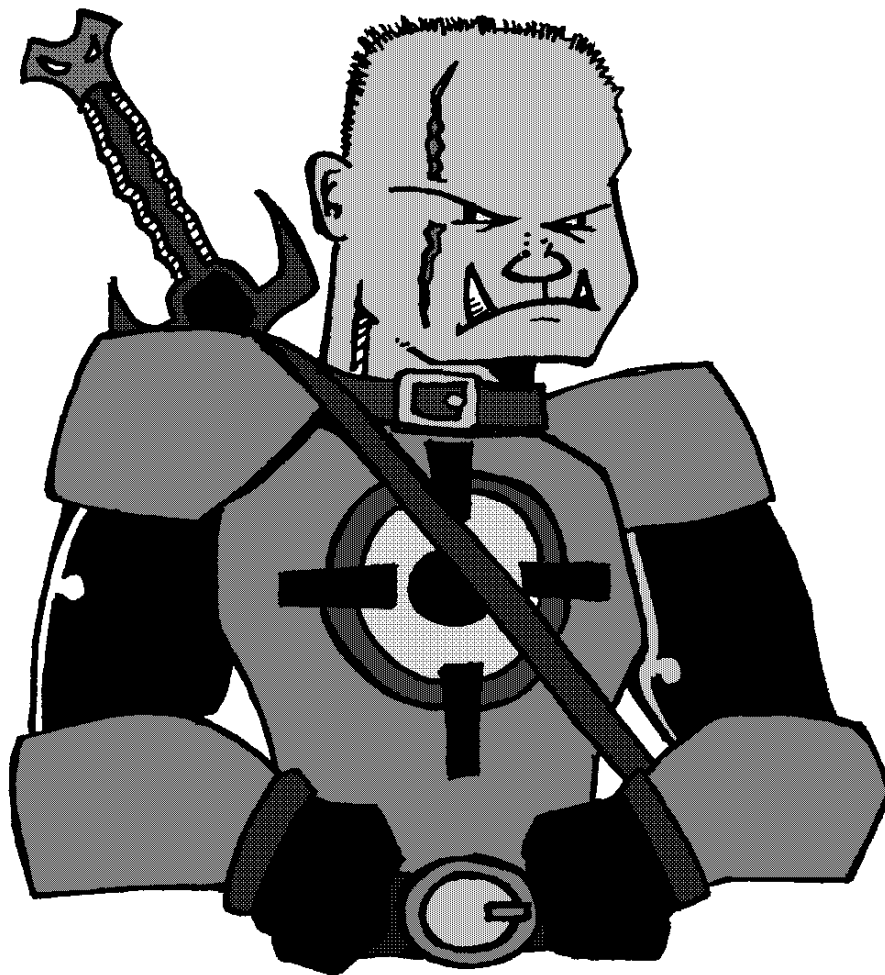


Mythweaver

The Fantasy Role-playing Game: Revised Edition



Credits

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Playtesting: Mary Desing, Jason Driver, Dan Hough, Michael Kotch, Serena Kotch, Michael Maria and Todd Small.

Introduction

Mythweaver was written with one simple goal: to provide a fast, flexible game system adaptable to any fantasy setting with a minimum of rules, charts and graphs but with a maximum of possibility for expansion and exploration. I think this game is a tremendous success, and I hope that you do, too. This game is the result of three years of playtesting and is actually the fifth working version of a game previously known as *Mythic Ages*. I hope that you have half as much fun playing as we I did writing.

What are you waiting for? Grab a pair of 6-sided dice and a pencil - and dive in!

Dedication: To Dan Everett, Dan Hope and Dave Rzeszutek (Beldin the Druid, Ivan Drekov and Cartan Pauldo) - and to late nights in eleventh grade with those old red and blue basic D&D books.

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Fundamentals of Mythweaver

The core of *Mythweaver* is the 2D system. In this, 2D (two six-sided dice) are rolled and totaled for all results. Occasionally, the simple 2D roll will be used with no modifiers. In most cases, however, 2D are rolled and added to a modifier. This is true for action, resistance and results rolls.

- **Actions** are a character's ability to do something. Swinging a sword, casting a spell, finding a trap and picking a lock are all actions. Actions always oppose resistance.
- **Resistance** are a character's ability to stop something from happening. Blocking an attack, withstanding a poison, or noticing someone sneaking by you are all resistance. Resistance always oppose actions.
- **Results** are rolls where there is no opposing roll. Rolling for initiative at the start of combat, rolling for the amount of gold found on a defeated ogre and rolling for weapon or spell damage are all results.

Ties: The action result must beat the resistant result to be successful. If the results of two opposing actions are the same, ties go to the resistant action. A character swinging a sword with a result of 8 against an opponent whose avoid result is also 8 would miss.

The Dice Options: There are four different ways to resolve action and resistance rolls, outlined below. In each case, all result rolls are conducted normally.

Static 6. This concept is also outlined below. For many 2D rolls, the static result of 6 may be used in place of actually rolling 2D. In all cases, these rules give all situations as a bonus to a 2D roll. If the rule of Static 6 is being used, simply add the modifier given to the base of 6 to determine the result in a situation.

Dice Option One: Roll Everything. In this system, all bonuses are added to a 2D roll. A warrior swings his sword (rolling 2D + his blades arms talent) and the opposing serpent tries to avoid (rolling 2D + his avoid bonus). The warrior tries to avoid being poisoned (rolling 2D + his endure bonus) and is opposed by the poison's difficulty (2D + the poison's value bonus). This option makes for a lot of dice rolling, but also for a great deal of variety in results. If all of the players love rolling dice, this is the option for you.

Dice Option Two: Roll actions only. In this system, all action bonuses are added to a 2D roll, while all resistance bonuses are added to a static base of 6. A warrior swings his sword (rolling 2D + his blades arms talent) against the opposing serpent's avoid (6 + the avoid bonus); he hopes that his endure (6 + his endure bonus) will be enough to withstand the strength of the poison (2D + the poison's value bonus). This option makes simpler resolution and more consistent results.

The serpent is going to be equally difficult to hit every time the warrior swings his sword; the warrior is going to resist poisons with the same effectiveness all the time.

Dice Option Three: Only the characters rolls. In this system, the character bonuses (active or resistant) are always added to a 2D roll, while all opposing bonuses (active or resistant) are static. The warrior in combat with a serpent rolls 2D + blades to hit with his sword (the opposing value being 6 + the serpent's avoid), rolls 2D + avoid to try to dodge the serpent's bite (the opposing value being 6 + the serpent's bite attack bonus), and rolls 2D + endure to withstand the poison when bit (the opposing value being 6 + the poison's value bonus). This option puts all of the dice responsibility on the players, and makes the job of the Gamemaster much easier. If a band of 20 ogres all receive +5 to their attack rolls, the characters are always rolling avoid against a static attack result of 11.

Dice Option Four: Mix the first three options. The Gamemaster may decide that option three will be used for all lower-level encounters. When the characters get to the climactic battle of the game session, however, the Gamemaster decides that all results will be rolled. While this slows down combat, it will raise the tension for that encounter, making it last longer and setting it apart in the minds of the players. This also creates a feeling of mystery on the players' part about the true abilities of their enemies.

The Reasoning Behind Traits

In many systems, a character's primary abilities (called traits in *Mythweaver*) determine how good a character is at something. A character's ability to swing a sword is based upon his might; his ability to pick a lock is based upon his dexterity.

This is not the case in *Mythweaver*. While traits serve this function when dealing with the characteristics (avoid, endure, will, health and initiative), this is not done with talents. The talents (learned abilities- arms talents, skill talents and magical talents) use the traits to determine a character's *potential* to do something well. A character with a high might score doesn't necessarily swing a sword any better than a weaker peer. A character with a high dexterity score doesn't necessarily pick a lock any better than a less nimble peer. But in both cases, the first character has the potential to become a better swordsman or burglar than the less naturally-gifted peer. This is reflected through restrictions on the talents- a talent may never be improved beyond the rank of the trait it is linked to. A character with a might of 6 may never purchase the blades talent at any better than 6, for example. These concepts will be discussed again in the appropriate sections as you move through the rules.

Chapter One: Character Creation

Follow the steps below to create a character for the *Mythweaver RPG*.

1. Select a Class

A *class* is a field of study which a character pursues. There are four classes available to characters in the *Mythweaver RPG*. These class options are *hunter*, *mystic*, *rogue* and *warrior*.

Table 1: Character Classes

Class	Arms Talent	Magic Talent	Skills Talent	Health	Magic Resist	Class Gift
<i>Hunter</i>	4	0	4	1.5	1.5	<i>Enemy</i> : +1 to action rolls for every 3 levels of hunter against one enemy type (ex: humans, dragons, undead). A hunter 9 would receive +3 to attack, stealth, and lore against dragons (for example).
<i>Mystic</i>	1	4	3	1	2	<i>Scribe Scrolls</i> : 1 level of spells for every 3 levels of mystic. A mystic 9 may scribe scrolls of levels 1-3 of all known spells. Cost is ½ normal cost of scribing scrolls (see page 18).
<i>Rogue</i>	2	0	6	1.5	1.5	<i>Backstab</i> : +1 to attack rolls and +1 to critical multiplier on surprise attacks for every 3 levels of rogue. A rogue 9 surprise attacks at +4 (+1 normal surprise bonus, +3 for rogue 9) scoring x4 damage.
<i>Warrior</i>	6	0	2	2	1	<i>Critical Strike</i> : critical range improves by 1 for every 3 levels of warrior. A warrior 9 scores automatic critical damage on a natural roll of 9 or better which hits.

- **Hunters** are characters who use a balance of combat abilities and skills to track, capture or defeat their quarry.
- **Mystics** are characters who use spells and magic to fight, defend themselves and acquire knowledge or power.
- **Rogues** are characters who use stealth, guile and secrecy to gather money and gain influence.
- **Warriors** are characters who rely on armor and weapons to earn fame, prestige or rank.

2. Select a Race

There are six *race* options available for characters. A character's race determines how *traits* (the primary character abilities) are rolled, and also which racial abilities a character receives. Some races are naturally better-attuned to some classes than others (dwarves and trolls make better warriors while goblin make exceptional rogues and fay make good mystics). There are no restrictions on which races may pursue which classes.

Table 2: Races

Race	DEX	MGT	PER	REA	STA	Abilities**	Description
<i>Chosen Human</i>	1D*	1D*	1D*	1D*	1D*	+1 Character Point per level	Humans chosen by fate for greatness.
<i>Dwarf</i>	1D	1D+2	1D	1D+1	1D+3	+1 Valuables	Stout, bearded demi-humans who live underground.
<i>Gnome</i>	1D+2	1D	1D	1D+2	1D+2	+1 Lore	Short, wise demi-humans who live in woods and hills.
<i>Goblin</i>	1D+3	1D	1D+2	1D	1D+1	+1 Stealth	Small humanoids of monstrous appearance.
<i>Fay</i>	1D+2	1D	1D+3	1D+1	1D	+1 Missile Weapons	Graceful demi-humans living in forests.
<i>Troll</i>	1D	1D+3	1D+1	1D	1D+2	+1 Nature	Large humanoids of tremendous strength.

* All chosen humans receive 6 discretionary points to place where desired.

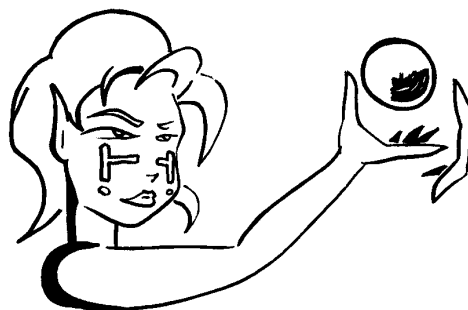
** All non-human races have *Night Vision* (allowing members of these races to see in darkness normally).

3. Roll for Traits

Roll the given number of dice (based on race) for each of the five Traits. The *trait modifier* is added to the characteristics linked to that trait and to damage rolls for *arms* talents linked to that trait (see *Arms*). The trait score also indicates the maximum ranks for *skills* (see *Skills*), *magic* (see *Magic*) and *arms* talents linked to that trait (see *Arms*).

