

ATHIA

FANTASY ROLEPLAYING

ATHIA CREDITS

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Fourth Printing: 2019

ABOUT THIS BOOK

Athia is what we'll call a post post-apocalyptic fantasy game set in a fantastic world. It is about assuming the mantle of a character or presenting a story to a group of individuals gathered together to take part in a roleplaying game. Perhaps this is not the first roleplaying game you have ever picked up. If it is, fantastic, but there will be plenty for you to learn as you read through the book. On the off chance you have never roleplayed before and somehow ended up with this book in your hands, we hope that what we have presented will be both engaging and intriguing.

We have tried our best to walk the line between too much information and too little information. We wanted to create a skeleton world for you and your players to flesh out on your own. It has holes, unexplained events, and topics barely touched upon - much of that is by design. We want to plant just a few seeds in your imagination and hope that in reading this book you will be inspired to run or play a game of your own.

WHAT THIS BOOK IS AND IS NOT

In truth, we created this game for us - the writers. This game represents all we have ever wanted in a fantasy roleplaying game. It is the culmination of years of experience, piecing together novel ideas and noteworthy experiences, and our exposure to numerous other roleplaying games and systems. It is the game we have always wanted to play. We have tried to create a believable world - a somewhat "realistic" world. But no game can be everything to everyone and fantasy is subjective. If you are looking for a functioning world, built upon people's desires to survive, outlined with real threats from men and monsters alike, with plenty of room to grow and develop a story, then this is your game.

Because the idea of making a game appealing to the world at large had never entered our minds, this game is filled with our own ideas, biases, and interests. We hope that you find it as entertaining and exciting as we do.

RULE #1

This is your game. Feel free to use any piece or all the information contained herein. Use what you like, and discard the rest - just keep your players in the loop as to whatever changes you're making to your own games. Personally, we hate rules lawyers - people who read something and take it as an unchangeable fact as it pertains to their games. If you are running the game, you make the rules. It is that simple.

TO THOSE WHO'VE MADE THIS BOOK POSSIBLE

This is our little thank you section of the book, to express our appreciation to everything that has directly or indirectly contributed to the success of our writing adventure. The following is just a short list of those we would like to extend a sincere thank you to: The good people of the Bent Fork Grill®, Lloyd/Lindybeige, Wardruna, Google®, Google Drive®, Google Documents®, DeviantArt.com®, Thesaurus.com®, Picasa®, GIMP®, and Microsoft Word®.

Most importantly we would like to thank our loving wives, sons, families, and friends. We are very fortunate to have such an encouraging group behind us, and we would like to dedicate this book to all of them. Because of them, we have had the experiences that allowed us to know what it was we wanted. Because of them, we have had endless sounding boards and voices of reason. Because of them, we have been encouraged and aided. Because of them, we wanted to share a bit of what had been in our heads and hearts for so long.

Finally, to you - whose hands this has fallen into, who has decided to give it a read on their own time, who has been gifted this book or stumbled upon it in looking for something different, our thanks to you.

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THE WORLD

Athia is a land of contradictions. Rich in natural resources, and with a cold but predictable climate, it should be a place where the sentient races can thrive. But the last two centuries brought war and upheaval on a scale not known since the ejection of the Slyph. Great, continent-spanning civilizations have been reduced to isolated pockets of inhabitation. Entire races of people now teeter on the edge of extinction, while great powers of the past have slipped over that edge into oblivion.

“Athia has but one rule: The strong thrive and the weak die. The people cowering behind those walls think they are strong. We’re going to show them the true meaning of strength.”

– Kral-Tarkhan Krullus, rallying his troops before the sack of Hammer Bridge

For generations the people of Athia have struggled to survive, facing a life of unending horror and bloody constraint. War, disease, and famine have ravaged the land. Even the dead themselves rose to plague the living. But over most of the land this last and perhaps greatest challenge has been overcome. Now is a time for hope and renewal. People who grew up raising walls and fortifications are now finally venturing beyond them, perhaps even visiting the next village over, if it still exists.

The world is still dangerous, and the struggle to rebuild is everywhere beset with obstacles and reversals. Many question if enough have survived to once again repair and rebuild. Entire cities have been destroyed or abandoned, and none now know what monsters may have taken up residence within them. Pockets of the Sick still fester undiscovered, waiting to destroy the living. Villages, towns, cities, and even entire races are isolated and remain in desperate need of help.

“Ours is a complex land, filled with beauty and wonder. That we must wade through corruption and privation in order to find that beauty only adds to its savor. The setting sun is a gift, and my appreciation of its soft light is unmarred by the horrid scene it reveals outside our walls.”

– Excerpt from the diary of Arianna Thercer, princess of Ginther, Fourteenth year of the Sickness

The path towards a renewal of glory is a narrow one. One modern-day Krullus, one corrupt king, one tiny spark of evil could set the whole land ablaze again and plunge Athia back into darkness. It is upon the backs of those who have weathered these endless hardships that Athia's fate now rests. Like stones thrown into a pool of still water, every act of courage has broad-reaching impact.

For longer than anyone can recall, every day has been a struggle to survive. The

population of Athia has been reduced to those precious few with the grit and resolve to have endured such calamity. Once again people have picked themselves up and dusted themselves off, but will anyone take up the challenge, and help Athia reclaim its faded glory? Or will all that remains crumble into dust?

ANCIENT TIMES

The church of the Triad teaches that the god Selene birthed the world. Other legends hold that the dragons created Athia, or stranger still, that Athia is made of the same stuff as dragons. The oldest legends make no attempt to describe how the world came to be, they speak only of those that gave the world its current shape: the Slyph.

Hailing from the shadow realm of Eshelon, the Slyph were god-like beings, beautiful to behold and wielding great arcane power. No records remain to explain how they came to Athia, nor why, only that they shaped the world to suit their whims. Great mountain ranges rose at their direction, and rivers changed their course. Their cultivation created vast forests where none had stood before.

The Slyph spread out through the lands of Aerthis and to the coasts of the nearby mainland, each group settling in places of great natural beauty, or altering the landscape to match their idea of beauty. As the years passed and the population of the Slyph expanded, divisions grew. In this the Slyph were no different from the modern races. Some thirsted for power, vying for ascendance over their brethren. Others left the great cities and pushed deep into the unexplored wilderness of Athia.

“No foe stands against me, not the mightiest of men. So too would a dragon fall before my sword.”

Proud Hafdan was an arrogant man, carelessly boasting of his brave deeds.

“Fool!” cried the old man. “And fool yet again.

*Can your sword cleave the sky?
Can your spear find the heart of a mountain?*

Dust we are to dragons and less than dust. You'd as soon slay Athia itself.”

– The Lay of Hafdan

Around this same time, some among the Slyph began experimenting with creating new forms of life: entire new races of sentient beings, designed to serve the Slyph. Initial attempts led to half-formed monstrosities, or were short-lived. The gifted Logryn and Logryss, arguably the first fully sentient creatures created, proved too willful to be tamed. One of the first created races to survive and become self-propagating was the Adaro; a beautiful people much like the Slyph

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themselves. But they were proud and intractable, refusing to serve. For this the Slyph exiled them, sending them away from Athia on great ships. According to the sailor's folklore, they now reside in the depths of the ocean, preying on unwary ships and stranded mariners.

“The difference between a legend and a religion is that in a religion the gods are kind. Powerful, beautiful, wise, learned, puissant at arms, gifted at poetry – any of these traits could apply to any god from any tradition. But malicious, capricious, cruel gods? No one chooses to serve them. They are relegated to myth and legend. And the Slyph – they are the stuff of legend.”

– Whom the Gods Would Destroy: A History of the Slyph and the Birth of Modern-Day Sentients by Enold Garafkin

By now the idea of creating vassal races had spread throughout the Slyph and the number of experiments grew. Soon after came the Elves, a lithe and elegant race created to be the personal servants and slaves of the noblest Slyph. Then came a small race of green-skinned underlings known as the Goblin. The lowest form of chattel, they were used, and often discarded, however their masters' saw fit. The Ferox, an immense and bestial race, was created for hard labors. Dwarves were created as stout workers, but of a height where all could look down upon them. Orcs, large and powerful creatures, were created to amuse the Slyph in bloody gladiatorial games. And finally, the Bantam, a small and wiry race, were created for the amusement and entertainment of their masters.

The Slyph had their failures too, chief among them the Changeling, foul creatures that were combinations of humanoid-like people and various animals. Scholars are divided as to whether the reptilian Naga or the mighty Trolls may be classified as successes or failures. But few dispute that the Fomor, a race of malformed grotesqueries, were the product of failed or deliberately monstrous experiments.

The proliferation of vassal races did nothing to quell the Slyph's baser impulses. There is variation within all races, even the Slyph. Accordingly, they were not all cruel and tyrannical. But their whole society had grown oppressive and callous. Why take the time to chastise a slave, when there are a thousand more born each day? The incompetent or defiant were imprisoned, forced into hard labor, or killed outright.

But the short-lived slave races bred faster than their masters. Over centuries, their numbers grew until they far outnumbered the Slyph. Continued mistreatment, enslavement, and brutal punishments pushed the new races to the point where rebellion became more than just a word whispered through cell walls. Inevitably, the slave races of Athia revolted against their creators. The first uprisings were put down with brutal efficiency, and in some areas entire

populations were put to the sword. The war lasted long and bloody years. Great cities burned, and more than one race were nearly wiped out completely. But freedom is an ideal not easily extinguished and the weight of numbers did not favor the Slyph. Driven from their homes, outnumbered at every turn, eventually the Slyph took the only option left to them. They returned to Eshelon.

THE AGE OF PEACE

Common wisdom among historians dictates that when a power vacuum appears, the years or decades that follow will be filled with war and strife. Rival nations and other aspirants to power battle amongst themselves to establish dominance and fill the vacuum. Thus, it is surprising that the period immediately after the exile of the Slyph was a largely peaceful time. The lands were vast, and the Slyph's civilization had been clustered around relatively few, large cities. Vast swaths of Athia remained uncharted, leaving plenty of room for the sentient races to spread out and grow. Having spent their entire lives in either enslavement or war, the vassal races of Athia wanted nothing more than to live their lives in peace.

Minor border skirmishes did occur, and occasionally some upstart warlord would need to be quashed. But compared to the great wars of more recent years, the time after the departure of the Slyph was the greatest period of peace and prosperity Athia has ever known.

Early on, people tried to build upon the ashes of Slyph civilization. The arcane techniques employed by the Slyph were largely incomprehensible to the vassal races. Only those who had worked most closely with their masters, principally the Elves, had any understanding of Slyph artifacts. Sadly, many of these slaves had been killed during the early days of the uprising, either by vindictive rebels or by Slyph attempting to keep their secrets. What little remained was passed down informally, and much irreplaceable knowledge was lost.

More prominent among this burgeoning civilization were the leaders of the rebellion. Most rose to permanent positions of political leadership. Some few were so revered that they were exalted as gods - becoming the first of the divine. Few details of these early deities have survived the intervening centuries, just a few names and fragmented stories. Rumors persist that isolated communities still pay homage to these ancient gods, but little evidence can be found to back up such claims.

As time passed, the races of Athia settled in new areas, with many choosing the company of their own kind over the more cosmopolitan mix of the great cities. The Bantam's sense of curiosity led them far from the lands of the Slyph. They settled in the rolling tundra between the hills and mountains, forming small villages, digging homes into the ground and covering their roofs with mosses and

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peat. The Bantam kept ties to the other races, not wanting to lose touch with those they had fought alongside in earning their freedom. Typical of their friendly and well-grounded temperament, the Bantam celebrated a simple but full life, appreciated their freedom, and kept the various races connected.

The Dwarves ventured deep into the unexplored lands of Athia, pushing boldly as far from the now abandoned homes of the Slyph as they could. It was timber that first led the Dwarves into the hills, then game for meat and fur. Soon they discovered metals and precious stones, which only led them further into the hills and higher into the mountains. The rugged high country of Athia would become their home. They were frontiersmen, mountaineers, and miners – living in harmony with the land in harsh alpine climes where few others would dare venture.

Given how closely the Elves had worked with the Slyph, it came as no surprise that they often inhabited the homes and villages of their erstwhile masters. They embraced language and education, working diligently to preserve what they could of Slyph learning. But they did not preserve every aspect of Slyph society. They turned the perceived dark and twisted art of their masters into something smooth, flowing, and beautiful. They sought to be better than their masters, to be wiser, to create things of beauty, and to perfect themselves in all their endeavors. They built on the Slyph's arcane tradition, but also pursued new avenues of learning. The arcane principles that are the foundation of the modern art of wizardry came mostly from these early Elves. They expanded learning and appreciation among music, painting, sculpture, literature and all the arts. The cultural heritage of Athia owes much to the Elves of the Age of Peace.

The Ferox were bred for size and strength, attributes that made them invaluable during the rebellion. In several decisive battles, the Ferox carried the greatest load, their ferocity and power turning the tide in favor of the rebels. After peace came to Athia, most Ferox felt guilt over the blood they'd spilled. Some even felt they'd been manipulated by the other vassal races, fooled into carrying an unfair share of the fighting. On the other side of the coin, many among the other races found themselves uncomfortable living in close proximity to such ferocious warriors. Whatever the reason, the Ferox soon left the cities behind and ventured into Athia's wilderness. Pushing further to the North than any other former slave race, the Ferox travelled the vast, cold plains of the interior. They adopted a nomadic lifestyle, following the great herds of caribou, stag-moose, bison, or mammoth through their annual migrations. They tamed the Haalu, an enormous flightless bird, using them as mounts and war-beasts. They continued to trade with other races, but preferred the wide-open expanse of the steppes where they made their home.

During the rule of the Slyph, Goblins were bred in the millions. They were treated as the lowest form of chattel by their masters and often looked down upon by

the other vassal races. Their casualties during the rebellion were immense, but they still outnumbered all the other races combined. They settled in the warmer climates, in the arid Southern reaches of Athia. There they often clashed with the various Reptilian races that descended from the Naga. Having been guided through much of the rebellion by several wise women within their race, the Goblins created a matriarchal social structure that endures to this day. Able to survive in the harshest areas of Athia, they have also repulsed countless attacks from seemingly superior forces. Their high level of cooperation and selfless devotion to the group has given them great resiliency.

Instead of following the other races into the interior of Athia, the Orc were drawn instead to the waters. Settling on the coasts, in the swamps, and throughout the wetlands, the Orc quickly became accomplished mariners. Their longships were unparalleled, allowing them to venture into the archipelagos off the coast and far out into the open ocean. In the swamps and wetlands, they came into conflict with the Reptilian races. This common enemy prompted the Orc and the Goblin to forge an informal alliance. Together they beat back the threat of the Reptilians again and again. The Orc thrived and grew, eventually exploring all the waters of Athia.

“... a student of magic. For herein shall be found many and sundry miracles, with explanations of their origins, diagrammatic exegesis, and instructions for efficacious casting thereof. Any reasonably facile thaumaturge shall readily master the erstwhile impossible feats of the hated Slyph. We begin with the trifling matter of producing gold via transmutation of ...”

– A burned scrap of parchment found in the ruins of Enoeth

Other sentient races, and some whose intelligence fall short of sentience, populated Athia during this time. These less populous races were marginalized, forced by competition to dwell in the less habitable areas. Some were corrupt and morally questionable, others held high ideals. Though some legends and heroic tales touch upon these bit players, it is well beyond the scope of this humble tome to recount them here. Refer to the Bestiary for more information.

Many years passed, and civilizations grew and expanded, as civilizations are wont to do. Great cities rose upon the ruins of the old, with well-maintained roads connecting them. Trade and diplomacy forged bonds of fellowship between far-flung peoples. An annual festival on the anniversary of the rebellion was universally celebrated.

Still, wild places remained: areas so dangerous or inhospitable that none dared settle there. Others were so removed from major population centers that few bothered to venture into their remoteness. But some intrepid souls find themselves compelled to explore over that next hill, around the next bend in the

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river. Such explorers kept pushing further North towards the frigid Polar latitudes. It was there that the Humans were discovered.

The creations of the Slyph were myriad and varied. Many heretofore unknown races had been discovered in the years since the Rebellion. But the Humans were different. No one seemed to know where they had come from, but it was clear that they didn't share any of the characteristics of the other races. In particular, their peculiarly rounded ears set them apart. Despite their shorter life-spans, their relatively small population, and the harsh climate of their homeland, the Humans had their own well-developed civilization. They were well-organized, with competent leaders and just laws. Much of Humanity was defined by their kingdoms to which they swore their allegiances and the lands and cultures their kings cultivated. And they worshiped new gods, a triad of related divinities heretofore unknown to the other races of Athia.

One by one, the other races were introduced to the Humans, either by stumbling upon them, or in many cases, through their trade with the ever-outgoing Bantam. Once they began to integrate into Athia's culture they thrived, expanding rapidly. The Humans were hard workers, had exceptional maps, and possessed other previously unknown technologies. Trade flourished, and relations grew. Together the races of Athia could overcome whatever evils reared their heads from the shadows.

The age passed in relative peace.

THE RISE OF KRULLUS

By this time, the races had spread out considerably, and settled into their new homes. Communication and trade between major population centers now took weeks if not months. The long years of calm bred complacency. But peace is a relative term. Even during what we now call the Age of Peace, warfare was not uncommon. It was sporadic, and usually involved small armies, but war did not vanish entirely from the face of Athia. No, we call it the Age of Peace only because of what followed.

You may imagine that you know all that you need to about Krullus. After all, there is no more recognizable name in all Athia. His name is a curse in every land. The children of every culture grow up hearing stories of him, being told that if they don't eat their lotus root, Krullus will come for them in the night. Well do I remember the games of my youth, when every friendly race began with a cry of "Krullus take the hindmost". Yes, we all believe that we know as much as we need to about Krullus. But I urge you to set aside your preconceptions, for the story of Krullus is more nuanced and interesting than most people know.

It started, as these things often do, with a seemingly unimportant person. In a small tribe of Orcs, in a village off the coast of the Gray Sea, an Orc woman named Inahan went foraging for persimmons far from her home. This proved foolhardy, for a small band of ogres captured her, keeping her captive for weeks. Though history does not record any details of her captivity, the nature of her treatment at the ogres' hands is no mystery. Ogres are savage, brutish creatures, slaves to their baser impulses. A less hardy woman would likely have died from her wounds. But the hardy Orc woman not only survived, but escaped.

