send troops to find and save his friend. The

guard has refused to help or report this to his superiors, and the boy fears that no one will help save his friend.

The Real Story:

There is no friend. The boy is a young thief who tried to steal from the hobgoblins of the gorge and was caught. Rather than having him killed, the hobgoblin chief made him an offer: find a way to wipe out the rat weren that the hobgoblins are feuding with, and the hobgoblins will pay him 5 gold coins. Since this is more money than he has ever seen, he gladly took the offer, fabricating this story to get the keep to send a force to wipe out the rats. It didn't work (obviously), and so he will try to get the heroes to do this for him.

Note: Gim has the statistics of a goblin footling, but with no night vision and +1 to DEX.

Getting There:

The gorge is one hour's travel from the keep. From the main road east, a narrow footpath winds down a stony embankment to arrive at the rocky bottom. From the top of the opposite bank, the heroes can see the expanse of the gorge to the east. Gim will take them as far as to the top of the shallow gorge, pointing out the location of the entrance to the rat cave (D). He will tell them not to waste time, and that the evil rats must have his friend. He will also warn them not to investigate the other caves, as they could hold great danger.

About the Caves:

The southern caves are clearly visible from above. Both caves C and D are obvious holes in the side of the rocky incline on the opposite wall. Caves E and F are hidden, and will require closer inspection of the cliff faces to find on the opposite side.

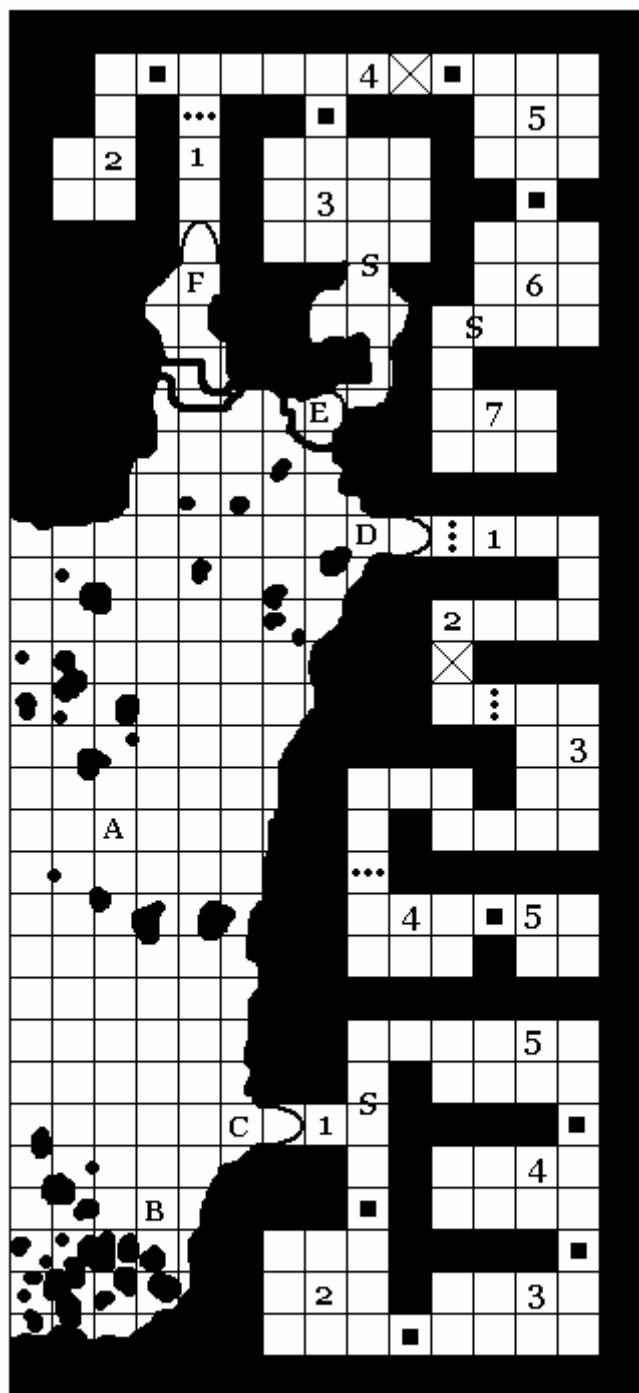
A. Battlefield

The heroes enter the gorge to see the obvious remains of a battle. The notable features are a decaying corpse of a human (who appears to have been dead for some time), and the bodies of two huge rats (having died more recently). The bodies are all filled with arrows, and another half-dozen arrows litter the area. There are a few things the heroes can find out if they investigate the area and ask questions.

- A successful DT 8 INT roll will allow the heroes to determine that the arrows came from the north end of the gorge.
- A successful DT 10 nature roll will allow the heroes to determine that the body is unnaturally preserved for how long it's been dead, and that something has

allowed the corpse to stave off further decomposition (it was an undead zombie).

- A successful DT 10 lore roll will allow the heroes to determine that the arrows are of hobgoblin craftsmanship.



The Rocky Gorge

■	S	...	X
Door	Secret Door	Portcullis	Pit

1 square = 1 unit

B. Ant Mound

If the heroes come within 6 units of area B, have them make INT rolls. On a roll of 6 or better, they see some movement in the pile of rocks to the south. These rocks are the home to a nest of 7 ant workers. These ants will rush out and attack any creature coming within 2 units of the rocks, or they will come out and defend themselves if they are attacked. They are hard to see among the shadows of the rocks, and only AOE attacks will work against them until they actually come out to attack (1-2 ants will be in any unit targeted by one of the heroes).

If the heroes search the rubble for at least 1 turn after defeating the ants, allow each to make an INT roll (DT 6). The first hero to roll 6 or better finds a skeletal hand buried in the rubble with a silver ring on its finger. A successful DT 6 lore roll will reveal that the ring is an apprentice ring of health, giving the wearer +4 to total health. This is a normal encounter worth 3 hero points.

C. The Acolytes' Hideout

The opening to this cave is visible from anywhere between areas A and B, and the entrance is covered in a number of signs. These hand-painted plaques read 'go away', 'leave me alone!', 'you've been WARNED', and 'beat it!'. These are set along the path leading up to the entrance, clearly visible to anyone within 6 units of the entrance of the cave.

1. Skeletal Guards

The entrance to the cave is watched over by 3 skeletal minions. They appear to be hanging inert on the wall; any creature entering the cave (3 units from where they hang) will cause them to animate and attack. They have no treasure. The secret door on the northern wall here requires a DT 8 INT roll to discover. It is not locked or trapped. This is a lesser encounter worth 1 hero point.

2. Spider Chamber

The door to this chamber is locked (DT 8 to pick or force). The floor of this chamber is covered in a thick coating of dried blood. The chamber is the home of a tomb creeper spider. This creature is hiding over the northern doorway, and will drop on the first character to enter the room (attempting to use its stealth to surprise, taking a free action against an unprepared target). There is nothing else of value in the room. This is a normal encounter worth 5 hero points.

3. Hall of Excavation

The acolyte has his zombies working here to dig up the floor. From either door, the sounds of picks and shovels clang loudly in the chamber. As long as some effort is made, the heroes will easily surprise the 5 zombies here. These zombies will drop their digging implements and fight the heroes as soon as they are aware of the heroes' presence. If the heroes have not defeated the acolyte already, he will hear fighting from room 4, and will enter at the end of the second round of

combat, joining and rolling initiative at the beginning of round 3. See below for the encounter value.

4. The Acolyte's Study

Both doors to this room are unlocked. The acolyte is here, poring over books and maps. He has a number of simple maps of the gorge (that he has drawn) with all sorts of notes on them. In addition, he carries a scroll case made of bone, and inside is a sheet of high quality parchment. There are directions within written in a wide, sweeping hand:

Pellin,

To prove your service to our master, you must find the entrance to the Lost Halls of Adlig Tor. These lie in one of the caves of the burrows, in a corner to the southeast of a secret door. When you find the entrance, only true moonlight will unlock the portal. Find it and report your success with all haste.

Also his in service,
Lady Amethyst Darkenhold

Pellin is in some trouble. He found this cave with its secret door (after searching dozens of caves in the region), and thought that he had found the entrance he was looking for. While he started to excavate, he sent word for Amethyst to send troops to enter the halls. Now, however, he is panicked. He did not find the entrance in the southeast corner (as he had thought he would) and now has his zombies working nonstop to dig, hoping against hope to open the portal before his boss shows up and realizes that he screwed up. The entrance is not here, but is instead buried beneath chamber 7 of area F, in the hobgoblin cave. Pellin has not slept in days, fear of his impending doom at the hands of his overlords hanging over his head.

If he is attacked from the north, he will call for help from chamber 3 (the zombie room), and zombies will arrive at the end of the second round, rolling initiative at the beginning of round 3 and entering the fight. If the heroes went around the southern route, he will have joined the fight to the south (in chamber 3), unless the heroes found some way to destroy all the zombies without making noise. Even then, the stoppage of work will likely draw his attention.

Pellin keeps a small locked chest at the southern end of this chamber. It has a trap that is DT 8 to both find and disarm. If the trap is set off, it releases a poisonous cloud. If this happens, all creatures in the same unit as the chest must roll STA (DT 6) or lose 1 point of STA for D4 days. A spontaneous light spell DT 10 will reverse this effect. Inside the chest are the following items:

- 160 silver coins (divided between two small sacks)
- 2 vials of unholy water
- An apprentice cloak of stealth +1

Pellin the Acolyte

Medium Adept Chosen Human Mystic 3 (D8)

DEX 6; MGT 2; PWS 3; STA 6 (8)

ASP -3; INT 5; REA 4; WIL 5

Armor 4; Health 30; Initiative +6; Move 10

Talents Darkness (adept); lore (apprentice +3)

Attacks Quarterstaff +3 (+5 total damage; delay 10)

Abilities ASP favored trait; +2 to villain point rolls

Gear Enchanted leather armor +3/+1

Treasure Signet ring of the Circle of the Serpent (worth 3 gold)

Notes Pellin will use spells in preference to melee if given the chance. Statistics listed include buffs.

See below for the encounter value.

5. Preparation Chamber

This room has been transformed into a makeshift shrine to an evil entity, Darksihde the Dragon King. Pellin uses this to prepare his undead servants and to store basic supplies. In this room are some basic adventuring supplies:

- 2 lengths of common rope (50' each)
- 12 iron spikes
- 20 torches
- 2 weeks of common provisions

Defeating Pellin with the zombies (in whichever order this happens) is a greater encounter, and is worth 8 hero points.

D. The Rat Warren

Note: the portcullises are set to be opened from the opposite side using a crank. Opening a portcullis with the crank takes one full round. However, if a hero tries to force the portcullis, this requires a MGT (+ athletics) roll (DT 10). Each portcullis has a durability of 10/20, as they are old and rusted.

1. Guard Post and Portcullis

Two rat weren stand on guard duty here. They are jumpy and paranoid, and will flee to get help from area 3 rather than fight. They will not cross the pit at 2, but will call for help from this side, waiting for someone to come from area 3 (which takes D4 rounds). This is a lesser encounter worth 2 hero points.

2. Pit Trap

The trap here requires a burglary roll or spontaneous arcanum spell (DT 8) to find. If not detected, the trap will open as the first hero passes over it. The first hero automatically falls in, but the next hero in order may make a DEX roll (DT 6) to avoid falling into the pit. The pit is 10' deep, and deals 10 points of falling damage (see rules for falling damage on page 23).

3. Common Room

This smelly and unkempt chamber is filled with bones from all sorts of small creatures, and a pack of

rats. There are 2 rat weren here and 6 darkling rats. They will attack as soon as they are aware of the heroes. In this room they also have a long plank (15') that they can drop across the area of the pit trap (see above). They have no treasure. This is a normal encounter worth 4 hero points.

4. Weren Chief's Chamber

There weren chief is here, along with the bulk of his tribe. These creatures are aggressive, and will attack immediately. Altogether, there are:

- The chief (a level 2 rat weren with STA 6; REA 2; WIL 3; health 24)
- His darkling rat "Scab" (stats as a darkling jackal)
- 4 rat weren
- 5 darkling rats

This is a greater encounter worth 7 hero points. None of these creatures carries any treasure, as all has been secreted away in chamber 5.

5. Warren's Treasury

The door to this room is locked (DT 10 to pick or force). The key for it is buried in chamber 4, 3' underground (and virtually impossible for the heroes to find). Inside the room are three large sacks and a wooden keg:

- The first sack contains 40 silver coins and 2 gold coins.
- The second sack contains 45 silver coins and a silver ring (that he doesn't know is magical, but is an apprentice ring of INT +1).
- The keg contains a poisoned wine. Rats are immune to the poison, but the heroes are not. The poison forces the drinker to roll STA (DT 8) or suffer the loss of 2 points of health for D4 days. This may be reversed by a spontaneous light spell (DT 8).

E. The Troglodyte Cave

The cave lies 30' over the floor of the gorge, and requires a DT 12 climbing roll to get to, unless a rope is used (then it's DT 8). The cave is the home to a troglodyte that the hobgoblins have forged an uneasy alliance with. It spends most of its time sleeping, and the heroes will find it asleep on a roll of 1-4 on D6. They can call for help from him, or it can call for help from them. Any call for assistance is answered in D4 rounds (from either side). If the troglodyte calls for help (which it will do on a roll of 1-3 on D6; it's not thinking clearly), 3 hobgoblins will come to its assistance.

Within, the troglodyte has a large barrel of poor wine (a gift from the hobgoblins, and something it has consumed over half of) and a small burlap sack filled with 70 silver coins and 10 gold coins, in addition to its normal gear. The secret door at the back of the cave requires a DT 10 INT roll to find. It is not locked or trapped. Defeating the troglodyte alone is a normal encounter worth 5 hero points, but if the 3 hobgoblins assist it, this becomes a greater encounter worth 8 hero points.

F. The Hobgoblin Stronghold

Like the cave at E, the hobgoblin stronghold here is in a cave set back from the edge of the cliff, 30' over the floor of the gorge. Climbing up the wall to the entrance requires a DT 12 climbing roll, unless a rope is used (then it's DT 8).

1. Guard Post

Behind a portcullis here are two hobgoblins are posted on sentry duty here. The portcullis may be opened from the opposite side using a crank. Opening a portcullis with the crank takes one full round. However, if a hero tries to force the portcullis, this requires a MGT (+ athletics) roll (DT 12). This portcullis has a durability of 10/20, as it is old and rusted.

These two guards are on edge from the constant fighting with the rats of cave D, and are itching for a fight. These two recently lost a fight with a group of rat weren (and had to retreat), now forced to take extended guard duty. Because they have much to prove, they will not sound an alarm if attacked. Each carries D6 silver coins. This is a lesser encounter worth 2 hero points.

2. Storage Area

The door to this room is unlocked. This is where the hobgoblins store their goods. There are several sacks of grain here, a wooden keg of poor wine, and several bundles of arrows (a total of 100 arrows). Hiding behind one of the sacks of grain is a midnight asp. It will attempt to use stealth to surprise one of the heroes. This is a normal encounter worth 5 hero points.

3. Common Chamber

The guards live here. At present, there are three hobgoblins in the room. At the back of this chamber is a secret door that leads to area E, the troglodyte cave. Each carries D6 silver coins. If the hobgoblins call for help, the troglodyte will come to their assistance on a roll of 1-3 on D6. If the troglodyte comes to help, it will arrive D4 rounds after being summoned. This is a normal encounter worth 4 hero points, but if the troglodyte becomes involved, this becomes a greater encounter worth 8 hero points.

4. Pit Trap

The trap here requires a DT 8 burglary roll or spontaneous arcanum spell to find. If not detected, the trap will open as the first hero passes over it. The first hero automatically falls in, but the next hero in order may make a DEX roll (DT 6) to avoid falling into the pit. The pit is 15' deep, and deals 15 points of falling damage (see rules for falling damage on page 23).

5. Common Room

There are nine hobgoblins living here. Two of these are full-grown hobgoblins and seven are young hobgoblins (use statistics for goblins). They are aggressive and ready to fight. Each of the adult hobgoblins carries D6 silver coins, but the young hobgoblins have no treasure. This is a normal encounter worth 4 hero points.

6. Chief's Room

The hobgoblin chief lives here with his servants. He is an adept rank creature of level 3 (use statistics of a gnoll for him). He has three normal female hobgoblins here with him. He has surrounded himself with several small wooden chests and clay urns, and piled up his various treasures here. He is decadent and fat, and unused to fighting (he will take +1 to all DTs for the first round of combat, until he gets his bearings). His treasure consists of:

- First chest (locked, DT 8 to force or pick): Contains 15 gold coins and 6 enchanted arrows (each gives +1 damage and is usable one time)
- Second chest (locked, DT 8 to force or pick): Contains a suit of enchanted holy ring mail armor +5/+1 (+holy bonus)
- First urn: Contains 150 silver coins
- Second urn: Contains 240 silver coins

This is a greater encounter worth 8 hero points.

7. Secret Chamber

The hobgoblin chief is the only one aware of the existence of this chamber. In the middle of the floor is a 10' wide stone circle carved with all manner of runes and sigils. Eight grooves run through the circle, dividing it into eight equal segments (like a pie). He has spent some time in here trying to figure out what these things mean or what this could be for, but has been unsuccessful in solving the mystery. He has scribbled several journals of notes trying to unlock its secrets.

- A successful lore roll (DT 10) will reveal that the runes and sigils are all ancient symbols for the moon.
- A successful burglary +REA roll (DT 10) will reveal that the whole thing is a mechanical device, that the 'pie pieces' will pull away once activated, and that there is something underneath this circle.

Exploring the rough-hewn ceiling of the chamber will reveal on a successful INT roll (DT 10) that one of the stones in the ceiling is loose. This stone is a façade, constructed with a corkscrew at one end. Turning the stone counter-clockwise several rotations will allow it to be removed, revealing a narrow (1' wide and 10' high) shaft that goes out into the open air above.