Table 3: Traits

Trait Score	Modifier	Description
1-2	+1	Below Average Human
3-4	+2	Average Human
5-6	+3	Above Average Human
7-8	+4	Exceptional Human
9-10	+5	Gifted Mortal Range
11-12	+6	Heroic Mortal Range
13-14	+7	Epic Mortal Range



Trait Descriptions

- **Dexterity (DEX)** is a measure of how much coordination a character possesses. Dexterity indicates the maximum limits for skills and arms talents relying on coordination or precision (including *burglary* and *missile weapon* attacks), as well as being the prime factor in *initiative*, which determines who acts first in combat situations. Dexterity is also the basis for *Avoid*, which is a character' s defensive value against physical attacks.
- **Might (MGT)** is a measure of how physically powerful a character is. Might indicates the maximum limits for talents involving strength - the weapon and armor talents. Might is used to determine damage with melee weapons, and is used for situations requiring brute strength: forcing doors, bending bars and breaking free of chains, binds or other constrictions. A character may lift 50 lbs. per point of Might.
- **Persona (PER)** is a measure of a character' s strength of personality, perception, and intuition. Persona indicates the maximum limit for skills dealing with other creatures and the character' s environment. Persona is also the basis for *Willpower*, the character' s resistance to mind control, influence and fear.
- **Reason (REA)** is a measure of how intelligent and/or educated a character is. Reason is used as the limit for skills involving intellect, thought or concentration. A character may learn a total number of languages equal to his or her Reason trait bonus (see Table 3). For example, a character with a Reason of 7 would be able to read, write and speak a total of 4 languages. All characters are assumed to begin the game knowing how to read, write and speak the common tongue as their first language (the trade language employed by all civilized people of the realm). All races also receive their racial tongue at no additional cost. A goblin with a Reason of 1 would be able to read, write and speak common and goblin, but no other languages.
- **Stamina (STA)** is a measure of how durable a character is. Stamina is used to determine a character' s *health*, which is his or her overall physical well-being. Stamina is used as the basis for *Endurance*, the character' s resistance to poisons, diseases and elemental attacks.

4. Buy Arms Talents

A character receives his or her class arms value in arms points every level to buy arms talents. For example, a hunter receives 4 arms points every level. Arms may be purchased with the following restrictions:

- Each arms talent costs 1 point per rank, cumulative. To purchase an arms talent at rank 1 costs 1 point. To move an arms talent from rank 1 to rank 2 costs 2 points. To move an arms talent from rank 4 to rank 5 costs 5 points.
- Each arms talent is linked to a Trait. The arms talent may never be higher than this rank. Whenever an arms talent is attempted, the roll is made as 2D + the Arms Rank. For example, a character with Blades of 3 would roll 2D+3 any time an attempt is made to attack with a bladed weapon. The weapon' s damage rank and the character' s Might trait modifier are also added to the subsequent damage roll (see combat for more information).

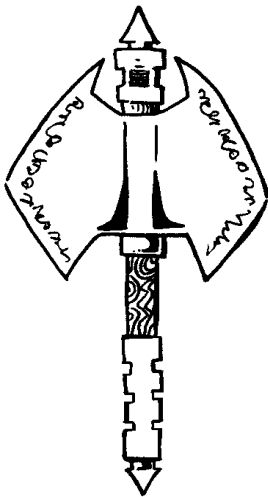


Table 4: Arms Abilities

Type	Trait	How It Is Used
<i>Armor</i>	Stamina	Indicates the heaviest armor that your character may wear, and shields that may be carried.
<i>Axes</i>	Might	Rank is added to both attack and damage rolls with axes.
<i>Blades</i>	Might	Rank is added to both attack and damage rolls with swords and knives.
<i>Blunt</i>	Might	Rank is added to both attack and damage rolls with blunt weapons.
<i>Missile</i>	Dexterity	Rank is added to both attack and damage rolls with slings, bows and crossbows.
<i>Thrusting</i>	Might	Rank is added to both attack and damage rolls with darts, javelins, spears and lances.

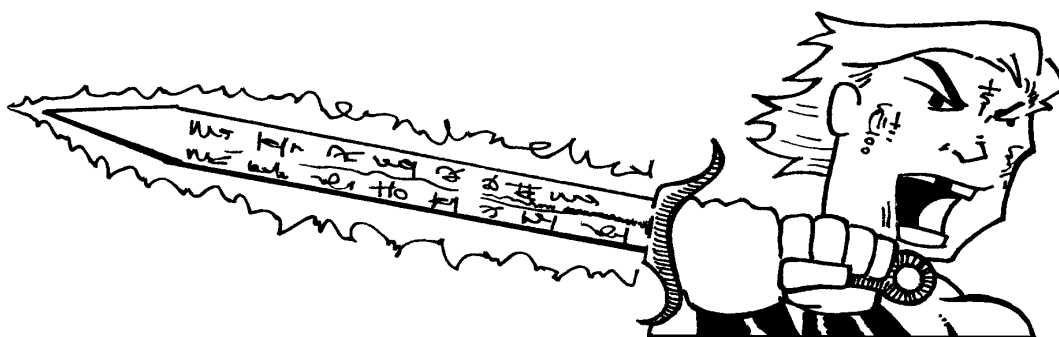
5. Buy Skills Talents

A character receives his or her class skills value in skill points every level to buy skill talents. For example, a rogue receives 6 skill points every level. Skills may be purchased with the following restrictions:

- Each skill costs 1 point per rank, cumulative. To purchase a skill at rank 1 costs 1 point. To move a skill from rank 1 to rank 2 costs 2 points. To move a skill from rank 4 to rank 5 costs 5 points.
- Each skill is linked to a trait. The rank of a skill may never surpass the rank of the linked trait. When a skill is attempted, the roll is made as 2D + the Skill Rank. For example, a character with Lore of 4 would roll 2D+4 any time an attempt is made to decipher an unknown rune or read a strange language.

Table 5: Skills

Skill	Trait	When and Where The Skill Might Be Used
<i>Awareness</i>	Persona	To find a secret door, see a hunter using stealth in the shadows or see a rogue picking pockets.
<i>Balance</i>	Dexterity	To climb a sheer cliff face, move along a narrow wall or to cross a tattered rope bridge.
<i>Beast Handling</i>	Persona	To train a wyvern, push a steed to run faster or recognize the howl of a darken wolf.
<i>Burglary</i>	Dexterity	To pick a lock, or to find a trap and disarm it.
<i>Charisma</i>	Persona	To convince the merchant to give a discount on a sword or convince the guard to take a bribe.
<i>Corruption</i>	Persona	To understand the workings of evil or to wield Black Magic.
<i>Focus</i>	Reason	To find your way through a maze, solve a puzzle or to wield Mind Magic.
<i>Lore</i>	Reason	To decode an unknown tongue, remember a legendary tale or identify an ancient relic.
<i>Nature</i>	Persona	To track a group of bandits through the woods, identify a plant or to wield Elemental Magic.
<i>Quickness</i>	Dexterity	To react quickly; the rank of Quickness is added to Initiative.
<i>Spellcraft</i>	Reason	To recognize an arcane spell effect and magical wards or to wield Arcane Magic.
<i>Sleight of Hand</i>	Dexterity	To pick a noble's pocket or lift a note from the captain's desk unseen.
<i>Stealth</i>	Dexterity	To sneak up on an opponent or move past a sentinel undetected.
<i>Trade</i>	Reason	To perform the fundamentals of a profession (blacksmith, cobbler, fletcher, etc.)
<i>Valuables</i>	Reason	To appraise a gemstone you found or to realize that the bag of gold is counterfeit.
<i>Virtue</i>	Persona	To understand the workings of good or to wield Light Magic.



6. Spend Character Points

A non-human character receives 3 *character points* (CP' s) per level (aChosen Human receives 4). Character points may be used to improve traits (at a cost of 1 CP per rank of the improved trait score, cumulative: moving might from 6 to 7 costs 7 character points). Character points may also be used to purchase *gifts*, unique abilities which customize a character. Gifts may be purchased as the talents are:

- Each gift costs 1 point per rank, cumulative. To purchase a gift at rank 1 costs 1 character point. To move a gift from rank 1 to rank 2 costs 2 character points. To move a gift from rank 4 to rank 5 costs 5 character points.

Table 6: Gifts

Gift	How it Works
<i>Berzerker Rage</i>	Rank is added to endure, will, attack, damage and initiative rolls for 1 turn. Usable once per day per rank. Once in a <i>rage</i> , the character cannot leave combat until turn ends or all enemies have been slain.
<i>Companion</i>	Character has a faithful <i>companion</i> of a level equal to rank. Caster may see through companion' s eyes up to 12 areas distant. If slain, the companion will be automatically replaced in 2D days.
<i>Concentration</i>	Rank is added to character' s willpower bonus.
<i>Fitness</i>	Health improved by rank x 5. A character with fitness 6 receives +30 to health.
<i>Followers</i>	Character has a number of faithful <i>followers</i> . The total Relative Level of followers is equal to rank. If slain, <i>followers</i> will be automatically replaced in 1D days.
<i>Fortitude</i>	Rank is added to character' s endurance bonus.
<i>Inspiration</i>	Character improves action rolls for all allies by rank for as long as caster concentrates, once per day per rank. <i>Inspiration</i> takes 1 round to prepare, and the character must continue to inspire (through song, story, etc.) to keep bonuses for all allies. A character using <i>inspiration</i> may attack, but may not cast spells.
<i>Quick Spell</i>	Rank is subtracted from CD of all prepared magic (disciplines and spells).
<i>Quick Strike</i>	Rank is subtracted from CD of all weapon attacks.
<i>Ranged Attack</i>	Range increment for all ranged weapons (not spells) improved by rank. A shortbow (range 3) used by a character with <i>ranged attack</i> rank 3 would have a range increment of 6. This gift does not modify hurled weapons.
<i>Two Weapons</i>	Caster may wield two, one-handed weapons. Second weapon begins CD at Initiative result - (11-Rank). A character who has <i>two weapons</i> rank 5 rolling 22 for Initiative would begin using second weapon at CD 17. Both weapons are wielded at normal CD and with normal attack and damage ranks.
<i>Wounding Strike</i>	Rank is added to the damage of all melee weapon attacks.

7. Purchase Equipment

A new character begins the game with *2D +8 gold coins*. These are used to buy the character's starting weapons, armor and equipment. All weapons and armor have an ability minimum to use the item. A character with *blades arms talent* of 4 may use a broadsword, but may not wield a war sword.

Table 7a: Armor

Rank	Armor Suit	Cost	Armor Accessory	Cost	Shields	Cost
0	Cloth (made of heavy cloth - robes or jerkin) (+1)	1 g	--	--	Small (+2)	2 g
1	Leather (Form-fitting hardened leather) (+2)	4 g	Leather (+1)	2 g	--	--
3	Hide (tanned and fitted animal hides) (+4)	10 g	--	--	Medium (+4)	10 g
4	Studded Leather (flexible leather w/metal rivets) (+6)	20 g	Reinforced (+2)	10 g	--	--
6	Chain Mail (steel mesh of interlocking metal rings) (+9)	100 g	--	--	Large (+6)	30 g
7	Banded Mail (interlocking horizontal metal bands) (+12)	200 g	Metal (+3)	50 g	--	--

- *Rank* is the minimum *armor arms talent* required to use the indicated type of armor. No training is needed to wear cloth armor or to wield a small shield.
- An armor *suit* covers the torso, shoulders and pelvis.
- Armor *accessories* are in three different types: head protection, arm protection, and leg protection; each is purchased individually. Each piece gives a bonus to the overall armor rank. A character wearing a leather hood, leather bracers and leather boots receives a total of +3 to armor. Cost for accessories is per area protected (head, arms or legs).
- *Shields* may only be wielded with one-handed weapons. Missile weapons and spells preclude the use of a shield.