The people of her village had given her up for dead, and so were overjoyed to see her return home. Lovingly they nursed her back to health, for her wounds were severe. Beyond many bruises, she lost sight in one eye, and a broken leg had healed poorly, leaving her with a pronounced limp. But far more scarring than any injury she had borne was her pregnancy. After a difficult time carrying the child, she endured an agonizing birth. The child's Ogre blood was immediately apparent; he was nearly twice the size of a normal Orc infant.

She named her son Krullus.

A word about Orc and tradition: Orc pride themselves on being honorable above all else. The ancient laws and rituals of Orc culture are rigorously observed. The measure of a man or woman in such a tribe is strength and strength alone. Every member of the tribe is trained in battle from an early age, and is expected to defend the tribe with their lives against any foe. Leadership is often determined through single combat, and a chieftain must stand ready to defend his position from any challenger at any time. Weakness of any kind is derided, scorned and punished. Babes deemed too sickly or weak are abandoned in the swamps, to be consumed by wild beasts.

For such a tribe, bound by ancient tradition, the greatest weakness of all is to not be an Orc. The mixing of bloodlines with an inferior race is strictly forbidden. The Orc woman might have been allowed to remain with the tribe, grudgingly

“Let the generals talk about strategy. All those pretty words about flanks and enfilades are cold comfort on the battlefield. Hell, even ideas like bravery and honor mean nothing when ten thousand Red Orcs are charging up the hill at you. Painted with the blood of my neighbors, with the name of that devil on their lips, they looked ten feet tall. In the face of those beasts the fear is so thick you can't think straight at all. When facing down a horde of Red Orc, every soldier becomes a babe in armor, crying for his mother. We were half-beat before they were within fifty yards of us.”

– Anonymous letter, found among the ruins of Woldton

“As a young woman, I became obsessed with the great figures from history and legend. Particularly, any diary or account by a family member of a notable leader I read with great interest. I loved the idea that these legendary men, so well known for their ruthlessness and ferocity in battle would be gentle and loving with their families. Of course, my father was nothing like that. I only met him once; on the day he sentenced me to death. He called me weak, a disgrace, not worthy of his bloodline. If not for the resistance among the goblins, I would have died the next day. I don't really know about all those historical leaders. Maybe they were good men, maybe not. As for my father: there was no kindness in him at all.”

– Kaja, daughter of Krullus and pedagogue of Orc History in Orenthyr

forgiven for the weakness of succumbing to attack by three ogres. But as for the babe, the law was clear. He would be given to the swamp.

The woman refused to allow this. The chief refused to speak to her at all and her arguments to the village elders fell on deaf ears. Seeing the inevitability of their decision, she took the babe and snuck away into the swamps. For her defiance, she was declared dead; her name was never to be spoken again by any member of the clan. Had she and her son died in the swamp, history would hold no record of their having ever lived. But they did not die.

The accounts of the next eighteen years are sparse and unreliable. Only two people ever knew for certain what happened, and in later years both Krullus and his mother were given to hyperbole, carefully crafting their words to build his legend. We can say with confidence that the life they lived was difficult. The Narloc swamps are inhospitable; food is difficult to find, and the weather is dangerously unpredictable. Many natural predators and a few outlaws and bandits threaten the possessions and very lives of inhabitants. It is almost

miraculous that a lone Orc woman with an infant could survive there.

Of course, after the first few years, Krullus went from being a burden to an asset. Enormous for his age, he was also precocious. By the age of five, or so the legends assert, Krullus was strong and fierce enough to hunt and kill a great Basilisk. His mother taught him to fight as soon as he could walk - the only formal instruction he would ever receive. As history records, it was more than sufficient. At the age of ten Krullus killed a full-grown ogre in single combat, wielding only a blackwood branch as a club. By the age of seventeen, he was twice the height of a man, with arms the size of tree trunks and peerless ferocity in battle.

In the nearly two decades since their exile, rumors had drifted into Krullus' ancestral village: stories of a new monster living in the swamp. A few brave warriors had ventured out to slay this mysterious creature, but none ever

returned. The first that the village elders saw of Krullus himself was on the day he appeared before their gates. In one hand he held the trunk of a great blackwood tree, a makeshift weapon as unrefined and invulnerable as Krullus himself. In the other hand he held a leather sack containing the heads of the Orc warriors who had sought him out.

In his heart burned a lifetime's worth of anger and hatred. The people of this village had shunned him and his mother, cast them out because of his supposedly impure blood. Krullus fed from birth on his mother's rage, the thirst for revenge his constant companion.

But exile that he was, Krullus was not completely without honor. He gave the chief and village elders one chance to redeem themselves, to reverse their decision and apologize for the life of struggle and privation they'd condemned him to. One by one, he called out their names and demanded their surrender. One by one they refused him, scoffing at this upstart. He was large and formidable, but never in history could one figure prevail against the combined might of an entire Orc village.

Krullus never heeded the lessons of history, preferring instead to write new chapters.

With casual ease, he broke down the gates and waded into battle, crushing the life from his kinsmen with every swing of his great blackwood club. Wave after wave of brave Orc warriors crashed against the might of Krullus, wave after wave shattered like sea foam and slipped into oblivion. The only person to even wound Krullus that day was the chief. Krullus simply smiled, plucked the dagger from his side, and crushed the life out of the old chief. With his death, the village's resistance was broken. Krullus rounded up the elders and strangled them one by one, smiling as he watched the light of life slip from their eyes.

What few survivors remained faced a new choice. They could join Krullus, accepting him as their new chief, or they could go into exile themselves. Those that left did so with no possessions but the clothes on their backs, knowing they faced death if they ever returned to their ancestral home.

Uneasy days passed. Krullus' mother joined him in her erstwhile home, characteristically foregoing any form of celebration. Instead she got down to the hard work of rebuilding the village and shaping the sullen survivors into a community. Word of Krullus' conquest spread through neighboring villages like wildfire. Within a week, a raiding party arrived. The chieftain of the nearest village led the Orc warriors, eager to earn renown by eliminating this upstart rebel. He earned only a swift death for himself and his men. The next two raiding parties fared little better.

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As more distant villages heard of Krullus' strength and prowess in combat, young Orc warriors abandoned their clans to come join him. From among these brash young followers came the first whispers of expansion. Krullus was obviously the greatest Orc warrior alive, why should he not conquer neighboring villages? But when they put the question to him, Krullus only smiled and counseled patience. He trained his new followers, instilling iron discipline and teaching them unorthodox tactics. Hunters prowled the swamps and scouts patrolled a perimeter, but never did Krullus lead a raiding party out of the village.

Several months passed, tense but quiet. The chieftains of the Gray Coast were not idle, and following the end of the rainy season, they marched an army up to Krullus' gates. Ten chieftains came, and with them every able-bodied warrior from ten villages. They launched the severed heads of Krullus' scouts over the palisades, and demanded that the usurper be sent forth to face justice for crimes against his fellow Orc.

Now they were calling him an Orc.

Despite being outnumbered ten-to one, Krullus and his warriors made no attempt to negotiate. Nor did they hide behind their walls. They flung open the gates and charged into the waiting army. Orc's sense of honor influences their fighting style. In large battles they are inclined to pair off and fight one on one. Krullus' troops fought as a unit, keeping close together and overwhelming the enemy. The attacker's superior numbers became ineffective since only a fraction of them could get close enough to Krullus' warriors to engage. Krullus himself ranged at will through the battlefield killing Orc by the score with his huge blackwood club. When the fighting ended Krullus was once again victorious.

There are no records before that day of Krullus speaking of conquest. Some few scholars, mostly Krullus apologists, say that had he been left alone, he would have gladly lived out his life in peace as a village chieftain. Most historians know all too well what came after and believe that Krullus needed only an excuse to begin his expansion. Whatever the truth, there on the field of the slain, Krullus made his intentions clear. His face grim, his eyes cold, his body spattered head to foot in the blood of his foes, Krullus swore to his mother and his people that the entire Orc race would submit to him or die.

On that day, he earned the name The Red Orc.

Krullus began with the ten villages that had attacked him. One by one he and his troops swarmed over their defenses and slaughtered their warriors. Any that chose to surrender could join him; the rest were executed. As in his own village, the elders were strangled by Krullus' own hands.

Finally, word of Krullus and his growing army spread beyond the Narloc Swamp. The neighboring clans banded together to oppose him. A great conclave was called, the largest in centuries. Seventeen chieftains gathered and for seven days and nights they plotted and planned. One among them, Vargrim, grew frustrated. The chieftains spoke only of battlefield tactics, debating hotly which stratagem might grant them victory through arms. But Vargrim felt that the only way to defeat Krullus was through treachery.

Without consulting the other chieftains, who he knew would reject his plan as dishonorable, Vargrim set forth with a handful of trusted followers. They snuck into Krullus' war camp, and kidnapped his mother. When she was presented to the conclave, they condemned Vargrim, trying him and executing him on the spot. But the die was cast. Krullus would never believe the kidnapping to be the work of just one Orc. The chieftains had no choice but to brazen it out, and attempt to bargain with him. They offered to recognize him as a chieftain, equal to them. They offered to cede him the land he had already conquered and more besides. They offered him everything they could bear to part with, and his mother's life, if only he would take his armies and withdraw to his home.

Whether or not Krullus would have accepted their offer, we will never know. Before any messenger could be dispatched, Inahan was slain. Driven no doubt by the same indomitable spirit that she had instilled in her son, she killed two guards with her bare hands and fled. In the ensuing confusion, she was cut down by archers.

Whatever hope there might have been for peace died with her.

Krullus' army swept over the Orc nation like a tsunami. The seventeen chieftains of the conclave and all their followers were exterminated. The body of Inahan was interred with great reverence at Krullus' childhood home in the swamps.

Having revenged himself, Krullus did not stop, nor did he tarry. Upon his mother's grave, he swore to conquer all the Orc clans. And so, he did, village by village, year after year. He learned through the experience, maturing; relying less on ferocity and more on shrewd tactics. His army grew apace, and now an elite cadre of lieutenants grew up around him. But the lands of the Orc are vast, and Krullus' force was still small compared to the whole of the Orc nation. Krullus experienced his first set-backs. These were not defeats exactly, but battles where both sides were forced to retreat or sieges that became too time-consuming and costly to maintain.

In his thirty-third year Krullus was sorely wounded in battle. A barbed harpoon pierced his lung, and he was forced to spend weeks recuperating. He went back to his childhood home, to visit his mother's tomb. There he prayed. Or at least, according to some historians, he prayed. Other sources, in conjunction with my

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own humble opinion, maintain that he did not so much pray as bargain, threaten and cajole. Guards outside the tomb reported hearing him promise to kill any God that dared to drag him to Hell. For what God could be so great that Krullus would not see himself as a peer?

Whatever the tone of the conversation that followed, the subject is well known. Despite all his victories, Krullus was near to despair. For his task was well-nigh impossible, and in the end, he was only one. One mortal life span was not sufficient to complete his plan. Krullus feared neither man nor God, but remained helpless in the face of eternity.

Most legends claim that it was Selene herself who appeared to him then. Some say he vanished for a night and a day. Others say that he remained within, and the tomb was sealed by a curtain of brilliant white light that none could penetrate.

From nearby villages came reports of strange happenings: cows that gave honey instead of milk, hens laying eggs filled with wolf teeth, a line of trees bent nearly double by a gale wind that none, but the trees, could feel. Skeptics maintain that whatever change happened in that place came from within Krullus; that no intervention, divine or otherwise, occurred. Whatever its source, the change that came over Krullus and his army in the weeks and months that followed was nothing short of miraculous. He never seemed to age a day past the night of his vigil, and his army became all but unstoppable.

The strength of his army came increasingly from his own bloodline. From the night of his first victory, Krullus had done as many conquerors throughout history have done: he sired children. He took many wives, and many more concubines, but they accounted for only a fraction of his offspring. Apologists prefer to hide this fact, or gloss over it and minimize it. Such false delicacy is a disservice to true historians and those who would learn from history. War is brutal, inhuman and categorically indelicate. Krullus killed, he tortured, and he raped. We may – nay we must decry these acts and pray that we and our families are never subjected to such barbarity. But we must not deny that they happened.

The fruits of Krullus' loins were much like he was: stronger and larger than normal Orc. In the years following his divine encounter they grew ever more numerous. His sons and grandsons became his generals, his bodyguards, and his most trusted advisors. The name Red Orc, once used to describe only Krullus, or more generally any follower of Krullus, now came to mean specifically those of his bloodline. The term's original meaning – those who bathe in the blood of their enemies – remained as accurate as ever. The fighting continued, the number of dead Orc became staggering, and those Krullus conquered were enslaved or put to death.

Once Krullus had subjugated more than half of the Orc tribes there was a second conclave. This one lasted over a month and was filled with bitter arguments. At issue was a proposal antithetical to the most deeply-seated of Orc convictions: surrender. The very idea was unprecedented for the proud and honor-bound Orc. But for the first time in their history the choice was horribly clear. If they continued to resist, they and their tribes would be slaughtered. Rather than sacrifice more innocent lives, the elders chose to surrender. One can only imagine the shame and impotent rage these proud Orc chieftains must have felt as they cast their votes.

The news sent shockwaves of anger and recrimination through the remaining free Orc tribes. Many denounced the conclave as traitors and cowards, vowing to fight on. But as so often happens, the loudest protesters were among the first to submit when the Red Orc arrived. A few tribes and individuals continued to resist, but they were quickly mopped up. In a matter of weeks, Krullus' dream had been achieved: Orc were all united under a single tribe. In a grand ceremony he was crowned Kral-Tarkhan Krullus, the King of the Chiefs. The personal weapon of every vanquished chieftain was melted down and from this his sons forged for him the great Red Axe. Its head was the size of an oxcart, and none but Krullus himself had the strength to wield it in battle.

Many outside of Orc lands expected that Krullus would now be content. He had done what no other Orc had ever done: he had united the entire race behind one leader. It seems absurd now, living as we do in the aftermath of his wars, to believe that Krullus would ever willingly lay down arms. But at the time, it was by no means obvious that he would seek to expand beyond the traditional Orc lands of Olhord.

Sadly, Krullus was not the sort to sit idle. In addition, there were other forces motivating him. The backbone of his seemingly invincible army was composed of his bloodline. Krullus continued to take wives and concubines from among the conquered, and urged his sons to do the same. Over the course of years, this led to an explosion of population. That and the demands of his self-perpetuating war machine led to a consumption of natural resources that exceeded what was available in Orc lands. In short, Krullus needed land and food, and he set about getting them as he always had, by taking them from others.

He turned his eye first across the sea, to the lands of the Goblins. There he would find ample resources: iron for weapons, great forests for building new ships, and slave labor. For centuries before the rise of Krullus the Orc and the Goblins had been reliable, if occasionally uneasy, allies. Some Goblins feared an attack, but their leaders listened to Krullus' assurances and believed. Their guard was down, and the Orc's attack was swift and decisive. Over the course of many careful weeks, Krullus had infiltrated the Goblins' lands, positioning small units of shock troops near every major population center. When he landed his army on their

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shores, the Goblin army, such as it was, mobilized to intercept. Behind them, the Orc swept into their sparsely defended cities and captured them in a matter of days. The Goblin army was crushed soon after, at the Battle of Roceejh. Within a month, Krullus held most of the land west of the Dragon Spine Mountains, and nearly every major Goblin village had been abandoned or annihilated. The diminished Goblin population fled to lands controlled by other races, or scattered into the wilderness, eking out a mean existence.

The betrayal of their Goblin allies was intolerable to a vocal minority of Orc. The Orc had ever prided themselves on their honor, integrity and devotion to liberty. This kind of deceit and betrayal of an ally was contrary to the very soul of Orc civilization. Tribal leaders spoke out against Krullus' rule and a few villages rose in open revolt. Krullus could not afford this kind of internal division, not if his empire were to maintain the discipline and cohesion he needed to keep expanding. He crushed the nascent rebellion with brutal efficiency. Armies composed entirely of Red Orc swept into the rebellious villages, killing everyone in sight. They burned all the houses to the ground and salted the earth. Chieftains who spoke out against Krullus were executed as traitors. Their families were literally branded, the word for Traitor forever seared into their foreheads, and forced into slavery. The rebels who escaped this great purge traveled far beyond the borders of the Orc and hid among the other races. It would be many years before those Orc not of Krullus' bloodline could rebuild their population, and even today they are but a fraction of their former numbers.

During the brief respite afforded them while Krullus reasserted internal order, the other races debated. Some argued for appeasement, hoping that an offer of tribute would forestall another invasion. Others argued for an immediate counter-attack, driving the Orc back to their own land before their strength grew any further. Most, however, continued to underestimate the threat. The Goblins were a weak and disorganized people, they argued. And the Orc must now have all the territory they could ever need. Surely Krullus would not seek to conquer further.

While fools argued in their lofty towers, Krullus conquered further. With casual ease, the armies of the Red Orc swarmed through the territories of the Bantam. Ever a peaceful lot, the Bantam were friendly with and accepting of all the races. They lived in a green and fertile land, with bountiful food supplies. Some say this made them lazy and complacent. Though fierce and tenacious in small-unit combat, they had never seen the need for a large army, and they presented little resistance to Krullus. The Red Orc army pillaged the Bantam's land thoroughly, burning the villages and driving the population far from their homes.

Though they had more time to prepare, the Dwarves also fell before Krullus' armies. A loose confederation of frontiersmen and other individualists, the Dwarves lacked the level of cooperation and cohesion needed to seriously

challenge the Orc. As Krullus pushed into the highlands of the Dragon Spine Mountains, the Dwarves retreated higher and higher into the peaks. These were inhospitable lands, where an army must struggle to merely survive, much less counter-attack successfully. Eventually, when most of Dwarven lands had been overrun, those who survived sought refuge in their mines, collapsing the tunnels behind them to prevent pursuit. Sealed into their underground refuges, the Dwarves who remained had to learn an entirely new way of life. Underground water supplies existed, but food was extremely scarce, and many died of starvation in the years that followed. Communications between clans and holdfasts were intermittent at best. Isolated and living perpetually on the brink of starvation, the Dwarves hunkered down and waited for the storm to pass.

While his armies pushed ever further into the mainland of Athia, Krullus sent his vast navy to the East, making landfall on the shores of Narsys. There, dwelling in labyrinthine tunnels, lived the Naga and their Reptilian kin. Their lands held little value for Krullus, but he could not afford to leave a potential enemy on his flank. He realized conquering the Reptilians would be difficult and costly. The swamplands and canyons that made up their homeland were difficult terrain for an army on the move, and the Naga were accomplished military commanders. A few skirmishes broke out along the border, and though the Orc won these engagements, the Reptilians acquitted themselves well. Krullus wisely chose to parley with the Naga. Krullus proposed a non-aggression pact. If they did not attack the Orc, the Reptilians would be left in peace. However, any interference with the Orc would lead to conquest of the Naga's lands and the complete annihilation of their race, no matter the cost in Orc lives. The Naga agreed, and retreated behind their shield of stone peaks, and let Krullus pass unimpeded.