If this is left open (the stone kept out), the heroes will see something remarkable if they wait some time. At exactly midnight, the moon aligns directly over this hole, casting a narrow beam of pure moonlight on the center of the circle. This will activate the mechanism to open it, and the whole grinds loudly as the eight pieces recess to reveal a circular pit dropping into the darkness. The process of opening the pit takes one full turn. When this opens, the heroes have only one turn to go inside, since the pit remains open for only 1 turn. Once the moonlight ends, the pit will begin to close again (taking another full turn). Any creatures or objects caught in the wedges of the circle as it comes together will be cut, crushed or severed. Ropes will snap, limbs will be cut off, and a creature halfway into the pit will be

crushed to death. There is no way, magical or mundane, to prevent the pit from closing after moonlight moves off of it. The entrance to the halls below will open every night at midnight (taking 1 turn to open, remaining open for 1 turn, and taking 1 more turn to close), as long as the moonlight is not blocked. Of course, the heroes could decide to keep this secret for their own, returning the stone to its place blocking the moonlight, and returning to explore further...

Wrap Up

If the heroes decide to delve into the halls below, go right to the next section, the Halls of Adlig Tor. If, however, the heroes decide to go back to the Keep and sell what they've found, upgrade equipment and rest, when they come back they may find things different in Area F. Roll below for the changes since the heroes left.

New Residents (Roll D10)

Roll	New Residents of the Area
1-2	No new residents. The caves are as the heroes left them.
3	A group of five gnolls has been sent by Amethyst Darkenhold to check on Pellin's progress, and found him dead (or at least the remains of his camp). They were able to follow a trail here, and are now at the circle, trying to open it. They haven't reported their findings yet to Amethyst, but will if any survive a fight.
4	Jellosik Sillin of the Bloody Knuckles has been doing some solo exploring, and finds this cave. He is making notes about what he's found for his group when the heroes return.
5	A great constrictor snake has wandered in.
6	A rock troll has decided this would make an excellent home, and has begun to decorate with his collection of dwarven skulls.
7	A disciplined and well-organized group of 20 goblins has set up a base of operations here, setting up new lures and traps, developing a strong defensive strategy to repel attackers.
8	A darken wolf has come from the neighboring forest and is scavenging for rats and small snakes to eat.
9	A tomb creeper spider has come here to make its nest... not only is mommy here (with 35 health), but she has twelve babies (statistics as ant workers) who will swarm upon the heroes.
10	2 cockatrices lair here. The heroes may be warned of their presence by the new statues of a goblin at the front of the cave, and the collection of rat statues in the main hallway.

Of course, if the heroes were foolish enough to leave the false rock out and allow moonlight in, anything could have escaped from or traveled into the halls below. Lastly, if the heroes speak openly about what they have found, more than a few people in the keep will be interested. Before long, there will be a line out the door trying to get into the halls below and gather their lost wealth...

The Dungeons of Adlig Tor

This dungeon adventure is included to give an example of an extended adventure, as well as to provide samples of encounters, traps and treasures for you to develop your own adventures. This dungeon lies beneath the entryway located in chamber 7 of the hobgoblins caves (Area F, above). Once the hero group discovers this entrance, they can return again and again to plumb the depths of the newly-discovered dungeon complex, a sprawling series of levels descending deep into the darkness.

The heroes enter this dungeon either to simply explore a new area, or specifically to destroy the darkness gate in area 10. As the heroes explore, they may learn more about this gate and its function.

Dungeon Rank

The dungeon is designed for four characters of adept rank (level 3).

Area Encounters

The bulk of areas on the map are unmarked, left for you to fill in as desired. You may put specific encounters you devise in an area, or you may roll to see what is in a particular area. Roll D10 for each area to see what it holds:

Random Room Encounters (Roll D10)

Roll	Encounter
1-2	Empty area (no encounter)
3	Trap encounter (roll for trap type)
4	Lesser beast encounter (3-5 beasts of -1 rank)
5	Lesser beast encounter (1-2 beasts of same rank)
6	Normal beast encounter (6-9 beasts of -1 rank)
7	Normal beast encounter (3-5 beasts of same rank)
8	Normal beast encounter (1-2 beasts of +1 rank)
9	Secondary character encounter (other adventurers)
10	Combined encounter (roll twice, adding results together)

Random Encounter Types (roll D10 any time a beast encounter happens to determine beast type)

Roll	Type	Menial	Apprentice	Adept	Master
1-2	Darken Beast	Darkling Rats	Darkling Jackals	Darkling Badgers	Darken Wolves
3-4	Dread Insect	Ant Workers	Hornets	Tomb Creepers	Night Hunters
5	Humanoid	Goblins	Hobgoblins	Gnolls	Bugbears
6	Mythical Serpent	Mud Adders	Fire Snakes	Midnight Asps	Great Constrictors
7-9	Undead	Skeletal Minions	Zombies	Ghouls	Wights
10	Weren	Frog Weren	Rat Weren	Troglodytes	Boar Weren

* Each of these encounters has the normal chances for treasure by creature type.

Doors

All doors within are locked at DT 16, unless otherwise noted. There is a 1 in 6 chance that any door has also been fitted with a trap. Roll randomly on the traps table (see page 130) to determine the function of a trap on a door. If a trapped door is picked or forced without disarming the trap, the trap automatically goes off.

Listening at Doors

Listening at a door is done as an INT roll, and requires 1 full turn. Throughout this dungeon:

- A result of 10+ indicates great success. The heroes know what is beyond the door.
- A result of 8-9 indicates moderate success. The heroes have a good idea what is beyond the door.
- A result of 6-7 indicates marginal success. The heroes get some sense of what may lie beyond.

Secret Doors

Secret doors are fitted into the surrounding stonework, appearing as a section of normal wall. The characters must declare that they are searching an area for secret doors in order to find one, requiring an INT roll (DT 8) to find. Secret doors are not locked, but have a 1 in 6 chance of being fitted with a trap.

Traps

Traps require a burglary or spontaneous arcanum roll (DT 16) to find, and must be searched for to be noticed. A second roll is required to disarm the trap (DT 16). A target activating a pit automatically falls in, and any target in the same unit must make a DEX roll (DT 8) to avoid falling into the pit as well. A trap that 'attacks' a target (against DEX or PWS) is against an unprepared target, with the potential for critical damage.

Traps (Roll 1D for trap type)

Roll	Type of Trap
1	Poison Needle Trap. The character activating the trap must make a STA roll (DT 8) or take 6 points of poison damage /round for 2 rounds.
2	Poison Gas Trap. All creatures in the same unit as the trap must roll STA (DT 8) or take 6 points of damage per round for 2 rounds.
3	Arrow Trap. The attack is made as a D6+2 missile strike against the target's DEX (no roll allowed since the target is unprepared). If this attack strikes, it deals D8+6 damage, with the potential for critical damage. This damage is absorbed by armor.
4	Scything Blade Trap. The attack is made as a D6+2 melee strike against the target's PWS (no roll allowed since the target is unprepared). If this attack strikes, it deals D8+6 damage, with the potential for critical damage. This damage is absorbed by armor.
5	Spiked Pit Trap. Activating the trap opens the floor under the appropriate character, dropping the character onto spikes 10' below. The character automatically takes 20 points of falling damage (less athletics normally) and needs to make a climbing roll (DT 12) to get out. This damage is absorbed by armor.
6	Lightning trap. Activating the trap shocks the target, dealing 20 points of electrical damage. The target rolls INT (DT 10). Success indicates that the target suffers only 10 points of damage.

Key to Areas of the Dungeon

Area 1: Entry

This room has a magical rope coiled on the floor. The rope will only respond to a character of good. The rope will wind upward magically, allowing characters of good (and their allies) to ascend and descend at will. The rope cannot be removed from the room (if carried out of the chamber, it will automatically teleport back to the middle of the room). All four doors are locked normally (DT 10 burglary roll to pick or MGT athletics roll to force), although none of these doors is trapped. The ceiling here is 30' overhead (and exits into area 7 of the Hobgoblin Stronghold in the previous adventure).

Area 2: Cursed Treasure

This room is notable for two things: the large, ornate treasure chest along the north wall, and the two-headed serpent in the room protecting this chest.

The serpent acts as two great constrictors of normal abilities. It has a total health of 100, and the heroes effectively have to kill both before either will stop attacking.

The chest is locked (DT 16 burglary roll to open) but is not trapped. A mace lies within, covered in runes that radiate slight magic. The mace is *Blacktooth*, an enchanted mace +4/+3. Blacktooth has the following statistics: ASP -2, INT 1, REA 3, WIL 2 (EGO 8). It

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communicates via empathy, and will try to dominate the wielder to eventually betray his allies. Follow the rules given in the magical treasure section for intelligent weapons (see page 73). This is a greater encounter worth 9 hero points.

Area 3: The Spider in Flames

This area is filled with spider webs, and is dominated by a central pit, completely filled with webbing. The pit has a coating of 1' of oil at its bottom (hidden beneath the webbing) and will quickly light, dealing 16 points fire damage to all characters in the room in a sudden explosive flash. All characters in the room may roll DEX (DT 10) for half damage. The creature in this room is a level 7 night hunter spider with the following abilities:

- It is immune to damage from flame (including the explosion dealt by lighting the pit, if applicable).
- It has a lesser fire breath weapon. The spider will use its breath to set off the oil if the heroes haven't already. This breath weapon deals 30 points of damage to all targets in a stream 1 unit wide and 3 units long. Targets may roll DEX (DT 8) for half damage.
- It has 88 health.
- At the bottom of the pit is its treasure: 6 gemstones worth 10 gold each. In addition, one of the three keys the heroes need to enter area 10 is here.

This is a greater encounter worth 9 hero points.

Area 4: Pit Chamber

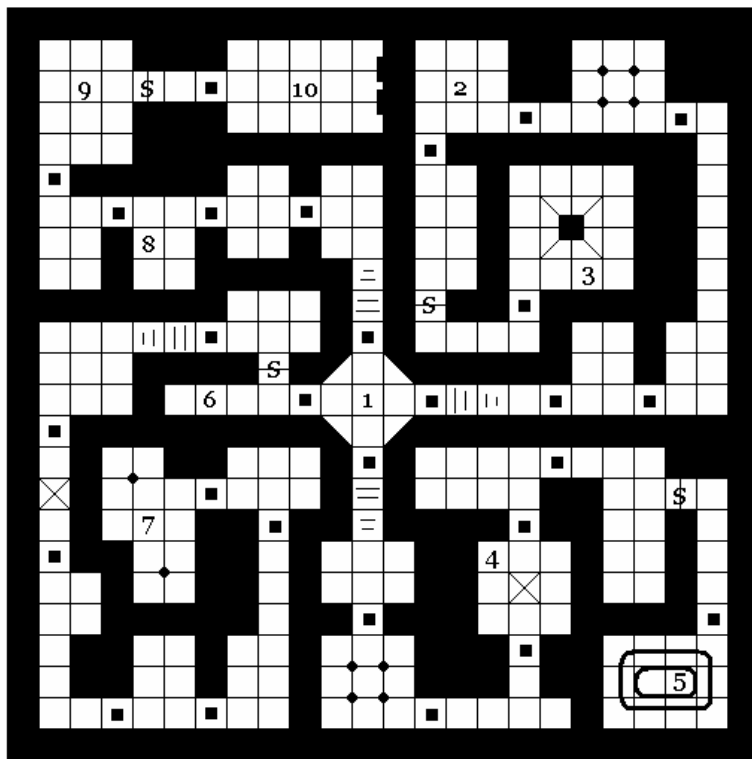
This room appears empty. The center of the room is host to a pit trap (DT 20 to find). The first character will fall into the pit, while all characters within 1 unit must roll DEX +athletics (DT 16) to avoid falling in as well. Falling into the pit deals 20 damage (a 10' drop with iron spikes in the bottom of the pit), although up to 10 points of this damage (from falling) may be negated by DEX and athletics normally. Four zombies are in the bottom of the pit, and will attack creatures falling into it. There is no treasure in here. This is a normal encounter worth 4 hero points.

Area 5: The Living Pool

This area is dominated by a large pool. The pool is 3' deep. At the center of the pool appears to be a large silver key. The key is one of the three the heroes need to open the door leading into area 10. It is protected by 6 water elementals (level 1) that live in the pool. They will attack en masse in two groups of 3, and will fight until destroyed. This is a normal encounter worth 4 hero points.

Area 6: Warded False Door

This hallway appears to end in an ornate door. The door is not trapped, but a lore roll (DT 16) will reveal that the door is prepared with protective runes. Any creature touching the door takes 20 points of lightning damage, ignoring armor. This rune cannot be disarmed through burglary, and must be magically dispelled using the rules for counter spells (DT 12 to cancel for 1 turn). Once the rune is discharged, it takes a



S	Secret Door	X	Closed Pit Trap	The Dungeons of Adlig Tor 1 square = 1 unit
■	Normal Door	■	Open Pit	
	Stairs	•	Pillar	

full turn to renew itself, and during this time it is safe to move through the door. Bypassing the door without setting off the rune is worth 2 hero points.

Area 7: Humanoid Temple

This area is a refuge for creatures of great evil. There are 11 humanoids here: 1 bugbear and 10 hobgoblins. There are also two pillars in this room, both made of smooth black stone. The bugbear has one of the three keys the heroes need to enter area 10, worn on a silver chain around his neck. In addition, he carries 50 gold coins in his belt pouch. This encounter is a greater encounter worth 9 hero points.

- Each of the pillars has a durability of 10/20.
- The northwest pillar has a pool of health shared by the creatures in the room of 30 health. Any damage dealt to any evil creature in the room comes from this pool first, after all other factors are considered. If a hobgoblin takes 10 points of damage, but 5 are absorbed by its armor, only 5 points are drawn from the pool of health in this pillar.
- The southeast pillar gives all evil creatures in the entire room a bonus to all actions of +1.

Area 8: Ant Chamber

A hole breaks through the ceiling of this room (10' up), and a steady stream of worker ants moves through this hole. As soon as the heroes enter the room, these ants will swarm upon them. A total of 12 ants will come in and attack in teams of 4, using the rules for en masse attacks. These ants have no treasure. There is no way for the heroes to approach the ant lair, since it is

nearly a quarter mile away through a tunnel less than half a foot wide. The ants are a greater encounter worth 6 hero points.

Area 9: False Gate

This room appears to have the shadow gate (from area 10). The north wall holds a massive black doorway. This doorway radiates slight evil, and any character of good will be uncomfortable near it. The gate is actually harmless and meaningless, and is merely a decoy. The gate has a durability of 10/30. If it's destroyed, denizens of the dungeon will rebuild it in D4 days. The secret door in the east wall requires an INT roll to find (DT 10), and requires the three keys to open (from areas 3, 5 and 7).

Area 10: The Shadow Gate

This area is locked with a door magically sealed to prevent entrance. The heroes do not have sufficient power to force or magically bypass the door, and must recover the three keys to open it (from areas 3, 5 and 7). Once all three keys are used, the door will slide upward and away, and cannot be closed again by the heroes.

At the far end of the chamber is a magical gate. This gate appears as a 10' wide arch surrounded by black stone. The stone is covered in carved magical runes; these glow with dark blue magic. The gate is a magical portal allowing exceptionally evil creatures (APS -6 or lower) to travel into the Shadow Lands, a land of great evil. The heroes are able to destroy the gate by dealing physical and/or magical damage to it. The gate has a durability of 10/60, and has 5 points of spell warding. The heroes must roll to hit the gate, but will automatically strike unless the attack roll is botched. It is impossible to score critical successes against the gate.

The arch itself is a field of darkness energy, dealing damage to good creatures who step within (damage equal to ASP). It only operates for creatures of ASP -6 or lower. The gate will magically protect itself. At the beginning of every round after it is attacked, it will summon one ghoul to defend it. This will continue with the gate summoning one ghoul per round until either the heroes stop attacking for three consecutive rounds, or the gate is disabled. The gate slowly recovers, regaining 1 point of structural durability every turn. If the heroes stop attacking it and leave for an hour to rest, the gate will have completely recovered all lost durability.

Once disabled, the field of magical darkness dissipates, revealing a cracked stone wall beyond. At the option of the Mythweaver, the wall may be broken through, revealing a staircase to a lower level (or several lower levels) housing the tomb of a vampire of considerable power, and possibly even greater dangers. In addition to all treasure and experience awarded to the heroes normally, they receive a bonus of 10 hero points for reaching and destroying the darkness gate.

Campaign Guide: A Primer to Del Anon's Eastern Reaches

What follows is an overview of the Eastern Reaches of the realm of Del Anon. It is arranged alphabetically, and includes notes about each area from the map on page 134 and notes from *Judah's Journal*, the diaries kept by the ranger Judah Marakev, providing a traveler's perspective on the importance or features of that location.

Special Areas & Features of Del Anon

There are several specialized areas and features of the lands of Del Anon. These are outlined below.

Magically Attuned Areas

Some areas are magically attuned to support or reinforce a specific type of magic. For example, a forest of 'good' may support light magic (giving a bonus to wielders of light magic) of +1 to +3, depending on the comparative strength of the area. A woodland with a magical attunement to light +2 grants all light casters a bonus of +2 to all action and result rolls when using light magic. Often, a magically attuned area is also magic dampening against the opposite effect.

Magic Dampening Areas

Some areas are magically energized to dampen the effectiveness of a specific type of magic. For example, a forest of good may inhibit the use of darkness magic (providing a penalty to wielders of darkness magic in the form of increased DTs) of +1 to +3, depending on the comparative strength of the area. A woodland with magical dampening to darkness +2 penalizes all darkness casters by increasing the DT of all action rolls by +2 when using darkness magic. Often, a magic dampening area is also magically attuned against the opposite effect.