Table 7b: Melee Weapons

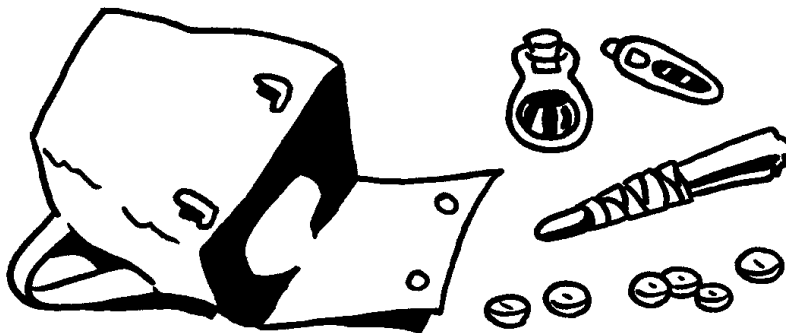
Rank	Axes	Cost	Blades	Cost	Blunt	Cost	Thrusting	Cost
0	--	--	Dagger (+1)	1 g	Staff (+1)	1 g	--	--
1	Hand Axe # (+3)	5 g	Short Sword (+2)	3 g	Club (+2)	2 g	Javelin # (+2)**	1 g
3	--	--	Long Sword (+4)	10 g	Mace (+4)	4 g	Short Spear # (+4)**	3 g
4	Battle Axe # (+7)*	20 g	Broad Sword (+6)*	15 g	Flail (+6)	10 g	War Spear # (+6)**	10 g
6	--	--	War Sword (+9)**	25 g	War Hammer (+9)*	20 g	Pike # (+9)**	15 g
7	Great Axe (+13)**	45 g	Great Sword (+12)**	35 g	Morning Star (+12)**	30 g	--	--

- *Rank* is the minimum *weapon arms talent* required to use the indicated type of weapon.
- Bonuses listed with each weapon apply to both damage rolls and initiative CD with the weapon.
- Weapons marked with an (#) may be hurled. Hurling weapons may be thrown. Rolled damage is -1 per area thrown, to a maximum range equal to thrower's sight in areas. A spear thrower deals -6 damage.
- Weapons marked with an (*) may be used one or two-handed. If two-handed, modifier improves +1.
- Weapons marked with an (**) are two-handed, and require both hands to wield effectively.

Table 7d: Missile Weapons

Rank	Weapon	Cost	Range
0	Sling (+1)	1 g	2
1	Short Bow (+2)	10 g	3
3	Light Crossbow (+3)	15 g	4
4	Long Bow (+4)	25 g	4
6	Heavy Crossbow (+5)	35 g	5
7	Great Bow	40 g	6

- Slings may be used one-handed (with a shield, for instance).
- All other missile weapons require two hands to operate.
- Range is the range increment for the weapon (see combat).



Money

For simplicity's sake, all transactions are assumed to take place in gold coins; gold is the standard of currency throughout the realm. Various nations mint other denominations of coinage (most notably silver and copper coins), but for game purposes these smaller denominations are inconsequential. Characters are assumed to be able to purchase a drink at a tavern or tip the minstrel a silver coin without having to count this money. Only transactions of one gold or greater are tracked for game purposes.

Table 7e: Other Supplies and Provisions

Item	Cost	Notes
<i>Ammo Case</i>	1 g	Holds 30 ammo pieces of the appropriate type.
<i>Ammunition</i>	1 g	30 pieces of ammunition (arrows, crossbow bolts or sling bullets)
<i>Backpack</i>	3 g	Holds up to 60 lbs. of gear- interior dimensions 1' x 2' x 2' .
<i>Belt Pouch</i>	1 g	Holds up to 15 lbs. of gear- interior dimensions 6" x 1' x 1'
<i>Clothing</i>	1 g	1 full suit of fair clothing. Every character begins the game with 1 suit at no charge.
<i>Flask of Oil, Greek Fire</i>	5 g	Hurled weapon (CD 10), 2Dx2 fire damage in 1 area. Ignores armor. Targets roll Endurance (DT 10) for half damage. Burns for 1 round. Range increment is 2.
<i>Flint and Steel</i>	1 g	Required to light fires (including flasks of oil, torches and lanterns).
<i>Grappling Hook</i>	2 g	Used to anchor a rope from a distance.
<i>Holy Water (flask)</i>	1 g	Hurled weapon (CD 10), deals 2D damage to undead (ignoring armor). Range increment 2.
<i>Instrument</i>	var.	Musical instruments cost from 1 gold (a simple flute) to 10,000 gold (a jeweled harp).
<i>Iron Spikes (6)</i>	1 g	May be used to hold doors open, anchor ropes and secure trap doors.
<i>Lantern</i>	4 g	Casts light up to 3 areas. Burns for 24 hours from 1 flask of oil (2 c per flask).
<i>Mirror</i>	2 g	Hand-sized metal mirror.
<i>Rope</i>	1 g	50' (5 areas) of rope. Rope may support up to 1,000 lbs. of weight.
<i>Provisions</i>	2 g	1 week' s worth of dry rations for 1 person.
<i>Spellbook, Blank</i>	5 g	Required for mystics - used to hold spell notes, incantations and symbols. Holds 25 spell levels.
<i>Tool Kit</i>	5 g	Basic picks and tools. Required for the <i>burglary</i> skill to pick locks or disarm traps.
<i>Torches (10)</i>	1 g	A torch gives off light to 3 areas and burns for 1 hour.
<i>Vial, Glass</i>	2 g	A glass vial holds 8 oz. of liquid. This is the standard dose of one potion.
<i>Water Skin</i>	1 g	Holds 1 gallon of liquid (usually water, wine or mead).

8. Determine Derived Characteristics

There are several derived characteristics that are based upon a character' s level, skills, gifts and traits, determined as indicated below:

Table 8: Derived Characteristics

Ability	Type	How to Calculate It
<i>Armor</i>	score	Add all armor bonuses, including torso, head, arms, legs and shield, as well as magical effects.
<i>Avoid</i>	resistance	+ Dexterity modifier + magical effects
<i>Endurance</i>	resistance	+ Stamina modifier + gift of <i>fortitude</i> + magical effects
<i>Health</i>	score	Stamina x class modifier x level (adjusted by gift of fitness or magical effects). Rounded up if a decimal.
<i>Initiative</i>	result	+ Dexterity modifier + quickness skill + magical effects
<i>Magic</i>	score	Class modifier (by level) + magical effects. Rounded up if a decimal.
<i>Resist</i>		
<i>Weapon Ranks</i>	action result score	Attack: + Relevant arms rank + any magical or situational modifiers. Damage: + Relevant arms rank + linked trait modifier + weapon damage bonus. CD: 10 + weapon damage bonus - magical or gift modifier.
<i>Willpower</i>	resistance	Persona modifier + gift of <i>concentration</i> + magical effects

9. Determine Demeanor

Demeanor is how a character looks at the world and his or her place in it. Demeanor is a combination of two things: Ethos and Outlook.

- **Ethos** is a character' s basic moral belief system. Ethos is how a character determines right from wrong.
 - **Outlook** is how forcefully a character supports and/or spreads his or her ethos. Outlook is the strength of belief.
- Examples:* A Bringer of Light may be a crusader, seeking to find and destroy evil at any cost; a watcher of balance may be a peasant farmer desiring to be left alone; a servant of darkness may willingly enlist in the army of a powerful demon.

Table 9: Demeanors

Ethos	Description	Outlook	Description
<i>Light</i>	Life is important and should be protected.	<i>Bringer</i>	Character actively seeks to spread his or her Ethos.
<i>Darkness</i>	Life has no value and personal power is the only valuable thing.	<i>Servant</i>	Character will seek to protect his or her Ethos if threatened.
<i>Balance</i>	All things must exist equally and in harmony.	<i>Watcher</i>	Character is unwilling to share his or her Ethos.
<i>Order</i>	Self-control, laws and rules are important.	<i>Passive</i>	(Instinct only) Will likely run if confronted.
<i>Chaos</i>	Laws and rules are unnecessary and useless.	<i>Neutral</i>	(Instinct only) Will likely fight only if confronted.
<i>Instinct</i>	Acts are based on natural impulses (animals only).	<i>Hostile</i>	(Instinct only) Easily provoked and quick to fight.

10. Buy Magic (Mystic only). See the section on *Magic* for more information.



Character Advancement

As characters advance, they earn experience points (XP), which in turn allow an increase in level and earning of additional skills, arms, magic, health, magic resistance and gifts. Characters must earn the required experience to increase to the next level, as indicated on table 9.

Table 10: Experience

Level	XP Req.	Level	XP Req.
1	0	11	650
2	20	12	770
3	50	13	900
4	90	14	1040
5	140	15	1190
6	200	16	1350
7	270	17	1520
8	350	18	1700
9	440	19	1890
10	540	20	2090+

- A character earns 3 *Character Points* (4 if a chosen human) every level, to improve Traits or purchase Gifts.
- A character earns his or her Class Points in Arms, Magic, Skills, Health and Magic Resistance every level.
- A mortal may not advance beyond 20th level.

Characters With Multiple Classes

A character may choose to diversify by selecting more than one class. When a character has earned enough experience to advance to the next level, he or she may instead choose to pick up a level in another class, and begin progression in that class as well. A character may never have more than two classes.

For example, a mystic who has earned enough experience to move from level 3 to level 4 may decide to become a mystic 3/ warrior 1 instead, in order to improve his success in melee combat. This character would still be level 4 for all intents and purposes. The character's total health multiplier would be 5 (3x1 for mystic + 1x2 for warrior) and his Magic Resistance would be 7 (3x2 for mystic + 1x1 for warrior). His total arms points would be 9 (3x1 for mystic + 1x6 for warrior); total skill points would be 11 (3x3 for mystic + 1x2 for warrior) and his total magic points would remain unchanged at 12 (4x3 for mystic + 0 for warrior). Multi-class characters receive class gifts as single-classed characters would.

Guilds

As characters become more powerful, they may join guilds - organizations of like-minded individuals that share power and special abilities. Future game supplements will outline guilds from around the realms.

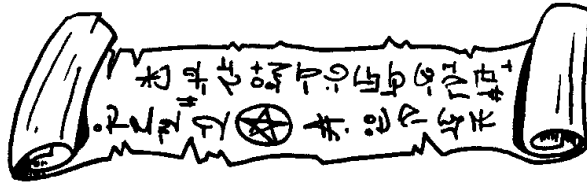
Magic

Mystics are able to wield magic, powerful energy which the caster channels in various ways. Magic takes two forms, *disciplines* and *spells*:

- **Disciplines** are magical effects that the caster may amplify based upon his or her proficiency in the spell category. Most attack, healing and resistant magic effects are disciplines.
- **Spells** are specific magic effects that have a particular use or application. Spells do not get more powerful as the caster gets more powerful, although their duration may improve.

Abbreviations:

- **CL** Caster Level. The level of the caster (as a mystic). A character who is a Hunter 7 / Mystic 4 would have a caster level of 4.
- **MP** Magic Points. The number of magic points the caster uses in casting the spell. For disciplines, this is variable, left up to the caster with each casting of a discipline. A mystic may never use more magic points than his or her proficiency in that magical energy. For example, a mystic with Light Level 5 could cast a healing word restoring up to Virtue x5 health.



Access

A mystic has access to a number of magic energies (purchased as any other talent), with each level of access having a cumulative cost. The total number of points a mystic has is equal to class magic x level. A Mystic 5 would have 20 points to purchase access. This character may, for example, purchase access to Arcane 4 (costing a total of 10 points) and Light 4 (costing a total of 10 points). She would automatically have access to Universal 4 as well (Universal matches the highest level of any energy purchased).

Prepared Spells

A caster may use any discipline or spell which he or she has access to. It takes 1 turn per spell level or per MP of a discipline to cast. This makes it virtually impossible to use any known spell during combat.

A mystic also receives prepared spells and disciplines as well. These may be used in combat, with a CD equal to 10 + the spell level or number of MP' s used in a discipline. For example, a level 6 spell has a CD of 16.

- A Mystic receives one prepared spell per level (1, 2, 3, 4, 5, etc.)
- A Mystic receives one prepared discipline at every odd-numbered level (1, 3, 5, 7, 9, etc.)

In the example above of the Mystic 5, she may have a total of 3 prepared disciplines and 5 prepared spells. Her character may have the following (for example):

- *Disciplines:* Armor, Dispel, Energy Bolt (Light)
- *Spells:* Detection, Alacrity, Invisibility, Repel Undead, Holy Radiance

Magic Listings

- **Ethos.** Each energy is tied to an ethos. Characters of an opposite ethos cannot use that energy.
- **Range.** This is the maximum effective range of the magic. Unlike weapon ranges, magic ranges are not incremental. Many disciplines have a variable range based upon the number of MP' s used in casting.