Over the next horizon lay Aerthis, the lands of the Elves. A highly evolved, though some would say decadent, culture, the Elves prized art, literature, architecture, philosophy, poetry and other such pursuits. Elven lands contained the predominant centers for magical research and highly regarded academies. Confident in the power of their wizards, and blinded by their own arrogance, the Elves made little effort to prepare for invasion. They assumed that the Red Orc army could be handily defeated by their arcane prowess. And in early encounters, their expectations seemed reasonable. A handful of small battles along the border of Aerthis all went according to plan. A small unit of archers and pikemen served as bodyguards for an even smaller contingent of mages, who harrowed the field of battle with great firestorms or hurricane-force winds. Thousands of Orc lost their lives in these engagements, and word spread quickly that the growing Orc menace had finally met its match.

What none of the Elves realized at the time was this was all a gambit on the part of Krullus. So calculating and devious was he that he could blithely send thousands of his troops, including some of his own sons and other kinsmen, to their deaths. He knowingly sacrificed men in battles he knew he could not win.

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He sent scores of small armies out along the entire breadth of the border, stretching the Elves defenses thinner and thinner. Meanwhile, the main force of his army massed behind the border. With a final feint towards the Elves' largest seaport, Krullus force-marched his army straight to the Elven capital. With most of their mages spread out across the border, the Elves counter-attacked with more conventional forces. But beautifully crafted bows and hand-lacquered arrows were no match for battle-hardened Orc shock troops. Krullus rolled over the defenders and into the capital in a matter of hours. The towers of Eneroth fell and the white marble fountains ran red with blood. Several pitched battles followed, with even a few defeats handed to the Orc. But with the capture of the capital, the back of Elven resistance was broken. Within a year the ancient songs of the high Elves were forever silenced.

The Red Orc scourge had vanquished the ancestral home of four of Athia's races. They had secured land and food sources and natural resources sufficient to sustain them and feed the great war machine they had built. Their armies were well-fed, well-rested and well-equipped. Krullus now turned his eyes upon the land of Men.

THE FIVE KINGDOMS WAR

And now at last Humans come to the fore. They have waited patiently in the wings of our story, but after the Five Kingdoms War they took their place at center stage, and have been influential in Athia's history ever since. Their apparent marginalization to this point is more a quirk of history than a deliberate slight. The events, people, and places thus far catalogued in this account dealt largely with Southern latitudes and the races created by the Slyph who dwelled there. Humans lived further north and had less contact with the other denizens of Athia.

Unlike the other races, Humans were and are extremely well organized. They had systems of government and leadership that were alien to Krullus and his kin. The nascent kingdoms of the time had defined territories, allowing long-term stability and the growth of an ordered society. But they also had enough border disputes to warrant well-trained standing armies, seasoned by conflict with each other. In effect, Humanity was an entirely new type of enemy for Krullus. Unfortunately for them, they were also dismissive of the threat that now massed on their borders. The only ruler who was truly prepared was King Straad.

The kingdom that we now know as House Straad was an anomaly among Humans. Every citizen, man or woman, received martial training from a young age. Part of their passage into adulthood required a solitary vigil in the wilderness. Though not an absolute requirement, most young men and women would return from their trial with a trophy of some sort: the head of a wolf, or the like. They

might work as merchants, or bookkeepers, or bards, but when the call to arms came the entire nation was ready and willing to go to war. No other culture in Athia's history, save perhaps the Orc, could muster such vast numbers of highly trained warriors.

The most revered warrior amongst this nation of warriors was Straad himself. When he returned from his vigil in the wilderness with the head of a full-grown giant, the entire nation took note. A few years later, he and a dozen hand-picked soldiers defeated a raiding party containing a full score of giants, and his legend grew. Only a year later, the old king died. By unanimous vote, Straad became the youngest king in his nation's history. He ruled wisely, and well, and though he kept his armies well trained and in perpetual readiness, he did not needlessly make war. He maintained good relations with his neighbors, being particularly friendly with King Asos.

Now, more than twenty years after taking the throne, Straad and his armies faced a new enemy: Krullus. The fastest path to all the Human kingdoms was through Straad lands. To circumvent them would require an ocean voyage of many months. Krullus could not afford the delay. An army as massive as the Red Orc now led could not remain in one place for too long. So great were the quantities of food necessary to sustain it that it would strip the surrounding countryside bare in a matter of weeks.

Brazen as always, Krullus marched his forces into the Dragon Spine Mountains. By the time he reached Hammer Bridge his food stores were dwindling. To turn back would doom a sizable portion of his troops to sickness and starvation. The Red Orc needed access to the grain stores in Straad's kingdom and beyond. For both Humans and Orcs, the Battle of Hammer Bridge was a battle for survival.

Hammer Bridge holds a unique place in history because it held a unique place in geography. Surrounded by jagged, impassible mountains, it guarded the only navigable pass for a hundred miles in either direction. It was the door to the Human homelands, a door with a powerful lock: a knife-edged ridge leading from the valley floor up to the pass. In ages past, either due to natural causes, or perhaps human actions, a steep chasm opened near the top of the ridge. In the center of this chasm remained a solitary pillar of stone, and upon that was built the keep of Hammer Bridge. It was so called because the two bridges extending out on either side from the keep looked like the head of a gargantuan hammer. It was widely regarded as the most defensible fortification in Human lands.

“Let them come. Those savages are no match for Straad and his army. They will break upon the stones of Hammer Bridge like waves on the shore. This time next year we'll have all forgotten the name Krullus.”

– Lord Pudite of Helmsbrook

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Straad had reinforced the keep with fifteen thousand of his best warriors, and commanded them personally. They were confident and eager for the fight, having never in their lifetimes tasted defeat. Of course, they had never faced such a mismatched battle. In his epic poem *The Lamentation of Straad*, Gurthorn the Bard describes a column of Orc walking fifty abreast through a mountain pass that took more than a day to pass by. While exact numbers are uncertain, it is generally accepted that Straad's army was outnumbered at least ten to one and quite likely more.

Many histories portray Straad as a brave but injudicious character, a simpleton who could not solve a problem except by battering it into submission. Those who have taken the time to read his correspondence with King Asos have an alternative explanation available to them. Straad deliberately sacrificed himself and his warriors to buy time for the rest of the Human kingdoms to prepare themselves for war. Both bridges were designed to be collapsed in the last extremity. Some accounts say that Straad attempted to use this tactic but was stymied by divine influence of the God or Gods who supported Krullus. Certainty on this issue is likely unattainable, but for myself, I choose to believe that Straad chose to leave the bridges intact.

As difficult as it is to climb the face of the ridge at Hammer Bridge, the task is not impossible. If Straad collapsed the bridges, the Orc army could have left a small garrison to keep him bottled up, scaled the ridge and bypassed him completely. Only by providing an irresistible target could Straad have delayed Krullus long enough. And if he could hold out until his own reinforcements arrived, he might have been able to stop the invasion completely. Alas, this was not to be.

Accounts of the Battle of Hammer Bridge are conflicting and unreliable. We know that Straad and his army held out for nearly two weeks, and that they inflicted heavy losses on the Orc in that time. We know that in the end they were defeated, and no prisoners were taken. Anything beyond that is and must remain conjecture. Not until the Five Kingdoms War was nominally over did any Humans return to Hammer Bridge. They found the keep in ruins and both bridges heavily damaged, though still passable.

When Krullus and his forces marched down the far side of the pass, and into Human lands, they were met by Straad's reinforcements. The bulk of the kingdom's army, nearly forty thousand warriors, awaited them. Exhausted from their extended march, and dispirited that they had not arrived in time to relieve Hammer Bridge, this was nevertheless the most formidable Human army in existence. Confident, and bent on revenging their fallen king, Straad's army attacked without delay. But on the open plains of Calamar they lacked the advantages of fortification and geography. Here, the superior numbers of the Orc army could be applied to full effect. Krullus, certainly aware of the frustration instilled in his followers by their delay at Hammer Bridge, gave his troops free

reign. He did not abandon strategy, but he held nothing in reserve, sending his entire army into battle.

What followed was perhaps the bloodiest single day of fighting in Athia's recorded history. No record exists of how many Orc fell, but their casualties must have been significant; perhaps as many as thirty thousand Orc perished. Straad's warriors were exceptionally skilled, and fought bravely; but by the time the sun set, all forty thousand had perished.

The first of the Human kingdoms now lay open before Krullus, but by no means was it undefended. The citizenry of House Straad possessed a martial spirit unsurpassed in Human lands. As the Orc army advanced, they met fierce resistance every step along the way. Every city, town and village were

“Our deaths here are now unavoidable, but they shall not herald defeat, provided your actions are swift and sure. Into your hands I now commend the survival of the human race. Do not fail me. The sun will rise soon; even now I hear the horns calling me to battle. Mourn not for me, for I go with a glad heart. After all the gifts I have bestowed on Death, surely, she will embrace me willingly, as I do her. But I'll be damned if I don't send that red bastard into her arms first.”

– The last message from King Straad to King Asos

battlegrounds. There was no retreat, no surrender. Every man, woman and child ran towards the Orc, weapons raised, Straad's name their battle cry, defiant to their last breath. Never had Krullus seen such bravery and devotion. To the Orc way of thinking, these were noble, worthy foes, and Krullus honored them in a very Orc-like way: he gave them all honorable deaths.

What we now call the Razing of Straad took several weeks. During that time no Human was taken prisoner, enslaved, or raped. Instead they were all given swift deaths. Many historians look back on this slaughter with horror and disgust. Others judge the citizens of House Straad harshly, unable to understand why they did not flee. Most often, the Razing is held up as irrefutable proof that Krullus was a monster, an uncivilized barbarian whose

every action must be condemned. While I make no excuses for such violence, I would argue that the extermination of House Straad was an inevitable outcome of the meeting of these two cultures. Both valued honor and valor above their own lives, and neither could countenance surrender. The conflict between them could only end in death. The Orc army was stronger; therefore, House Straad had to die.

If there were an opposite to House Straad, it would be King Asos' subjects. A peaceful, studious people, House Asos had never kept a standing army. Their close alliance with Straad made it unnecessary. When Krullus led his armies into

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their lands, characteristically they offered no resistance. Asos' people scattered as their homelands were flooded or burned. Gathering as many of their precious books and scrolls as they could carry, they fled. They left behind countless libraries, institutions, and universities. It is unknown exactly how much history was lost in the fall of King Asos' lands, but most records preceding the rise of Krullus were forever lost. A small volunteer force of militias harried the Orc army, sacrificing themselves to slow their advance.

But Asos' lands were vast, and mobilizing an entire population is practically impossible. Thousands remained behind, unable or unwilling to flee in time. City after city fell, but even with the aid of his navy from the East, Krullus' progress slowed. In the meantime, Asos sent ambassadors to the capital city of every Human king, begging them to waste no time in mobilizing their forces. Their efforts at persuasion were instrumental in changing the course of the war.

By now Krullus had been making war for over two generations. His bloodline had proliferated such that his army was now composed entirely of Red Orc. Goblin and Bantam refugees had carried tales of his conquests and atrocities to human lands, where they were generally ignored. The threat had been on the other side of the world, of no concern to the Human kings. Now, however, the Kral-Tarkhan was at their doorstep, and at last the Human kings were forced into action.

Ships and messengers flew back and forth between capitals. Humans were, and are, a fiercely proud and independent race. Alliances had formed and crumbled in the past, undermined by egos, misunderstandings and betrayals. No such luxury existed now: Humans had to band together or face extermination. For the first, and arguably last, time in their history the five remaining Human kingdoms, those of King Blayth, King Draur, King Lloar, King Onin, and King Thercer, stood united against a common foe. Hundreds of thousands of soldiers mustered their arms, set aside their differences, and marched off to war.

It is perhaps impossible to overstate the difficulties they faced to coordinate such a huge force. More importantly, the defeat of House Straad had demonstrated amply that throwing armies in Krullus' path piecemeal would spell certain defeat. The Humans had to mass all their forces in a single place, and force the Red Orc into a single, decisive battle. Where this battle would take place was never really in doubt. It would have to be Lorwick.

A giant fortress of a city, situated just outside the Valkonin on the shores of the Blood Sea, Lorwick was and remains the first major outpost on the Frost Road. Should Krullus gain control of this route through the North, he could march directly into Urand and the lands of King Blayth. Beyond that, the great lands of King Onin and King Thercer lay waiting. Without the road, the Red Orc navy would need more than a year to ferry Krullus' great armies around the continent. The

cost and risk of such a voyage at sea would be great. Krullus was certain that should Lorwick fall, the Humans would have no choice but to surrender.

Knowing that it was their last and best chance to stop Krullus, the Five Kingdoms sent every man and woman who could wield a weapon to Lorwick. They brought everything they had that could aid them in battle: siege engines, mages, engineers, and even the Kings themselves prepared to take the field. Most notable from a historic standpoint was the first wartime appearance of the Acolytes of the Triad.

Since the departure of the Slyph, every race had developed their own folklore and religious faiths. Most of these were animist religions, centered around nature spirits and Gods that personified some noble ideal. Gods of the sky, rain, courage, war, and the hearth, to name only a few, abounded. Pantheons differed from race to race and faith from person to person. Shamans, faith healers, and priests could wield great personal and societal power, but manifestations of earthly miracles were rare, and easily refuted. In short, the Gods might be relied upon to listen, but never to intervene.

The faith of Humans was different. There were but three Gods, each of them representing a particular philosophical view of the world. Ilios, personified by the sun, represented temperance. Selene, symbolized by the moon, represented perseverance. And Erebos, the God of diligence, took the form of the night. However, their key difference from the Gods of old was that they, and by extension their Acolytes, wielded real, demonstrable power.

A few miles outside the walls of Lorwick, Kral-Tarkhan Krullus marched the entirety of his army onto Swynfield, a large open plain between the great forest and the shore of Lake Gathol. The Red Orc army was clad in thick armor, wielding brutal weapons, and flanked by archers, shamans, and crudely fashioned siege engines. Lorwick was a well-fortified city, and many historians have questioned why the Humans did not remain behind its walls. While no decisive answer has yet been found, most speculate that after the siege of Hammer Bridge, the Humans knew that the walls would eventually fail. Worse still, Krullus had more than enough warriors to keep the Humans bottled up and still advance into the relatively poorly defended Human lands. Better to risk all on a single day's fighting than to slowly starve while the Red Orc horde rampaged onwards.

The five Human kings marched their armies onto the field. There they were joined by the surviving Goblin, Bantam, Elf, Dwarf, and even those Orc who had abandoned Krullus' tyrannical ways years ago. It was an act of both courage and desperation. The Humans had reached out to everyone, bringing together as many arms as they could muster, and for the first time ever, all six races stood as one. A few token Ferox took to the field as well, though their race largely abstained from the conflict.

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From Krullus' perspective, an open confrontation was also preferable. The protracted siege at Hammer Bridge had made his troops restless and bored. Plus, the Humans had scorched the earth in the lands South of Lorwick. The Red Orc were forced to send hunting and foraging parties great distances to adequately feed the giant horde. While not yet in dire straits, Krullus had ample incentive to seek battle as soon as he could.

We are fortunate to have supremely detailed records of the Battle of Lorwick, thanks primarily to Buwrys, the fifth son of King Asos. Buwrys, then only fourteen years old, served as a squire to the crown prince, and saw the battle at close range. In later life he became a prominent historian of the Five Kingdoms War, though he was forced to publish under a pseudonym because of his criticisms of his elder brother's rule.

Buwrys writes eloquently about the uneasy hush that falls over a battlefield in the moments before hostility begins. Being an indifferent student in those days, he expected, as many would, that the armies would simply charge each other and begin the slaughter. Indeed, that seemed to be Krullus' strategy. His army was spread wide across the field, teeming in countless multitudes, tempting the Humans to ride out and engage him.

The Human Kings were not so hasty; they knew they had to use every tactical advantage to its fullest potential. The merging of Human, Elven and Dwarven ingenuity had given birth to a new breed of siege engines that were better engineered and more powerful than the crude catapults the Red Orc had made en route. The allies opened with volley after volley of burning pitch and oil. The screams of the dying and the smell of their roasted flesh filled the air, followed shortly after by the Kral-Tarkhan's orders to charge.

Now the archers stepped forward. Humans, Elves, and even Bantam and Goblins with their undersized but powerful bows filled the air with arrows. Buwrys writes of "great flocks of long-nosed war-birds swooping vengefully towards our enemy" so numerous as to "cast dark shadows in the morning sunlight". Many Red Orc warriors fell under the onslaught, but many more leapt over the corpses of their brethren and charged on, howling for blood. Krullus seemed insensible to the heavy losses, counting on his vastly superior numbers to overwhelm the defenders.

Just before the charge reached the Human lines, the heavy cavalry counter-attacked right into the center of the Red Orc army. Heavily armored knights quickly drove a wedge through the opposing force, breaking it into two. The infantry massed against one flank, while mages rained fiery destruction on the other. Their superior weaponry and tactics had allowed the Humans and their allies to hold their ground, and inflict heavy casualties. But the great weight of numbers was slowly turning the tide of the battle in the Red Orc's favor.

As Buwrys writes: “Lord Adar was perhaps the greatest swordsman of his generation. But when he put his sword through a Red Orc's chest, it had enough strength to grab hold and prevent him from freeing it. In the moment it took him to draw his dagger, three more descended on him, clinging to his limbs, dragging him down. No warrior could prevail against such numbers of determined enemies.”

From a small hill overlooking the battlefield, King Blayth saw the direction the battle was taking, and he called for prayer. Acolytes bowed their heads, pleaded with their Gods, and for the first time ever witnessed by the other races, the Gods of men acted. Each prayer received a different answer: in some cases, Human weapons glowed with divine light, slicing through Red Orc armor with ease. In others, knots of Krullus' warriors would suddenly be overcome by fear and flee, or fall to the ground, paralyzed with terror. A hundred different miracles occurred on Swynfield that day, all beneficial to the Humans and their allies, all unmistakable evidence of divine influence.