Ephemeral Forests

An ephemeral forest is a woodland that was part of the nearly limitless faerie realm of Arvandor, but during the Great Reckoning the forest was ripped from its home realm and merged with what is now Del Anon. The Grandwood (the ephemeral forest of the Eastern Reaches) is a sentient creature, a collective consciousness that seeks to aid its native inhabitants and to impede those who stand in opposition. All ephemeral forests share the following characteristics:

- Ephemeral forests may only be successfully navigated by creatures of fay blood, including elves, brownies, gnomes, half elves, and related creatures (the fay, pixies, centaurs, fauns, dryads, unicorns).
- Creatures of fay blood receive +RM to all nature skill talent rolls while within the forest. All other creatures (not of fay blood) make all nature rolls at +20 to the DT while within the forest, and are likely to become hopelessly lost within its borders.
- Ephemeral forests are magically attuned to light magic, granting a +3 bonus to action and result rolls when using light magic.

- Ephemeral forests dampen darkness magic, imposing a +3 penalty to using darkness magic, increasing the DT of all darkness magic rolls by 3 points.

Connections to Other Realms

Only the thinnest tethers connect Del Anon to other lands, and some sages have suggested that, in the Splintered Realm as it now exists, Del Anon lies near the farthest edges of existence. Direct ties to other lands, specifically gates into Pandemonium or Valhalla directly, are not likely to exist. However, there are several gates into the Ethereal Realm (the nexus connecting all realities, see below) and to several Pocket Realms.

The Ethereal

The ethereal is an amorphous, misted limbo: a place with no true up or down, north or south. The ethereal exists beyond the reach of time or measurement (in terms of how humans understand such terms). The ethereal acts as a limitless sea connecting all realms, but also has native creatures and cities of its own, most notably of the City of the Messari (a race of evil psionic creatures).

Navigating the ephemeral realm takes great willpower. A character entering the ethereal realm for the first time must make a WIL roll (DT 10). Success indicates that the character is able to navigate through the ethereal realm. Failure indicates that the character becomes confused and disoriented, wandering aimlessly for D4 hours, allowed another roll at the end of this time, but likely lost and unable to find his way back to the original starting point. If the character fails three such rolls in a row, or if the character botches the navigation roll, that character is hopelessly lost in the ethereal realm and only the intervention of others will prevent the character from wandering aimlessly forever. Once this check is successful, that character may always navigate the ethereal.

A character traveling in the ethereal realm need only focus on his or her desired destination and begin traveling. Eventually, the character will arrive, although the distance between locations in the ethereal realm is inconstant, and a journey that required several hours one time may take a matter of minutes another time, but may require several days of travel on a subsequent trek. A creature's movement rate is equal to 15–WIL. A character with WIL 4 travels through the ethereal realm at move 11. A creature with WIL 12+ has a move of 3 while within the ethereal realm. Bonuses to move do not apply in the ethereal realm.

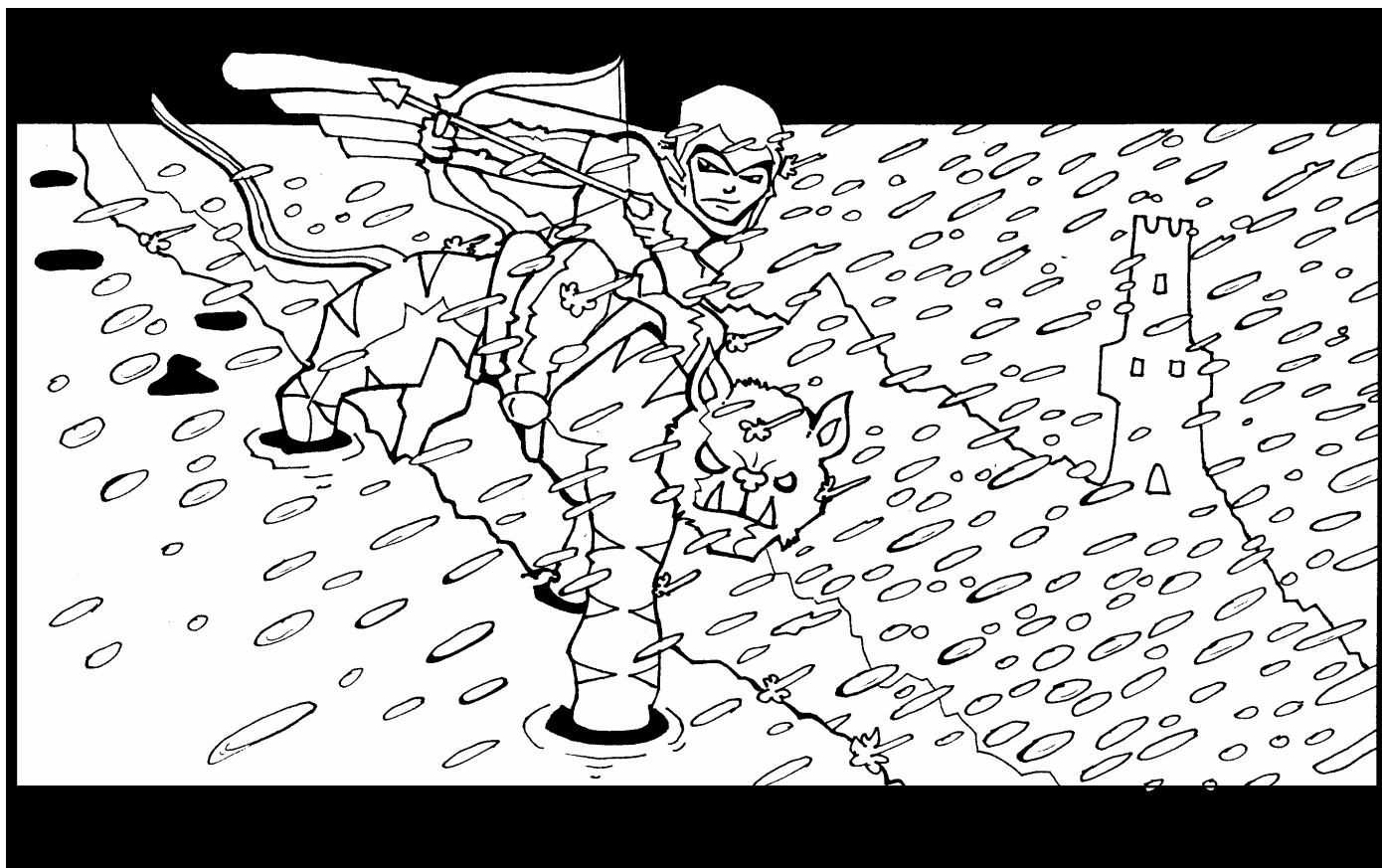
Ethereal skiffs are boats constructed to traverse the ethereal realm. Such vessels are driven by a single captain, who uses his or her WIL to determine the vessel's move, at the same movement rates as individual travel.

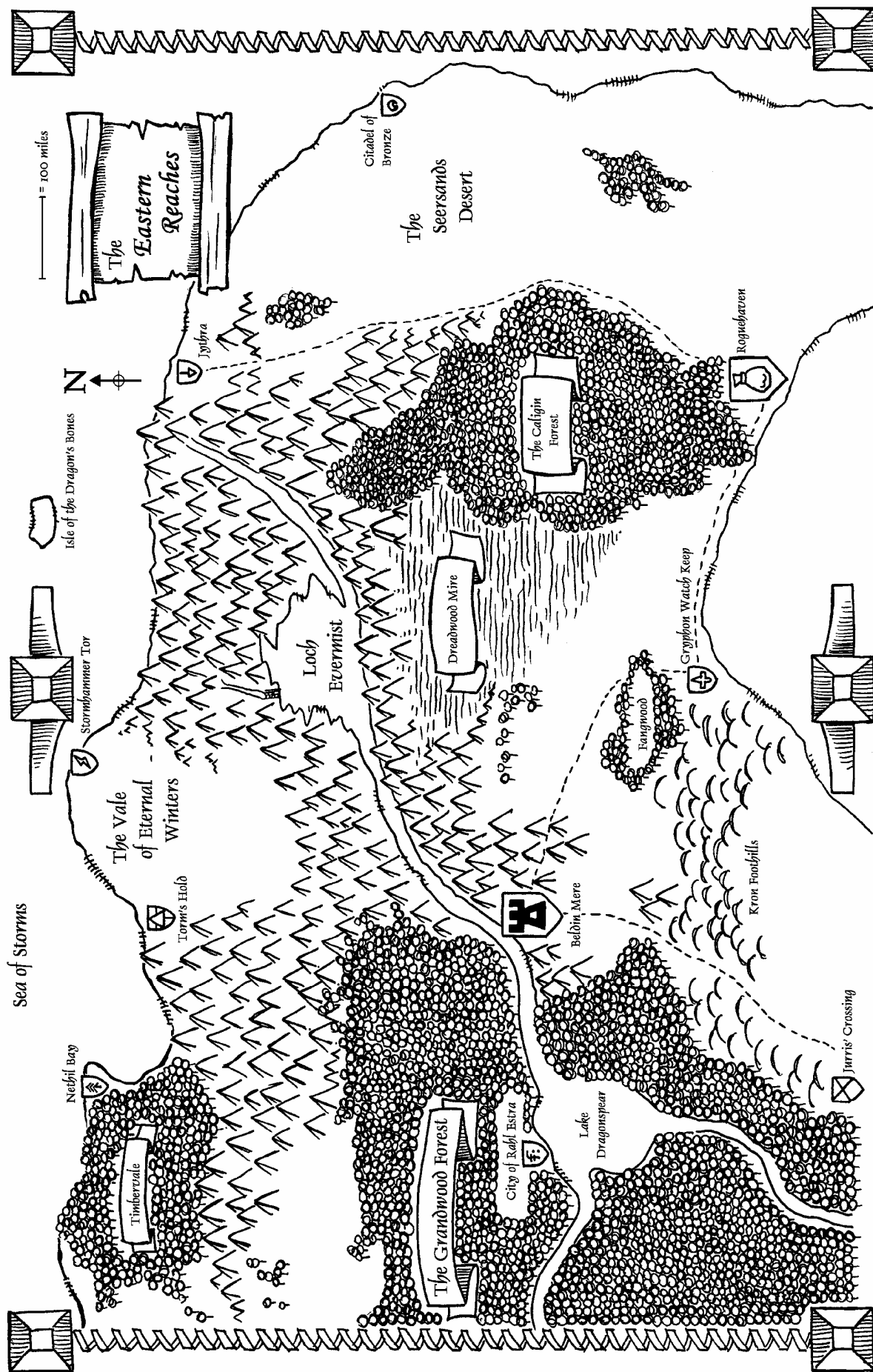
Pocket Realms

Pocket realms are smaller splinters of reality created during the Great Reckoning. While hundreds of other lands comparable to Del Anon exist with their own kingdoms, empires, regions and factions, a pocket realm is a small piece of a realm - a single castle, a mountain, a patch of forest - that has been isolated and cast adrift from other realities. Such pocket realms often contain a single type of creature, and are often lorded over by a single ruler. Pocket realms can pose a threat to the safety of the people of Del Anon, since gates to pocket

realms may be found anywhere, and the residents of such realms are often anxious to be freed from their perceived prisons or to conquer new lands. Pocket realms are likely to be magically attuned, and are often composed entirely of a single elemental energy (for example, fire), of darkness energy (known as a Shadow Land), of a particular creature (a pocket realm that is composed of a massive maze ruled entirely by minotaurs), or of unusual creatures and situations. For example, a pocket realm may have a yellow brick road leading to a powerful wizard who can provide transport home, but which is ruled by an evil witch subjugating all creatures, including an offshoot race of brownies, animated scarecrows and talking humanoid lions.

Escaping from a pocket realm once trapped there is often as difficult as finding your way to the realm to begin with.





Key to the Map of the Eastern Reaches

Beldin Mere (Greater Paragon Metropolis)

Beldin Mere is the city of dwarves. This city was founded by rebel dwarves within the Barrens, fortified to stave off humanoid and giant invasions. This it did successfully for nearly 200 years until the Great Reckoning transferred the entire city (and part of the mountain range it was in) into the realm of Del Anon. Now, the city rests in a much more approachable (and far safer) area, but the dwarves of the city have softened their militant stance only slightly. Beldin Mere remains one of the most defensible and fortified locations in the entire realm. Beldin Mere boasts a population of nearly 15,000 dwarves, as well as over 2,000 other permanent residents, mostly human. A council of dwarven elders rules Beldin Mere, making all decisions for the city, appointed as members of the noble houses of the clans that helped form the city before the Great Reckoning.

Judah's Journal:

The dwarves of Beldin Mere are a hardy, boisterous lot. They enjoy strong drink and loud song, but value hard work and practical employ. They are suspicious of the fay, which they consider both untrustworthy and 'soft', but are open to trading with humans. They bear great resentment against orks, and an ork in their city will be eyed with suspicion, the target of whispered insults if not open assault.

One of the more famous landmarks in Beldin Mere is the Inn of the 99 Ears. This huge inn can accommodate over 250 visitors a night. Its most notable feature is the collection of ears of 99 bog trolls that adorn the walls. Each night, these ears are singed to keep them from regenerating (which they eventually would, becoming bog trolls over the course of several days). The smell of the burning ears wafts for up to several miles around the city, and has proven to be an incredibly effective troll repellent, as the trolls of the region rarely travel within a league of the city.

Caligin Forest

The Caligin Forest is sprawling and wild woodland, the most untamed of all such woodlands in Del Anon. The Caligin Forest is the home to several factions of druidic orders, some very peaceful but others quite militant.

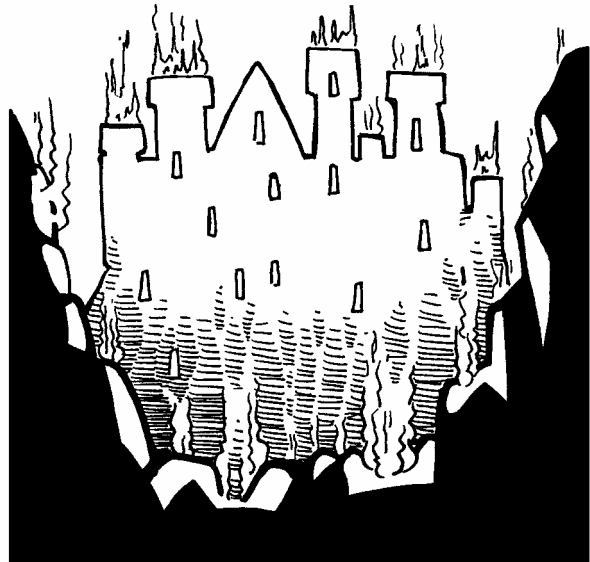
Judah's Journal:

The Caligin Forest is a pristine and virgin woodland, the most ancient such forest in all of Del Anon. Before the Great Reckoning, it rested at the far edges of the lands of man, and only in the last handful of centuries have civilized cultures sent campaigns into the forest to explore. These have returned with tales of ancient barbaric cultures and massive stone temples deep in the heart of the forest, many containing untold treasures.

Citadel of Bronze (Paragon Metropolis)

The Citadel of Bronze is just that: a huge fortification constructed entirely of bronze. The entire hold burns with magical fire, and stepping within the gates of the city causes a creature to automatically suffer 6 points of damage from elemental fire every round. Because of this powerful enchantment, only creatures warded against or immune to elemental fire live within the city. The citadel is inhabited by a wide range of creatures composed of or attuned to elemental flame, and may also house a stronghold of the Fire Sorcerers.

The Citadel of Bronze is magically attuned to elemental fire, granting a +3 bonus to action and result rolls of all creatures using elemental fire. The Citadel is also an area of magic dampening to elemental cold, and all action rolls using cold magic are penalized by +3 to the DT.



Judah's Journal:

I've never been to and never plan to enter the Citadel of Bronze. While some whisper of a Fire Sorcerer stronghold deep within the citadel, I believe such rumors to be fact, and I am certain that Chandar the Archmage spends his days in the heart of the citadel plotting against the other people of the realm. Less certain is the exact nature of the elemental fire that consumes this citadel, although the most likely explanation is that the citadel rests atop, or may in fact be, a conduit into a realm of elemental flame.

Dreadwood Mire

This massive swamp of over 20,000 square miles is the home to the most vile and nefarious of creatures. The entire bog is attuned to darkness magic, granting a +3 bonus to action and result rolls of all creatures using darkness magic, and is also enchanted to dampen light magic, imposing a penalty of +3 to the DTs of all light casting rolls.

Dreadwood Mire teems with undead (and far worse) creatures, and is known to hold at least a dozen magical gates to pocket realms of evil within its vast expanse. Some believe that a gateway into the heart of Pandemonium itself lies within the mire, although such a gate would be guarded by nearly immortal evil and would be virtually unassailable by the forces of good.

Judah's Journal:

I am intimately familiar with Dreadwood Mire, having spent a decade imprisoned in one of the many dens of evil within its margins. The mire is home to all manner of evil entities, and I suspect its dark recesses hold even more awful and powerful beasts than have thus been encountered by the men of the realm. Dreadwood Mire is certainly a conduit to many shadow realms, and more expeditions of noble adventurers have disappeared within the dark horizon of the mire than have returned. Those that do return bring far more tales of woe and suffering than they do riches or wealth.

It is likely that the strongholds of a number of very powerful creatures lie within the mire, most notably that of the Shadow Dragon King Darksihde.

Evermist River

The Evermist River starts in the northeastern corner of the continent (near the eastern edge of the Iron Ridge Mountains) and runs into and through the Grandwood Forest.

Judah's Journal:

If ever a physical feature were appropriately named, it is the Evermist River. This cold, slow-moving river is constantly shrouded in a thick fog that envelopes the river and also extends through the valley it has cut into the heart of the Iron Ridge Mountains. The mountains loom greatly on both sides of the narrow passage through the rock, but the banks of the river teem with all manner of evil humanoid creature. Travel along the river is exceedingly dangerous. The river averages nearly 30' deep in most places, although sections of rapids and shallows inhibit any regular traffic by larger boats.