Learning Disciplines and Spells

Disciplines are not added to a character' s spellbook, but are automatically learned at the appropriate levels. Spells must be recorded in spellbooks, and must be purchased or found on scrolls. Copying a scroll into a spellbook destroys the scroll.

Spell Difficulty Targets

Unless otherwise noted, the DT of a spell is always (+ Spell Level). This may be a Static 6 (6 + spell level) or 2D+6 variable, depending on dice options used in your game.

Energies and Opposition

Energies balance one-another. With the exception of *arcane* magic and *mind* magic, all energies have an energy of opposition. When spells of this energy are used against creatures of the opposite energy (a bolt of light is cast against a creature of darkness), the multiplier is improved +1. When used against creatures of the same energy, the multiplier is reduced -1.

- Light opposes Darkness
- Fire opposes Cold/Water
- Thunder/Sound opposes Lightning
- Arcane has no opposition
- Kinetic energy (mind magic) has no opposition

Universal Magic

Active Skill: defaults to highest of Corruption, Focus, Nature, Spellcraft or Virtue.

Ethos: None

Universal magic is usable by all casters. The availability of Universal spells is equal to the highest level of spells taken in another sphere. A caster who has access to Level 5 Arcane spells as her primary sphere would likewise have access to Level 5 Universal spells. This character would be able to use any Universal Discipline, using up to 5 MP's per casting.

Table 12a: Universal Disciplines

Discipline	Range	Discipline Effects
<i>Armor</i>	touch	Improves target's armor rank +2 per MP for 1 turn per CL.
<i>Bolt</i>	2 + MP	Magical stream deals skill x (MP - # of areas beyond 2) damage, less MR, to all creatures in a line 1 area wide, starting from the caster. Caster must decide energy or elemental type of bolt, and may only use that.
<i>Dispel</i>	2 + MP	Caster receives + MP against the DT of any spell (+ MP).
<i>Speed</i>	Touch	Improves target's dexterity by 1 point per MP for 1 turn per CL.
<i>Strength</i>	Touch	Improves target's might by 1 point per MP for 1 turn per CL.
<i>Strike</i>	5 + MP	Magical bolt deals skill x MP damage to one target within range, less MR. Caster must decide energy or elemental type of strike, and may only use that.
<i>Summon</i>	Adjacent Area	Summons RL of creatures equal to MP. Creatures remain for 1 turn per CL and obey caster.

Table 12b: Universal Spells

Level	Spell Name	Range	Spell Effects
1	<i>Detection</i>	3 +MP	Automatically detects presence of light, darkness, order, chaos, balance, undead or magic (caster choice at each casting- may only detect one at a time) within range.
2	<i>Rune of Peril</i>	Touch	Caster enchants one object (lock, door, floor tile) to deal skill (less MR) damage to all in one area unless a command word is spoken (assigned by caster). May be found with <i>burglary</i> (DT +2); may only be disarmed with successful <i>Dispel</i> .
3	<i>Object Reading</i>	Touch	Caster is able to read the history, function and command words of any one object touched.
4	<i>Rune of Warding</i>	Touch	Caster enchants one object (lock, door, floor tile) to deal skill x2 (less MR) damage to all in one area unless a command word is spoken (assigned by caster). May be found with <i>burglary</i> (DT +4); may only be disarmed with successful <i>Dispel</i> .
5	<i>Tongues</i>	3	Caster may speak or read any language for 1 turn per CL.
6	<i>Rune of Vengeance</i>	Touch	Caster enchants one object (lock, door, floor tile) to deal skill x3 (less MR) damage to all in one area unless a command word is spoken (assigned by caster). May be found with <i>burglary</i> (DT +6); may only be disarmed with successful <i>Dispel</i> .
7	<i>Circle of Warding</i>	3	Caster creates a circle (maximum of one area in size per CL) which wards out or in a specific creature or creature type (examples: undead, demons, the dragon Goloraz) on a successful skill action vs. willpower. If successful, the creature cannot cross the circle. Duration is permanent as long as caster concentrates. Attacking the creature immediately ends the circle of warding.
8	<i>Rune of Retribution</i>	Touch	Caster enchants one object (lock, door, floor tile) to deal skill x4 (less MR) damage to all in one area unless a command word is spoken (assigned by caster). May be found with <i>burglary</i> (DT +8); may only be disarmed with successful <i>Dispel</i> .
9	<i>Paralysis</i>	6	One living creature within 6 areas paralyzed for 1 round per CL on a successful skill action vs. willpower.
10	<i>Rune of Destruction</i>	Touch	Caster enchants one object (lock, door, floor tile) to deal skill x5 (less MR) damage to all in one area unless a command word is spoken (assigned by caster). May be found with <i>burglary</i> (DT +10); may only be disarmed with successful <i>Dispel</i> .

Arcane Magic

Active Skill: Spellcraft

Ethos: Balance

The arcane caster calls upon powers of the fates themselves, other-planar entities and the actual essences of other realms.

Table 13a: Arcane Disciplines

Discipline	Range	Discipline Effects
<i>Magic Resist</i>	Touch	Improves target's Magic Resist by +2 per MP for 1 turn per CL.

Table 13b: Arcane Spells

Level	Spell Name	Range	Spell Effects
1	<i>Portal</i>	Touch	Seals or opens one door/lock at <i>spellcraft</i> effectiveness for 1 turn per CL or until <i>dispelled</i> , forced or picked.
2	<i>Alacrity</i>	3	Target receives +2 to Initiative, -2 to CD, +1 to Move for 1 Turn per CL.
3	<i>Phantasm</i>	6	Caster creates the visual illusion of a single object or creature which remains for 1 turn per CL. Illusion is stationary and cannot move. Is transparent but remains until dispelled or duration expires. Illusionary image may be up to one full area in size (a door, section of wall, ogre, etc.)
4	<i>Invisibility</i>	Touch	Recipient becomes completely invisible for 5 rounds per CL, receiving +3 to Avoid and +6 to <i>stealth</i> .
5	<i>Quickening</i>	3	Target receives +4 to Initiative, -4 to CD, +2 to Move for 1 Turn per CL.
6	<i>Vision</i>	12	Caster creates an image having a visual and sound component of an object or creature. Illusion may move, and remains as long as the caster concentrates (cannot cast other spells, but may engage in non-spell combat). Illusion may move anywhere within range. Illusion is transparent, and cannot deal damage. Illusion may be disbelieved on a successful <i>awareness</i> action vs. <i>spellcraft</i> .
7	<i>Phase Door</i>	Caster	Caster may travel up to 10 areas per CL instantly, arriving at destination in following segment.
8	<i>Haste</i>	3	Target receives +6 to Initiative, -6 to CD, +3 to Move for 1 Turn per CL.
9	<i>Polymorph</i>	Caster -or- Touch	Caster may transform himself into any creature of equal or lesser RL for 10 turns per CL. Caster receives all abilities of the creature. If cast on another, caster turns another creature into any other creature of caster' s choosing for 10 turns per CL on a successful <i>spellcraft</i> action vs. <i>willpower</i> .
10	<i>Disintegrate</i>	Touch	Caster instantly destroys one creature or object of no larger than one area per CL. Caster rolls <i>spellcraft</i> action vs. endurance of living targets. Failure indicates no effect. Disintegrated creatures cannot be resurrected.

Black Magic**Active Skill: Corruption****Ethos: Darkness**

Black magic calls upon infernal powers to give the caster power and influence. This can make the caster powerful but also puts him or her in peril. Any character who is not of Darkness taking levels in Black Magic may be swayed to Darkness. Each time a level is taken in Necromancy, +level action is made against the caster' s willpower. Failure indicates that the caster' s ethos changes to darkness.

Table 14a: Black Magic Disciplines

Discipline	Range	Discipline Effects
<i>Animate Dead</i>	Touch	Animates one corpse as a zombie or skeleton with a RL equal to MP.

Table 14b: Black Magic Spells

Level	Spell Name	Range	Spell Effects
1	<i>Vapors of Obscuring</i>	6	Fills one area within range with billowing vapors. All actions within the cloud are made at +4 to the DT due to visibility. Leaving the cloud is a standard action. Cloud remains for 1 turn.
2	<i>Vex</i>	6	One target suffers a -1 to all actions for 1 turn per CL on a successful <i>corruption</i> action vs. <i>willpower</i> .
3	<i>Cause Fear</i>	3	Causes one target to turn and flee at full Move for 1 round on a successful <i>corruption</i> action vs. <i>willpower</i> .
4	<i>Vapors of Poison</i>	6	Fills one area within range with billowing vapors which nauseate living creatures within on a successful <i>corruption</i> action vs. endurance. Success indicates that target(s) unable to act for the remainder of the round. A new Endurance roll is made in the first action of every round. Leaving the cloud is a standard action. Cloud remains for 1 turn.
5	<i>Bane</i>	6	One target suffers a -2 to all actions for 1 turn per CL on a successful <i>corruption</i> action vs. <i>willpower</i> .
6	<i>Cause Pain</i>	3	Causes one target to wince in pain for 1 round per CL on a successful <i>corruption</i> action vs. <i>willpower</i> . Target may not move during spell duration, and suffers -4 to attack rolls, attackers receive +4 to action rolls against the target.
7	<i>Vapors of Acid</i>	6	Fills one area within range with billowing vapors dealing <i>corruption</i> x3 damage to all creatures in the cloud every round. Damage may not be reduced or resisted unless creature is immune to acid. Leaving the cloud is a standard action. Cloud remains for 1 turn.
8	<i>Scourge</i>	6	One target suffers a -3 to all actions for 1 turn per CL on a successful <i>corruption</i> action vs. <i>willpower</i> .
9	<i>Despair</i>	3	Causes one target to fall to the ground for 1 round per CL, hopeless and defenseless on a successful <i>corruption</i> action vs. <i>willpower</i> . Target may not attack, and attackers receive +6 to action rolls against the target.
10	<i>Vapors of Withering</i>	6	Fills one area within range with billowing vapors dealing <i>corruption</i> x5 damage to all creatures in the cloud every round. Damage may not be reduced or resisted. Leaving the cloud is a standard action. Cloud remains for 1 turn.

Elemental Magic

Active Skill: Nature

Ethos: Chaos

Elemental magic calls upon the natural elements and the world around the caster for power.

Table 15a: Elemental Disciplines

Discipline	Range	Discipline Effects
<i>Elemental Resistance</i>	Touch	Recipient gains +10 resistance per MP to one element for 1 turn per CL.

Table 15b: Elemental Spells

Level	Spell Name	Range	Spell Effects
1	<i>Animal Messenger</i>	3	Caster enchants one common animal to deliver a simple message up to 10 miles per CL on a successful <i>nature</i> action vs. willpower.
2	<i>Weed Wrath</i>	6	All creatures in one area within range held immobile for 1 round per CL on a successful <i>nature</i> action vs. endurance.
3	<i>Trackless Path</i>	Touch	Recipient may move through foliage and thick overgrowth at normal move for 1 hour per CL.
4	<i>Speak With Nature</i>	Caster	Caster may converse with natural surroundings (trees, rocks, etc.) Nature will cooperate, but answers will be from object's point of view. Caster may ask one question per CL with each casting.
5	<i>Animal Charm</i>	3	Caster charms one natural animal (Reason =0) to serve him faithfully on a successful <i>nature</i> vs. Willpower roll. Animal will serve the caster unquestioningly for 1 turn per CL or until slain.
6	<i>Root Wrath</i>	6	All creatures in a four area square within range are held immobile for 1 round per CL on a successful <i>nature</i> action vs. endurance.
7	<i>Water Breathing</i>	Touch	Recipient may breathe underwater for 1 hour per CL.
8	<i>Convert Element</i>	6	Caster may change one element of up to 1 area per CL in size to another instantly. Caster may cause a section of wall to turn into mud or a pool of magma into ice.
9	<i>Elemental Wall</i>	6	Caster may create a wall of elemental energy of up to 1 area per CL in size. This wall absorbs 10 points of damage per CL before being destroyed, stopping all physical attacks and spells sent through it. The wall is opaque, and those on the other side cannot be seen through the wall. Those who come into contact with the wall suffer <i>nature</i> x5 elemental damage (less MR).
10	<i>Commune with Nature</i>	var.	Caster communes with natural surroundings, instantly knowing the presence and activities of all creatures within 1 mile per CL.