It is impossible to know what Krullus thought of this development. It has been suggested that his own faith in the divine forces backing him may have been shaken. His reaction, however, was clear. He gathered his elite guard around him and personally charged up the hill to kill King Blayth. They advanced through the Human army with no more resistance than a man wading through thigh-deep water.

Blayth's Gray Blades, though formidable knights, numbered only twenty, and were no match for a thousand elite Red Orc warriors. But, led by Blayth himself, they delayed Krullus long enough for the Acolytes to finish one final prayer. Their labors had helped turn the tide of battle in the Human's favor, and now their dying efforts called forth a great column of flame that roared through the back ranks of the Red Orc army. But one by one the pale knights fell, and soon King Blayth fell beneath the Kral-Tarkhan's great axe. The last of the Gray Blades retreated with their king's body, and Krullus turned to survey the field.

Blayth's Acolytes were not the only wielders of magic in the Five King's Army. King Draur's contribution was an elite cadre composed entirely of mages. Their spells brought death and destruction from the Arcane powers of Athia itself. Earthquakes rent the battlefield, opening chasms that swallowed battalions whole and sealed up again without a trace. Great swirling maelstroms of Void energy lifted warriors and rough-hewn catapults from the ground and hurled them into oblivion's embrace. Thousands upon thousands of Red Orc succumbed to the prowess of the Human mages. Again, Krullus himself led the charge to eliminate this threat. The ranks of his elite troops were decimated as they fought their way toward Draur. But every mage's ability to channel the arcane is finite, and the Red Orc army seemed inexhaustible. King Draur stood alongside his men, doing all he could to buy them time for one more spell to destroy one more of the

enemy. Despite his best efforts to keep his brethren alive, he too fell beneath the Red Orc onslaught.

By now the battle had been raging for hours, and both sides were exhausted. Little order was to be found, as well-drilled units were reduced to desperate individuals, fighting not for victory but for their own lives. The three remaining Human Kings, Thercer, Onin, and Lloar, fought their way to one another. With the loss of the bulk of their Mages and Acolytes, and the destruction of most of their siege engines, the battle was again turning in favor of the Red Orc. But Krullus' reckless charges had left him relatively isolated, well in advance of his front lines. The Humans knew that if they could kill Krullus, no matter what else happened that day, the heart could be torn from the Red Orc horde. After a short consultation, Thercer and Lloar turned to the remaining Mages and Acolytes for protective spells. Onin, uttering the now famous, but likely apocryphal words "The battle be damned, let's win this war." charged off alone. A reluctant King, he had always ruled with more courage than prudence, and he remained true to his nature. Making no attempt to safeguard himself, Onin cut a swath through the Red Orc forces. His personal guard did their best to protect him, but he outran them all, earning the last hundred feet to Krullus with only the strength of his arm and his will. Staggering from his wounds, but showing rare heroism, Onin called out a challenge to Krullus.

As so often happens, his heroism earned him a swift death. Glowing with magical wards, but lagging, Thercer and Lloar watched helplessly as Krullus cut King Onin down. No doubt filled with sorrow and rage, they roared their own challenge at the Kral-Tarkhan.

Buwrys, ever the romantic, now describes a complete cessation of hostilities. Other sources, widely considered to be more reliable, especially those written by professional soldiers, make no mention of a pause in the slaughter. What seems most likely is that the remaining Human Kings' personal guards and what was left of Krullus' own elite guards formed a perimeter around the three great war chieftains. But even this is by no means certain.

What is more certain is that the fight that followed forever changed the course of history. King Thercer, displaying nobility and mercy that Krullus would never have shown, demanded that the Red Orc surrender, and promised Krullus safe passage back to his homeland. The Kral-Tarkhan's only reply was laughter. He had slain Ogres, Orc chieftains, Naga, Dwarven lords, Elven archmages, and Goblin Queens. He was, or so he believed, protected by divine providence. He would not surrender to these Human Kings.

King Lloar made the first attack. A wily fighter, he feinted with his sword, and drew first blood with an off-hand dagger. The Red Orc's return blow knocked Lloar's helmet from his head, and opened a nasty wound on his scalp. Thercer

attempted to capitalize on the distraction but Krullus anticipated him, and drove the handle of his great axe into the King's belly. Both Humans staggered back, and the jeers of Red Orc warriors filled the air. So it went, with the Human Kings using all their strength and cunning to inflict scratches on Krullus, while he battered them mercilessly. In short, they were outmatched by the Red Orc's skill and ferocity.

But Thercer and Lloar did not fall. Sorely wounded, bleeding from a dozen places, the Kings were nevertheless preserved by their magical wards. The arcane and divine spells could not prevent all harm, but it kept them on their feet and fighting long after any other man would have succumbed to death. Desperate, they separated, flanking Krullus so that he could not face them both at the same time. He took the bait, focusing all his blows on King Lloar. The Human fought valiantly but the Kral-Tarkhan's great axe caught him in the thigh, cleaving through his armor, and laying the flesh open to the bone. Lloar fell to the ground, groaning.

In that moment, Thercer struck, plunging his sword deep into the Red Orc's back. Krullus turned, and with a seemingly casual blow, severed Thercer's arm at the elbow. But Thercer refused to fall. Abandoning all attempts at defense, he stood toe to toe with the great half-ogre, battering him with the edge of his shield. Krullus caught the shield in one great hand, and used the other to drive his great axe deep into Thercer's side. The wound was surely fatal, but Thercer used his remaining strength to grab hold of the axe's handle, momentarily pinning it in place.

From behind Krullus, King Lloar struggled to his feet, and limped toward his foe. Thercer's sword remained lodged in the Red Orc's back, the King's hand still clinging to its hilt. Grabbing hold of it, Lloar threw himself bodily at Krullus and the three toppled to the ground. Thercer's sword drove through the Red Orc's body, through King Thercer's neck and into the ground.

And thus it was that Krullus died.

The space surrounding them collapsed, as Human and Red Orc warriors rushed to their fallen leaders. In the resulting chaos, Krullus' body was carried away. The fighting continued hours longer, but as word of the Kral-Tarkhan's defeat spread, the Red Orc retreated. By the time the sun set on Swynfield, it was clear that the Humans and their allies had won. The Red Orc army had finally been defeated.

ATHIA THE COUNCIL OF HOUSES

First to the side of King Lloar was an old Goblin, without whose efforts Lloar would have surely perished. Healers and Acolytes soon arrived, and all of their skills and prayers were required to keep Lloar alive. He was rushed from Swynfield to a high tower in Castle Lorwick, where he was tended day and night.

He had survived the battle, though his wounds would ultimately be fatal. But in the weeks that he lingered on, King Lloar would still change the course of history. With all the other Kings slain, the remaining queens, princes, and generals followed the orders of the last dying King.

From his death bed, he ordered that all the Red Orc remaining on the mainland should be hunted down and killed. His intent was to not exterminate Krullus' bloodline completely, but to ensure that no large group of Red Orc could assemble and again threaten Athia's peace. Scattered and leaderless as they were, the remnants of Krullus' army still caused much disruption and death. Some took to the sea and fled back to the Orc homeland. Most continued to raid villages and fight whatever armies pursued them. It took months, and several pitched battles, but eventually no Red Orc remained on the mainland.

During this time, King Lloar's condition only worsened. The greatest apothecaries and churgeons plied their arts to no avail. Not even the magic of the Gods themselves would mend him. Some believed the king was cursed. Others said that the price for the Great Red Orc's defeat was that all Kings would have to give their lives.

But while Lloar lingered, he commanded something close to complete obedience. As the last survivor of the Five Kings, he was highly regarded, almost revered. That is, until he ordered that Krullus' axe be brought to Lorwick Castle, there to be melted down and re-forged into a great throne. This order created a furor of rumor and speculation. Could Lloar be preparing to declare himself King of all Humans? Or worse yet, King of all Athia?

“By the grace of Ilios, and with humble spirits, may we see our own flaws.

Thus, may we tame overweening pride.

By the grace of Selene, and with determined hearts, may we see the hard road ahead.

Thus, may we embrace the help of our brethren.

By the grace of Erebos, and with careful thought, may we shoulder our burdens gladly.

Thus, may our work be purposeful, and our purpose shared.

By the grace of all the Gods, let it be thus.”

– Jovnyr's Prayer

The death of a king often leads to a period of internal strife and uncertainty, particularly if the path of succession is in any way unclear. Every nobleman and councilor are on edge as they try to determine who will ascend to the throne, and curry favor accordingly. With four kingdoms now leaderless and Lloar ailing, Castle Lorwick had been a boiling morass of high-pressure politics for weeks. With a single order, King Lloar unleashed a new wave of panicked scheming.

Alliances were broken and restored at breakneck pace. New factions were formed, with some supporting the idea of a single King, and others threatening bloody revolt at the very idea. Rumors spread that Lloar had deliberately killed Thercer during the battle to eliminate his last rival. The allied armies, heretofore intermingled in their encampments outside the city, began to divide according to new loyalties. An assassination attempt was made on Blayth's eldest son. He survived, but was bedridden for weeks.

In short, a mere eight weeks after their greatest triumph, Athia was on the brink of war once more. What Lloar's true intentions were regarding the throne are not known. On the same day that Krullus' axe was brought to Castle Lorwick, King Lloar finally succumbed to his wounds.

The chief Acolytes of Erebus, Ilios, and Selene united in their call for a period of mourning, not just for Lloar, but for all the fallen Kings. A great parade wound through the city, with black-draped carriages carrying the dead Kings in state. Men, women and children of all the races of Athia gathered to pay their respects. Even Lloar, despite the uproar his recent actions had caused, could now be remembered not as a potential usurper, but as a hero. There followed a solemn ceremony invoking the Triad, calling for peace and cooperation between all Athia's peoples.

The next day an informal council gathered in Castle Lorwick. Nobles, councilors, bureaucrats, generals and all manner of influential people from all five Human kingdoms were in attendance. With over two hundred people packed into the room and with no clear leader, the meeting was, as could be expected, just short of chaos. Wise voices and reasonable proposals were shouted down by sycophants and those hungry for power. It did not take long before disagreements became arguments, and arguments gave way to threats. The spirit of reverence and unity that had followed the funeral of the Five Kings was in danger of evaporating.

Amid this furor, one man began to quietly pray. He was Jovnyr, the nephew of King Asos. The prayer was only seven lines long, and he patiently and reverently repeated it, his voice soft but firm and full of conviction. Soon those near him quieted, first to listen to his words, then to repeat them. Before long, all shouting has ceased. Not everyone present joined in the prayer, but those who did not at least held their tongues.

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Jovnyr raised his hands for silence and received it. He suggested, in that same calm voice, that the meeting be adjourned for the day. On the morrow, each kingdom would send a single delegate to speak on their behalf. The means of choosing this delegate was left to each kingdom to determine, but once chosen, their words within the council would be binding for their kingdom.

Jovnyr returned the next day as a Councilor, and with more wisdom to share. The others deferred to him only briefly before making their own contributions. Disagreements were frequent, but the spirit of unity and cooperation persevered. Over the course of a few days, a basic framework emerged: each representative in the Council would hold the title of Councilor, and serve as the single voice for their respective kingdom. A King could serve on the Council if they wished, but only one Councilor from each of the five kingdoms could serve at any one time. Perhaps in reaction to fears of King Lloar's apparent ambition, within the Council each kingdom was known as a House. To honor the great sacrifice of all the slain Human Kings, each House was named for their fallen king: House Blayth, House Draur, House Lloar, House Onin, House Thercer and House Asos. Even the fallen King Straad was honored with a House of his name to serve as a memorial to all their great sacrifice.

House Asos held the honor and duty of managing topics of discussion, calling for votes, and holding the tie-breaking vote in case of ties. House Asos would also record each of the meetings, and records of these meetings would be made available to any Councilor or King. Finally, the Councilor of House Asos was granted the title of Chief Councilor.

Early in the process of establishing the Council of Houses, the question arose of what to do with Krullus' axe. It had never been melted down, and the Councilors now recognized the danger in following Lloar's plans to create a throne. But such a potent symbol should not be squandered. This debate happened to coincide with the arrival of a large, ornate table, purpose-built for Council meetings. In the end the axe was inlaid into the center of the table, there to serve as a grave reminder to the Council of their responsibility to cooperatively serve and protect the people of Athia.

Around this time, a delegation from the Orc arrived with a request. With the collapse of Krullus' empire, Orc leaders of a more traditional bent had reasserted control. As they began their own process of rebuilding, they were painfully aware of the stigma that had come to be associated with the entire Orc race. In effort to draw a clear line between themselves and those of Krullus' bloodline, they petitioned the Council, asking that in all official records the phrase Red Orc should be replaced with Thyr. While the council agreed, it did little to stamp out usage of the term "Red Orc", nor to erase the negative association it carried. But to this day, it is impolite and even potentially dangerous to speak those colored words to an Orc.

The first session of the Council of Houses continued for many months. Those armies not still engaged in hunting down the remnants of Krullus' army were disbanded. The soldiers, most of whom were farmers or tradesmen, had to be paid and given provisions for the long march home. Those kingdoms that had borne the brunt of the Red Orc invasion needed money and skilled laborers to help rebuild their shattered cities, and reclaim scorched farmland. The lands least affected by the war gave such aid, some willingly, some grudgingly.

The map of Athia was redrawn in those months. House Asos, however influential, now had a tiny population; mostly scribes and scholars who were spread throughout mainland Athia. Their lands were absorbed by House Lloar, as were the lands of King Straad. House Lloar had borne a larger share than most of the destruction wrought by the Red Orc army, and was correspondingly granted a larger sum of new lands. Each of the main Houses expanded their borders to the frosts of the north, the coasts of the south, or to an adjacent neighbor. Thus, Athia was divided, with nearly every corner of the map falling under the jurisdiction of one of the five landed Houses. As a result, members of every race found themselves at least nominally under the rule of one of the Houses. For some, like the Bantam, Dwarves, Elves, and Goblins, the war had so shattered their civilizations that a strong government and the promise of peace were welcomed eagerly. Others, like the fiercely independent Ferox, were extremely skeptical and cautious of the idea of having anyone lord over them. Fortunately, Athia is vast, and in many far-flung locales the rule of one House or another is indistinguishable from anarchy. So even those who rejected the new borders rarely resorted to open revolt.

Of greater concern was the prospect of war between the Houses. So, an accord was struck: no armies could be raised without the consent of the Council of Houses. Each king or leader of the House was entitled to a small security force. Guards for towns and roads were permissible, but the days of maintaining standing armies were behind them. Disagreements between the Houses would no longer be decided on the battlefield but instead would be resolved by the Council of Houses.

A great many other agreements were struck in those first months, and the consensus was that the decrees they passed were sensible. But they were justly criticized for a lack of practicality. Detailed guidelines for equitable distribution of grain are meaningless when the fields lie fallow because there are no farmers to work them. A well-funded cadre of messengers is useless when the roads have been destroyed or fallen into disrepair. And agreements on tariffs and trade are meaningless when the ships necessary for commerce have been stolen or sunk by Red Orc raiders. The Councilors were wise rulers in their own way, but they lacked the pragmatism and common sense needed to properly prioritize their efforts.

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Slow as they were to realize their failings, once they did, the Councilors sought expert advice. Every merchant and tradesman they approached with questions invariably suggested they speak to a merchant named Cerrak. A prosperous and influential businessman, Cerrak also had a strong sense of civic duty. During the months since the end of the war, Cerrak had opened his warehouses, freely distributing his stores of grain to feed the citizens of Lorwick and the armies encamped around it. Where some might have charged inflated prices in such a situation, Cerrak lowered his prices, or gave his goods away for free. But at the same time, he kept a keen eye out for situations of mutual advantage. Known to everyone and respected (if not always liked) by all, he could broker deals that no other man could. An informal guild of merchants and tradesmen formed around him, stretching beyond Lorwick and into the lands of all the Houses.

Some critics in his time and since reject the notion that Cerrak acted out of altruism, instead casting him as a master manipulator. It is impossible to know for sure which he was, but in the end, it scarcely matters. Before Cerrak's visitation, the Council of Houses had an incomplete picture of the difficulties they faced in rebuilding Athia and what obstacles lay ahead. Cerrak alone understood the gravity of the situation. Both from his personal experience, and from his vast network of tradesmen, he painted a grim picture to the Council.

In short order, the Council, on Cerrak's advice, changed their focus. They invested in infrastructure such as building and repairing roads, bridges and ships. Food stores were redistributed to areas of greatest need. Many other changes in priority, both great and small, helped tip the balance from a shattered land to a burgeoning economy. Equally important, Cerrak spoke on behalf of the Council and the new Houses, generating cooperation and a new sense of optimism in a segment of the population that had been suspicious of the new government.

As his influence continued to grow, each of the Councilors soon realized the value, or the threat, that Cerrak and his guild of merchant tradesmen posed. Finally, the Councilor of House Asos made a startling proposal: that Cerrak should have a voice in the Council. This flew in the face of their newly-formed accords. Only a chosen representative of one of the great Houses could have a voice on the Council. A full week of argument went by before they came to what in retrospect seemed an inevitable conclusion: Cerrak could lead his own House, one composed of merchants and tradesmen. Rather than appearing as though Cerrak had control of the Council, he would now become part of it. The proposal was put to a vote. House Blayth and House Thercer voted in favor of the idea. House Lloar and House Onin opposed it. House Draur abstained. House Asos cast the tie-breaking vote, and House Cerrak was formed.

It had been nearly a year since Krullus had fallen, and the people of Athia had barely begun the long and arduous process of rebuilding. But with the newly

formed House Cerrak and a growing confidence in the Council of Houses, a tentative optimism had taken root.

Soon it would be crushed by the appearance of The Sickness.

THE SICKNESS

The first reliable report of what came to be known as The Sickness occurred in Dellmere, a small town outside Southkeep, in the lands of House Onin. With no warning, a small army of reanimated corpses shambled into town. It appeared as if every resident of nearby graveyards had all come back to life. The unprepared villagers fought back as best as they were able, but sorely outnumbered, they were lucky just to escape with their lives. On the road to Southkeep, they encountered other refugees who told similar stories: hordes of reanimated corpses descending on their undefended homes, intent only on killing the living.

When the citizens of Dellmere arrived at Southkeep, they discovered to their horror that the walled city was already encircled by a writhing moat of undead. The beleaguered city guard bravely threw open the gates and carved a path to the refugees, allowing the weary citizens to enter the city. Given the heavy losses incurred in this maneuver, it was unlikely that it could be repeated without risking the entire city. Thus, it was quite fortuitous that the alert Regent had taken the opportunity to send out several riders to warn his superiors and other nearby cities of the new threat that Southkeep faced.