The Evermist River is important as the point of entry for visitors to the fay city of Rahl Estra, and only boat travel from the eastern edges of the wood to the city are possible for any non-fay, as all other travel into the forest is invariably doomed to leaving the traveler hopelessly lost, his fate in the hands of the fay.

Fangwood

A small but active woodland, Fangwood rests at a central location in Eastern Del Anon. Its eastern fringes lay within a day's travel from Gryphon Watch Keep.

Judah's Journal:

I spend a great deal of time in Fangwood, and I am constantly surprised by how thick the small woodland is with malicious creatures; in the last two winters alone I have battled two tribes of werewolves, a small bandit army, a clan of bugbears and dozens of spiders. While I suspect (and continue to search for) an evil gate of some kind hidden deep in the forest, I have yet to uncover one. I suspect that some larger force or object continues to draw these creatures into the wood, but the source continues to elude me.

Grandwood Forest

The Grandwood is an ephemeral forest, the largest such forest in the realm of Del Anon. The Grandwood Forest is considered by its residents a unique and independent realm and rules itself as such. There are two major cities within the Grandwood Forest: the City of the Moon, and the City of Rahl Estra.

The City of the Moon is also called the "Forbidden City", and fay creatures restrict entrance to pureblood fay only. Even half elves are restricted from entering this city, which the creatures of this region consider pure and untainted by outside influences. By contrast, the City of Rahl Estra serves as the means for the fay to interact with the rest of the realm (see entry for Rahl Estra on page 138).

The Grandwood Forest is the home to a wide range of flora and fauna unique to this woodland and found nowhere else in Del Anon, making this a favorite place for alchemists and naturalists to gather raw materials for their potions, salves and ointments.

Judah's Journal:

The entirety of the Grandwood has a dreamlike, ethereal quality. The forest is strictly and tightly under the control of the fay, and few other creatures frequent these woods. Travelers not of fay blood should be wary, as even though the fay are generally good-natured, those in the deeper parts of the wood will waylay travelers whom they see as a threat, and these travelers may quickly meet a violent end or be magically (and unwillingly) bound to serve a fay master.

Gryphon Watch Keep

Gryphon Watch, although a small keep, has become an important landmark along the trade routes through the east, as it sits at a pivotal point along the main trade artery running from east to west. Gryphon Watch Keep is covered in detail on pages 120–123.

Judah's Journal:

Gryphon Watch is the ideal place to spend a few days in relative comfort and safety while still within easy travel of several adventuring locations. I would suggest that any young traveler looking for adventure and exploration begin his or her career at Gryphon Watch Keep.

Iron Ridge Mountains

The Iron Ridge is a vast and sprawling mountain range that was transplanted from the Barrens during the Great Reckoning, and as such is rife with all manner of evil humanoid, troll, darken beast and mythical serpent imaginable. Dozens of powerful dragons lair throughout the range, and the tribes of goblins, bugbears, trolls, ogres and giants residing (and fighting amongst themselves) in the mountain range is beyond measure.

The Iron Ridge Mountains vary widely in their nature; the northernmost peaks are icy and cold, averaging over 25,000 feet tall in many cases. The eastern peaks are lower but are filled with active volcanoes and huge pools (some over a mile across) of boiling lava. The southern peaks are rocky and barren (especially those south of the Evermist River and Loch Evermist), hosting the largest numbers of humanoids. The western mountains are forested and rugged, becoming a breeding ground for a wide range of darken beast and warring tribes of assorted lycanthropes, but also having large hot springs and assorted tar pits.

Judah's Journal:

Although this is considered a single range, the nature and climate of the mountains varies widely depending on where you are within the range. I would suggest that you travel with extra supplies and a number of friends, as the giant and ogre tribes throughout these mountains are especially cruel and unfriendly, and have an uncanny knack for finding and disposing of lesser creatures.

Isle of the Dragon's Bones

The Isle of the Dragon's Bones lies in the eye of the mighty hurricane that constantly rages in the northern Sea of Storms. The Isle exists beyond the reach of time and beyond the influence of the rest of the realm, home to ancient creatures.

Judah's Journal:

I have never been to this island, and I have little desire to go. Rumors abound of prehistoric creatures, lost races of man, and ancient magic now forgotten in all other places. None of these appeal to my particular interests, although I can understand why adventurers set off to explore this lost land.

Jurris' Crossing (Expert Town)

Jurris Crossing is a large town of nearly 1,500 humans resting along a secondary trade route moving southward through a barren wilderness, and serves as the last holdings of man in this region before the terrain becomes mostly unexplored wilds beyond. Jurris' Crossing is most notable as the place where the Knights of the Sun launched their final assault into the realm of Valhalla. Before this assault, Jurris (the high priest of Yahalla) stood against the knighthood and was killed in the temple. He has since been reborn as a demigod

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(known to the residents of this town as St. Jurris), and his church (the Temple of Saint Jurris) stands as the oldest extant temple to the goddess Yahalla, serving as the launching point for any quest to restore the fallen goddess to her rightful throne.

Judah's Journal:

Those looking for a quiet town governed by sensible people, and which provides excellent protection from the dangers of the world, would be well advised to settle in Jurris' Crossing. The people of the Crossing are among the most open minded and hospitable as you will find in the realm, and the Church of Yahalla is an awe-inspiring tribute to the dead goddess, as well as a powerful hold of good.

Jythra (Master City)

Jythra, the city in the clouds, is a sprawling complex set atop the highest plateau in the realm. At a height of nearly five miles over sea level, Jythra affords an unparalleled view of the realm when the weather is clear, but more often than not is covered in a dense fog. Jythra is the home to over 5,000 humans, but also counts hundreds of humanoids among its citizenry.

Jythra prides itself on being a 'free city', and some believe that the massive tunnel complexes beneath Jythra may hold the final resting place for the body of Yahalla, making this a popular destination for Knights of the Broken Order who seek her tomb.

Judah's Journal:

The markets of Jythra are constantly bustling with trade from all lands, and the view from the spires of Jythra is a sight to behold (if you'd pardon the cliché). The vast network of crypts and tunnels beneath the city has served as a life's work for several adventuring companies, and the full scope of these tunnels has yet to be explored and mapped.

Kron Foothills

The Kron Foothills are a series of low-lying and desolate hills. This region is the home to a slew of humanoids and mythic serpents (in addition to a collection of darken beasts). While human and demi-human travel in the region is minimal, the hills hold a number of valuable silver mines, and dozens of small strongholds have sprung up within the hills to support mining operations. The creatures of the area constantly threaten these settlements (many with fewer than 20 residents), and ongoing conflict is the only constant here.

Judah's Journal:

The control of the silver mines is hotly contested, and I suspect that the Thieves' Guild of Roguehaven keeps a steady hand in all activities here, in spite of the geographic distance from the city. I have encountered several individuals in the hills who have the look of spies, and it is likely that many of the bandits are paid in coin from Roguehaven's coffers.

Lake Dragonspear

During the Great Reckoning, the arch dragon Cinnabryl (ruler of all good dragons) was slain by the forces of man as they marched on the stronghold of Valhalla. In order to bypass the dragon guardian, they employed a powerful artifact, the Dragon's Spear, with which they slew Cinnabryl. Her death throes left a crater 100 miles wide and a mile deep, and this tomb filled with water in the years immediately following the Reckoning, becoming Lake Dragonspear.

Many believe that the tomb of Cinnabryl, and the lost Dragon Spear, rest at the bottom of this lake, a location that the fay fiercely guard.

Judah's Journal:

I don't believe that either the bones of Cinnabryl or the Dragon Spear will ever be recovered. Both of these are not only submerged beneath a thousand feet of water, but are watched over by a cadre of powerful magic and fay creatures of questionable motives.

Loch Evermist

Loch Evermist is an ancient, incredibly deep body of fresh water teeming with malicious life. This loch once rested in the Barrens, and was home to all manner of evil water beast. It was transferred to the realm of Del Anon during the Great Reckoning, but it remains host to great darkness in its vile depths.

Judah's Journal:

Only a fool would attempt to cross the loch by boat, as it is well known to harbor massive serpents, wicked beasts of great power and size, and likely a number of portals to other realms. Its bottom has not been sounded, and I would wager that it never will be. The loch may in fact have no bottom, its lowest depths transferring one directly into a section of the realm of Pandemonium or into an aquatic shadow land.

Nethil Bay (Greater Master City)

Nethil Bay is known as the "merchants' city", and it is one of the most prosperous cities of man, with a population of over 8,000 human residents among a handful of creatures of other races.

Nethil Bay is a new city, founded by displaced human tribes after the Great Reckoning who founded it as a center for shipbuilding and logging operations. Consequently, Nethil Bay became a center for fishery and whaling, and the fishing companies that brave the harsh winters here have earned great wealth. Over the last fifty years, Nethil Bay has grown into the largest trade center in the realm (excepting Roguehaven, which brings with it greater risk) and powerful guilds have arisen as well. Nethil Bay's residents have thrown off old traditions of feudalism and orders of knighthood, embracing such concepts as social class (including an emerging middle class) and the importance of guild affiliation.

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Judah's Journal:

I am not a fan of cities, preferring the freedom afforded by wild lands and unmapped locations. This may explain my distaste for the political maneuvering and constant dealing that are the hallmarks of daily life in Nethil Bay. One cannot argue with its financial success and stability, although it must be a tempting target for the neighboring orks of Torm's Hold both as a military and economic conquest. I would have to assume that the only reason such a campaign has not already been launched is that the ruling council of Nethil Bay may have bought off General Groth, and it is not beyond reason to think that the rulers of Nethil Bay secretly financed his recent rise to power to provide additional stability in the region, in spite of the danger a unified ork army could present. I'd call this a dangerous gambit, but a necessary one if gold is one's primary consideration.

Oceanus

Oceanus is "the sunken city", once the human city known as Belcathra that sunk beneath the waves during the Great Reckoning. It is now the holding of the sea elves, an offshoot of morning elves able to breathe underwater. They have an underwater empire comparable to the surface empire of the elves of Grandwood, and are allied with the races of the underwater realms, most notably the mermen who rule a number of small underwater kingdoms. Over 10,000 sea elves dwell within Oceanus, secluding themselves completely from surface dwellers.

Judah's Journal:

The creatures of Oceanus make the fay of the City of the Moon appear friendly and approachable. These are distant and suspicious creatures, and travelers daring to approach the borders of the sunken city had best be prepared to pay handsomely or to fight viciously, as entry to this city is not given easily to outsiders, especially surface dwellers.

Rahl Estra (Greater Expert City)

After the Great Reckoning, the fay races of the Grandwood Forest fiercely debated if and how they would interact with the new creatures now massing at the borders of their kingdom. The solution was, in part, to develop a single point of entry by which outsiders could communicate and trade with the fay, but beyond which further entry to the forest was forbidden. At the center of the forest, the City of the Moon was dedicated as the seat of all fay power, a city forbidden to any not of pure fay blood. Conversely, at a point where the forest touched the lands of man (in this case, at the northern edge of Lake Dragonspear), the City of Rahl Estra was founded. It is now the home of 2,500 fay in addition to the hundreds of visitors from throughout the realm who frequent the city, arriving on riverboats from the east and west.

The city is best known for two things: its busy trade district, and its infamous pits. The trade district is the best place in the realm to find exquisite objects crafted by fay hands. The Pits of Rahl Estra is a massive prison complex beneath the city, the virtually inescapable penalty imposed upon those who would pose a threat to the Grandwood Forest or its fay residents.

The City of Rahl Estra is ruled by five delegates from the peoples of the forest, members of the ruling families that preside over all fay affairs from the City of the Moon deep in the heart of the forest, beyond the touch of mankind. This ruling council tends to take a softer stance on outsiders than other fay creatures, and has provided Rahl Estra with an open if still somewhat guarded atmosphere in which travelers may interact and trade with the fay people. These rulers include:

- The elfin Lady of Rahl Estra, Illia Silvershadow. Since this was an elfin city, Rahl Estra's lady is an elfin princess, second daughter of the High Queen.
- Oberion, Prince of the Brownies.
- Titus, Thane of Centaurs. Titus oversees the defense of Rahl Estra and its military.
- Mustardseed, Countess of the Sprites.
- Tithania, Handmaiden of the Dryad Queen.

Judah's Journal:

I have been to Rahl Estra only two times, and I have little desire to visit again. While the items available for barter are exquisite, I find the fay arrogant and self-important. They make little secret of their superiority to other races and have only opened a portion of their borders to take the money of other races; therefore, I have little regard for most fay.

Roguehaven (Greater Paragon Metropolis)

Roguehaven is known as the "city of thieves", and its 15,000 residents and leaders (the vast majority of whom are human) make no alternate claims about its nature or demeanor. It is a city founded for and dependent upon illegal activity for its survival. Roguehaven is a den of thieves, brigands, bandits and assorted humanoids. It is a society in only the loosest sense, and law in Roguehaven is more a matter of the whimsy of the constables and judiciary (such as they are) than rooted in any code of law. Open violence is strongly discouraged within the city gates, although minor skirmishes and fights generally will be ignored.

Judah's Journal:

If you want it, you can get it here; if you don't want it, you can probably get rid of it here. As long as you don't care about with whom you are doing business, this is a great place to conduct trade. The strongest thieves' guild in the east is centered here, and this forms the epicenter of most of the political intrigue in the realm.

Scaled Coast

Before the Great Reckoning, the area now known as the Scaled Coast was part of the wild lands of the Barrens. Since the Great Reckoning, this area has been settled by men who see it as a necessary trade route between major areas. The scaled coast holds hundreds of caves and hidden strongholds once used by a variety of humanoids (and other more degenerate and evil creatures) from before the Great Reckoning, many still awakening as time goes on, coming to the surface and posing a threat to those living and traveling in the area. The Scaled Coast is not an official region, but is an informal moniker attached to the area ranging the entire expanse south of the Iron Ridge Mountains, running from the Grandwood Forest in the west to the Seersands Desert in the east.

Judah's Journal:

The Scaled Coast is the best place for a young adventurer ready to see the world to go. The area is bordered by a number of important trade centers, and good roads run through the region. The number of smaller ruins and humanoid settlements that dot the landscape offsets this benefit. There is always work to be found as a bodyguard, mercenary, or sword for hire. The constant humanoid skirmishes, competing bandit armies and wandering barbarian tribes make this land wealthy with opportunity for those unafraid of danger.

Sea of Storms

The Sea of Storms surrounds the entire northeastern section of the continent, making waterborne travel difficult, especially in the northeastern-most sections, as hurricane-force winds routinely buffet the coastlines.

Seersands Desert

The Seersands was once a mighty nation in the lands of man before the Great Reckoning, the western edge of the lands of the Philosopher Kings, nearly immortal sorcerers of great power who had established a powerful, wealthy empire. In the decades before the Great Reckoning, as internal strife among mankind grew, the area was consumed by a magical fire that devastated the empire of the Philosopher Kings and left the entire valley a vast and desolate sea of sand and ash.

Judah's Journal:

The Seersands Desert is covered in ruins of the lands of the Philosopher Kings, and vast complexes sprawl beneath the seas of dust. Those seeking great treasure, or an excruciatingly painful death, are often drawn to the windswept dunes of this vast wasteland.

Stormhammer Tor (Master City)

Stormhammer Tor is a mighty fortress held by over 5,000 dwarves at the eastern edge of the Vale of Eternal Winters. The dwarves here are exceptionally hardy, withstanding the deadly cold to the west and the constant raging storms in the seas to the north. Travel to and from the Tor is treacherous, as it is impossible to bring boats of any kind within 100 miles of the Tor due to the rocky coastline and tumultuous waters. The rugged Iron Ridge Mountains and the inhospitable Vale of Eternal Winters likewise inhibit overland travel.

The entire complex that makes up Stormhammer Tor is a magically attuned area. Any creature using elemental lightning receives a bonus of +2 to all action and result rolls with elemental lightning while within the walls of the fortress.

Judah's Journal:

By contrast with the dwarves of Beldin Mere, the dwarves of Stormhammer Tor are dour and unwelcoming. While the clans that founded Beldin Mere have found life in Del Anon more agreeable than their former existence in the barrens, such is not the case for the dwarves of Stormhammer Tor. These dwarves continue to see everyday existence as brutal, and have etched out a difficult living off of the meager offerings of the barren mountains, raging seas, unending thunderstorms and frozen wastes that surround them. Their one reward for their efforts is the vein of mithril mines tucked beneath their stronghold, the largest such vein in all of Del Anon. The dwarves guard these mines jealously and unearth the mithril with zeal, a zeal almost matched by that they put into the worship of their patron, the thunder god Toren.

Timbervale

Timbervale is a coniferous forest where overnight temperatures often drop below freezing even during the summer months, and which sees regular snowfall in the winter. Timbervale is comparatively subdued compared to other forests, and the trees of Timbervale are considered among the finest in the realm for shipbuilding and other construction.

Judah's Journal:

While the northeastern portions of this wood have been tamed and explored by man, much of the rest of this woodland remains unexplored. Only the hardiest of creatures are able to eke out a living here, and specimens are typically of the strongest and most powerful of their kind. Winter never ends in Timbervale.

Torm's Hold (Paragon Metropolis)

This sprawling military complex is the home to over 25,000 orks under the single command of the mighty General Groth. While Torm's Hold has historically been torn asunder by centuries of chaos and civil war, Groth has brought the region's first peace since it was transplanted from the Barrens into the realm of Del Anon during the Great Reckoning. The remainder of the realm keeps a watchful eye on this holding, as a cohesive force of orks under a single powerful leader poses a continual threat to the rest of the realm.

Judah's Journal:

General Groth's rise to power was both surprising and unprecedented. No one thought that one leader could unify all orks under a single banner, but Groth has done just that. The saving grace for the rest of the realm is the relative inaccessibility of the holding. There is no easy way to move large armies to or from the fortress, as the physical barriers surrounding it make travel difficult. Eventually, the orks will need to pick a fight with someone, and I'd lay odds that Groth will find a way to use the legions at his disposal to gather more power before he'd allow it to be ripped from him by rekindled civil war.