Light Magic

Active Skill: Virtue

Ethos: Light

Light magic draws power from the beliefs of the caster in the powers and abilities of higher beings (the Ascended). These higher beings allow the caster to channel pure light energy.

Table 16a: Light Disciplines

Discipline	Range	Discipline Effects
<i>Healing Word</i>	0+MP	Restores faith x MP Health to one living creature within range instantly.

Table 16b: Light Spells

Level	Spell Name	Range	Spell Effects
1	<i>Repel Undead</i>	6	Caster forces one undead creature to turn and flee for 1 round per CL on a successful <i>virtue</i> action vs. willpower.
2	<i>Lift Disease</i>	Touch	Caster automatically removes one natural disease afflicting target upon touch.
3	<i>Radiant Burst</i>	6	One area within range filled with holy energy dealing <i>virtue</i> x2 damage (less MR) to all creatures of darkness (only).
4	<i>Stun Undead</i>	6	One undead creature within 6 areas held immobile for 1 round per CL on a successful <i>virtue</i> action vs. willpower.
5	<i>Lift Poison</i>	Touch	Stops onset of one poison (total ranks equal to ½ CL) automatically.
6	<i>Brilliant Burst</i>	6	One area within range filled with holy energy dealing <i>virtue</i> x5 damage (less MR) to all creatures of darkness (only).
7	<i>Destroy Undead</i>	6	Caster destroys one undead creature within 6 areas on a successful <i>virtue</i> action vs. willpower.
8	<i>Remove Curse</i>	Touch	Caster removes any one curse afflicting creature touched on a successful <i>virtue</i> action vs. DT.
9	<i>Luminescent Burst</i>	6	One area within range filled with holy energy dealing <i>virtue</i> x8 damage (less MR) to all creatures of darkness (only).
10	<i>Resurrection</i>	Touch	Caster may restore one dead creature to life. Creature returns at middle XP of next lower level and with Character Points and improved abilities from level lost.

Mind Magic

Active Skill: Focus

Ethos: Order

Mind magic draws upon the personal mental energies of the caster, tapping hidden energies locked within their own psyche.

Table 17a: Mind Disciplines

Discipline	Range	Discipline Effects
Iron Will	Touch	Improves Will of target by +1 per MP for 1 turn per CL.

Table 17b: Mind Spells

Level	Spell Name	Range	Spell Effects
1	<i>Suggestion</i>	6	Target will follow one reasonable caster suggestion on a successful <i>focus</i> action vs. willpower.
2	<i>Aura Mask</i>	Touch	Target becomes immune to <i>Aura Scan</i> and invisible to <i>Detection</i> spells for 1 hour per CL.
3	<i>Levitation</i>	Touch	Target may levitate (weightless) for 1 Turn per CL.
4	<i>ESP</i>	6	Caster may read the mind of one living creature on a successful <i>focus</i> action vs. willpower, for 1 round per CL. *
5	<i>Forgetfulness</i>	6	Target forgets what has happened in last turn on a successful <i>focus</i> action vs. willpower.
6	<i>Enamor</i>	6	Target obeys caster commands for 1 Turn per CL on a successful <i>focus</i> action vs. willpower.
7	<i>Clairvoyance</i>	10/CL	Caster may see and hear another location as if there. Caster must roll <i>focus</i> action vs. willpower of creature with highest Will bonus to be successful.*
8	<i>Flight</i>	Touch	Target may fly with a Move of 6 for 1 Turn per CL.
9	<i>Scry</i>	1 mile/ CL	Caster may see and hear another location as if there. Caster must roll <i>focus</i> action vs. willpower of creature with highest Willpower bonus to be successful.*
10	<i>Telekinesis</i>	6	Caster may wield objects with a Might equal to <i>focus</i> . May use this to wield weapons, open doors, pull weapons from opponents' hands, etc. Telekinesis takes the shape of the caster's hands, mimicking his or her actions.

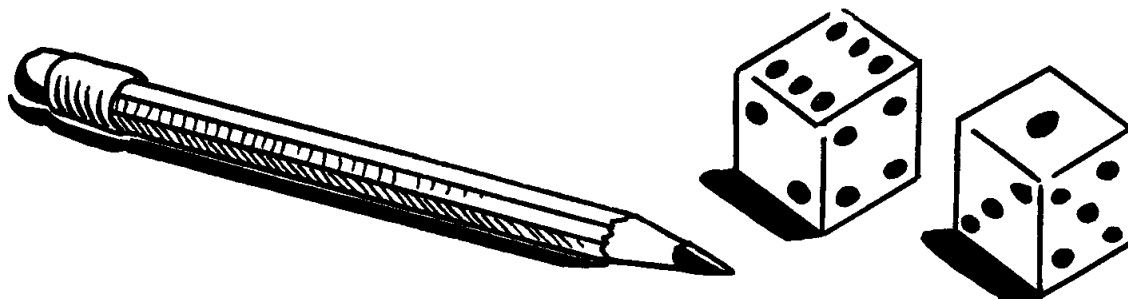
* If failed, target knows the spell was attempted.

Chapter Three: Running A Game

- Two six-sided dice are rolled for all actions. It is always good to roll high, and it is always bad to roll low. On any action or resistance roll, two 6's is an automatic success (regardless of modifiers) and two 1's is always a failure (regardless of modifiers). In combat, there are additional effects (see *Combat*).
- The DT is the *difficulty target*. This is the number you need to roll higher than in order to be successful at something.
- For most skills and traits, the DT is assigned by the Gamemaster. This is a modifier between +1 (for simple tasks) to +10 (for very challenging tasks). This may also be a variable number. Picking a lock may be a DT +4 *burglary* roll.
- For a weapon attack roll, the DT is the defender's Avoid.
- Some attack forms (mostly magic) are rolled as the related magical skill action against the defender's endurance or willpower, as appropriate.
- For a skill attempt, you roll 2D + the skill modifier to see if you were successful (For example: if you roll *stealth* for your character can sneak by a guard, you would use your *stealth* bonus to see if your character gets by unnoticed. The defender would, in this case, use *awareness* to notice your character attempting to sneak by).
- Ties go to the defender. In the case of sneaking past a guard with *stealth* against the guard's *awareness* roll, a tie would mean that the guard noticed the character using stealth.
- Sometimes, a situation is not covered by a skill: in this case, you would roll using the most relevant trait. For a trait check, you use the trait bonus as the modifier to see if you were successful (for example: if you have to roll might to force open a door, you would roll 2D + your character's might rank modifier to see if the character is successful. If your character has a Might of 7, you would roll 2D +4 to see if your character could force open a door).
- *Health* is the amount of damage that a character can take before being knocked unconscious.
- *Armor* is the amount of damage from most (physical) attacks that is absorbed by armor before being subtracted from health (A character with an armor of 5 who takes 12 points of damage would reduce that damage by 5; 7 points are subtracted from health).

Distance

- *Distance* is measured in a unit called an *area*. An area is any measurement of roughly ten feet. A weapon that has a range of 6 areas may be fired up to 60' without penalty. A spell that has a range of 3 is effective up to 30' from the caster. A spell that fills one area (with a cloud, for example) would fill a cube approximately 10' on each side. A pit 1 area square, 3 areas deep would be 10' square and 30' deep.
- Weapon ranges are listed as the basic range increment for the weapon. Every time this increment is exceeded, the DT (the avoid of the target) increases by +2. For example, a shortbow has a range increment of 3. Up to 3 areas, there is no bonus to the defender's Avoid, at 4 to 6 areas, the defender receives +2 to avoid; at 7 to 9 areas, the defender receives +4 to avoid; etc. While it is possible to hit a target at 30 areas away with a shortbow, it is very difficult at best (since the defender gets +20 to avoid).
- Spell ranges are the maximum possible range for the spell. A spell with a range of 6 could hit a defender up to 6 areas away, but no further.
- A character's *Move* is the number of areas that he or she is able to travel in one standard action (CD 10), on a full run. A character may travel 1/3 of this (or one area for a medium-sized character) while making another action with no penalty (your fay hunter walks forward as she fires her bow, for example). All player characters have a Move of 3.
- A character may also travel his or her Move in miles per hour under normal conditions.
- If using graph paper, consecutive squares may be measured normally (a weapon with a range of 6 could hit a defender 6 squares away in a straight line). If measuring on a diagonal (going across the graph paper corner-to-corner), two squares are counted as three. The same weapon with a range of 6 would be able to hit a defender 4 squares away on the diagonal.
- A medium-sized character may use melee weapons (weapons that a character holds and strikes a defender with: i.e. swords or axes) against a defender in the same or an adjacent (including corner-to-corner) area. Any weapon without a listed range is a melee weapon.



Time

- *Time* is measured in *segments* (a segment is one-tenth of a second), *rounds* (a round is three seconds long, or 30 segments) and *turns* (a turn is 20 rounds long, or one minute).
- In most cases, time is measured in turns. Most actions take one turn to attempt. Picking a lock, checking a room for traps, identifying a potion and deciphering a rune all take one turn.
- During combat, time shifts from turn-based to round-based. Note that any single combat is assumed to take a full turn (unless going beyond twenty rounds). The extra time is spent taking inventory of the wounded and catching breath.

Combat Rounds

- Before combat begins, the GM should determine if one side has earned surprise (see *Table 18: Combat Order*). Surprise occurs when one side in a combat attacks before the defender is aware that an attack is imminent. A side earns surprise if *stealth* is used successfully before the attack, or if the defender had no reason to believe that an attack was coming (allies or disguised characters turn out to be enemies). In a surprise situation, the attacker receives one free action at +1 to attack and damage rolls before the first combat round begins. The *combat round* begins with all parties involved rolling initiative: 2D + the initiative bonus. A roll of 30 is the highest possible result for initiative.
- The result is the first action in which your character may go. Initiative is counted backwards, so the character with the highest result acts first.
- Multiple creatures with the same initiative result act simultaneously.
- The countdown (or CD) for an action is the number of segments that it takes to prepare before it may be used. A weapon with a CD of 13 goes once every 13 segments. If you roll 15 for initiative and your character's weapon has a CD of 11, he would act at 15, and then again at 4 (15-11).
- Initiative CD always shifts to the CD for the new action. If a character drops her shortbow and pulls out her battleaxe, the CD shifts to that of the battleaxe for the next action. Changing weapons or the type of action does not impose any penalty: the CD automatically shifts to the new action.
- The CD for a scroll is the same as for a prepared spell of the same rank (see *Magic*).
- Any action that does not have a specific CD (drinking a potion, throwing a torch, opening a door) is a standard action. A standard action is CD 10.
- Damage is rolled as 2D + the weapon damage modifier (including all bonuses for talents, gifts, traits and magic).

- Spells and disciplines cost a certain number of points to cast (equal to the level of the spell or magic points used in the casting). Once all of a character's magic points have been spent, that character may not cast spells until rested. A mystic recovers his or her level in magic points per turn of rest.
- A *critical strike* occurs any time that you roll two 6's on the attack roll (This improves for warriors as they advance). If this happens, you get to double the subsequent damage roll after adding all other modifiers. If an attack causes automatic critical damage (for example, from a Warrior's Class Gift), and two 6's are rolled on the attack, the total damage roll would actually be tripled. For example, an attack that would normally deal 14 damage (8 on the dice + 6 damage modifier) would critical for 28 damage. It is possible to critical multiple times on the same attack.
- A *fumble* occurs any time that you roll two 1's on the attack roll. If this happens, your character automatically misses and the subsequent action is delayed by an initiative CD of 10 (If your character's next action was at CD 10 or lower, your character is simply finished for the round. This penalty does not carry over into subsequent rounds).
- Note that missile weapons may not be used in melee combat. A character attempting to use a missile weapon against a defender in the same or adjacent area suffers -4 to attack and to avoid.

Health, Healing and Dying

A character has a number of Health points based upon class and level. Once a character takes enough damage to reduce Health to 0 or less, the character is unconscious.

- From 0 to -10, a character is unconscious. The character cannot act in any way.
- From -11 to -20, a character is dying. The character will live for a number of rounds equal to his or her Stamina score. If no intervention is made, the character will die. As long as someone attempts to stabilize the character (taking one full round to do so), the character will survive.
- If a character between -11 and -20 is not attended to, or if a character is reduced to -21 or less Health, that character is dead and may only be restored to life with a *Resurrection* spell.
- Characters may recover health through magic. A character who is brought to consciousness with magic who was unconscious may make his or her first action at the CD in which he or she was restored -10. A character who is healed at CD 27 would take his or her first action at 17, and would not roll Initiative that round.
- Characters may recover health normally through rest. A character recovers his or her Stamina score every hour spent resting.