“On her death bed, my grandmother told me to rejoice in the end of the war, for surely it meant the dark times were over. A few months later, her reanimated corpse tried to kill me. I caved in her skull with a frying pan. That was just the beginning of a new darkness.”

When word reached the Council of Houses, they called an emergency meeting. Reliable information was still scarce, but two towns had been abandoned, and new reports of outlying villages being overrun arrived daily. Particularly troubling was news that a large contingent of House Onin's security forces, all hardened veterans of the Five Kings War, had been completely wiped out by the undead menace.

In an environment of growing panic, the Councilors made many suggestions, some clearly untenable. Records of these meetings were dutifully kept by Councilor Galen of House Asos, and I would suggest that his writings upon the subject are among the least editorial that I have found. Should they recall all the security forces from their far-flung posts and amass a unified army to crush the undead? Such a move would take months to accomplish, and many civilians would die in the meantime. What if they evacuated the region, and built a wall around

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Southkeep and its environs, trapping the undead inside? Cerrak himself explained the prohibitive costs in time and materials that made that plan impossible. Wilder and wilder proposals were considered and dismissed, until the Councilor from House Draur made a proposal that seemed crazier than all the rest. With the largest contingent of Mages and ties to every other Mage Hall in Athia, House Draur offered a pragmatic but horrifyingly grim solution. The Mages could raise a wall around the region, isolating and containing the undead army. The suggestion left the room silent. While none could deny its effectiveness, the outlook for the survivors in Southkeep, isolated and left to fend for themselves, would be bleak.

The Councilor of House Onin adamantly opposed the proposal, calling the very idea of leaving innocent people to die without assistance despicable. But no other solution seemed to offer the same chance to keep the threat from spreading. House Onin was doing all it could to rescue the people of Southkeep, but the armies of undead seemed to grow larger with every passing day, and every hour of fruitless debate doomed more innocents to death.

At last it came to a vote. Councilor Galen, sure of a bloody outcome for the council should there be any perception of division, decreed that the measure would pass unanimously or not at all. Should they proceed, none could later claim that it had been done without their consent. The final debate was short, little more than a brief rehashing of existing arguments. The Councilors then retired to private meditation. In the end House Draur's proposal passed unanimously.

Immediately the call went out to all the great Mages of Athia. They gathered just outside the area overrun by the undead. Combining their magic in a great ritual, they raised a wall of earth eighty feet high. Not just the city, but an area of fifty square miles, was walled off isolating Southkeep, two towns, and three villages. The screams from beyond the walls continued for days.

To say that the move was unpopular would be a monumental understatement. The citizens of all Houses, Onin most of all, decried the decision as heartless. Inhabitants of small towns and villages that had not yet seen undead incursions nevertheless began to stream towards the big cities, fearful that they might be the next victims of heartless politicians. Angry demonstrations threatened to become riots. All the while the Council of Houses, though never denying the moral difficulties of what they'd done, could at least say they had contained the undead.

Except that they hadn't. Within two weeks fresh reports began to arrive in Lorwick from all areas of Athia. A new emergency session of the Council of Houses had

“When my little boy died, I thought nothing could ever be worse than the pain I felt. I was wrong. Seeing him again, hearing his moans, and ... having to kill him again. I am constantly amazed that I still have the strength just to draw breath after that.”

barely begun when they were interrupted by the call to arms. The undead were at the walls; Lorwick itself was under attack.

Records for the next several months, even those kept by Councilor Galen, are spotty and unreliable. Most of what we now know comes from diaries, letters and other first-person accounts of survivors. The Sickness, as it came to be called, was everywhere. Every town, city, and village, every place that sentient races lived, came under attack. The Sick were everywhere.

Speculation of the political maneuvers that led to the Mage's wall and the fall of Southkeep is rife. Suggestion has been made that the conveniently timed announcement of marriage between Agata, daughter of the Councilor of House Lloar, and Balgair, a well-respected man of House Onin, sealed House Onin's vote on the matter. Regardless of any political machination, however, the fact remained that at the time, very little was known of the Sickness or its origin. And absolutely nothing was known about how to stop it.

The progression of the Sickness is difficult to trace, given the lack of specific information as to when they were first encountered in various locations. In many cases, we have no information at all when entire villages were overrun except through more recent accounts of travelers finding their locations abandoned or destroyed. What has been pieced together, thanks largely to the efforts of Oryn of House Blyth, is a rough outline of major events of the following four score years.

Within the first five years, all major cities and towns had encountered the first of the Sick. Largely these were risen dead from nearby cemeteries. Government, trade, civil order, each in turn fell by the wayside as every citizen of Athia concentrated first and foremost on surviving the next day. All communication between cities ceased immediately, as messengers were swarmed by undead as soon as they were beyond the city walls. Ships loaded with grain floated helplessly off-shore while cities starved, because the docks were swarming with the Sick.

Many nobles within these cities and towns were lost during the initial rise of the Sickness. As the voices of leadership quieted, chaos reigned, and Athia's civilization was on the brink of extinction. Which is not to say that the Sick could not be fought, quite the opposite. The undead were slow, stupid and predictable. They were as vulnerable to a sword as any living warrior, but a wound that would incapacitate or kill a living warrior might scarcely slow down the undead. Severed arms could still claw their way towards the living; decapitated heads could still bite. The challenge lay in destroying the body of the Sick to the extent that they no longer posed any threat. This could prove difficult when faced with thousands upon thousands of them.

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The real danger of the Sick was not in their speed or tactics, but in their numbers and their implacability. They were everywhere, with more appearing every day. This was an enemy that did not stop to eat, nor sleep. It could not be reasoned with; this war would not end with a treaty, but only with the complete extermination of one side or the other, and the battlefields stretched into everyone's homes.

Where at first the undead had been mostly Human, over time during the rise it became clear that there were members of all the races among their ranks. Bantam, Elves, Dwarves, all sentient creatures rose from their graves to sup upon the living. During that time, it became clear that this sickness affected all of the dead. There was no necessity that a person had to have contact with a Sick for them to rise once dead. In fact, the oldest cities soon found themselves attacked from within as centuries-old corpses clawed their way out of the cemetery soil, or broke free from their tombs.

The carnage over those first years was immeasurable. It is impossible to know for certain how many died, but most estimates reckon that more than half the already war-ravaged population of Athia perished. Those who survived generally did so because they had found a place of safety, relying on isolation or strong walls to preserve them. But with most farmland and hunting grounds teeming with the Sick, they now faced starvation. Walled cities, packed with two or three times their normal population, were ravaged by disease and hunger. The Close Times, the timeframe where Humans largely turned inward and lived in closely guarded areas as labeled by Oryn in his historical timeline, lasted for decades. In the worst of those years of close association, it is guessed that living sentient creatures were outnumbered a thousand to one by Sick.

The roaming bands of nomadic Ferox were hit particularly hard in the early days of the Sickness. They had no walls to hide behind, and lived on vast open steppes where the terrain offered no refuge. But those few that survived the early months were also the first to craft effective strategies for fighting back. First and foremost, the Ferox were the first to understand how to properly dispose of a dead Sick. Already given to cremation for cultural reasons, they quickly learned that immolation effectively destroyed the reanimated corpses. In an act of selfless bravery, many Ferox volunteered to travel alone through Sick-infested territory to spread word of what they'd learned to the other races. Few survived the journey, but those who did had an immeasurable impact.

Once it became clear that every dead person, no matter how they had died, would rise again, a great cultural shift began. The funeral customs of every region and race changed to include cremation or some other means to destroy the body. A few, unable to bring themselves to defile the remains of their loved ones, locked them away in tombs of solid stone or cast them away in deep pits. As

customs changed, the numbers of new Sick appearing began to slowly dwindle. But this did nothing to destroy the undead already clamoring at the walls.

It is very tempting to give individual accounts of how each major city managed to eventually destroy the Sick in their vicinity, but doing so would bloat this short treatise past readability. Besides which, most who read it will have lived through at least some of this history themselves. For the avid student, I recommend *Surviving the Sick*, by Sesroe and *Thirty Years in the Tower, a Memoir of a World Gone Mad*, by Nelyda. Both are deeply personal and highly informative. Suffice to say that in a few cities brave men and women slowly destroyed the undead. Inch by bloody inch, they expanded their territory, building new fences and walls, and enclosing enough farmland to feed their population. These bastions of civilization slowly grew in strength until they could field swift-moving armies that braved the wilds to re-establish communication with other cities.

In many cases, they found only ruins and shambling corpses. The marbled halls of Strine and delicate minarets of Bodon harbored no survivors. The great museum of Chagos contained only ashes and bones, the irreplaceable artworks within forever lost. In recent years, we have finally reclaimed our beloved Athia from the grip of the Sickness, but the damage is great, and some despair of our ever fully recovering. So much has been lost, that some now question if there is any purpose in going on.

THE AGE OF MAN

Painting a picture of the world as it stands today requires a palette of grim colors. The great civilizations of the past have all fallen into ruin or decline. People are few, and their lives are difficult. But there is reason to hope for the future. The population of Athia is growing rapidly, and there is an abundance of rich farmland, hunting grounds and natural resources available. Even empty cities abound, with vacant homes and buildings just waiting to be used. However much has been lost, as much or more can be rebuilt.

The Great War and the Sickness have scarred Athia, both her lands and her peoples. The non-Human sentient races – the Elves, Bantam, Dwarves, Ferox, Goblin and Orc – are now fewer in number in comparison to surviving Humans. That, with the ascendancy of the great Houses, has left Humans in a clear position of leadership. Few of the other races live among Human cities, though those that do have generally made good faith efforts to integrate. Which is not to say that they have given up their own rich cultural heritage. Others, who remain upset by what they view as tyranny, have withdrawn to the corners of the land, refusing the rule of Humans. As every race has its own character, so to do individuals within those races: the reaction to Human rule varies widely between and within the races. Entire cities exist that have been so isolated by the Sickness that they

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have no idea that they are ostensibly ruled by a Human great House. Only when roads are rebuilt, and these communities are once again reached, can their reactions to the age of Human rule be gauged.

Having withstood the test of time through a period of great strife, the Council of Houses still stands. They strive now to rebuild by reconnecting the capital cities. Vast sums have been poured into mapping and repairing the road system, and building ships for fishing and trade. Civil order has been restored and units of soldiers patrol the lands near the great cities, on the lookout for any remaining Sick.

Athia is also experiencing a religious revival, as the faithful thank the Triad for their salvation from the Sickness. This has sparked many people, holed up for years within their homes, to take the pilgrimage to Tarsendarin. The promise of Divine protection and providence is courage enough for many to brave the wilds of Athia.

Mages and the use of Arcane magic have dwindled. In part this can be attributed to a perception that the Mages failed to contain the Sickness, though an informed academic would argue otherwise given the historical record. Others simply believe that magic should be left up to the Gods themselves, though I am not one to argue this point.

The challenges are many. While communication between major cities is now reliable, mail service to many more remote regions is slow, inconsistent, or simply non-existent. Trade has returned, though some items remain scarce, and money is generally tight. Roads between major trade hubs have been largely rebuilt, but many more thoroughfares have been lost or overgrown. Populations of savage creatures, along with an abundance of game, now inhabit the great stretches of vacant and unexplored land between settled areas. Groups of bandits and other dangerous folk plague the outskirts of civilized lands, taking advantage of limited patrols in those areas. The bloodline of Krullus, the Red Orc, has not completely gone out of the world, and pockets of Sick still lurk in abandoned towns and the deep wilderness. The

“The war had killed countless, thinning our ranks and spreading us across the lands. And then, just when we thought we might have time to lick our wounds and return to our homes, the dead tore the few of us that remained apart. Perhaps it’s the will of the Gods, but those who’ve survived are the most resilient and tenacious of us. We have survived. We have survived, and yet I look past the walls of my city wanting more than this hardship. There are people out there still struggling, still fighting, still dying. Let us find them. Let us rush to their aid, bring them news, and assure them the worst is now over. Let us rekindle that most precious of ideals in a time when it is all but dead. Let us return hope to Athia.”

-King Valrik, House Thercer

Reptilians, apparently less affected by the Sickness than the rest of Athia, appear resurgent and frequently test the borders of the great Houses. Nobles and politicians still play their games, jockeying for position and influence, while the common man wonders just how to survive the times.

This is a land of both peril and opportunity. This is a land balanced on the blade of a knife, prosperity and comfort on one side, hardship and desolation on the other. This is a land where the actions of a heroic few may determine which way it falls.

This is Athia.

THE GREAT HOUSES

Since the founding of the Great Houses following the Five Kingdoms War, little has changed in the structure of the Council. Six Houses each have a Councilor that serves as the voice for their respective House: Blayth, Cerrak, Draur, Lloar, Onin, and Thercer. House Asos' Councilor holds the seventh Council position, serving as the arbiter for Council meetings and placing the last vote if a tie needs to be broken. As no members of House Straad remain, their name remains as an honorific in memory to the fallen.

House standards chosen at the formation of the Council largely reflected the preferences of each House's initial Councilor. It is well known that House Lloar's initial sigil included over 15 different panels, each with its own symbol to describe the prowess and power of its current leader. While it is difficult to deny the beauty of such a sigil, practicality in the end prevailed. The common pillar in use today was chosen soon after House Lloar began hammering their own Septems, once the cost for creating the coinage was realized. Some heraldry of the House still contains the old sigil, but the pillar of House Lloar remains regardless of other adornment. Over time simplicity and unity drove the standards used today.

Organization of the aristocracy outside of the Council remains under the purview of each individual House. While the established leadership of a House is typically their Councilor, at times the Head of House may instead appoint a Councilor to act in their stead. Such a case occurred when Jovnyr acted as the first Councilor of House Asos, though he was not the Head of House Asos after King Asos died. How the leadership is chosen is quite different between Houses. House Thercer's monarchy has been established for multiple generations and is likely not to change unless the line of heirs is diminished. While House Blayth relies on the Gods of the Triad to choose their ruler, the choice is via lottery for the ruler of House Onin. And power in one form or another denotes who the regent will be in the remaining houses: ability and talent for the leadership of House Asos, wealth in House Cerrak, knowledge in House Draur and sheer will in House Lloar.

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Regardless of how the leadership of the House is chosen, it is customary to refer to them as “Your Majesty”. This may garner you strange looks from newly appointed leadership within House Onin, who may be unaccustomed to such vernacular, but doing otherwise could be considered a slight by other company. The Head of House has sovereign rights to appoint or reappoint their Councilor, bestow titles, bestow lands, control their security forces, sign treaties and pacts, and establish laws for their lands.

The lower rungs of the aristocracy are created solely by their Head of House, comprised of individuals who have been given title and responsibility over granted lands. Regents oversee vast areas for their Head of House, acting on behalf of the ruler to uphold the rule of law and manage the lands they preside over. Lords often serve under a specific Regent, ruling over smaller spaces that might include a single city, small towns, or a vast acreage with several villages. A Lord’s personal holdings are typically small, and do not encompass the full range of their stewardship, which is often land belonging to their Regent or the Head of House. A Regent, customarily referred to as “Your Highness”, may be given title alone, serving instead as advisors or chief administrators over various political, military, or civil offices directly supporting the ruler. A Lord, referred to as “My Lord”, may also be a title only with no holdings, bestowed upon great servants of a House as a reflection of their worth. In this respect, Lords may serve as governors, mayors, judges, sheriffs, ambassadors, and emissaries.

HOUSE ASOS

Motto: So All May See

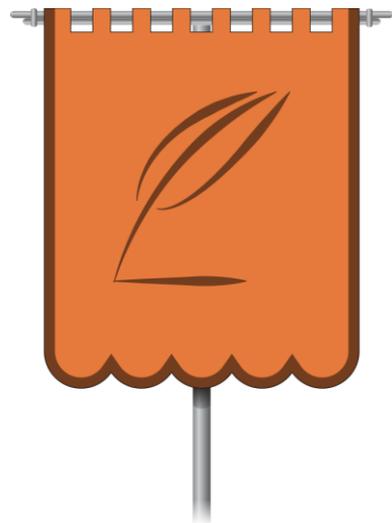
Color: Orange

Head of House: Chief Councilor Davic

Government: Meritocracy, leadership based on a group of people whose progress is measured by ability and talent rather than on class privilege or wealth

Seat: Lorwick Castle

It was once said that if you taught a man to fish he could feed himself for a lifetime; if you taught a man to learn, he would thirst forever for knowledge. While I have no reason to doubt the first portion of the saying, I know for certain that the thirst for knowledge is most definitely a learned trait in House Asos. Education is highly



prized, and even more so, the ability to teach their understood knowledge to others.

Members of House Asos can be found in all the courts of Athia, serving as historians, chroniclers, loremasters, sages, advisors and teachers. The few remaining of House Asos' subjects reside in the lands of other Houses, as their homeland no longer exists. Though loosely organized through a small group of talented individuals, House Asos remains as a pivotal entity within the Council of Houses. With a finger on the pulse of Athia's political center, Chief Councilor Davic maintains cohesion within his House by disseminating knowledge of current affairs.

Before Krullus flooded Orenthyr, House Asos held vast and fertile lands near the lands of House Straad. King Asos oversaw a kingdom that valued education over political motivations, harmony over strife, and knowledge over innocence. All people within the kingdom had some form of education, for King Asos believed that an educated people were a civil people. Literacy, history, and arithmetic were considered primary learning. The lands of House Asos hosted numerous academies, universities, libraries, and museums. Vast vaults of history, knowledge and antiquity had been built over years of study and research.

"Soter, the Asten Records. Take them now. If they are lost, the whole of Athia is doomed. Go!"

- Galen Heber, Master Librarian of Orenthyr, after hearing of the fall of Blackborough

Such a highly educated people, focused internally, were disinclined to provide defense for themselves in the form of an army. King Asos thus formed an incredibly strong diplomatic relationship with King Straad. Symbiotic in nature, King Asos provided innovation and industrialization while King Straad provided protection and peace across their lands. Hammer Bridge is one of the few examples remaining of this relationship; architected by House Asos and manned by House Straad, this feat of Human ingenuity survived Krullus' onslaught and still stands today.