Vale of Eternal Winters

The Vale of Eternal Winters is a huge expanse of ice and snow, a vast frozen wasteland. The Vale was once a fertile, lush valley populated by fay creatures, but during the Great Reckoning was transformed into the current icy waste. A number of cities and fortresses lie beneath hundreds of feet of snow and ice, and several expeditions have been undertaken to recover lost relics and priceless treasures from below.

Judah's Journal:

I have only undertaken one sojourn into the Vale of Eternal Winters, and it was the most difficult summer of travel in my life. It took my expedition two months to cross the waste, and we were immaculately prepared, or so we thought. The Vale of Eternal Winters may just be the most inhospitable land in the realm. There are few beasts that roam this cold wasteland, but these are invariably huge, powerful and ravenously hungry. While some feel there is great treasure to be found plumbing the depths beneath the ice fields of the Vale, I think such pursuits are foolhardy in the extreme. The risks of a normal expedition into lost lands is always fraught with danger, but expeditions here bring the added risk of collapsing tunnels of frozen ice, sudden deadfalls of hundreds of feet masked beneath a thin veneer of dusty snow, and overnight temperatures that will freeze exposed flesh in minutes.

Religion in Del Anon

Before the Great Reckoning, religion was monotheistic; all creatures paid homage to Yahalla as the one true goddess. Her brother Bael the Destroyer was worshipped in some cults. The Fates, to whom even Yahalla and Bael must answer, have never been worshipped, but instead are acknowledged as a universal force to be neither revered nor reviled. The fates do as they will, and the action (or inaction) of mortals is usually beneath their notice.

After the destruction of Yahalla, the demigods emerged. These are powerful creatures worshipped by mortals, with the power to influence the lives of the heroes. The demigods have the most direct influence on life in Del Anon.

Most Influential Demigods of Del Anon

<i>Demigod</i>	<i>ASP</i>	<i>Symbol</i>	<i>Worshippers or Influence</i>
Aeron, the defender	Good	Crystal sword, winter	Protectors, guardians, knights
Briss, the defiler	Evil	A bloody dagger	Assassins, murderers, bandits
Ceehr, the keeper of secrets	Neutral	A closed book	Sages, mystics
Morden, the builder	Good	An anvil	Dwarves, craftsmen, blacksmiths
Muse, the lady of beauty	Good	A harp	Music, love, poetry, art, fay
Nassad, the avenger	Evil	A red spear	Orks, barbarians, evil myrmidons
Orkus, prince of undead	Evil	A skull	Undead, necromancers
The Raven Queen	Evil	A raven	Dead souls, thieves, ravens
Riordin, the huntress	Neutral	Great bow covered in ivory	Fay, hunters, druids
Roma, the watcher	Neutral	Scales in balance	Travelers, merchants, gnomes
St. Jurris the faithful	Good	The sun	Followers of Yahalla
Toren, the thunderer	Neutral	A war hammer	Barbarians, myrmidons, dwarves

Divine Intervention

Each hero may choose a patron demigod or demigoddess. This is the deity to whom the hero declares allegiance, and to whom the hero gives worship and offers sacrifices.

A hero may ask for divine intervention once per week. Calling for divine intervention requires the hero to use a hero point to make the roll. The DT of the roll depends on how faithful the hero has been to both the deity and to the tenets of the faith, as determined by the Mythweaver. A character may not attempt to roll for divine intervention until at least adept rank (level 3), as before this time his or her actions are beneath the notice of the gods. Chosen humans receive their racial bonus to this roll, as the gods tend to be more interested in the affairs of humans than of any other race. The way in which the deity intervenes is up to the Mythweaver, but could include such aid as casting a paragon spell on behalf of the hero or sending a paragon creature to help the hero for 1 turn.



Divine Intervention Difficulty Targets

<i>DT</i>	<i>Situation</i>
6	The hero has been dogmatic in adherence to the deity and the tenets of the faith.
8	The hero has been very faithful to the deity and the tenets of the faith.
10	The hero has followed the deity and the tenets of the faith.
12	The hero has been lax in following the deity and adhering to the tenets of the faith.
16	The hero has not been faithful to the deity and/or the tenets of the faith.
20	The hero has openly defied the will of the deity and/or the tenets of the faith.

Running a Campaign in Del Anon

This section includes suggestions for Mythweavers to use to start campaigns in Del Anon. This begins with a list of quick campaign starters, followed by a discussion of some of the major villains (and villainous organizations) of Del Anon and profiles of some of its more prominent heroes.

10 Adventure Hooks and Campaign Starters in Del Anon

Hook

- 1 The heroes are on a merchant vessel that is pulled into a hurricane in the northern Sea of Storms. When the ship is capsized on the shores of the Isle of Dragon's Bones, the heroes are sent to explore the island and attempt to find a means of transport home. They will have to overcome tribes of barbarian cavemen, rampaging dinosaurs, and an ancient cult of cannibals hidden deep in the jungles of the isle.
- 2 The ears of the 99 trolls displayed on the walls of the famous inn within the walls of Beldin Mere are stolen. Fears escalate that the trolls may be growing even now in the sewers beneath the city, and their destruction must be swift and irrevocable. Of course, the innkeeper desperately wants to recover his trophies, and will pay handsomely for each troll ear recovered. The trolls have indeed recovered, and now hold a section of the sewers, preparing to launch an assault on the city proper.
- 3 An expedition set off into one of the wilder and more dangerous locations in the realm (the Iron Ridge Mountains or the Vale of Eternal Winters) and never returned. The heroes have been hired to pick up the trail of the lost explorers and recover either the living explorers (ideally) or at least their bodies for the families to bury.
- 4 A message has to be hand-delivered to the rulers of one of the most distant and inaccessible strongholds in the realm. Taking a scroll to the lord of Stormhammer Tor or delivering the ashes of a fallen family member to a noble of Jythra could provide opportunity for dozens of encounters over a variety of terrain.
- 5 Three new varieties of undead arise, ruled by succubus queens of great power who compete with one another for influence in Del Anon.
- 6 One of the heroes inherits a map from an uncle (and fellow adventurer) who recently died. The map is of a hidden doorway in the tunnels beneath Jythra, leading into a vast, unexplored section of the tunnel complex. The heroes must travel to the city and fight their way to the entrance (through known tunnels) to locate this hidden chamber.
- 7 The orks of Torm's Hold prepare to go to war against the rest of the realm, using a new weapon they have recently uncovered. The heroes are sent to broker a peace agreement with the orks, and, if that fails, to sabotage ork efforts and recover the secret weapon.
- 8 All trade relations with Stormhammer Tor have recently broken off, and the dwarves have secluded themselves within the fortress. The heroes have been sent to see if they can open trade back up, finding the cause of and assuaging the anger of the dwarves in the process.
- 9 A new thieves' guild emerges in Nethil Bay, and attempts to make a dent in the operations of Roguehaven throughout the Eastern Reaches. Various bandit armies and powerful families (like the Winterwillow Family) have been pulled into an alliance with this secretive guild in Nethil Bay, and the heroes have to take sides.
- 10 The stronghold of the Circle of the Serpent, a massive citadel at the heart of Dreadwood Mire, has been found. It is likely the abode of the Shadow Dragon King Darksihde and his powerful minions (including at least a dozen dragons), and will require the most powerful characters in the realm to have any chance of finally defeating him.

Villains of Del Anon

One thing that separates a true campaign from a series of adventures is the presence of a villain or series of villains united by a single cause. Often, the evil and depravity of the villain provides juxtaposition for the valor and virtue that ultimately define the heroes. The more powerful and dangerous the villain, the more noble and worthwhile is the heroes' ultimate victory.

The purpose of this section is to give you as the Mythweaver a variety of villains to choose from. Any one of these could provide anything from an adventure hook to the centerpiece of an entire campaign, or even a series of campaigns.

For instance, the quest of the dragon Darksihde for godhood has been a recurring and underlying theme in many of the games I've run. He has yet to establish, once and for all, either success or failure in this quest, and this has helped to launch and sustain the careers of many adventurers. I wish you such success.

Villainous Organizations

This section includes several organizations that could operate 'behind the scenes', becoming a recurring threat to the heroes, or eventually the focus of an entire campaign.

The Circle of the Serpent

A relatively new organization, the circle of the serpent is a cult of humans, demi-humans and humanoids devoted to the worship of snakes. As part of his quest for status as a demigod, the shadow dragon Darksihde has founded a cult of worshippers to gain the power and influence he needs to petition for godhood. This cult considers him a demigod already, and fervently obeys his every whim. The Circle is lead by the high priestess Arial Nightveil, actively recruiting new members from throughout Del Anon.

The Family Winterwillow

This family is known as a powerful trading cartel in the eastern lands, and fully one-fourth of all merchant caravan traffic in the region bears the banner of the Family Winterwillow. The family is notable both for its wealth and also for its unprecedented success and luck. It has been at least five years since an organized bandit group has launched a raid against a caravan flying the Winterwillow banner, and some have suggested that this is because many bandit coffers are filled with money paid by the Winterwillows, a claim the family dismisses outright.

The Fire Sorcerers of the East

The Fire Sorcerers of the East, founded by the archmage Chandar, is a powerful and influential network of affiliated wizards all working towards a single purpose: gaining and using political and social clout. To this end, many fire sorcerers have assumed powerful positions throughout the east, often without the knowledge of those around them that the personage in question is a member of the Fire Sorcerers. Members of this organization are secretive by nature, and loyalty among members is strong, especially considering the enigmatic spirit of the organization and the evil demeanor of the bulk of its membership.

Knights of the Bloody Blade

After the Order of the Sun (a worldwide army of knights-the single greatest force the world has ever seen) was broken during the Great Reckoning, it splintered into several factions. While time has driven many of these factions into obscurity, the Knights of the Bloody Blade have remained. This order of independent traveling warriors believes that Bael is the one true god, and that his anger and wrath must be meted out upon an unworthy people. According to knights of this order, the death of Yahalla was the final proof that there is only one true god, and his name is Bael. This makes members of this order dangerous to all, as they view the worship of any deity other than Bael - good, evil or indifferent - as a challenge to the name of Bael, and worthy of absolute destruction. Knights of the Bloody Blade undertake quests to destroy the shrines, relics and leaders of all other religious orders.

The Thieves' Guild of Roguehaven

An especially ambitious network, this powerful guild centered in Roguehaven under the direction of Rathon Milford Ferman IV has established a foothold in every major city (and most of the larger towns) in the eastern lands of Del Anon. Rathon has overseen the growth of his father's organization from a powerful city guild to a vast network of spies, black market goods and other assorted criminal activities. Unlike his father, Rathon IV has no qualms about slavery and the trade of living goods, backing an ambitious slave trade that has grown greatly over the last ten years. Bandits in the far reaches of the realm have heard of this guild and its power, and in recent years caravans have been attacked not only for the valuables carried, but also so that travelers can be sold into slavery, often taken deep into the northern mountains to mine gold, silver and gems that are plentiful in those desolate ranges.

Tribe of the Boar

The Tribe of the Boar is one of the three barbarian tribes of the eastern lands of Del Anon, this tribe living far to the east of Gryphon Watch Keep. The Tribe of the Boar, as were the other two tribes of the region, was created when the former barbarian King Solun of the Tribe of the Wyrms died and his peoples were divided. This once-powerful tribe was split, and each crowned its own king as war between these tribes (each founded by one of Solun's sons) erupted. The Tribe of the Boar is the smallest of these tribes (with fewer than 500 living clan members), but also the most aggressive, making forays into civilized lands regularly, and allying itself with such creatures as goblins and orks.

Building the Perfect Villain

Villains come in all shapes and sizes, and they come from anywhere and everywhere. One great source of inspiration for creating villains is popular culture-some very cool villains have appeared in books, movies and even role-playing games, and you should feel free to use these examples as models for building your own distinct and memorable enemies.

The *Star Wars* Universe is one such place from which to draw inspiration. While this setting has dozens of strong villains, three especially memorable foes come to mind: Darth Vader, Boba Fett, and Jabba the Hutt. While each of these varies widely in his methods and attributes, each shares similar characteristics that help us to define what makes a truly memorable villain:

- They have style. Each of these three villains has a very specific look and feel, and this makes each of them memorable. When you create villains, give your bad guys (and girls) a distinct, memorable look. Villains often have symbols associated with them, and these symbols quickly identify the servants and followers of the villain, so that even when the heroes aren't directly facing the villain, they are constantly reminded of the villain's

presence in their adventures. This may be reflected in unique weapons, armor and items possessed by the villain. Your main bad guy should not have an enchanted broad sword (+10/+1) as his signature weapon. *The sword of the shadowed moon* is a more impressive weapon, even if it's only a broad sword (+10/+1) that gives +2 to stealth rolls; a cool name and some variety in abilities go a long way.

- They have a distinctive voice. This is the easiest attribute of a three-dimensional, well-rounded character to transfer into a role-playing game. By giving each villain a unique voice (and it would be hard to argue that Vader, Fett and Jabba don't have distinctive voices), you create a stronger picture in the minds of your players. When you create a new villain, give some thought to how this villain sounds, and include this whenever the heroes interact with the villain.
- They don't work in isolation (even Boba Fett worked with other bounty hunters on occasion). They surround themselves with other, less powerful (but often very loyal) followers who carry out their aims and act as an extension of their will throughout the world (or multi-verse, as the case may be). They join organizations and are part of larger hierarchies. This activity in the social structure of a region or realm makes the villain more real, and also creates other ways that the villain influences the events of the campaign. Evil humanoids exist for such service. When in doubt, surround your villain with a tribe of hobgoblins or a dozen ogres.
- They have cool vehicles, bases or both. Each of these villains is memorable not only for what they did and the gear they carried, but for the other elements surrounding them. While vehicles are uncommon in a fantasy game, a unique steed will give any villain additional flair and add some firepower to his arsenal. Many villains will also have hideouts or bases of operation, and the best of these become an extension of the personality of the villain.
- Villains are constantly scheming. If you are running a campaign with a more cinematic flair, it may be worthwhile to include 'cut scenes' at the beginnings or ends of gaming sessions. Although the heroes would not know what the villain is up to, it may entice the players to continue playing or to invest further into the campaign if you end each session with a brief, visual description of what their main enemy has been up to. Of course, each of these descriptions should create more questions than it answers. For example, "Lady Darkenhold dismissed her servants. These advisors, the battle-scarred ork and the thin shadow elf seer, bowed and exited. Now she was alone. She crossed her expansive chamber to open a gold-adorned chest and pulled a small item, wrapped in fine purple silk, from within. Delicately turning aside the fabric, she peered into the folds. The item wrapped inside glowed with a bright silver light that washed across her face. For the first time in nearly ten years, she smiled... her ultimate goals were now within reach, and only a few things still stood in her way."

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- They have goals. "Taking over the world" is not a very specific goal. Bringing order to the galaxy, establishing a reputation as the greatest bounty hunter of all time, or building the most powerful crime empire in the universe are more specific, and provide more opportunities for conflict.
- Lastly, the best villains have a sense of humor. If they make your players (and you) laugh with them - instead of at them - they are more likely to cross over into the realm of legend.

Villainous Masterminds

The villains are listed here in alphabetical order. Each of these villains has villain points, which work exactly as hero points do for the heroes. Typically, a villain has banked a number of villain points equal to his or her level. As the Mythweaver, you are free to keep track of villain points that their villains earn and to advance levels as appropriate. Of course, a villain could always be granted an additional level (or two) to keep them competitive with the heroes. Just because the villain started the campaign at level 9 doesn't mean that she hasn't advanced to level 12 or 13 by the time the heroes think they're ready to challenge her...

Amethyst Darkenhold

Medium Master Dragon-Spawned Mystic 13 (D12)

DEX 8 (11); MGT 3; PWS 3; STA 6 (10)

ASP -6; INT 7; REA 8; WIL 9

Armor 9; Health 166; Initiative +11; Move 10

Talents Arcanum (master @D16); darkness (expert); quick spell (delay -4); influence (expert DT 19); lore (adept +7)

Attacks By spell or enchanted dagger +3/+3 (+9 total damage; delay 10)

Abilities Favored trait REA; night vision (7 units); +4 to villain point rolls

Gear Cloak of armor (+4); enchanted robes +5; ring of regeneration (4 points per round); expert amulet of spell turning; ring of DEX (+3); belt of STA (+4)

The half-dragon spawn of the shadow dragon Darksihde, Amethyst Darkenhold is a creature partially native to the lower planes. As such, she cannot truly be destroyed in the realm of Del Anon but only exiled for a period of one year. She may only be slain in the realm of Pandemonium, where she serves as a lady in waiting to the Raven Queen when not serving her father's purposes in Del Anon.

Amethyst is an expert manipulator, using an expansive spy network and a variety of allies to serve her goals throughout the eastern lands of Del Anon. She was recently banished by the Three of the Crossing but has since returned, resuming her schemes where she left off.

In addition to her carried gear, she possesses a greater crystal ball which she uses to spy on enemies. Amethyst is an exceptionally powerful and cunning foe. She will use magic to escape rather than allowing her self to be killed or taken alive, but if banished from the realm she will return 1 year later fixated on vengeance.