Table 18: Combat Order

Step	What You Do
1. Determine Encounter Distance	Roll 2D + the number of creatures in the larger party. If four adventurers come upon seven goblin, the roll would be made as 2D +7. This is the number of areas distance when the two groups may first notice each other. Add 10 to this if in an open field or other, flat, open area. Small creatures are counted as half a creature, while large creatures are counted as two for this purpose. A pair of wyvern would be considered a +4 modifier.
2. Determine Surprise	All creatures roll awareness (DT equal to distance between groups - number of creatures on opposite side). If the encounter distance is 15 areas, and there are four adventurers encountering seven goblin, each adventurer would roll awareness DT 8 (15-7) while each goblin would roll awareness DT 11 (15-4). If both sides notice each other, roll initiative normally. If one side notices the other without being noticed, they may attempt to surprise.
3. Roll surprise attacks	Surprise attacks are made at +1 to attack and damage rolls. No initiative is rolled, since this is a free action.
4. Roll initiative	Once surprise is finished, all creatures involved roll initiative. The GM may decide that all creatures of one type (seven goblin for example) all act on the same Initiative, and may roll once for all goblin.
5. Track health and Magic Points	Keep track of health and magic points of all creatures involved in the combat. Combat ends when one side has been slain or fails morale and runs (remember to roll morale at the end of any round in which morale may apply- see <i>Morale</i>).

The Gamemaster

The Gamemaster (or GM) is the person who runs the game. While most players take the roles of characters in the game world, it is the GM who builds the story, puts the characters in it and makes the whole thing go. There are four basic rules to being a good GM:

1. Be Fair. These rules allow the GM considerable latitude in assigning difficulties to actions, building enemies and allies, structuring the narrative and controlling the fates of the characters. It doesn't matter as much how you approach these things so much as that you do so consistently. If the characters are constantly faced with overwhelming challenges and obstacles, their rewards should be commensurate.

2. Be Prepared. It is important that the GM has written a scenario (if the session will be original) or has read through the adventure (if he or she is running a published scenario). The GM needs 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 take a turn 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 warrior in the group doesn't show up and you've planned a session that relies on his Might? What if the warm-up encounter you set up takes out half the party? Have a back-up plan.

4. Be Creative. This is listed as the final rule, but is the most important. Mythweaver is a simple, open system. The game is designed to provide a framework in which the GM and players can create an imaginary fantasy world.

Running the Game

There are several things that the GM should do during the game. Responsibilities include (but are by no means limited to):

Set the Stage. Let the Characters 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.

Role Play. Play the parts of the Characters of the game world. Feel free to add voices, develop personalities and give vivid descriptions. The more real your characters are, the more the players will feel involved in the game world.

Run Combat. Keep track of the initiative results for all parties involved in a combat. While players should monitor their own characters' Health and Magic Points, it is recommended that the GM keep track of Initiative Countdowns during combat.

Award Experience and Treasure. See the end of this section for information on awarding Experience Points and Treasure.

Specific Situations

There are specific situations that will arise during game play. While you often have to use your judgement as the GM, the following guidelines should be of some assistance. These are listed in alphabetical order:

Cover

By hiding behind a wall or barrier, a character receives a bonus to Avoid. The common types of cover and the bonus a character receives are:

Table 19: Cover

Cover	Avoid Bonus	Example
Light	+1	In thick brush
Medium	+2	Behind a Tree
Heavy	+4	Around a Corner

Difficulty Targets

The DT of an action that doesn't have a specific value (such as how stuck a door actually is or how difficult a trap is to disarm) have variable values. It is usually best to assign the difficulty as + ½ the average character level. For a group of level 1 or level 2 characters, locked doors will likely be set at +1, while for a group of level 16 characters, the average door would have a DT +8 to force or pick. Simple DT's will be up to 2 points easier, while especially difficult or sophisticated DT's will be up to 2 points harder. An easy door for a level 6 party would have a DT of +1, while a challenging door would have a DT of +5.

Durability

Some attacks are launched against objects instead of other characters or beasts. Objects have a **Durability**, which is listed as two numbers: The amount of damage the exterior absorbs from every attack without affecting the interior (structure) of the object/ 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. Magical Items are generally twice as durable as standard items of the same type.

Durability is only used when attacks are deliberately set to destroy the object or the object is in prominent danger (An *elemental wall of flame* going off in a wizard's laboratory will surely destroy all potions, scrolls and books in the room). Logic should be used when looking at circumstances. A war hammer will do damage to a glass vial, but not to a rope.

Table 20: Common Durabilities

Durability	Items
5/10	Glass Vial
10/20	Table or Chair
20/40	Wooden Door
25/50	Reinforced Door
30/60	Wooden Wall
50/100	Stone Wall (1 area thick)

Falling

A character takes 2D damage (less armor) for every area fallen. A Character falling 4 areas (40 feet) takes 2D x4 damage. A Character falling 15 areas takes 2D x15 damage (an average of 105 points- ouch).

Gaze Attacks

A character who does not make an effort to avoid the gaze of a creature with a gaze attack automatically makes eye contact and is subject to the attack. A character averting his eyes suffers a +4 penalty to all action and attack rolls. An action roll of 2 (double 1's) indicates that the character inadvertently met the gaze of the beast, and is susceptible to the gaze effects, even if the character was going out of his way to avoid the gaze.

Holding Breath

A character may hold his breath for a number of rounds equal to a Stamina roll. At the end of this time, a character still underwater drowns.

Jumping

Jumping is a Dexterity roll. A character may jump a number of feet equal to the result of a Dexterity check. A 10' wide pit would be DT 10 to leap. A character with a Dexterity of 5 (+3) would need to roll a 7 or better to succeed.

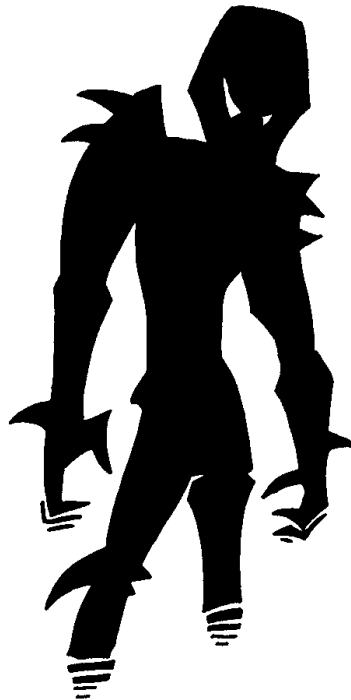
Morale

At the end of every combat round, allies of the heroes (who are not controlled by a player) and enemies that the heroes are fighting, may have to roll **Morale**. If either side has suffered the loss of its leader, or the loss of greater than 50% of its forces (even if these forces are only unconscious or temporarily removed from combat) they must roll Morale.

Morale is a Willpower roll, with the DT dependent upon the Outlook of the character. Success indicates that the creatures rolling morale stay in the combat, failure indicates that they turn and flee at the beginning of the following round.

Table 21: Morale DT's

Outlook	Willpower DT
Watcher or Passive	+4
Servant or Neutral	+2
Bringer or Hostile	+0



Night Vision

Demi-human or humanoid characters and many beasts have **Night Vision**. This is a form of vision that allows creatures to see in darkness by picking up the comparable heat of various objects and creatures. Creatures that do not give off heat (undead, automatons) are difficult to see with this (*awareness* DT +4) as are specific details in a room or passage. Any light source will disrupt night vision.

Vision

A character is able to see 3 areas with torchlight. A Character who is not able to see receives a penalty of +4 to all DT's (including attacks). A character attempting to pick a lock with a DT of +2 in complete darkness does so at DT +6.

Hirelings

While characters may build armies around their loyal followers (with the gift of *followers*) many armies and forces are built with hired mercenaries, servants and workers. A character is able to hire as many hirelings as he or she can afford. Hirelings are normal humans (all traits range from 1-6) and have the best equipment they can use based upon skills and abilities.

Poisons

Poison is always rolled using the rank of poison as the modifier as an action against the endurance of the target. If successful, the target takes 2D x Poison rank additional damage from the effects of the toxin.

Scribing Scrolls

Using the *scribe scrolls* class gift, mystics are able to create spell scrolls to carry with them on adventures. Creating a spell scroll is very time-consuming, and should be carefully monitored by the Gamemaster. In order to scribe a scroll, the character must invest the time and money up front, not knowing the results until the process is complete. The spell to be scribed must be known to the character. A caster must have access to an energy in order to use a scroll from it, although has to use no MP's to cast a spell from a scroll, and may cast spells of a higher level than the character currently has access to.

- It takes 1D + the spell level hours to scribe a scroll.
- The character must make a relevant skill roll (to scribe an arcane spell would be a *spellcraft* roll) with a DT of + the spell level. Scribing a level 7 spell would be a DT +7 skill roll.
- Scribing a scroll is half the cost of purchasing it.

Table 22: Standard Costs Tables

Level	Hirelings Cost Per Month	Poison Cost (1 dose)	Spell Scrolls (purchase)
1	2 gold	1 gold	5 silver
2	5 gold	2 gold	1 gold
3	1 platinum	5 gold	2 gold
4	3 platinum	1 platinum	5 gold
5	5 platinum	2 platinum	1 platinum
6	10 platinum	5 platinum	2 platinum
7	25 platinum	10 platinum	5 platinum
8	50 platinum	25 platinum	10 platinum
9	100 platinum	50 platinum	20 platinum
10	200 platinum	100 platinum	35 platinum

Gamemaster Tables

The following tables are included as a resource for GM's in running their own campaigns. GM's are encouraged to create their own tables or modify these as needed.

Table 23: GM Quick Generator

1D roll	Traps	Curses
1	Arrow Trap; +4/+8	Animal Features (ex: head of a donkey)
2	Swinging Blade; +3/+9	Lose 1 point from one Trait
3	Poison Gas; DT +2 endure; 2D x2 damage if failed	Skin color changes
4	Pit (1 area deep)	Hair all falls out
5	Chute to monster	Sex changes
6	Rune of Peril	Has to eat silver to survive (2D pieces per day)

Traps

Dungeons, tombs and ruins are filled with not only ferocious beasts and great treasure, but many are littered with traps to ward off invaders. The GM should feel free to develop nefarious traps to challenge the characters. The following are some of the most common types of traps, geared to lower-level (levels 1-2) characters. The damage the traps cause should be increased for higher-level characters.

Curses

Both spells and cursed items may inflict curses upon characters. Any time that a character comes into contact with (touches, drinks, tastes or handles) a cursed item, he is allowed a willpower roll (DT +2 unless otherwise specified) or fall under the sway of the Curse. Once a character has been cursed, only a *remove curse* spell will lift the curse from the character. The GM is free to use his or her imagination to design terrible (and/or funny) curses to befuddle the characters.

Relative Levels

The relative level (RL) of an encounter is the total value of the encounter as a single character of that level. For example, 10 level 1 goblin would be relative level 4. One level 4 character would be expected to have a 50% chance of being victorious in an encounter with 10 level 1 goblin. The same works for determining the relative level of a group of characters. If there are five characters adventuring together each of level 7, they would have a total RL of 9. They would be expected to easily overcome a RL 7 undead creature, would be favored to defeat a RL 8 group of ogres, but would likely have a difficult time against a RL 9 necromancer.

Table 24: Relative Levels

Number of Creatures	RL Modifier
1	no modifier
2-3	+1 to RL
4-6	+2 to RL
7-10	+3 to RL
11-20	+4 to RL
21+	+5 to RL



Encounter Shorthand

In designed encounters, the following shorthand is used to give game statistics. In the shorthand, weapons are listed as attack/damage (countdown).

(Sample)

Arik of Corwyn, Chosen Human Warrior 3
DEX 5; MGT 6; PER 2; REA 3; STA 7
Avoid +3; End +3; Will +1; Health 42; Armor 12; Init. +6
Arms Blades +3; Armor +4
Magic nil
Skills Quickness +3 (+6 to Init.)
Gifts Two Weapons 3, Quick Strike 3
Attack Two long swords +3/+10 (11)
Gear Studded suit w/ reinforced cap, bracers and boots

Awarding Experience

The GM awards experience points (XP) whenever the characters overcome a foe or complete a quest. Experience for opponents is awarded per encounter overcome. All characters in the group (or party) receive the same experience for an encounter. If three characters of level 4 (RL 5 party) defeat a RL 4 skeleton, each member of the party receives 3 XP.