The fall of Blackborough and the Razing of Straad marked a significant turn of events in the history of House Asos and even that of the Human race. When Krullus led his armies into King Asos' lands, characteristically the people that lived there offered little to no resistance. Many fled the instant that news of the fall of Hammer Bridge and then later Blackborough arrived. Gathering as much of their precious knowledge as they could carry, they fled, leaving behind countless libraries of untold learning. A small volunteer force of militias harried the Orc army, sacrificing themselves to slow their advance. But Asos' lands were vast, and mobilizing an entire population is practically impossible. Thousands remained behind, unable or unwilling to flee in time. Those that remained in their homes

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surely died within them. City after city fell, but even with the aid of his navy from the East, Krullus' progress slowed. In the meantime, Asos sent ambassadors to the capital city of every Human king, begging them to waste no time in mobilizing their forces. Their efforts at persuasion were instrumental in changing the course of the war.

Though the borders that the people of House Asos occupy have changed, the vision of those people remains the same. House Asos still strives for knowledge, and to provide wise counsel to the other Houses. Some in House Asos sit at the arm of Kings and Queens, seeking to keep the leaders of men advised of reason. Others reach out to the common man, attempting to temper the emotions of a world in turmoil with their keen minds and mental skills. In either case, the people of House Asos are held in high esteem. Great respect is paid to those that can diffuse an argument with sound logic or who can ease relations between neighboring villages by drawing up plans for a windmill.

HOUSE BLAYTH

Motto: For The Greater Glory

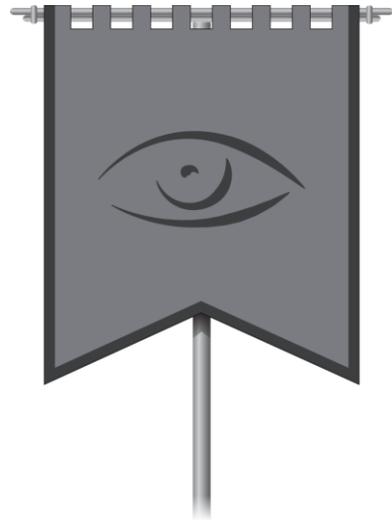
Color: Gray

Head of House: Queen Aylis

Government: Theocracy, in which the Gods are recognized as the supreme rulers and the laws of the Gods are interpreted by the Clergy

Seat: Tarskendarin

As the eldest in House Blayth will tell you, they live to serve the will of the Gods. In ancient times, the old ones say, an ancient King stood before his court and explained that his heir had just been born somewhere in his kingdom. His court was baffled, for the King was a widower, and no children had been born of that marriage. The King knew what confusion would come of such an announcement, so he further explained how such a thing could come to be. He told his court that he had been given a vision, visited upon him by three divine figures. This Triad (as they called themselves) etched into his mind the vision of a boy. It was not his son, nor any relation. But in the vision, he knew the babe to be the future King and saw the wonders that would be revealed to his people. He set out to find this would-be heir, and as if guided by the hands of the divine, he met the infant boy



who would wear the crown after him. And to this day, each King of House Blayth is chosen by divine guidance, just as the ancient King had done.

“The Gods cannot change the past. But they have shown me how we may change the future for all peoples.”

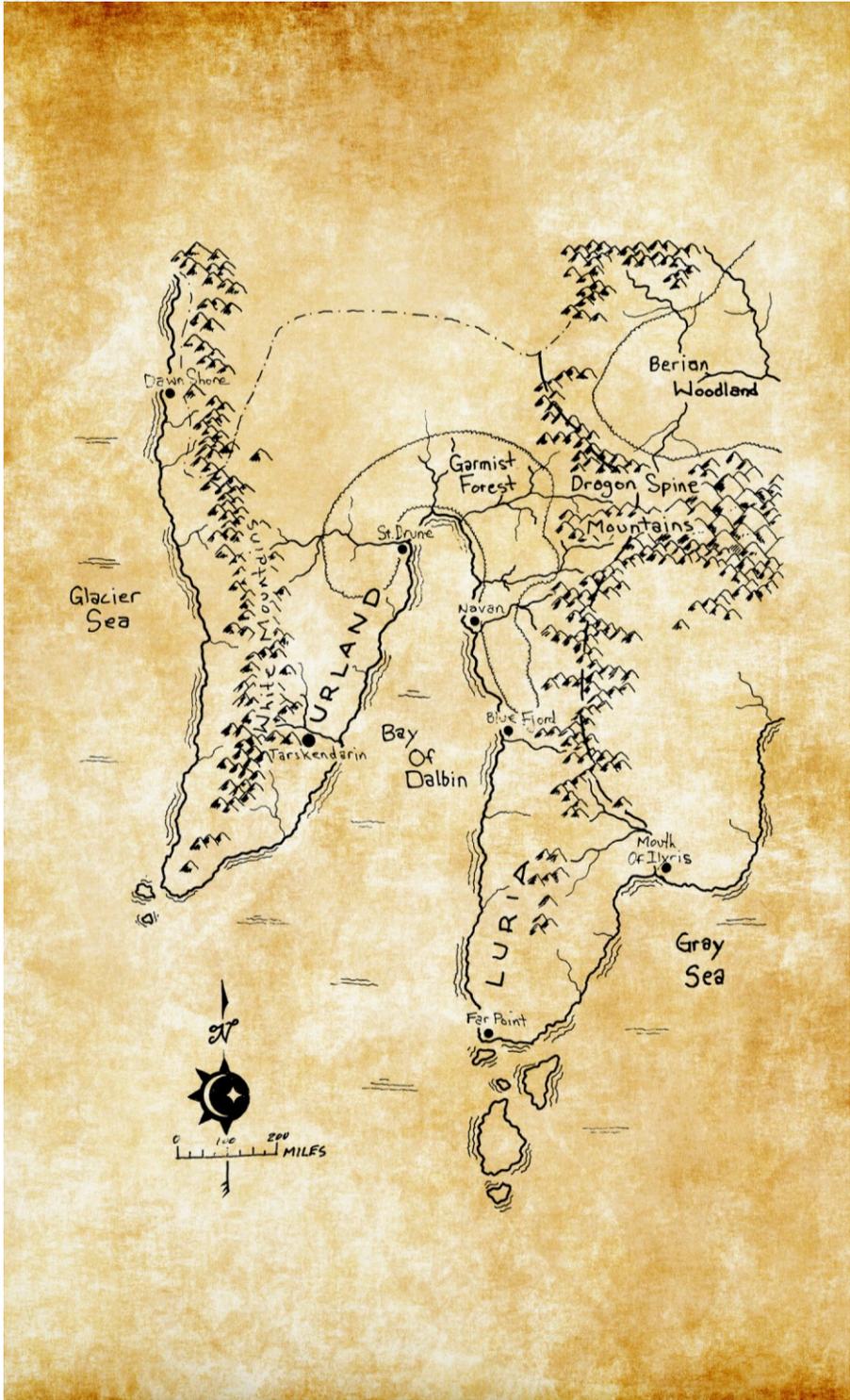
- Queen Aylis, upon her coronation

House Blayth may be single-handedly responsible for revealing the true Gods to the world. They are passionately faithful with reason, for their connection to the divine was exhibited tangibly in both the Five Kings War and throughout the years of the Sickness. With a strong sense of purpose and perspective, they have always sought to serve the will of the Gods, believing that the divine can lead the peoples of Athia to greater and greater accomplishments. King Blayth himself said that a hero is someone who gives their life to something bigger than himself. This was a statement he himself poignantly lived out.

The Great War proved the existence of the Gods to all, and now the churches of House Blayth struggle to meet the spiritual needs of their growing congregations. The burgeoning city of Tarskendarin is bursting at the seams with pilgrims who want to learn how to gain the divine power and protection of the Triad. Missionaries brave the outskirts of civilization to prevent charlatans from sullyng their Gods’ good names and to teach the Triad’s doctrine.

Recently Queen Aylis, twelve years young, was chosen by the Gods to serve as ruler of House Blayth. As the youngest ruler ever to wear a crown in Athia, she is also the first non-Human to lead a House. The faithful in House Blayth know that the will of the Gods will guide her Ferox hands. Politically very little is kept secret within House Blayth, and Queen Aylis has been particularly vocal to her people about her communication with the Gods. From Queen Aylis’ most recent sermon: “Selene has given me this opportunity so that I may preserve for all of us a place in Athia, to see us prosper, and to keep us safe. As we all look to the Triad, let us not forget to look to one another. The Gods bid all of us to work together for the good of those who love Them and follow Their purpose.”

Today, as the people of Athia move forward, many turn away from the close times and instead look towards the promise of providence, seeking the fellowship offered in House Blayth. Queen Aylis and her people are making a concerted effort to meet those needs. House Blayth’s churches, and the nobility that hold prominent office therein, are expanding, given the task of spreading Erebus, Ilios, and Selene’s words to all that call Athia home.



HOUSE CERRAK

Motto: Effort And Persistence

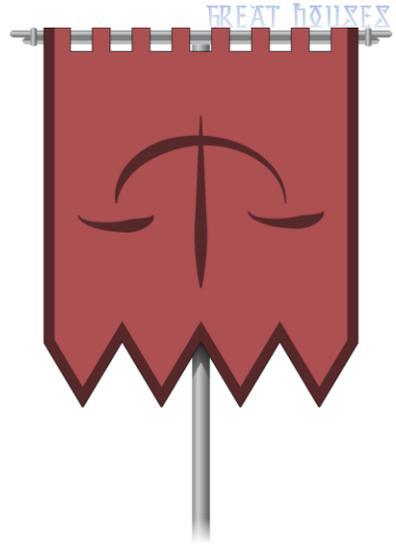
Color: Red

Head of House: Magnate Thymas

Government: Plutocracy, in which the wealthy class rules

Seat: Silarum

Cerrak the man was a shrewd merchant, entrepreneurial in his approach and brilliant in his execution. I have found no merchant today who would classify him otherwise, though a few have chastised him for entering politics. Like the coins Cerrak earned in his time, that face was only one side of the man. The other performed feats of civic philanthropy that grew his influence among people throughout Athia, ultimately leading to his placement on the Council of Houses and the formation of House Cerrak.



House Cerrak is composed of merchants and tradesmen, largely descended from the original guild formed by Cerrak prior to the outbreak of the Sickness. From ignoble beginnings, House Cerrak builds for the future.

Coordinating efforts between businesses, security and labor, House Cerrak is well known throughout the lands of all the Houses. People who see challenge as opportunity, the entrepreneurs of House Cerrak view abandoned towns as locations that can be reused or repurposed, isolated villages as new customers awaiting discovery, and overgrown forests as abundant natural resources ripe for exploitation.

After the Great War, Cerrak made great strides to rebuild Athia's damaged cities, but the rise of the Sickness quickly halted those efforts. Ever practical, Cerrak changed strategy. Because movement of supplies between cities had to cease, reconstruction efforts internal to Lorwick instead became efforts to arm, protect, and supply the city for the fight against the Sick. Through this effort the city of Lorwick fended off many incursions from the Sick. Excerpts from the journal of Councilor Galen recount several of these pitched battles, many of which were required when food supplies in the city were at their lowest, forcing excursions to the countryside.

As time wore on, the Sick seemed unending. Cerrak himself became ill. He assembled the most successful of his fellow merchants, tasking them with

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heading the House upon his death. A leadership based upon the wealthiest and most successful of the merchants was established, and each swore to uphold the same ideals that Cerrak had held throughout the course of his life. With Cerrak's passing, the path upon which all leaders of House Cerrak would follow was formed. Each strives to make their name live beyond them, through two sides of the coin - effort and persistence.

Once the Sickness subsided, House Cerrak immediately stepped out from Lorwick to reach out to neighboring cities. Roads were repaired as House Cerrak made a concerted effort to reconnect each of the capitals. From the main thoroughfares, branches to other cities and towns have begun to be rebuilt, but the effort is colossal. Decades of idleness have made trade routes treacherous, and threats from bandits and wild beasts remain very real. Believing that waterways will prove far easier for movement of goods than land, House Cerrak has turned efforts towards shipbuilding. Regardless of motivation, monetary or humanitarian, House Cerrak leads the effort to reunite the civilizations across Athia, showing its worthiness in being made one of the Great Houses.

"Wealth is not measured by the precious metal that lines your coffers, though that is well and good for enjoying life. No, wealth is making your mark upon the world, and is measured by the number of people that remember your name after you no longer have use for coin. Remember this, my son: Cerrak's wealth far exceeds any I may yet gain."

- Darien Sabir, Sabir Shipwrights and Craftsmen, Silarum

HOUSE DRAUR

Motto: Courage In Wisdom

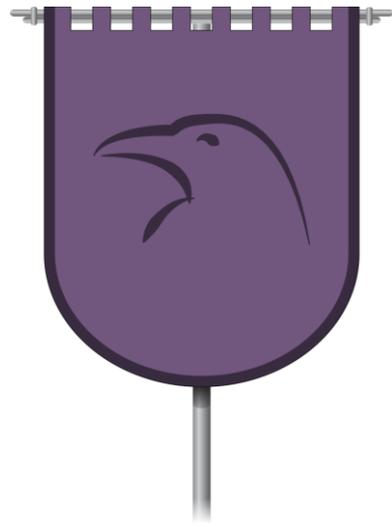
Color: Purple

Head of House: Premier Moryn

Government: Oligarchy, where power is vested in a few dominant House members

Seat: Maranthas

Once lauded for their Arcane prowess, the mages of House Draur are now looked down upon because of it. Popular perception among the people lends towards Divine power. The reasons behind such belief are many, and only somewhat contributed



“Nothing is ever truly free that comes so easily.”

- Premier Ogden, when asked about his views on Divine magic

to by the historical record. When the Gods themselves intervened during the Great War, the view on magic changed. Magic in the hands of men had never been perfect, and certainly there were those with a less than idyllic view on how Arcane powers should be used. People began to believe that magic was something best left to the divine, that through the Gods the evils of men could be tempered. My personal synopsis is this: Divine power is infinitely more accessible to the common man than Arcane power; therefore, because it is difficult to understand, it must be bad.

Such a simple theory of social perception is easy to claim, but much more difficult to overcome. House Draur attempts to circumvent their image by focusing not on their Arcane arts, but instead on their Arcane origins. Ostensibly to learn more about the source of the Sickness and to regain lost knowledge since the coming of Krullus, House Draur sends its people out as information gatherers, explorers, and keepers of Arcane lore. They serve as cartographers for the realms, constantly exploring the wilds of Athia in hopes of discovering hidden truths of magic, the Gods, or other mysteries of the world. Traveling extensively across Athia, they also offer their services as information brokers, providing communications between Houses. More than the secrets of Arcane magic have passed through the hands of House Draur in recent years.

Arcane magic has always had a presence in Athia. Long before Humans dedicated their lives to its study, magical power was wielded by god-like beings and the other sentient races. The Slyph used it to create new forms of life, changing the very face of Athia. The races they created learned something of the Arcane powers of their masters, though to a much lesser degree.

Humans realized the great potential of magic: to make dreams possible and to shape the world around them. Careful not to repeat the mistakes of the ancient Slyph, their approach to employing such power was academic. They established formal Arcane Colleges, whose charters were to guide practitioners of the Arcane Arts by teaching the mistakes of the past and learning from the experiences of those that came before them. King Draur held to the vision that Arcane magic could help the endeavors of man. Much of his kingdom was overseen by officials he selected as Ministers, who also served as chief advisors to the King. Each Minister was an authority in an Arcane Art as an area of focus. Through magic, the kingdom flourished.

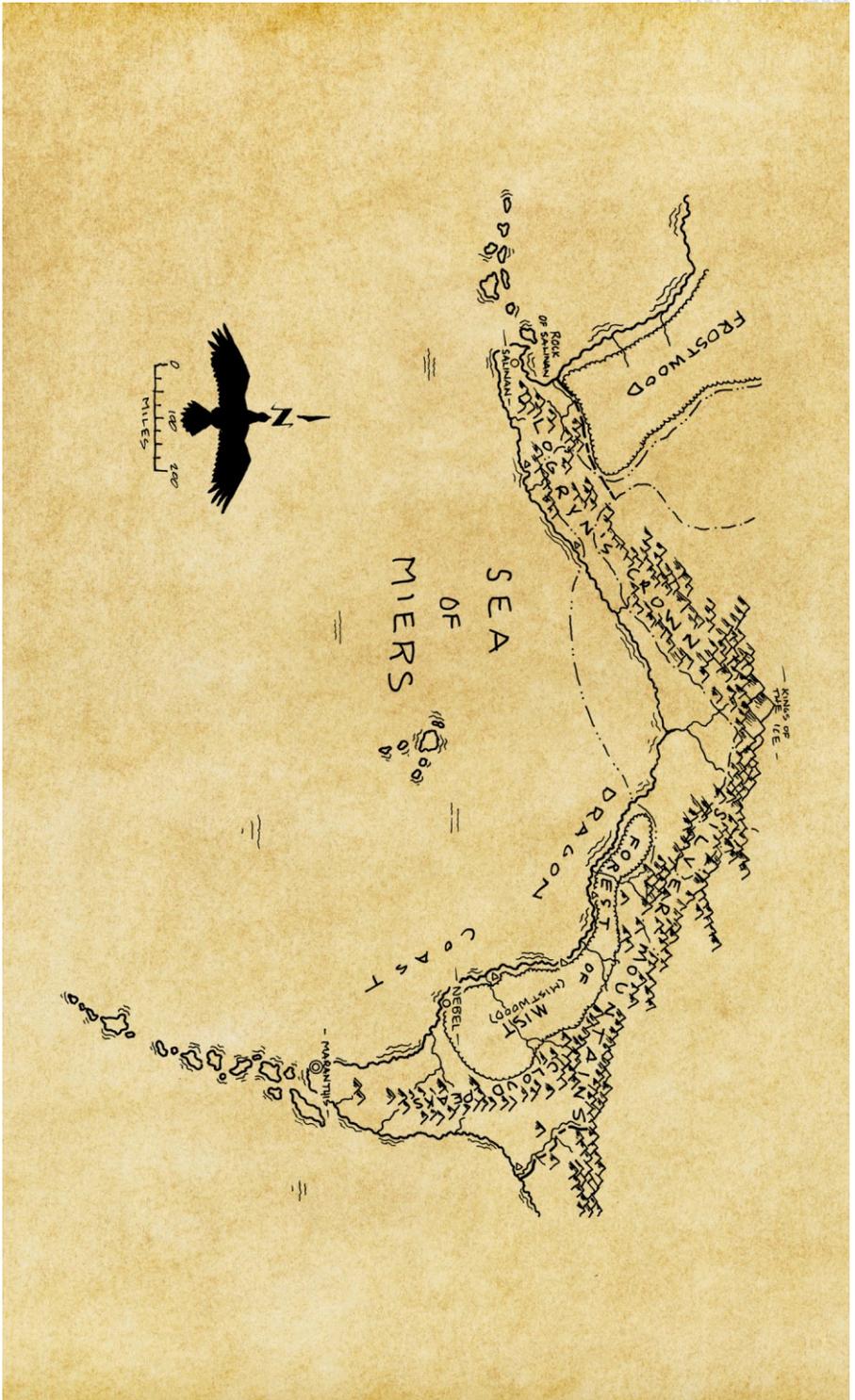
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House Draur's contribution during the Five Kings War brought death to countless enemies, but their accomplishments were overshadowed by the appearance of Divine power. The use of Arcane magic continues to this day to stand in the shadow of the Divine. Colleges have closed, and the study of the Arcane arts is rarer today than it was in King Draur's time. House Draur continues to appoint Ministers; but a Premier, a representative chosen to speak on behalf of the collective Ministers, has led the House since the death of the King.