Arial Nightveil

Medium Paragon Chosen Human Defender 17 (D16)

DEX 6; MGT 5 (8); PWS 7 (10); STA 7

ASP -6; INT 8 (11); REA 5; WIL 10

Armor 22; Health 235; Initiative +11; Move 10

Talents Armor (expert); melee (expert); quick strike (-5 delay); darkness (master); psionics (apprentice); quick spell (-5 delay); influence (expert DT 20); lore (adept +8)

Attacks Enchanted unholy war hammer +10/+4 (+22 total damage/+28 vs. good characters; delay 7)

Abilities Favored trait ASP; focused strike (+12 damage to one strike/turn); +5 to villain point rolls

Gear Unholy enchanted chain mail armor +10/+2; ring of PWS (+3); ring of INT (+3); cloak of armor (+4); belt of full magic warding (10 points); gem of MGT (+3); enchanted unholy shield +5/+2 (13 defensive points per round)

As the high priestess of the Circle of the Serpent, Arial has great authority in the eastern lands of Del Anon. Although her cult is powerful, it operates through subtlety and guile. The location of her shrine is a carefully-guarded secret among members of the Circle of the Serpent. She is a strong-willed and capable adversary who tends towards impatience and feels her own mortality, especially when she contrasts her longevity against that of the dragons she holds as close allies. Arial has served alongside Amethyst Darkenhold and considers herself the better of Darksihde's daughter, although he would beg to differ on this distinction. She fears (rightly) that she is not respected despite her power and is desperate to gain the full trust of her lord.

Bergan Battlescar, the Bandit Baron

Medium Expert Narglyn Hunter 7 (D10)

DEX 7; MGT 4; PWS 5; STA 9

ASP -4; INT 6 (7); REA 2 (3); WIL 3 (4)

Armor 8; Health 95; Initiative +7; Move 10

Talents Armor (adept); melee (adept); missile (adept); burglary (apprentice +3) nature (adept +6); stealth (adept DT 15)

Attacks Enchanted light crossbow +6/+1 (+7 total damage; delay 10); quality long sword +5 (+9 total damage; delay 11)

Abilities Favored trait DEX; natural armor +3; night vision (3 units)

Gear Studded leather armor +5; cloak of stealth +2; bottomless satchel; ring of mental prowess (+1 to INT, REA & WIL)

The bastard child of a bugbear chieftain's wife and her bandit lover, Bergan inherited his mother's bloodline and his father's propensity to flirt with disaster. He has forged a hard-hearted and ruthless band of bandits that plies its trade along the wooden road running the northern edges of Timbervale. Bergan maintains a fortified hideout deep within the forest for his growing bandit army.

Chandar the Fire Mage

Medium Paragon Chosen Human Mystic 20 (D20)

DEX 8 (12); MGT 3; PWS 4; STA 8 (12)

ASP -6; INT 10 (15); REA 10; WIL 8 (13)

Armor 11; Health 301; Initiative +15; Move 10

Talents Arcanum (master); elemental fire (paragon); psionics (expert); quick spell (delay -5); lore (paragon +20)

Attacks *Chandar's Staff* +3/+6 bonus fire damage (+12 total damage; delay 10)

Abilities Favored trait INT; +6 to villain point rolls

Gear Enchanted robes +3/+3; ring of INT +5; ring of WIL +5; belt of STA +4; cloak of full magic warding (20 points); jewel of armor +5; bracers of DEX +4

Chandar is the founder and leader of the Fire Sorcerers of the East. A harsh archmage who believes in the strictest of disciplinary codes, Chandar has forged a mighty network of affiliated mages throughout eastern Del Anon. His true goals remain a mystery, as thus far he has seemed content to build political clout through the dozens of mages and apprentices who have sworn loyalty to Chandar and his purposes.

Chief Zonyl

Small Adept Humanoid 5 (D8)

DEX 6; MGT 6; PWS 7; STA 7

ASP -3; INT 6; REA 2; WIL 5

Armor 5; Health 48; Initiative +5; Move 10

Talents Weapon access; lore (adept +5)

Attacks *Zonyl's Tooth*, enchanted mace +5/+2 (+12 total damage; delay 11)

Abilities Lesser night vision (3 units)

Gear Quality studded leather armor +5

Treasure Greater

An ambitious young goblin, Chief Zonyl has managed to inspire a small but diligent tribe of goblins under his command. They have launched a series of successful raids on the lands of man and his allies, and Zonyl's power and influence is growing among his neighboring goblin lords. His weapon, *Zonyl's Tooth*, acts also as an adept wand of deeping, allowing him to cast two spontaneous deeping spells per turn. He has been very successful, amassing a considerable treasure cache (he has the treasure of a master rank beast).

Darksihde

Huge Demigod Rank Mythical Serpent 28 (D24)

DEX 10; MGT 15; PWS 15; STA 15

ASP -13; INT 14; REA 8; WIL 13

Armor 56; Health 666; Initiative +14; Move 10 (fly 7)

Talents Darkness (paragon); lore (paragon +22); quick strike (-7 delays)

Attacks Greater bite attack +30 (+45 total damage; delay 5); lesser claw attack +20 (+35 total damage @D20; delay 5)

Abilities Greater armor; bonus attack; greater breath weapon; normal flight; full greater magic warding; normal regeneration

Gear None

Treasure Greater (x5)

Darksihde is among the most powerful creatures in all of Del Anon. Darksihde is a nearly immortal creature, a manipulative enemy nonpareil that dwells in a mighty palace hidden deep in the lands below. Even the most capable group of heroes pales in comparison to the incredible power of Darksihde. His breath weapon is a cloud of pure darkness filling 8 units in a straight line with darkness magic dealing 280 points of damage. Those in the area of effect may roll DEX (DT 25) for half damage. Any creature coming within 10 units of Darksihde must make a WIL resist roll (DT 20) or turn and flee in horror for 1 turn. Darksihde's treasure hoard is rolled five different times at demigod rank. This treasure is reputed to be the most valuable and powerful in all of Del Anon.

Darksihde has undertaken a quest for godhood, and a cult of worshippers has grown up around him in support of this quest. Should Darksihde actually become a true demigod, his power, influence and the threat he brings to the lands of man would increase terribly.

Gar'Ral

Large Master Humanoid 12 (D12)

DEX 8; MGT 12; PWS 10; STA 12

ASP -5; INT 7; REA 4; WIL 7

Armor 20; Health 210; Initiative +8; Move 10

Talents Weapon access; deeping (adept); elemental lightning (apprentice)

Attacks Oversized great sword +12 (+24 total damage; delay 16)

Abilities Normal armor; night vision (3 units)

Gear Oversized banded mail armor +10

Far more intelligent and capable than most ogres, Gar'Ral has learned the benefits of working with others, enjoying a successful partnership with the mage Taruck Shadowstaff. Gar'Ral has earned the moniker "The Ogre Magi", and has enjoyed building a reputation as 'the smart ogre'.

General Groth

Medium Paragon Ork Myrmidon 18 (D16)

DEX 5 (9); MGT 8 (13); PWS 10 (15); STA 9 (14)

ASP -7; INT 6 (10); REA 4 (7); WIL 8 (13)

Armor 28; Health 344; Initiative +10; Move 10

Talents Armor (paragon); melee (paragon); quick strike (-5 delay); counter attacks; athletics (expert +10); influence (master DT 28)

Attacks *Axe of the orkish fathers*; unholy enchanted axe +18/+5; +5 PWS (+36 total damage/+43 vs. good targets; delay 10)

Abilities Night vision (6 units); favored trait MGT; focused strike (+30 damage to one strike/turn); armor piercing (-4 armor for 1 turn); impair attack (+3 to physical DTs for 3 rounds); +5 to villain point rolls

Gear Enchanted ork battle armor +18/+5 (gives +5 STA & +5 WIL); boots of DEX +4; belt of MGT +5; bracers of deflection (+5 defensive points/round as a shield); cloak of INT +4; jewel of REA +3

General Groth has lived an especially violent and cruel life, even by ork standards. The youngest of nine sons born to a notable ork captain, Groth rose through the ranks of the Citadel of Torm's Hold (named for its previous ruler Overlord Torm) who had been slain by one of his generals, inciting a civil war. At the end of a bloody conflict of ten years, Groth emerged as the most powerful military leader, killing or earning the loyalty of each of his previous opponents.

Although this war cost Groth his right eye, he has not lost any of his military acumen or an uncanny knack for surviving even the most desperate of situations. In the last five winters, Groth has established himself as a true force to be reckoned with, and a military leader for the orks without parallel.

Grellnan Rondack II, Knight of the Bloody Blade

Medium Expert Chosen Human Myrmidon 8 (D10)

DEX 5 (7); MGT 8 (11); PWS 8; STA 5 (7)

ASP -4; INT 3; REA 3; WIL 5 (7)

Armor 15; Health 93; Initiative +7; Move 10

Talents Armor (expert); melee (expert); quick strike (-3 delays); darkness (adept); influence (adept DT 13)

Attacks Enchanted unholy long sword +8/+3 (+21 total damage, +25 vs. good creatures; delay 9)

Abilities Favored trait PWS; focused strike (+12 damage to one strike/turn); +3 to villain point rolls

Gear Unholy enchanted chain mail armor +11; cloak of MGT +3; boots of DEX +2; belt of STA +2; jewel of WIL +2; helm of night vision (3 units)

Grellnan is a fierce warrior and dedicated crusader of darkness, believing to his core the tenets of his order. He travels the realm actively working to destroy the relics and servants of various religions, especially hating believers in deities of good. He has started to search for a permanent fortress from which to launch raids against other religions, and has initiated talks to build a small army of humanoids to assist him.

Jarl Kruskil

Huge Paragon Humanoid (stone giant) 20 (D20)

DEX 8; MGT 18; PWS 13; STA 16

ASP -5; INT 11; REA 4; WIL 11

Armor 32; Health 460; Initiative +11; Move 10

Talents Weapon access; athletics (adept +8); influence (adept DT 17); lore (adept +8)

Attacks Giant-sized enchanted great maul +20/+5 (+43 total damage; delay 17)

Abilities Normal armor

Gear Enchanted giant-sized chain mail armor +10/+2, giant-sized ring of regeneration (5 points/round)

Kruskil has emerged as the leader of a fierce band of stone giants living northeast of Gryphon Watch Keep. More lucky than capable, Kruskil lives a lavish lifestyle (for a stone giant) and enjoys his position with

gluttony and excess. His followers are loyal to him only for his recent successes in raiding the humans to the south, but his arrogance and excess in attacking human lands has attracted some powerful enemies and may quickly lead to his undoing. His fortress is located in a desolate mountain range not far from the lands of man.

Marivin Winterwillow, Caravan Expert

Medium Expert Chosen Human Hunter 12 (D12)

DEX 6; MGT 4; PWS 6; STA 7

ASP -2; INT 6; REA 4; WIL 6

Armor 10; Health 133; Initiative +6; Move 10

Talents Melee (expert); armor (adept); missile (expert); lore (adept +6); influence (adept DT 12); nature (expert +10)

Attacks Enchanted medium crossbow +10/+2 (+12 total damage; delay 10); enchanted broad sword +10/+1 (+17 total damage; delay 12)

Abilities Favored trait WIL; +4 to villain point rolls; focused strike (+12 damage to one strike/turn)

Gear Enchanted studded leather armor +6/+2; ring of armor +2; four bottomless satchels

Marivin is an older man, a veteran of the trade routes throughout the eastern lands. He is cold and distant, and his family's financial interests supersede all other concerns. In many ways, he is the public face of the family, as most of its more powerful members live lives of seclusion in the mansions of Beldin Mere and Roguehaven. Marivin is old enough to retire, but the road remains his calling. He is rumored to carry in excess of 5,000 gold with him at all times, although few have been brave enough to try and take it from him and incur his family's wrath.

Neshin Ruh

Chosen Human Hunter 16 (D16)

DEX 10 (14); MGT 4; PWS 6; STA 5

ASP -5; INT 8 (11); REA 6; WIL 5 (7)

Armor 13; Health 174; Initiative +11; Move 10

Talents Armor (adept); melee (expert); missile (expert); quick strike (delay -5); poison (paragon, see page 27); athletics (expert +10); burglary (adept +6); stealth (master DT 32 w/boots)

Attacks Enchanted great rapier +10/+5 (+15 total damage; delay 4); enchanted crossbow +10/+5 (+15 total damage; delay 5)

Abilities Favored trait DEX; focused strike (+12 to one strike/turn); +4 to villain point rolls

Gear Enchanted studded leather armor +8; ring of DEX +4; cloak of armor +5; bracers of PWS +3; gemstone of INT +3; belt of WIL +2; boots of stealth +3

Neshin Ruh is considered the deadliest assassin in all of eastern Del Anon, and possibly in the entire realm. He has sold his services to the Fire Sorcerers of the East, the Circle of the Serpent, and to other lords and rulers throughout the east. Almost nothing is known of his background or family.

Rathan Milford Ferman IV

Chosen Human Rake 19 (D16)

DEX 10 (15); MGT 2; PWS 6; STA 7

ASP -5; INT 9 (14); REA 7; WIL 8 (12)

Armor 11; Health 251; Initiative +15; Move 10

Talents Melee (expert); missile (expert); athletics (adept +6); burglary (master +15); influence (paragon DT 31); stealth (expert DT 25)

Attacks Enchanted rapier +10/+5 (+15 total damage; delay 9); enchanted crossbow +10/+5 (+15 total damage; delay 10)

Abilities Favored trait WIL; focused strike (+12 damage to one strike/turn); +5 to villain point rolls

Gear Enchanted leather armor +3/+3; ring of armor (+5); belt of DEX (+5); ring of INT (+5); charm of luck (+1 hero/villain point per turn); pendant of WIL (+4)

As the Guildmaster of the Thieves' Guild of Roguehaven, Rathan is both the high lord of the city of Roguehaven and one of the most influential political figures in all of Del Anon. Rathan has his hands in every conceivable illegal enterprise in the east. He favors himself a man about town and aristocrat, flaunting his power and considerable wealth whenever the opportunity presents itself. He is no fool, however, and constantly surrounds himself with an assortment of guards and defenses to ensure his safety.

Rungord, Chief of the Clan of the Boar

Medium Master Chosen Human Myrmidon 13 (D12)

DEX 6; MGT 8 (12); PWS 10; STA 7 (11)

ASP -5; INT 6 (8); REA 2; WIL 4

Armor 10; Health 202; Initiative +8; Move 10

Talents Armor (adept); melee (paragon); quick strike (-4 delays); parry; athletics (expert +10); nature (expert +10)

Attacks Enchanted frosted great spear +13/+4/+4 cold (+33 total damage; delay 9)

Abilities Favored trait MGT; +4 to villain point rolls; focused strike (+26 damage to one strike/turn); blood letter (10 damage per round for 4 rounds); impair attack (+3 to physical DTs for 3 rounds)

Gear Enchanted hide armor +6/+4; belt of MGT +4; cloak of STA +4; torc of the boar (+2 INT, +2 REA, +2 WIL); horn of the boar (summons D4+1 huge boards as level 6 large animal) once per turn

A young but savage warrior, Rungord has had to work diligently to prove his worth as the King of the Tribe of the Boar. His warriors are fiercely loyal to him and he has been known to undertake perilous campaigns to prove both his own bravery and the fortitude of his followers.

Sloth

Medium Master Chosen Human Rake 8 (D10)

DEX 10; MGT 4; PWS 7; STA 4

ASP -4; INT 6; REA 2; WIL 4

Armor 6; Health 75; Initiative +10; Move 10

Talents melee (expert); athletics (apprentice +3); burglary (expert +8); stealth (expert DT 21)

Attacks enchanted serrated dagger +8/+3 (+15 total damage; delay 12)

Abilities DEX favored trait; +3 to villain point rolls; focused strike (+12 damage to one strike/turn)

Gear Enchanted leather armor +3/+3; cloak of shadows (+3 stealth)

Sloth is a vile, disgusting and perverse individual. He will do anything for a price, be it burglary, extortion or murder. He remains independent, his loyalties only as deep as his employer's pockets.

Taruck Shadowstaff

Medium Chosen Human Expert Mystic 9 (D10)

DEX 8; MGT 3; PWS 3; STA 2

ASP -4; INT 6; REA 8; WIL 8

Armor 6; Health 59; Initiative +8; Move 10

Talents Arcanum (expert); psionics (adept); illusion (adept); lore (expert +9)

Attacks Quarterstaff +3 (+6 total damage; delay 10)

Abilities Favored trait REA; +3 to villain point rolls

Gear Quality casters robes +3; cloak of full magic warding +6; ring of armor +3

Taruck is a mage who has created no end of trouble everywhere he has gone. He fancies himself a power player in the eastern continent of Del Anon, but has remained independent, refusing to make long-term allegiances with any organization. A risk taker and gambler by nature, Taruck has been known to temporarily ally himself with humanoid tribes or other intelligent creatures of moderate intelligence (including a notable partnership with the ogre shaman Gar'Ral), and has met with some success.

Tashya Tabithian

Medium Chosen Human Master Rake 12 (D12)

DEX 9 (12); MGT 4; PWS 8; STA 6

ASP -2; INT 10; REA 3; WIL 4

Armor 5; Health 125; Initiative +12; Move 10

Talents Melee (adept); missile (expert); athletics (adept +6); burglary (master +12); stealth (expert DT 25)

Attacks Enchanted long sword +6/+4 (+14 total damage; delay 11); enchanted bow +10/+4 (+14 total damage; delay 9)

Abilities Favored trait DEX; +4 to villain point rolls; focused strike (+12 damage to one strike/turn)

Gear Enchanted midnight leather armor +3/+2 (+3 stealth); ring of regeneration (3 points per round); boots of levitation (as psionics spell, usable once per turn), gauntlets of DEX +3

Tashya is an independent thief, an expert burglar who has styled herself after a black cat and who prides herself on pulling off incredibly difficult and dangerous jobs. She is a thief for hire and will take contracts as much for excitement and the nature of the heist as much as (if not more than) for the money.

Xillina Xansithis

Medium Shadow Elf Expert Defender 8 (D10)

DEX 5; MGT 5; PWS 5; STA 6

ASP -5; INT 6; REA 4; WIL 7 (9)

Armor 10; Health 96; Initiative +9; Move 10

Talents Armor (expert); melee (adept); darkness (expert); influence (adept DT 15); lore (apprentice +3)

Attacks Quality medium flail +6 (+11 total damage; delay 11)

Abilities Favored trait PWS; night vision (6 units)

Gear Chain mail armor +8; adept ring of WIL +2; cloak of armor +2; shield +6 (6 defensive points per round)

Xillina is a priestess to the spider god who has broken from her home clan to start a cult in worship to spiders. Although her group is small, her influence is growing rapidly due to her powerful personality and expert leadership. She is served by a small but devoted band of shadow elves and surrounds herself with a variety of giant spiders and hobgoblins.