Table 25: Experience Awards

RL of Encounter	Experience Award
Party RL -3 or lower	none
Party RL -2	1 point
Party RL -1	3 points
Equal to Party RL	5 points
Party RL +1	10 points

Bonus experience is also awarded for completing a quest or overcoming a major obstacle. Generally, the level of the quest (in terms of RL of most powerful creature or obstacle overcome) is the bonus award for completion of a quest. If the party spent three game sessions traveling to the lair of the ice salamander (a RL 8 creature) to recover the Horn of Ollyn, they may earn up to an additional 8 experience points each for their successful campaign.

Individual experience awards may be given for exceptional role-playing, a clever solution to a problem, or a significant contribution to the game. Generally, these awards should be from 1 to 3 experience points, awarded only to the player who excelled.

The Final Word

As the GM, you have final say in the game world. These rules have given you a brief overview of some of the possibilities. There are limitless opportunities to expand the basic ideas given here. While there are six traps listed (for example), there is no reason you cannot create traps that fire mystical energy bolts, launch poisoned spikes, unleash rolling balls or release vapors of acid. These rules and suggestions are simply a place to start. Where you end is up to you.

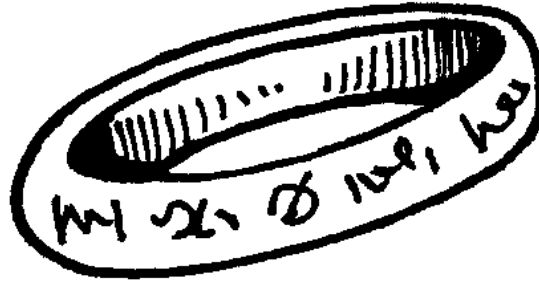
Treasure

Use the following tables to quickly generate random treasures for enemies defeated.

- Roll 2D + Treasure Level (DT +2) to see if a creature has monetary treasure. If successful, roll on Table 26.
- Roll 2D + Treasure Level (DT +4) to see if a creature has a special treasure. If successful, roll again, increasing DT +2. Keep rolling and increasing DT on each success. Each success indicates an additional special item. Stop rolling once failed. The Gamemaster is encouraged to create unique magical items, although one sample item each of levels 1-10 is included on table 27b.

Table 26: Monetary Treasure Values

Level	Value
1	1-3 gold
2	1-6 gold
3	2D gold
4	2D x2 gold
5	2D x5 gold
6	2D x10 gold
7	2D x20 gold
8	2D x35 gold
9	2D x50 gold
10	2D x100 gold



Monetary treasure does not have to be coins; it may include gems, jewelry, artwork, musical instruments and the like.

Table 27a: Properties of Special Treasures

Treasure Type	Notes
<i>Quality Armor</i>	Quality armor is constructed of better material and/or is of finer craftsmanship than standard armor. Quality armor receives +1 to its defensive value. Quality armor is 10x the cost of standard armor.
<i>Quality Weapons</i>	Quality weapons are constructed of better material and/or are of finer craftsmanship than standard weapons. Quality weapons receive +1 to damage value. Quality weapons are 10x the cost of standard weapons.
<i>Enchanted Armor and Weapons</i>	Enchanted armor and weapons have been magically endowed to be more effective. Enchanted armor and weapons receive +1 to their defensive or damage values. Quality weapons and armor that are enchanted receive a total bonus of +2 to their base value. Enchanting a weapon or piece of armor costs 300 gold.
<i>Items</i>	Items are often enchanted with magical properties. The costs and abilities of items vary widely, as do their characteristics. Often clothing (robes, gloves, boots, belts) are enchanted, as are jewelry (gemstones, rings, amulets, bracelets). Occasionally, unusual items like backpacks, musical instruments and carpets may be enchanted as well. The specific enchantments possible are virtually limitless, but the most common include: <ul style="list-style-type: none"> • To give a bonus to talents (arms, magic or skills) - normally in the range of +1 to +3. • To enhance traits or characteristics (might, persona, endure, avoid) - normally in the range of +1 to +3. • To duplicate spell effects (invisibility, levitation) – normally usable one to 3 times per day.
<i>Potions</i>	Potions are single-use, magical draughts. A potion generally duplicates the effects of a level 1-3 magical spell, as if cast by a level 2 mystic. Potions generally cost between 30 and 100 gold, depending on their potency.
<i>Wands</i>	Wands are magical devices that hold the ability to cast one spell or discipline. Wands hold as single spell or discipline of levels 1-5. A wand allows the wielder to cast the spell within as a level 4 mystic. A wand has 12 spell points per day. Spell points in a wand are recovered at the rate of 1 point every two hours. Only mystics may use wands. Wands have a sale value of between 1,000 and 3,000 gold, depending on the spell contained.

Table 27b: Special Treasure Samples

Level	Magical Treasure	Attributes	Requirements	Price (gold)
1	<i>Potion of Health</i>	Restores 2D x2 Health to the drinker	None	30
2	<i>Ring of Agility</i>	Gives +1 to dexterity while worn	None	250
3	<i>Boots of Stealth</i>	Enchanted quality leather boots (+3 total). Give +2 to stealth skill	Armor +1	400
4	<i>Sword of Quickness</i>	Enchanted quality shortsword (+4 total damage), -2 to CD	Blades +2	750
5	<i>Wand of Dispelling</i>	Dispel as a level 4 mystic, 12 MP' s per day	Mystic 1	1,000
6	<i>Bottomless Satchel</i>	Backpack with 10x normal capacity, always weighs 10 lbs.	None	2,000
7	<i>Helm of Invisibility</i>	Enchanted quality metal helm (+5 total armor), invisibility 3x per day as level 6 mystic.	Armor +7	3,500
8	<i>Cloak of Avoidance</i>	+3 to avoid, always active.	None	5,000
9	<i>Shield of Faith</i>	Mystical Large Shield. Total +8 to Armor. +2 to endurance and willpower while carried.	Virtue +2 Armor +6 Light Ethos	7,500
10	<i>Hammer of Thunder</i>	Mystical War Hammer. Total damage bonus +15, CD 16, deals automatic critical damage to giants, may be hurled (returns to wielder' s hand automatically on next action).	Blunt +8 Might 10	10,000

Chapter Four: Beasts

The *Massive Monster Matrix* includes statistics for over forty basic monster types. This matrix can be used to randomly generate a wide range of monsters of various levels. In the sections below, the term level bonus is used. **The level bonus for a creature is the same as a trait bonus: ½ of its level, rounded up.** This matrix includes the following information about monsters:

- **Creature.** The name or class of creature. There may be many species under this category (for example, bear would include black bears, grizzly bears, polar bears, etc.)
- **Size-Type.** Gives the size of the creature, and the type of creature. There are three **size** categories.
 - **Small** creatures (under 3' tall) may only melee creatures in the same area. Receive +2 bonus to CD. Suffer -1 penalty to health modifier (minimum of 1).
 - **Medium** creatures (3'-9' tall) may melee creatures in the same or adjacent areas.
 - **Large** creatures (over 9' tall) may melee creatures up to two areas distant. Receive +2 penalty to CD. Receive +1 to health modifier.

There are also several **type** categories:

- **Animals** (*Animal*) are creatures that may be found in nature. Animals may be *tainted by darkness* energy or *awakened by light*. If tainted by darkness (a *Darken Animal*), the animal's Demeanor changes to *Servant of Darkness*. If awakened to light (an *Enlightened Animal*), the animal's Demeanor changes to *Servant of Light*. For both Darken and Enlightened Animals, Reason becomes 1 (but doesn't improve with level), the base level increases by +2 and all Traits (other than Reason) are increased +2 from the normal animal base. A wolf has a base Dexterity of +3, while a darken wolf has a base Dexterity of +5. Darken and Enlightened Animals are always one RL higher than normal animals.
- **Enchanted Creatures** (*Enchanted*) are creatures of a magical nature. These creatures often live in woodlands, forests and magical natural surroundings. Enchanted creatures are usually friendly to the natives of woodlands, but work against those who despoil or destroy woods, or those who serve evil.
- **Humanoids** (*Humanoid*) are bipedal creatures of roughly human appearance. Humanoids wield weapons and wear armor like humans and demi-humans, although may be naturally tougher or more resilient, receiving bonuses to worn armor or wielded weapons.
- **Insects** (*Insect*) are giant versions of common insects and vermin. Giant insects are found in all locales, most often where their normal-sized counterparts would be encountered. Giant ants are found in fields, farmlands and forests; giant scorpions inhabit deserts and wastes, etc.
- **Mythic Beast** (*Mythic*) are intelligent, magical creatures. Mythic beasts are found in many locales, mostly far-removed from man, including desolate areas such as bogs and swamps, ruins and barrows, distant mountains and dense woodlands.
- **Oddities** of a Magical Nature (*Oddity*) are unnatural creations of a magical nature. These may be intentionally created for a specific purpose (a golem created to guard a treasure) or by mistake (ooze that spontaneously arises from areas of magical energy over time). In any case, oddities may only be found where there is or has been considerable magical energy used.
- **Summoned Creatures** (*Summoned*) are called to the realm from other places. The exact nature of how and where creatures arrive varies, but in all cases these are creatures that are not native to this realm. This category includes elementals and demon-kin.
- **Undead Creatures** (*Undead*) are the remains of the deceased, which have been given unlife. These may be corpses animated by necromancy (skeletons and zombies), the remains of powerful creatures cursed with eternal death (ghouls and wights) or the spirits of the deceased trapped by strong emotions or terrible deeds (shadows and wraiths). In all cases, the undead creature bears little resemblance to and little memory of its former self. Undead creatures are not living, and cannot be affected by mind-control; the undead do not eat, sleep or breathe.
- **Class.** This is the preferred or most common class chosen by this creature. Hunter is the only class option for creatures of animal-level (Reason =0) intelligence. The class indicates the Arms, Skill and Magic points the creature receives every level, Health and Magic Resistance level multipliers. Only humans, demi-humans and humanoids receive class gifts, however.
- **Level.** This is the bonus to determine a random level for this creature. Creatures will not be encountered at this level or below. To determine a creature's level randomly, roll 1D + this rank. A result of 0 or less indicates a level one creature. Exceptions may exist, but the vast majority of creatures encountered will be within this level range. For example, a wolf is listed as +1. Wolves may be encountered of levels 2-7.
- **RL.** This is the modifier to the creature's relative level when determining how difficult it is for characters to face. A level 4 creature with a -1 RL modifier is considered level 3 for purposes of experience and the difficulty of an encounter with that creature.
- **Demeanor.** The most common demeanor of creatures of this type. The majority of creatures will fall into this demeanor. Creatures of animal-level reason (reason =0) will be of *instinct*.
- **Traits.** Traits are listed as a bonus. The average creature is going to have a rank of 1 + level bonus + this modifier, but this may vary as many as 3 points in either direction for exceptional creatures. For example, an average level 5 spider is going to have a Might of 4. While there may be level 5 spiders encountered with a Might as low as 2 or as high as 8, both would be rarities.
- **Move.** This is the base movement for the creature. Some creatures may fly (f- move) or swim (s- move).
- **Armor.** This is the base armor rank for the creature. A creature receives its level bonus to armor (unless armor is listed as "worn" or "worn +__", in which case the creature must wear armor as a character).
- **Attacks.** Lists the types of attacks used by the creature, and the base bonus to damage (as a weapon). The creature must purchase each physical attack form as an arms ability to use it. A creature with claws and bite attacks must purchase each of these as arms, so these will improve based upon level. Generally, a creature will put the majority of points into the most powerful attack form.