Focus on Arcane magic has not been lost within House Draur. On the contrary, one could argue that they are more fixated on studying Arcane Arts now than in the past. Still willing to teach those that seek enlightenment, the Ministers have collected and isolated the teachings of magic, though those teachings are no longer public.

“The study of the Arcane is to open your mind to that which cannot be understood. Do you understand the thoughts of the wind, the voice of the trees, or the needs of the rock? Can you find the will of water? Perceiving even the narrowest glimpse of these patterns is only the first step. Arcane magic is chaotic, transmutable, and ever-changing. What control we learn is not control at all; spells are only a redirection of forces we can't begin to master. Once you learn this, true magic may be at your fingertips.”

- Aldercy, opening lesson to students



ATHIA HOUSE LLOAR

Motto: Dare And Do

Color: White

Head of House: Queen Lenala

Government: Autocracy, controlled by a single ruler with absolute power

Seat: Caladria

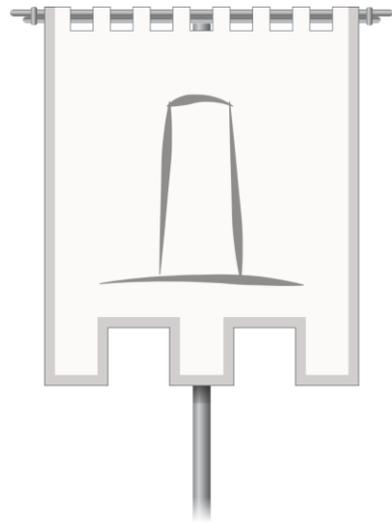
Fear is a healthy emotion that keeps one alive: a fear of heights keeps you from a cliff's edge, a fear of snakes protects you from being bitten, and a fear of the powerful keeps you in your place. Fears can be individual; phobias personal to you for perceived threats be they tangible or not. By definition, fear is the belief that someone or something is dangerous, likely to cause pain, or to be a threat.

And everyone should fear House Lloar.

House Lloar cultivates an air of respectable power around them. Built upon cunning and guile, House Lloar is filled with people of action. Those who have ascended to take the crown have always been those most capable of amassing the support to wear it. They have the audacity and determination to do everything no one else is willing to do. What is now House Lloar did not stem from gifts from the Gods, nor from sovereign leaders, but from courageous men and women who sacrificed everything to accomplish what they willed.

No one has worn a crown in this Kingdom who did not take it for themselves. Only those who have survived the rigors of mortal combat, who have overcome daggers aimed for their backs, or who have out-thought the machinations of all those around them truly have the mettle to lead. The crown of House Lloar is heavy and is not for the meek. The children of House Lloar are taught lessons vital to survival: to be bold in their actions, to exercise indomitable will; and to earn a place through sweat and blood. True leaders are not born in House Lloar - they are made.

There is no question as to the power that House Lloar holds. One of the two largest Houses in all Athia in terms of inhabitants, House Lloar's land holdings surpass that of House Thercer. House Asos has aligned with House Lloar, a sufficient substitute for protection since the fall of House Straad. Within the lands



of House Lloar, House Cerrak was formed. And in Lorwick Castle, the Council of Houses meets. House Lloar is the center of all civilization in Athia today.

Rumors about King Lloar's ambition after the Great War have cycled for years. Many believe that King Lloar purposefully slayed King Thercer with the final blow on Kral-Tarkhan Krullus. By all accounts of the ferocity of Krullus, it is difficult to see how King Lloar could have done otherwise. One could not risk pulling punches against such a foe. However, that belief was only further entrenched when King Lloar commanded that Krullus' axe be turned into a great throne. King Lloar was never able to lend truth to the speculation that he intended to declare himself King over all, for his death came before further command could be given. There is certainly no one that would question the ambition of King Lloar, nor any of his descendants. Such fuel continues to fire rumor, for it certainly wouldn't be beneath them to seek to reign over all the kingdoms of Athia.

Queen Lenala, the new power of Lloar, shows great cunning and purpose, intent on seeing House Lloar's growth following the years of war and Sickness in Athia. Likely she sees opportunity where others do not. In the vast untamed wilds and forgotten ruins of Athia, lost riches await those who are willing to risk everything to rise above the ashes of the past.

"The weakness and misfortunes of others are but opportunities; seize the advantage, act boldly and decisively, and trust no one but yourself."

- Nerezza Lloar, mother of Queen Lenala



HOUSE ONIN

Motto: Hearth Of Hearts

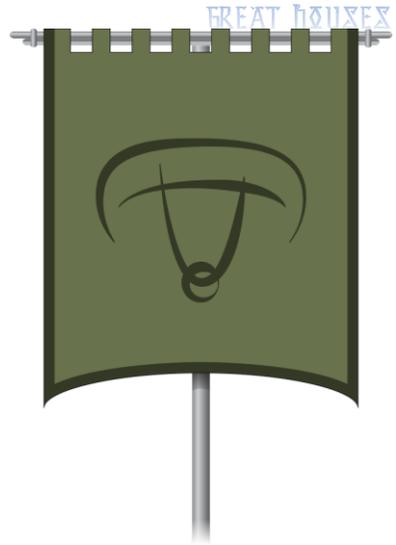
Color: Green

Head of House: King Randar

Government: Demarchy, a land governed by randomly selected leaders from a broad inclusive pool of citizens, as selected by lottery

Seat: Brynce

Clans: Badger, Bass, Bear, Bison, Boar, Cougar, Fox, Gar, Gull, Hare, Hawk, Horse, Lynx, Mammoth, Owl, Ram, Seal, Serpent, Stag, Sturgeon, Turtle, Vulture, Wolf



No Human may claim a closer existence with the land of Athia than the people of House Onin.

Farmers and crofters, the people that comprise House Onin have a profound relationship with the land that they occupy. A stout and hardy people, their existence revolves around the harvests and the hunts. In this simple life, every part of nature that surrounds them is used to efficiently run their homes. Smiths and craftsmen forge their wares from the essence of the earth. Brewers transform crops into beverages that can be raised in celebration after a hard day's work.

The focal point of these straightforward people, family, revolves around the hearth. This is where everyone gathers, where they come to create nourishment, bake and break bread, and share nature's bounty while relating the day's tales. The hearth is the heart of the home, where the pulse of life is palpable.

Loyalty to hearth and home is not just a philosophy for House Onin. It is their way of life. Dedication to family and clan means providing for both, with little room for distraction. Petty arguments and frivolous tasks do not divert their efforts. Politics and affairs of state are concepts that are largely foreign to them.

Before the Great War, the clans that now make up House Onin lived in relative peace. Over the huge swath of land that they occupied, small groups banded together to build strong communities. Headed by elders and respected leaders, each clan attended to the needs of their families and friends. When interests clashed or problems arose, it was these men and women who would gather to

discuss options and formulate solutions. Rarely would the clans come together and not form an agreement that suited everyone's needs. The land was simply the land; only those willing to put forth the time and effort to make something from it could claim its ownership.

“Long before the Red Orc crossed the Dragon Spine Mountains, there was a young man born to privilege in Arndell. His family kept a prosperous farm and wanted for nothing.

This young man was not happy though with his rural life. He wished for finery, and loathed to be dirty or sweaty. He left his home to find a place more to his liking, among the structure of a large city.

There he found work as a clerk for a merchant, spending his days indoors stooped over books counting sums. The work was relatively easy for him. As I said, he had been born to privilege. Though his family kept a farm, he was still educated.

Day in and day out, the young man continued his existence among the wares of the merchant's shop. And each day, his back curved just a bit more from the stooping, and his eyesight grew more strained from the reading. Over time he aged, and one day when he was as old as me, he went back to visit his family home.

Then the Red Orc came, and the clans of this quiet land were forced to defend their simple way of life.

King Onin was not a noble, but a farmer. He was the son of Torben, an elder of the Lynx clan who was loved and respected among the clans. Upon the death of his father, Onin took up the mantle of elder to lead his clan. King Asos' ambassador brought news of Krullus' massacre of King Straad's kingdom and of the impending fall of King Asos' to the clan elders. When envoys from the Kings of House Blayth, Draur, Lloar, and Thercer reached out to them, they realized the gravity of what was happening in the world around them. There was no debate in deciding that they should join the fight; the only determination that needed to be made was who would lead the charge. One among them would lead all the clans to war. Because none of the clan elders could choose without bias, it was decided they would make their selection at random. Each cast a runestone with their name into an old mug. When the eldest runemaster among them cast the stones, Onin's name was selected.

King Onin's courageous death during the Great War is much lauded among the clans. It is common to hear tales while in Onin lands that relate his challenge to Krullus. In these, Onin is painted as heroine among his people more so because of what he stood for than for the actual

outcome of the challenge. To the clans, King Onin is the first true King, and a man whose courage and honor, whose dedication to the clans, is of highest regard. Today, House Onin stands as one of the five great Houses because of King Onin.

The clans continue to honor the tradition that began with their first King, and choose their leader through the stones, knowing that the land provides, and that those among them who live the simple life will rule with that in mind.

He found the farm occupied by a sturdy old man tending a herd of goats.

‘Ho, old man,’ he called in greeting, for the goat herder was yet older than him though you could not tell by looking. ‘How do you stand so straight and proud on my father’s field?’

Though his words were meant as a challenge, the herder did not take its meaning that way.

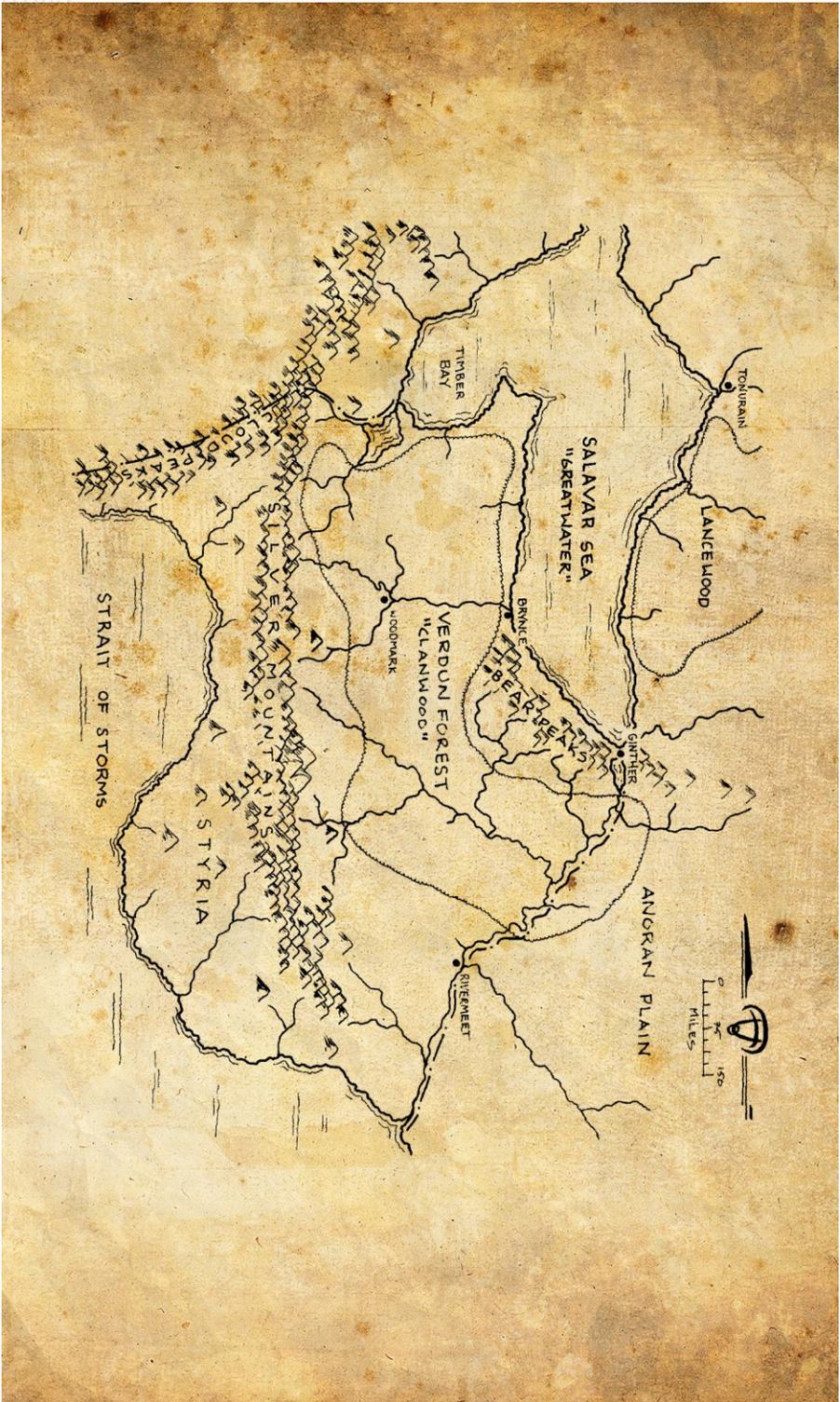
‘The land is my backbone, young man,’ the old man answered. ‘With my feet firmly planted in this ground, I only stand straight as a pine.’

When the old man spoke, the young man who was now old recognized his father’s voice.

‘Father, it is you!’ he exclaimed. The old man looked long and hard at him, attempting to gauge whether the hunched figure before him could be his son.

‘So I am,’ the old man agreed grudgingly. ‘But then who are you but a crippled version of the young man I once knew?’”

-story told by grandmothers to their grandchildren



HOUSE STRAAD

Motto: Pride In Battle

Color: Yellow

Head of House: None

Government: Kratocracy, governed by those who are strong enough to seize power through force or cunning

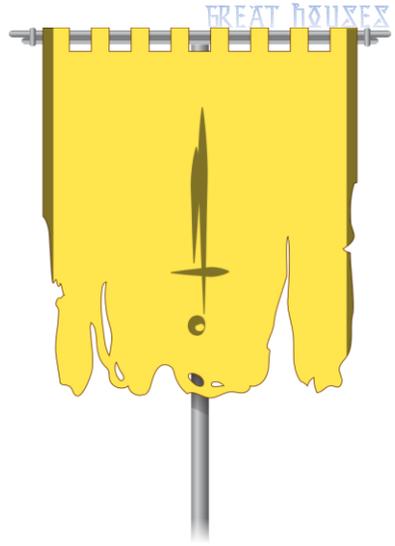
Seat: Blackborough

It is easy now to expound on what House Straad was. Since their demise, poets and minstrels have committed their memory to verse and song alike. Their actions during the Great War are now preserved in history. Since the first meeting of the Council of Houses, King Straad's people of been honored with the title of House Straad. Those who reside around Blackborough today make the trek up the mountain to recognize the departed of House Straad, whose sacrifice is an example to all that the threat of Kral-Tarkhan Krullus was very real. An entire people slain serve as a reminder to remain vigilant against the evils of Athia.

Before their massacre, King Straad's people were proud warriors. Feared because they always bested their enemies on the fields of battle. Respected because of their achievements: scratching out an existence in the harsh terrain of the Dragon Spine Mountains, hunting the great beasts of the plains of Calmar, surviving the raids of dangerous creatures, and thriving despite all those difficulties. The challenges faced daily bred a hearty people.

Evils have always lurked on the edges of the known world. When the people of House Straad settled in the Dragon Spine region, Giants were their nightmares. The incursions of these creatures into the lands of men created a need to organize, to learn to defend one's self, and to develop skills in combat. Everyone was taught how to fight. Too often, the Giant incursions required every hand to down the mighty adversaries. Engaging these foes required a military force capable of acting as a single unit. Tactics had to change swiftly, and the use of spear and shield had to be coordinated to overcome such a mighty opponent. When the number of Giants finally thinned, House Straad's fighting methods had become so perfected that facing the likes of other men proved little threat. No other kingdom's military could defeat them.

The army of Kral-Tarkhan Krullus, however, was another matter. Likely numbering in the hundreds of thousands, and with a taste for blood from their



ATHIA

previous campaigns, the Red Orc legions brought a force unmatched by the Giants. Though vastly outnumbered, King Straad stood his ground when Krullus marched his army to Hammer Bridge. His armies fought valiantly, slaying a great number of Orc and slowing their advance. But defeat was inevitable. The remainder of Straad's army attacked the Orc directly, and was again disadvantaged in numbers. Ranks of the Red Orc were thinned, but after a bloody battle the remainder of Straad's forces was decimated. The people remaining harried the advance of the Orc until every last man, woman, and child was annihilated.

"No one dies."

- General Straad's words to his troops, just prior to their battle against the Gray Giant Clan. By the end of the battle every giant lay dead at their feet; no man had fallen.

Some may choose to criticize their martyrdom. Why did even the woman and children need take arms against Krullus' Red Orc Army? Why did those who could not fight take their own lives in the end, rather than attempt to run?

Why indeed.

I give you the answer I have found to be most insightful. When Dagrim, ambassador of House Asos, described the sacrifice of King Straad's people to King Thercer, he said, "The wise man does not expose himself needlessly to danger, since there are few things save his own life for which he cares for sufficiently; but he is willing, in great crises, to give even his life - knowing that under certain conditions it is not worthwhile to live."