Zarthazan the Vampire

Medium Paragon Undead 16 (D16)

DEX 11; MGT 8; PWS 8; STA 10 (13)

ASP -10; INT 8 (10); REA 7 (9); WIL 8 (10)

Armor 10; Health 259; Initiative +11; Move 10

Talents Darkness (expert); psionics (master); athletics (adept +8); stealth (adept DT 16)

Attacks Normal bite attack +15 (+23 total damage; delay 10); lesser claw attack +10 (+18 total damage; delay 10 @D12)

Abilities Bonus attack; lesser armor; normal regeneration; greater undead drain; immunity (normal weapons)

Gear Ring of armor (+5); ring of mental vigilance (+2 INT, REA, WIL); belt of STA (+3); cloak of full magic warding (10 points)

Zarthazan has the abilities of all vampires (see page 107). He prefers to use his spell casting abilities over those attributable to his undead state. He thinks and acts more as a human than as one of the undead, and surrounds himself with the accoutrements of his former life. He has an appreciation for beauty, art and music, and these adorn his lavish household. He will not interact with other undead creatures unless absolutely necessary, preferring the company of the living to that of the dead. Unlike most vampires, he is not tortured by or regretful of his undead state, simply viewing it as an unfortunate situation but one that he is willing to 'make the best of', even when his evil nature drives him to behave in deplorable ways.

Heroes of Del Anon

This section lists some of the heroes who have arisen in the last several decades to protect the people of Del Anon. The heroes may work alongside these characters, or seek them out for aid or counsel.

The Three of the Crossing

The Three of the Crossing emerged in Jurris' Crossing fifteen winters ago and traveled the region fighting the forces of evil. They eventually faced and defeated the sorceress Amethyst Darkenhold, driving her from Del Anon for some time. Although there were only three members of this brotherhood, the ranger Judah Marakev (the uncle of Tessrail Marakev, lord of Gryphon Watch Keep) joined them for several of their adventures, and is an 'unofficial' fourth member of the company. This company has broken up in the ten years since their greatest success, but each remains active in the areas west of Gryphon Watch Keep, opposing the growing power of the mighty dragon Darksihde.

Beldwyn

Medium Human Master Delver 11 (D12)

DEX 5; MGT 3; PWS 7; STA 4

ASP 3; INT 7 (10); REA 3; WIL 4

Armor 10; Health 102; Initiative +10; Move 10

Talents Armor (adept); melee (expert); light (adept); wilding (expert); nature (expert +10)

Attacks Enchanted quarterstaff +10/+4 (+17 total damage; delay 13); enchanted sling +3/+3 (+6 total damage; delay 10)

Abilities Favored trait INT; stunning strike (6 segments to next delay); +4 to hero point rolls

Gear Enchanted studded leather armor +6/+4; amulet of the forest (+3 to INT)

Beldwyn was always an outcast, a heavy-set and rather homely child who grew up at the fringes of society. Although he remains both heavy and relatively unattractive, Beldwyn is surprisingly nimble, using the quarterstaff in addition to his magical abilities and skills. Beldwyn has spent some time studying with druidic orders, but fancies himself a 'friar' more than a druid, and keeps loose affiliations with a number of organizations to this day. Beldwyn is most notable as a member of the Three of the Crossing who overcame Amethyst Darkenhold in the early 800's. Since that time, he has wandered the wilds near Jurris' Crossing, occasionally assisting those who serve light.

Beldwyn is the illegitimate son of the current Mayor of Jurris' Crossing, Eros Jarduth. Although his proper last name is Jarduth, Beldwyn has never accepted this name or his family heritage, and simply goes by the moniker of "Beldwyn the Druid".

Cartaan Pauldo

Medium Chosen Human Master Hunter 11 (D12)

DEX 9; MGT 4; PWS 6 (8); STA 5

ASP 2; INT 6; REA 2; WIL 3 (6)

Armor 13; Health 112; Initiative +9; Move 6

Talents Armor (adept); melee (expert); missile (expert); quick strike (-4 delay); athletics (expert +10); nature (adept +6)

Attacks *Mindmasker* enchanted sword +10/+3 (+17 total damage/+21 vs. magic-using; delay 9; see below); enchanted long bow +10/+3 (+13 total damage; delay 5)

Abilities Favored trait PWS; +4 to hero point rolls; focused strike (+12 damage to one strike/turn)

Gear Enchanted studded leather armor +6/+3; cloak of armor +4; ring of PWS +2; adept ring of wilding (casts one spontaneous adept wilding spell per turn)

Cartaan Pauldo was one of the Three of the Crossing, the heroes who arose in Jurris' Crossing in the early 800's to battle the threat of the Shadow Dragon Darksihde. In addition to the progeny of this beast, these heroes defeated Amethyst Darkenhold, the half-daughter of the dragon, banishing her from the realm for a short time. Cartaan has established a reputation as an expert hunter and tracker throughout the region.

Cartaan wields *Mindmasker*. In addition to its normal damage bonuses, *Mindmasker* deals +3 additional damage against magic-using creatures (any creature with magic talents) and grants the wielder +3 to WIL. *Mindmasker* also makes the character effectively 'invisible' to scrying, creating a U+3 AOE around the sword in which scrying (as with a crystal ball) is impossible.

Ivan Drekov

Medium Part-Human Master Mystic 11 (D12)

DEX 7 (9); MGT 3; PWS 2; STA 4

ASP -1; INT 7; REA 8; WIL 6

Armor 8; Health 90; Initiative +9; Move 10

Talents Arcanum (expert); elemental fire (adept); psionics (apprentice); quick spell (-4 delays); athletics (adept +6); lore (adept +6)

Attacks Enchanted quarterstaff +3/+3 (+9 total damage; delay 10)

Abilities Night vision (3 units); companion (level 4 pixie named Aviliria); +4 to villain point rolls

Gear Enchanted robes +3/+2; ring of full magic warding +10; cloak of armor +3; bracers of DEX +2

The son of Amethyst Darkenhold and the mage Gandymede, Ivan Drekov is also the grandson of the shadow dragon Darksihde. Ivan was a member of the Three of the Crossing, and was instrumental in defeating Amethyst Darkenhold, unleashing the power of the *Staff of Heldack the Mighty* atop her keep, and seemingly destroying both of them in the conflagration.

In truth, Ivan's draconic heritage makes him virtually immortal, and his soul is torn between his evil nature and his human desires to pursue good. If he dies, he is sent to Pandemonium for one year, where he is enslaved and tortured before appearing again in the realm of Del Anon. He has come to believe that only by destroying his grandfather can he possibly be released from what he considers an immortal curse, and finally earn a place in the upper realms. Until this happens, Ivan may not change his ASP, and it is locked at -1.

Ivan has been a sometime member of both the Three of the Crossing and the Fire Sorcerers of the East, but currently holds no affiliations, working in secret to battle both his own personal demons, and the ongoing threat posed by his grandfather.

Judah Marakev

Medium Human Master Myrmidon 11 (D12)

DEX 8 (10); MGT 8 (11); PWS 7 (11); STA 7

ASP 3; INT 5 (7); REA 3; WIL 5

Armor 13; Health 152; Initiative +10; Move 6

Talents	Armor (expert); melee (master); missile (adept); quick strike (delay -4); athletics (adept +7); nature (adept +7)
Attacks	Enchanted war sword +11/+4 (+26 total damage; delay 9); enchanted frosted short bow +6/+3/+3 cold (+12 total damage; delay 5)
Abilities	Hated enemy perk (humanoids); blood letter signature move (10 points of damage per round for 4 rounds); weaken defenses signature move (+3 to physical DTs for 3 rounds); +4 to hero point rolls
Gear	Bracers of PWS +4; belt of MGT +3; boots of DEX +2; cloak of the woods (+2 INT); ring of armor +3; enchanted chain mail armor +10/+3

Judah Marakev is over 100 years old, having been kept alive by magical gifts bestowed upon him by the elves of the Grandwood Forest. He has spent the better part of his life among the eastern edges of the Grandwood, coming to the aid of the elves on a number of occasions. Amethyst Darkenhold imprisoned him for ten years for daring to challenge her growing power, but he was eventually freed by the Three of the Crossing, joining them on a number of their adventures. He continues to protect the wild lands west of Jurris' Crossing and well into the Grandwood Forest. He was the original owner of both the long sword *Arkhymn* (which has since been lost- see below), and the broad sword *Mindmasker* (which is now in the possession of Cartaan Pauldo).

Arkhymn

Arkhymn is the sword that was created for the ranger Judah Marakev to battle the magical forces plaguing the east. *Arkhymn* is an enchanted long sword of the highest quality (+10/+4 damage rating). *Arkhymn*, when drawn, provides three benefits to the wielder. The first is that it surrounds the wielder with protection from enemy magic, giving 10 points of full magic warding against all magical damage. The second benefit is that *Arkhymn* acts as an expert rank item of spell reflection. The final ability of *Arkhymn* is to detect magic, as an apprentice arcane spell, three times per day.

**The Messari-Hah
(Slayers of the Messari)**

The Messari-Hah (or 'Slayers of the Messari') is a fellowship of adventurers that started in the environs of Gryphon Watch Keep and eventually traveled throughout most of Eastern Del Anon, eventually opening a portal into the ethereal realm. There they traveled to the city of the Messari and derailed a plot for a Messari invasion of Del Anon. They have been one of the most successful and influential adventuring companies to emerge since the Great Reckoning. While each has gone his or her way, the group could again reform if the need presented itself, and all remain friends.

Adriana Dreamseeker

Medium Chosen Human Paragon Mystic 16 (D16)

DEX 8; MGT 4; PWS 3; STA 5

ASP 2; INT 6; REA 7 (9); WIL 6 (9)

Armor 9; Health 182; Initiative +8; Move 10

Talents	Arcanum (master); psionics (expert); wilding (expert); quick spell (-5 delays); influence (adept DT 15); lore (expert +10)
Attacks	Staff of elemental lightning +3/+3/+3 lightning (+13 total damage; delay 10; see below)
Abilities	Favored trait REA; +5 to hero point rolls
Gear	Ring of the clear mind (+3 WIL, +2 REA); expert staff of elemental lightning (see below); enchanted robes +3/+2; ring of armor +4; bracers of parrying (+6 defensive points per round; 10 w/staff)

Adriana is not your typical vision of a sorceress; she is nearly 6' tall, brassy and vocal, with a flood of blonde hair and a demeanor more suited to a barbarian than a mage. Regardless, she is a gifted caster, having learned a wide range of spell fields.

Adriana's elemental staff of lightning serves as a normal master rank staff of level 14 (granting four spontaneous elemental lightning master spells per turn).

Brinthen Valenstorn

Medium Morning Elf Paragon Defender 16 (D16)

DEX 6; MGT 5 (10); PWS 5 (8); STA 4

ASP 6; INT 7 (9); REA 3 (5); WIL 5 (7)

Armor 21; Health 177; Initiative +14; Move 10

Talents Armor (expert); melee (master); quick strike (–5 delay); light (expert); psionics (adept); influence (adept DT 18); lore (adept +6)

Attacks *Holy enchanted crystal sword of Aeron* +15/+5 (+30 total damage, +36 vs. evil creatures; delay 9; see below)

Abilities Night vision (3 units); hated enemy perk (mythical creatures); blood letter (10 points of damage per round for 4 rounds); focused strike (+12 damage to one strike/turn)

Gear Holy enchanted chain mail of command +10/+5 (gives +5 to influence); gauntlets of MGT +5; cloak of DEX +3; helm of vigilance (gives +2 each to INT, REA and WIL), belt of PWS +3; cloak of armor +3; enchanted shield +10/+5 (20 defensive points with sword drawn, see below)

Brinthen is the high priest of the elfin demigod Aeron the Defender. Aeron is the elfin god of winter and protection from the elements, and Brinthen has assumed control of a temple at the heart of the Vale of Eternal Winters, overseeing all affairs of Aeron's church. Brinthen also maintains good relations with his former comrades, and will quickly come to the aid of any of them if such a need should arise. In addition, he is on good terms with the Ice Wizards of the Vale, and his church and the Ice Wizards have assisted one another as needed. The *Crystal Sword of Aeron* is a holy magical bastard sword that provides 5 bonus defensive points per round (as a shield) and paragon spell reflection.

Gabrielle Dabarak

Medium Chosen Human Paragon Myrmidon 16 (D16)

DEX 5; MGT 7 (12); PWS 9 (12); STA 6 (8)

ASP 1; INT 7; REA 2; WIL 4

Armor 21; Health 247; Initiative +7; Move 10

Talents Armor (paragon); melee (master); parry (+5 defensive points per round); quick strike (–5 delay); sundering; athletics (expert +10); influence (adept DT 10)

Attacks Messar-Hah +15/+5 (+32 total damage; delay 9; see below)

Abilities Full magic warding (10 points); +3 to all magic resist rolls; focused strike (+30 damage to one strike/turn); weaken defenses (+3 to all physical DTs/3 rounds); favored trait PWS; +5 to hero point rolls

Gear Enchanted plate mail armor +16/+5; gauntlets of MGT +5; belt of STA +2; cloak of PWS +3; ring of elemental resistance (15 points of resistance to fire, cold and electricity); enchanted shield +5/+5 (10 defensive points/round)

Gabrielle began as a humble farm girl from the outskirts of Nethil Bay (far to the north), and eventually made her way to Beldin Mere where she joined the Messari-Hah.

Gabrielle's sword is named *Messar-Hah*, and is the object from which the group derived its name. It is an enchanted bastard sword that gives all good or neutral creatures in the same unit as the sword a bonus of +4 to WIL resist rolls. This weapon deals +5 bonus damage against messari, its hated enemy.

She currently travels throughout the north, serving the purposes of good and the will of her deity Ceehr.

Kragen

Medium Chosen Human Paragon Hunter 16 (D16)

DEX 4; MGT 9 (13); PWS 7 (11); STA 5 (9)

ASP 0 (+5); INT 8 (12); REA 3; WIL 5

Armor 15; Health 180; Initiative +14 (w/axe); Move 5

Talents Armor (expert); melee (paragon); wilding (adept); athletics (expert +10); nature (expert +10)

Attacks Great axe of speed +16/+5/–5 delay (+34 total damage; delay 9)

Abilities Lord of bears (see below); shape change (see below); +5 to hero point rolls; armor piercing (–5 armor for 1 turn); focused strike (+20 to one damage roll/turn); impair attack (+3 physical DTs for 3 rounds)

Gear Torque of the bear lord (+4 to PWS, MGT and STA); cloak of INT +4; improved enchanted hide armor +10/+5; boots of haste (–5 move)

Kragen is the Lord of Bears, the ruler of all natural bears (but not darken bears) in Del Anon. All bears (excepting darken bears) revere him as their true master. A natural bear will not attack him, and any natural bear within 9 units will obey his commands.

Kragen's axe of speed is an enchanted mighty axe. This weapon gives +2 to initiative rolls, and weapon delays are improved by –5.

Kragen can assume the form of a huge bear at will as a free action (use statistics for a darken bear). He travels among the wild lands of eastern Del Anon, living among his bear brethren.

Lorwin

Medium Chosen Human Paragon Rake 16 (D16)

DEX 9 (13); MGT 4; PWS 7; STA 5

ASP 0 (+5); INT 8 (11); REA 3; WIL 5

Armor 11; Health 160; Initiative +13; Move 10

Talents Armor (adept); missile (master); quick strike (–5 delays); athletics (adept +6); burglary (master +15); lore (adept +6); stealth (adept DT 24)

Attacks Enchanted heavy crossbow +15/+5 (+20 total damage; delay 5); enchanted rapier +3/+3 (+6 total damage; delay 4)

Abilities Full magic warding (4 points); impede reaction (+4 delays for 4 rounds once per

turn); focused strike (+12 to damage once/turn)

Gear	Enchanted studded leather armor +6/+5; cloak of midnight shadows (+5 to stealth, teleport up to 6 units once per turn as arcanum spell effect, no chance of failure); ring of DEX +4; ring of INT +3; boots of leaping (+10 to distance leaped on athletics rolls)
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Lorwin was the burglar of the group, and although he appears the least powerful in many ways, he was the one to land the killing blow against the messari overlord planning the invasion of Del Anon from the ethereal realm. He is the captain of the astral ship “Meridian”, traveling the ethereal sea between the realms, in search of adventure and new lands.

The Knights of the Broken Order

The Knights of the Broken Order are a collection of myrmidons and defenders who have taken on the vows of the fallen Knights of the Sun. The Knights of the Sun had one central fortress; conversely, the Knights of the Broken Order have no central stronghold and each of its members wanders the realm to spread the word of Yahalla and prepare for her return. A hero must be at least level 6 (and be good) to be considered for membership in the knighthood, and level 10 (with ASP 3+) to be considered for the title of captain. All captains of the knighthood are equal in status, meeting in council for especially important matters.

Arathon Hawkmoon

Medium Chosen Human Expert Myrmidon 9 (D10)

DEX 3 (6); MGT 6; PWS 7 (9); STA 6

ASP 3; INT 3; REA 2; WIL 4 (6)

Armor 15; Health 110; Initiative +5; Move 10

Talents Armor (expert); melee (expert); parry; quick strike (-3 delays); light (adept); influence (adept DT 12)

Attacks Enchanted holy sword +9/+3 (+18 total damage; +21 vs. evil creatures; delay 9)

Abilities Favored trait PWS; +3 to hero point rolls; focused strike (+12 damage to one strike/turn); ring of WIL +2; cloak of PWS +2; ring of DEX +3; +3 to hero point rolls

Gear Enchanted holy banded mail armor +9/+3; enchanted shield +6/+1 (total 10 defensive points per round)

Arathon is typical of the Knights of the Broken Order. He travels throughout the east seeking to help those in need while spreading the word of Yahalla. He usually winters in Jurris’ Crossing, setting out in early spring to undertake new quests and serve his order.