- **Gifts.** There are several abilities available to creatures that are not available to characters. Some gifts are simply present (such as amphibious or night vision- gifts that do not improve with level) and others are ranked. Gift ranks are equal to the creature' s level modifier adjusted by the creature modifier. For example, a spider receives Poison +1. A level 5 spider has Poison 4 (+3 level modifier, +1 creature modifier). Note that a **successful melee attack** is defined as one that deals at least one point of health damage to the defender. These abilities include:

Table 30: Beast Gifts

Gift	How It Works
Amphibious	The creature is equally at home on land or in the water, and may breathe underwater.
Burrow	The creature may move through earth soil (modified movement rate listed in parenthesis).
Breath Weapon	The creature breathes an element or energy, dealing 2D x Rank damage against all targets within range less Magic Resistance. Breath weapon range is a cloud or stream based upon creature size (see Table 31).
Charge	The creature may charge for automatic critical damage. Charging takes one standard action to set up.
Constriction	The creature may constrict after a successful melee attack. A creature constricting another cannot make any other actions. Constriction deals automatic damage at the end of every round. Damage dealt is 2D x Constriction rank, ignoring Armor. A constricted defender may attempt to break free, rolling opposing might with the attacker. Attempting to break free of constriction is a standard action, resisted by the constriction rank.
Formless	The creature has no solid form, and may slide under doors and through small crevices.
Immunity	The creature is completely immune to one element, energy, or attack form. The form will be listed in parenthesis.
Night Vision	The creature may see in the dark.
Paralysis	The creature takes + Rank action against the endurance of target within 6 areas. Success indicates that target is paralyzed for 1 round per rank.
Petrification	The creature takes + Rank action against Endurance of target within 6 areas. Success indicates that target is turned to stone. Petrified creatures may be restored to life with a successful dispel (DT 6 + Rank of Petrification). See <i>gaze attacks</i> for more information on petrification.
Poison	The creature takes + Poison action against endure of target on a successful melee attack. Poison causes 2D points of damage per round automatically for a number of rounds equal to rank.
Regeneration	The creature recovers a number of health points at the end of every round equal to Rank x5.
Wall Crawling	The creature may move along walls and ceilings at normal move with no penalties.
Withering	Some of the more powerful undead may actually sap the life energy of living opponents. On a successful melee attack, the creature takes + Withering action against the will of the target. Success indicates that the defender loses one point from will. A creature reduced below +0 will becomes an undead creature of the same type. Willpower is recovered at the rate of one point per day (2 points if the character rests completely).

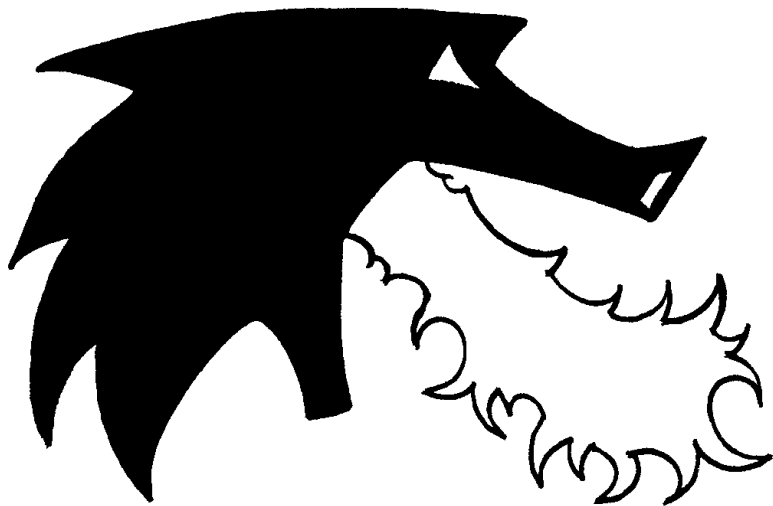


Table 31: Breath Weapons

Creature Size	Breath Stream	Breath Cloud
Small	1 area wide, 3 areas long	4 area square directly in front of creature
Medium	1 area wide, 6 areas long	9 area square directly in front of creature
Large	1 area wide, 12 areas long	16 area square directly in front of creature

- **Treasure.** Lists whether or not the creature hoards treasure (nil indicates no treasure) and modifiers to the creature' s level when determining treasure. Some creatures have more treasure than others, and the level of the creature may be modified when determining treasure. Creatures that do not hoard treasure but have an inherent value (such as animal hides) will be noted, along with a modifier to the value of the hide, skin, etc.
- Avoid, Endurance, Willpower, Health, Magic Resistance and Armor are determined normally, with exceptions noted above.

Table 32a: The Massive Monster Matrix Part A

Creature Size-Type	Class/Level (RL)	Demeanor	D E X	M G T	P E R	R E A	S T A	Move	Armor	Attacks	Gifts	Treasure
Ant M-Insect	Hunter +0 (+0)	Neutral Instinct	+2	+2	+1	0	+3	3	+5	Bite (+3)	Burrow (½ Move)	nil
Bear L-Animal	Hunter +4 (+1)	Hostile Instinct	+1	+9	+5	0	+6	6	+3	Bite (+6) Claw (+3)	Constrict (+0)	hide (-1)
Beetle M-Insect	Hunter +2 (+0)	Neutral Instinct	+2	+3	+1	0	+4	3	+6	Bite (+4)	Burrow (½ Move)	nil
Bird M-Animal	Hunter +0 (+0)	Neutral Instinct	+3	--	+4	0	+1	1 (f-9)	+2	Claw (+4)	nil	-2
Boar M-Animal	Hunter +1 (+0)	Hostile Instinct	+1	+3	+2	0	+3	6	+3	Gore (+5)	Charge	nil
Brownie S-Enchanted	Mystic +2 (+0)	Servant of Balance	+2	--	+2	+2	--	2	worn	by Weapon (-2)	nil	+0
Cat, Great M-Animal	Hunter +2 (+0)	Hostile Instinct	+3	+5	+4	0	+4	6	+3	Bite (+5)	nil	fur (-2)
Cockatrice M-Mythic	Mystic +3 (+0)	Watcher of Chaos	+4	+1	+3	-1	+2	3	+4	Bite (+3)	Petrify (touch)	+0
Dog M-Animal	Hunter +0 (+0)	Neutral Instinct	+2	+3	+5	0	+2	6	+2	Bite (+3)	nil	nil
Dragon L-Mythic	Mystic/ Warrior +10 (+2)	Variable	+4	+12	+10	+6	+9	6 (f-21)	+10	Bite (+12) Claw (+8)	Breath Weapon Immunity 1 element	+4
Elemental* L-Summoned	Hunter +6 (+1)	Neutral Instinct	+1	+4	+2	-2	+3	3	+3	Fist (+6)	Immunity 1 element	nil
Gargoyle M-Summoned	Hunter +4 (+1)	Bringer of Darkness	+2	+4	+3	+1	+5	3 (f-9)	+7	Claws (+6)	Immunity (fire)	+1
Ghoul M-Undead	Hunter +4 (+1)	Servant of Darkness	+4	+3	+6	-2	+5	3	+3	Claw (+4)	Paralyze (touch)	+0
Gnoll M-Humanoid	Warrior +1 (+0)	Bringer of Chaos	+2	+3	+2	-2	+1	3	worn	by Weapon	Night Vision (6 areas)	-1
Gorgon M-Mythic	Mystic +6 (+1)	Bringer of Darkness	+4	+2	+3	+5	+3	3	+5	by Weapon	Petrify (gaze)	+1
Gryphon L-Enchanted	Hunter +4 (+1)	Hostile Instinct	+3	+7	+4	-2	+5	6 (f-15)	+4	Claw (+5)	nil	-1
Harpy M-Mythic	Mystic +2 (+0)	Bringer of Chaos	+4	+1	+3	+2	+1	3 (f-9)	+3	Claw (+3)	nil	+0
Hellspawn M-Summoned	Mystic +0 (+1)	Servant of Darkness	+5	+1	+4	+2	+3	2 (f-6)	+4	Claw (+3)	Immunity 1 element	+0
Hellhound L-Summoned	Hunter +4 (+1)	Servant of Darkness	+6	+8	+5	-2	+5	6	+6	Bite (+8)	Immunity (fire) Breath Weapon	+0
Horse L-Animal	Hunter +2 (+0)	Neutral Instinct	+3	+6	+3	0	+4	6	+3	Hooves (+5)	none	nil
Kobold M-Humanoid	Rogue -3 (-1)	Servant of Chaos	+2	-1	+2	-2	--	3	worn	by Weapon	nil	-1

* Elementals receive +4 to Traits: *air elementals* receive +4 to Dexterity; *earth elementals* receive +4 to Might; *fire elementals* receive +2 to both Might and Stamina; *water elementals* receive +4 to Stamina.

Table 32b: The Massive Monster Matrix Part B

Creature Size-Type	Class/Level (RL)	Demeanor	D E X	M G T	P E R	R E A	S T A	Move	Armor	Attacks	Gifts	Treasure
Lizard M-Animal	Hunter +0 (-)	Neutral Instinct	+3	+2	+3	0	+2	6	+5	Bite (+6)	nil	nil
Manticore L- Mythic	Hunter +2 (+1)	Servant of Chaos	+1	+6	+5	-3	+5	6 (f-9)	+5	Bite (+8) Tail Spikes as L Xbow	none	+0
Minotaur L-Humanoid	Warrior +4 (+0)	Servant of Chaos	--	+6	+4	-1	+5	3	worn +2	by Weapon	Immune (mind control)	+1
Ogre L-Humanoid	Warrior +5 (+1)	Servant of Chaos	-2	+7	-1	-3	+5	3	worn +2	by Weapon (+2)	none	-1
Ooze L-Oddity	Hunter +2 (+0)	Hostile Instinct	+2	+3	-2	0	+4	3	+5	Strike (+5)	Formless	nil
Pegasus L-Enchanted	Hunter +4 (+0)	Servant of Light	+3	+6	+3	-2	+4	6 (f-15)	+3	Hooves (+6)	none	nil
Rat S-Animal	Hunter -3 (-1)	Hostile Instinct	+2	-2	+3	0	+1	2 (s-4)	+2	Bite (+1)	none	nil
Salamander L-Mythic	Hunter +4 (+1)	Bringer of Chaos	+2	+5	+3	-4	+6	6	+6	Bite (+6)	Breath Weapon	+1
Scorpion L-Insect	Hunter +2 (+1)	Hostile Instinct	+4	+2	+1	0	+5	3	+8	Tail (+4) Pincer (+6)	Poison (tail +1)	shell (-2)
Serpent L-Animal	Hunter +0 (+1)	Hostile Instinct	+5	+4	+2	0	+3	3	+5	Bite (+4)	Poison (bite +0) -or- +1 Constrict	skin (-2)
Shadow M-Undead	Hunter +2 (+1)	Servant of Darkness	+8	+2	+3	-1	+4	3	+3	Claw (+4)	Withering (+0)	nil
Skeleton M-Undead	Hunter -1 (+0)	Servant of Darkness	--	+2	-3	0	+2	3	+4	Claw (+2)	none	-1
Spider M-Insect	Rogue +0 (+0)	Hostile Instinct	+4	+1	+2	0	+1	3	+2	Bite (+4)	Wall Crawl, Poison (bite +1)	nil
Sprite S-Enchanted	Mystic +0 (+0)	Servant of Light	+3	-2	+1	+2	-1	2 (f-6)	worn	by Weapon (-2)	none	+0
Troglodyte M-Humanoid	Warrior +1 (+0)	Bringer of Chaos	+1	+3	+2	-3	+4	3 (s-6)	worn +1	by Weapon	Amphibian Night Vision (3)	-1
Unicorn L-Enchanted	Mystic +5 (+1)	Servant of Light	+5	+7	+5	+2	+5	6	+6	Horn (+8)	none	+1
Wight M-Undead	Hunter +4 (+1)	Servant of Darkness	+5	+4	+3	-1	+6	6	+4	Claw (+5)	Withering (+1)	+0
Wolf M-Animal	Hunter +1 (+0)	Hostile Instinct	+3	+4	+5	0	+4	6	+3	Bite (+5)	none	+1
Worm M-Insect	Hunter +0 (+0)	Neutral Instinct	+1	+2	+1	0	+3	1	+2	Bite (+2)	Burrow (½ Move)	hide (-3)
Wyvern L-Mythic	Hunter +6 (+1)	Servant of Chaos	+2	+9	+4	-5	+6	6 (f-12)	+7	Bite (+8) Tail (+5)	Poison (tail +1)	+1
Zombie M-Undead	Hunter -1 (+0)	Servant of Darkness	-2	+2	-3	0	+4	1	+2	Claw (+3)	none	-1