The Ice Wizards of the Vale

The Ice Wizards are an organization founded explicitly to oppose Chandar the Fire Mage and his enclave of evil mystics, the Fire Sorcerers of the East. This group is centered in the Vale of Eternal Winters, but maintains a loose network of operatives throughout the realm. The Ice Wizards have established few strongholds, preferring to fund or assist the activities of others who oppose the Fire Sorcerers, often using secrecy and politics as efficiently as spells. Medinack Manderbrook is the founder and leader of the Ice Wizards.

Medinack Manderbrook

Medium Chosen Human Paragon Mystic 18 (D16)

DEX 5 (9); MGT 3; PWS 3; STA 4

ASP 2; INT 10 (13); REA 10; WIL 6

Armor 11; Health 197; Initiative +13; Move 10

Talents Arcanum (master); elemental cold (paragon @D20); wilding (adept); quick spell (-5 delay); influence (adept +6); lore (expert +10)

Attacks Staff of winter (+12 total damage; delay 10; see below)

Abilities Favored trait INT; +5 to hero point rolls

Gear Robes +3/+3; ring of armor +5; ring of regeneration (4 points/round); boots of DEX +4; ring of INT +3; master gemstone of spell turning

Medinack saw the young Chandar rise to power, and established the Ice Wizards to oppose him. Medinack was a former apprentice of Heldack the Mighty (as was Chandar), and the two have competed to earn their former master’s favor. Medinack is friendly, affable and inquisitive, and will gladly spend hour upon hour sharing tales with travelers from other lands.

Medinack’s *staff of winter* is a powerful item that grants +3 to INT, confers complete immunity to damage from cold-based attacks, and grants the wielder +5 to result rolls with cold magic. This is also an enchanted weapon (damage rating +3/+3) that deals +3 bonus cold damage on a successful strike.

Continuing the Adventure

While this rule book is all you need for unending play, ongoing additional support for *Mythweaver* is available in two places:

- The Mythweaver web site www.splinteredrealm.com has plug-ins for the game as well as links to a weblog and forum for discussion of the rules.
- *Mythweaver Adventure Journal* is a regular PDF Magazine that publishes new rules, adventures, and game expansions. *Mythweaver Adventure Journal* is available through DriveThruRPG and RPGNow.

Mythweaver: The Splintered Realm Character Sheet

Character Name	Class	Race	Hero Points

Level	Level Die	RM	Armor	Health	Initiative	Move

Gender	Height	Weight	Hair	Eyes	Age

DEX	MGT	PWS	STA	ASP	INT	REA	WIL

Arms Talents	Armor	Melee	Missile		
Rank					

Weapons	Damage Rating	Total Attack	Total Damage	Range	Delay

Magic Talents	Rank	Trait	Baseline Action/Damage	Baseline Buff Trait/Pool

Skills Talents	Rank	Linked Trait	Total Bonus	DT to Resist	Other Abilities
Athletics		DEX			
		MGT			
		STA			
Burglary		PWS			
		REA			
Influence		WIL			
Lore		REA			
Nature		INT			
Stealth		DEX			

Gear and Treasure	

Tracking Combat Results

Character/Creature	Armor	Spell Ward	Health

Ongoing Effects

Character/Creature	Short-Term Effect	Round Started	Round Ending

Initiative Results

Character/Creature	Round _____	Round _____	Round _____	Round _____

Character/Creature	Round _____	Round _____	Round _____	Round _____

Beast Name:

Size	Rank	Type	Level
DEX	MGT	PWS	STA
ASP	INT	REA	WIL
Armor	Health	Initiative	Move
Talents			
Attacks			
Abilities			
Gear			
Treasure			
Notes			

Beast Name:

Size	Rank	Type	Level
DEX	MGT	PWS	STA
ASP	INT	REA	WIL
Armor	Health	Initiative	Move
Talents			
Attacks			
Abilities			
Gear			
Treasure			
Notes			

Quick Reference Tables

Ranks, Ratings & Dice

Rank	Rating Range	Rank Die	Rank Modifier	Benchmark Rating or Level	Standard Difficulty Target	Complex Difficulty Target	D6 Alternative
Menial	0	D4	0	0	4	8	D6-2
Apprentice	1-2	D6	1	1	6	12	D6
Adept	3-5	D8	2	3	8	16	D6+2
Expert	6-9	D10	3	6	10	20	(D6x2) -2
Master	10-14	D12	4	10	12	24	D6x2
Paragon	15-19	D16	5	15	16	32	(D6x2) +4
Legend	20-24	D20	6	20	20	40	(D6x3) +2
Demigod	25+	D24	7	25	24	48	D6x4

Races, Abilities and Traits

Race	Abilities	Move	DEX	MGT	PWS	STA	ASP	INT	REA	WIL
Brownie	Add level to obscure; night vision 3	11	6	1	1	1	1	6	3	1
Chosen Human	RM in hero points daily	10	2	2	2	2	0	2	2	2
Dwarf	Add RM to health rolls; night vision 6	11	1	3	4	6	0	1	2	3
Elf of Morning	Add RM to initiative rolls; night vision 3	10	5	2	2	2	1	4	2	2
Elf of Shadow	Add RM to initiative rolls; night vision 6	10	5	2	2	2	-1	5	3	2
Gnome	Re-roll RM rolls per turn; night vision 3	10	3	2	2	3	1	4	3	2
Half Elf	Human or elf ability; night vision 3	10	4	3	2	3	0	3	2	3
Narglyn	Human or ork ability; night vision 6	10	5	2	3	4	-1	4	1	2
Ork	Add RM to armor rating; night vision 3	10	3	3	4	4	-1	3	2	2
Wood Troll	Regenerate RM every round; night vision 3	9	2	6	3	3	0	3	1	2

Classes and Progression

Class	Traits	Arms Progression	Magic Progression	Skills Progression
Defender	+1 to PWS, STA, two different mental traits	1, 4, 8, 12, 16, 19	1, 5, 9, 14, 18	2, 6, 11, 17
Delver	+1 to DEX, three different mental traits	2, 6, 11, 17	1, 5, 9, 14, 18	1, 4, 8, 12, 16, 19
Hunter	+1 to DEX, PWS, STA, INT	1, 4, 6, 9, 12, 16, 18	None	1, 2, 5, 8, 11, 14, 17, 19
Myrmidon	+2 to PWS; +1 to MGT, STA	1 (x2), 4, 5, 8, 9, 12, 15, 16, 18, 19	None	2, 6, 11, 17
Mystic	+2 to two different mental traits	None	1, 2, 4, 6, 8, 11, 12, 16, 17, 19	1, 5, 9, 14, 18
Rake	+2 to DEX; +1 to PWS, INT	1, 5, 9, 14, 18	None	1, 2, 4, 6, 8, 11, 12, 16, 17, 19

* All classes receive bonus talents at levels 3, 7 and 13.

Talent Progression

Rank	Maximum Level Bonus
Apprentice	+3
Adept	+6
Expert	+10
Master	+15
Paragon	No Limit

Adventuring Equipment

Costs are listed in silver (s), gold (g) or mithril (m). 100 silver = 10 gold = 1 mithril.

<i>Item</i>	<i>Cost</i>	<i>Description</i>
Ammo Case/Quiver	5 s	Holds 30 pieces of ammunition (arrows, bolts or bullets).
Ammunition	1 s	10 pieces of ammunition for a missile weapon (arrows, bolts or bullets).
Backpack	5 s	Holds up to 10,000 coins or comparable gear.
Belt Pouch	2 s	Holds up to 1,000 coins or comparable gear.
Climbing Spikes	3 g	Grant +5 to climbing skill rolls. Take 1 turn to put on or take off.
Cloak, Common	1 s	A simple, homespun woolen cloak.
Cloak, Good	1 g	A quality cloak of everyday materials made by a tailor or seamstress.
Cloak, Fine	1 m	A high quality cloak of exceptional materials crafted by a master tailor.
Clothing, Common	2 s	Simple, homespun woolen clothes.
Clothing, Good	2 g	Quality clothing of everyday material made by a tailor or seamstress.
Clothing, Fine	2 m	High quality clothing of exceptional materials crafted by a master tailor.
Crowbar	5 s	Allows you to double your MGT rating when making athletics MGT skill rolls to force doors or locks.
Flint and Steel	3 s	Allows you to start a fire without making a nature skill roll.
Grappling Hook	1 g	Allows you to affix a rope to a remote hook point. Thrown as a weapon.
Instrument	Var.	An instrument may cost as little as 1 silver (a wood flute) to as much as 100 mithril (a jeweled harp).
Iron Spike	1 s	Used to wedge doors open or traps closed.
Lantern	1 g	A lantern burns for up to 8 hours, casting light in a U+1 AOE or up to 3 units in a focused beam (takes one standard action to change focus).
Lantern Oil	1 s	Sufficient oil for a torch to burn for 24 hours (3 full applications of oil).
Meal, Common	1 s	A simple tavern meal, for example bread and cheese.
Meal, Good	3 s	A good tavern meal, for example stew and bread.
Meal, Fine	1 g	A fine tavern meal, for example roast pheasant and salted potatoes.
Mirror	1 g	A metal, hand-sized mirror.
Rope, Common	3 s	This 50' length of rope can support up to 600 lbs.
Rope, Good	1 g	This 50' length of rope can support up to 2,000 lbs.
Provisions, Common	2 s	Simple dry rations to feed a medium-sized creature for 1 week.
Provisions, Good	1 g	Quality rations to feed a medium-sized creature for 1 week.
Saddle	3 g	A leather saddle for a mount.
Tool Kit, Lesser	1 g	A simple set of picks and tools. Allows burglary skill talent checks up to DT 16.
Tool Kit, Normal	3 g	An expanded set of picks and tools. Allows burglary skill talent checks up to DT 24.
Tool Kit, Greater	10 g	A complete set of picks and tools. Allows all burglary skill talent checks.
Torch	1 s	Burns for up to 1 hour, casting light in a U+1 AOE. Torches come bundled in sets of 10 torches for 1 silver.
Vial, Glass	5 s	Holds 1 dose of a potion, poison or holy/unholy water.
Water Skin	3 s	Holds 1 gallon of fluid (typically wine or water).

Move Increments by Size

<i>Creature Size</i>	<i>Units traveled in one move action</i>	<i>Units traveled at the end of a round (as a free action)</i>
Small	2	1
Medium	3	2
Large	4	3
Huge	6	4

Cover Modifiers to DT

<i>Type</i>	<i>Modifier</i>	<i>Example</i>
Lesser	+1	In thick brush
Normal	+3	Behind a narrow tree
Greater	+6	Around a corner, on a tower

Sample Armor Types by Rating

<i>Talent Rank</i>	<i>Rating Range</i>	<i>Sample Armors</i>
Apprentice	1-3	Leather, padded or robes
Adept	4-6	Ring mail, studded or hide
Expert	7-10	Chain mail or scale mail
Master	11-15	Banded mail or splint mail
Paragon	16-20	Plate mail

Shields

<i>Armor Talent</i>	<i>Maximum Shield Rating</i>
Adept	+3
Expert	+6
Master	+10
Paragon	+15

Base Armor and Weapon Costs

Rating	Cost	Rating	Cost
+1	1 gold	+11	150 gold
+2	3 gold	+12	200 gold
+3	6 gold	+13	250 gold
+4	10 gold	+14	300 gold
+5	15 gold	+15	400 gold
+6	25 gold	+16	500 gold
+7	35 gold	+17	600 gold
+8	50 gold	+18	700 gold
+9	75 gold	+19	850 gold
+10	100 gold	+20	1,000 gold

Melee Weapons

Rank	Base Rating	Delay	Common Weapons of this Rating
Apprentice	1-3	10	Hand axe, light javelin, short sword
Adept	4-6	11	Medium axe, mace, light flail, short spear, long sword
Expert	7-10	12	Battle axe, war hammer, horseman's flail, broad sword
Master	11-15	13	War axe, morning star, war spear, war sword
Paragon	16-20	14	Great axe, maul, great spear, great sword

Missile Weapons

Rank	Rating	Sling Range	Bow Range	Crossbow Range
Apprentice	1-3	2 units	3 units	4 units
Adept	4-6	3 units	4 units	5 units
Expert	7-10	4 units	5 units	6 units
Master	11-15	--	6 units	7 units
Paragon	16-20	--	7 units	8 units



Signature Moves

Move	What It Does	Usable With	Limitations
Armor Piercing	Reduces the armor rating of the target by a number of points equal to your RM. Natural armor is ripped or rent, while worn armor has straps cut or bindings severed. Repairing broken armor takes 1 turn. Natural armors recover at the end of 1 full turn.	Axes Foils	Does not affect creatures with 0 armor rating; will not reduce armor below 0.
Blood Letter	Continues to deal damage after your initial strike. The target takes bleeding damage equal to your level every round, for a number of rounds equal to your RM.	Blades Piercing	Only affects blooded living targets.
Disarm	Forces the target to drop a weapon, shield, wand, or other held item, casting the item D4 units away. Determine direction rolling D12 and visualizing a clock (12 is directly ahead of you, 6 directly behind you).	Flails Foils	Only affects targets holding an item (weapon, shield, wand, etc.).
Focused Strike	You add your level x2 to the subsequent damage roll. (for example, a level 9 character adds +18 to the damage roll if this is a normal or greater rank move).	Any	None.
Impair Attack	Gives all creatures fighting the target a bonus to resist rolls against physical attacks made by that target. The bonus is equal to your RM, and lasts for a number of rounds equal to your RM.	Axes Piercing	Does not affect magical attacks.
Impede Reaction	Slows the target, imposing a penalty to all action delays (including move) equal to your RM for a number of rounds equal to your level.	Missile Blunt	None.
Stunning Strike	The target is stunned by your attack, suffering a delay (in total segments) to its next action equal to your level. This will carry over between rounds.	Blunt Flails	None.
Weaken Defenses	Gives all attackers a bonus equal to your RM with all physical attack actions against this target, for a number of rounds equal to your RM.	Blades Missile	Does not affect magical attacks.

Ranks of Magic Talents

<i>Rank</i>	<i>Spontaneous Spell Delay</i>	<i>Maximum Level or RM*</i>	<i>Baseline Spell & Buff Range</i>	<i>Maximum Buff per Target</i>
Apprentice	11	Level 3/ RM 2	3 units	+1 (or +4 to health)
Adept	12	Level 6/ RM 3	4 units	+2 (or +8 to health)
Expert	13	Level 10/ RM 4	5 units	+3 (or +12 to health)
Master	14	Level 15/ RM 5	6 units	+4 (or +16 to health)
Paragon	15	None	7 units	+5 (or +20 to health)

Spell Properties & Rank Modifiers

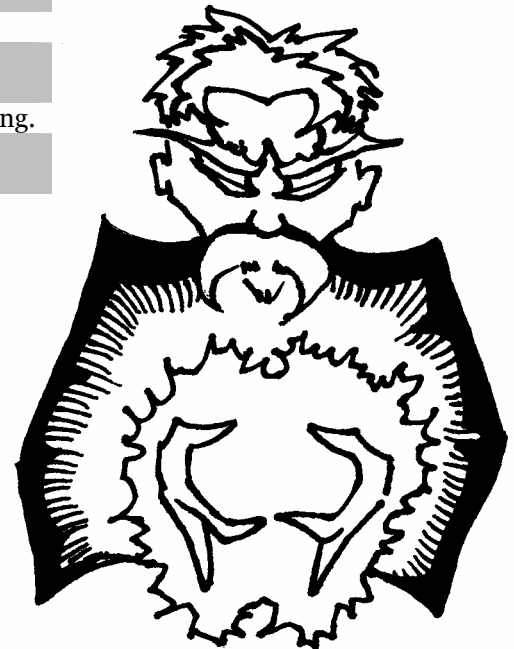
<i>Modifier</i>	<i>Range</i>	<i>Duration</i>	<i>AOE</i>	<i>Damage/Result</i>	<i>Effects</i>
-1 Rank	Point Blank	N/A	N/A	N/A	N/A
+0 Ranks	Up to 3 units	Instant or up to RM rounds	1 target	Up to +1/+0	None
+1 Rank	4-6 units	Up to 1 turn	U	Up to +3/+2	Lesser (Apprentice)
+2 Ranks	7-9 units	Up to 1 hour	U+1	Up to +6/+3	Minor (Adept)
+3 Ranks	10-12 units	Up to 1 day	U+2	Up to +10/+4	Intermediate (Expert)
+4 Ranks	13-15 units	Up to 1 week	U+3	Up to +15/+5	Major (Master)
+5 Ranks	16-20 units	Up to 1 season	U+4	No limit	Greater (Paragon)

Anti Spell Effects by Rank

<i>Rank</i>	<i>Spell Absorption or Reflection</i>	<i>Spell Turning</i>	
		<i>Die Used</i>	<i>Successful on</i>
Apprentice	First 1 rank that turn	D6	1 or lower
Adept	First 3 ranks that turn	D8	2 or lower
Expert	First 6 ranks that turn	D10	3 or lower
Master	First 10 ranks that turn	D12	4 or lower
Paragon	First 15 ranks that turn	D16	5 or lower

Comparative Skills Talent Ranks

<i>Talent Rank</i>	<i>Action DT</i>	<i>At this rank, you could reasonably do something...</i>
Menial	8	That anyone without any training could do.
Apprentice	12	Requiring some training, skill, or experience.
Adept	16	Requiring considerable knowledge, skill, or experience.
Expert	20	Requiring a great deal of knowledge and training.
Master	24	Only the truly gifted and highly trained would try.
Paragon	32	Only the best in the world would consider attempting.



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