HOUSE THERCER

Motto: Strength Through Unity

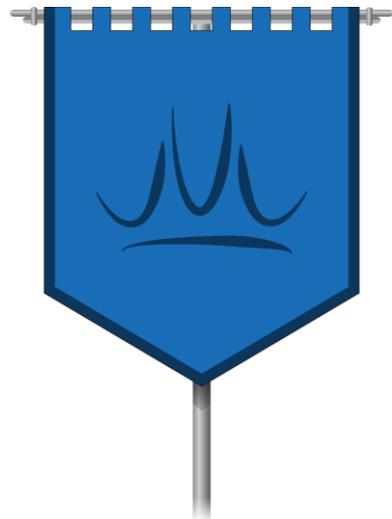
Color: Blue

Head of House: King Valrik

Government: Monarchy, governed by the head of a ruling family

Seat: Ginther

Long ago in the history of Athia, the first Human kingdom was formed. It did not begin by dividing the lands and placing a crown on a man's head. It started with a



need. That need became an ideal, and that ideal soon turned into a way of life. Someone needed to look out for the welfare of their community, someone needed to protect them, and someone needed to lay down laws to ensure that everyone was treated equitably. That was how it began. By the time King Thercer was crowned, the kingdom he inherited had become one of the largest monarchies in all Athia.

“We need little in life - food, safety, order, and a sense of worth. Give the people that and not only will they answer the calls of their King, but they’ll believe in their kingdom.” These words of King Thercer denote the ideal of the kingdom; the welfare of the people comes first. Neither King Thercer nor his forefathers ever commanded an army to conquer the lands of another. Their kingdom was built through continual effort: providing for the people, protecting their lands, and giving everyone an opportunity for a meaningful life.

King Thercer was the first to receive word from Asos messengers that Krullus had turned his sights on the lands of men. The news of Straad’s bloody massacre, and what death had been wrought upon the lands of King Asos, left little room for doubt in King Thercer’s mind. He had heard tales of Krullus’ march upon the other races and knew that if the Red Orc was not stopped, all of Athia was doomed. He would not sit idle as such an army marched across neighboring lands. He sent word to every race that would listen, those untouched by Krullus and those survivors that could be found, asking for whatever assistance could be given to face this threat. Then he implored the other Kings to take up arms, join together, and face Krullus’ army collectively. Though his own standing army was relatively small, he rallied his people behind him to form the largest militia of the Human kingdoms during the Great War.

By chivalric duty, Thercer gathered his forces and aligned them with the remaining Human kings to face the greatest evil of their time. Remaining

“Who lives here reveres honor.

*-
Love the land from whence you
were born.*

*Respect all weakness; defend
those who cannot defend
themselves.*

*Do not suffer injustice; be the
champion of right and good.*

Stand fast before your enemy.

*Perform your duties to your
utmost.*

*Deceive not; be faithful to your
word.*

Be generous to all.

*Remain devoted to liege, lord,
lady, and lineage.”*

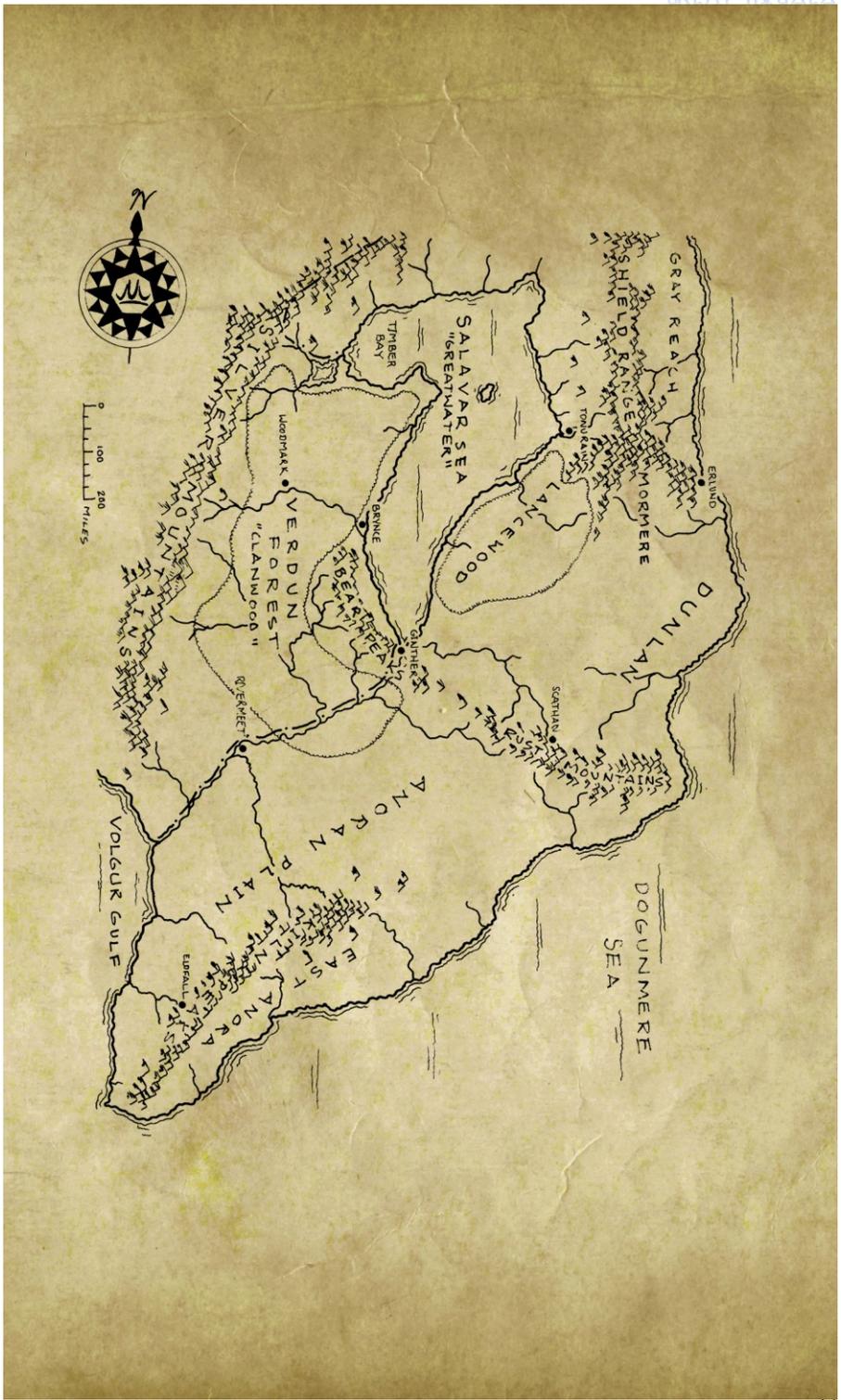
*- Etched upon the cornerstone
of Ginther Castle, home of
House Thercer*

ATHIA

survivors of Krullus' previous exploits from the Goblin, Bantam, Elf, Dwarf, and Orc races joined them on the field of battle. During the Great War's last battle upon the plain of Swynfield, Thercer championed all the people of Athia. He lived his entire life, and died that day, to the code etched upon the stones of Ginther Castle, enforcing the ideal that his family has held for generations.

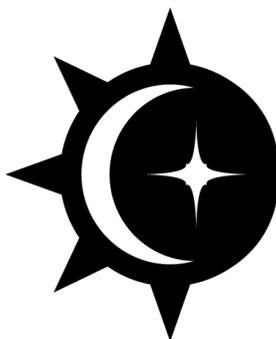
Upon his father's death, Thercer's son Thayne inherited the kingdom. His rule was plagued by the Sick. Striving to live to the ideals of his family, Thayne made every effort to keep the townships under House Thercer's protection supplied. He would lead such endeavors himself, in constant struggle with the encroachment of the Sick upon his lands. As time wore on and the number of Sick eventually dwindled, so did the King's life. Sadly, before the last of the attacks from the undead came, the King passed.

His son Valrik was crowned, and almost immediately the Sickness seemed to fade away. King Valrik, youthful and full of energy, vowed that his people would rise above this evil. Understanding his responsibility to the kingdom, Valrik has managed to drive the Sick to the outskirts of his lands. It was a difficult task, to be sure, given the size of the kingdom; it is second only to House Lloar's holdings in area. The people of House Thercer have survived by the ideal unique to this land, and their welfare in the future continues by the virtue of their rulers.



ATHIA THE TRUE GODS

The Gods worshiped in Athia have been myriad. In ancient times, the Slyph may have been considered Gods by the creatures they shaped. When they were forced back to Eshelon, their creations found other deities. The races born from the Slyph's experiments turned towards the land they inhabited to seek solace and inspiration. Temples and shrines were dedicated to a countless host of Gods, each filling some small niche for their worshipers. Elihya was worshiped as the Goddess of childbirth; Addonis was paid tribute for a good harvest; and Woden was prayed to before battle. Pantheons differed from race to race, and the Gods any individual worshiped were as varied as the stars.



Consistent between all the ancient Gods is the fact that none of them has ever been proven to have truly existed. Some historians point towards Enoreth as proof of the Slyph, citing mosaics found within the Elven city before Krullus' army levelled it. Unfortunately, such findings are no longer available as testimony to the Slyph's existence.

True Gods, those with demonstrable power, do now exist.

The Triad - Erebos, Ilios, and Selene - answer directly to the prayers of their faithful believers. The power of these new Gods was exhibited to great effect in the Five Kingdoms War. Acolytes called upon powers and favors never seen before outside of House Blayth. Innumerable miracles occurred upon the battlefield: combatants were blessed with divine prowess, enemies were overcome with fear and fled, and mortally wounded soldiers remained among the living. Eyewitness accounts attest to the faces of the Gods overlooking the battlefield from the clouds above.

Since the Great War, there has been a surge of interest in the Gods of the Triad. Pilgrims wishing to witness the Gods' influence themselves, even those hoping to find their own strength by wielding powers of the divine, flock to Tarskendarin. Churches within House Blayth's capital city struggle to meet the spiritual needs of their growing flocks, but never turn away the faithful.

Each of the three Gods that compose the Triad is separate, yet connected. They reflect the best and worst qualities in all of us. Each is unique, but together they have a relationship that provides as many cautionary tales as those of inspiration. Possessing Human aspects, the Gods are at once understandable, relatable, and admirable. Erebos embodies the virtue of diligence and Ilios temperance, while Selene embodies passion. They are in many ways like us, though assigning Human traits to the Gods may simply be our method of better understanding their

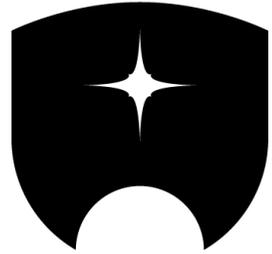
divinity. Thus, we cast the Gods as we can best relate to them: Erebos as the evening star, Ilios as the blazing sun, and Selene as the brilliant moon. The Triad is connected through Selene, loved by the brothers Erebos and Ilios. She represents both balance and discordance as the connection between night and day, darkness and light.

EREBOS

Representation: Night

Embodiment: Diligence

Stone: Sapphire



Erebos personifies the night, its stars, and the cold of darkness. Like the predators that hunt in blackness, we ascribe Erebos as cunning and industrious. He achieves goals through whatever means possible: by doing what no other is willing to do, letting the end justify the means. Always active, Erebos is a constant to his worshippers -- all seeing and all knowing.

Erebos reveres his older brother Ilios, but strives to remove himself from his brother's shadow. As it often can be with brothers, their family dynamic is a love-hate relationship. Erebos strives to live up to his brother's expectations, but he often criticizes Ilios' righteousness.

Those most devout to Erebos attempt to emulate his presence and guile. Rarely resting on their laurels, acolytes are often leaders, achievers, and motivators, driven to accomplish great things. They wear black as a reflection of the night and are active in spreading his teachings. Acolytes espouse Erebos' greatness as inspiration for all to achieve more than they might otherwise think themselves capable of. Soldiers turn to Erebos knowing that their God smiles down upon those who seek to smite their enemies. Tradesmen turn to Erebos for guidance while striving to make things of lasting value and impression. To overcome their circumstances, the downtrodden look to Erebos for strength of will to continue.

Midwinter, celebrated throughout the realms, is the largest of holidays observed by those faithful to Erebos. As the longest night, Midwinter falls on the second new moon of Hibernis (the winter season). During the winter months, it is quite common for people to invite guests into their homes through the worst of the snows. Midwinter is an all-evening celebration often spent with close friends and relatives, and those wintering within the household. Noble courts use Midwinter observations as status symbols, making public those prominent individuals who choose to spend their Midwinter in the courts of others.

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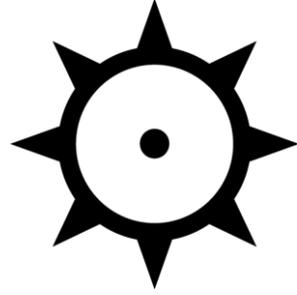
Nights of the full moon are celebrated by Erebos' worshipers as smaller holidays. Seen as the most brilliant of Erebos' nights, they are reflective of Erebos having won over the heart of Selene. Nights of the full moon are believed to be the evening when Erebos and Selene share in one another's company exclusively. Those faithful to Erebos often spend a portion of the full moon's evening in prayer to their God, expressing their goals so that they may hold to them over the course of the next cycle, before the next full moon.

ILIOS

Representation: Sun

Embodiment: Temperance

Stone: Ruby



Ilios personifies the sun, its light, and its warmth. Like the sun itself, we see him as a shining beacon of righteousness, all at once honorable, just, and stoic. Observant over all, Ilios is mindful of truth and prudent in his decisions. He endeavors to be honest yet considerate, and to always find the best course of action.

Ilios watches with love over his younger brother Erebos. While he strives to allow Erebos freedom, Ilios speaks his mind openly; criticism of his brother is both patient and thoughtful, but it is criticism nonetheless. Though they have their struggles, he is always patient and thoughtful, there to listen to any need.

The faithful to Ilios are honor-bound, just, and patient. They value reason and believe the greatest gift Ilios has given man is his ability to question what goes on around him. Acolytes wear golden colors or possess holy trinkets of gold, to reflect the sun's rays. Acolytes of Ilios lead by example, believing that if they are a good reflection of Ilios' teachings, then that example alone will draw people to the church. Thus far it is a sound theory, for they guide the greatest number of worshippers of any God in Athia. Lawmen worship Ilios to follow his example of being just and trustworthy. Nobles worship Ilios in hopes that they can be individuals that the citizenry can respect. Ilios is also worshiped by hospitallers who seek only to help those in need.

Midsummer, an all-day celebration hosted by communities throughout the realms, is the single largest holiday observed by those faithful to Ilios. As the longest day of the year, it is observed on the last full day of Auctus (the growth season). Villages, towns, and cities come together in grand festivity where endless amounts of food and drink are shared. Music, dance, and stories, reflective of a close-knit community, are all a part of Midsummer. Beginning at

dawn, the celebration continues throughout the day until the last rays of Ilios' light disappear behind the horizon.

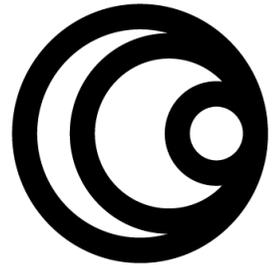
Smaller holidays observed by Ilios' worshippers include nights of the new moon. The dark void of these nights reflects the importance of the light that those faithful to Ilios strive to emulate. It is understood that during the new moon Ilios has won over Selene's heart, and during that evening the two are alone together. Those faithful to Ilios spend a portion of the new moon in prayer of thanks to their God, counting their own blessings and asking Ilios to bless all those who have provided for them.

SELENE

Representation: Moon

Embodiment: Passion

Stone: Emerald



Selene personifies the ever-changing moon, its tides, and the weather. Like the dynamics of nature, she is thought to be wild and unrestrained, beautiful and alluring. While at times she can be determined and willful, she can be equally flexible and submissive. Least judgmental of the Triad, she is perhaps also the most difficult to understand. Though wise and conscientious, her dynamic passion makes her actions seem chaotic. Described by the church as the mother of Athia, she endures as the epitome of vitality.

Selene, the idyllic woman, is loved by both Erebos and Ilios. Just as the moon's phases shift, her interests in Erebos grow and wane. As the moon disappears from the night sky entirely, she spends more of her time with Ilios. She never stays with either brother for long, resplendent in change; just as she may be big and golden at twilight, she can be bold and brilliant at dawn.

Those who have turned to Selene understand that life is fragile, but that life always finds a way to weather hardship through the chaos and entropy of Athia. The faithful seek to emulate Selene's ability to endure the worst, to make an impact in the world, or to determine their own destiny. Those who seek her favor wear silver to reflect the light of the moon. Acolytes of Selene are often reclusive; they know that her power alone is enough to draw the interests of those courageous enough to seek her wisdom. Those close to nature seek Selene's blessing, be it to assist in their hunts or to bring the rains for their crops. Interested in their future, worshippers seek out Selene with questions they hope the divine can answer. Selene is also worshiped by seafarers who seek safe travel in the waters of Athia.

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Perilune, the evening when the moon dominates the night sky, is the largest of holidays observed by those faithful to Selene. It is held on the second full moon of Auctus (the growth season) as a celebration of love and fertility. While it is sometimes enjoyed collectively by a community, most often it is quietly observed by individual couples. Gifts of affection are commonly exchanged, and often the evening is concluded with physical consummation of the couple's love. Observations of Perilune by a large collection of people might include group dancing, and the sharing of affectionate gestures with all those in attendance.

Eclipses are considered sacred events observed by all those loyal to Selene. During the Eclipse of Erebos (a lunar eclipse), the night of Erebos swallows the whole of Selene. It is taught that this eclipse is a night when Selene recedes from the world, and that Selene's favor cannot be garnered that evening. During this time, she goes into hiding behind both the light of Ilios and the cloak of Erebos' night. Those faithful to Selene spend the entirety of the Eclipse of Erebos in secluded meditation. Selene looks to rule both day and night during the Eclipse of Ilios (a solar eclipse), shading the rays of Ilios and bringing about her own night during the day. It is not a time to trifle with Lady Moon, who is said to be frenzied, manic, and feral in her rule. Each eclipse appears once every four years, interspersed such that one or the other appears every two years.

ATHIA'S CALENDAR

Formation of a universal calendar across Athia occurred shortly after the Council of Houses was established. Upon House Blayth's suggestion, the formal calendar follows Selene's lunar cycle, 30 days from one new moon to the next. The three seasons of Auctus (the growth season - spring/summer), Messis (the harvest season - summer/fall), and Hibernis (winter) were suggested by House Onin, to follow the natural cycle of Athia. It was recorded that each season lasted three cycles of the moon, save for the season of Hibernis which lasted four. Each year was set to begin with the first day of the Auctus season. Thus, the Selenic calendar of ten full lunar cycles was born. Records now reflect events occurring on dates specific to season and cycle (for example, the tenth day of the second cycle of Hibernis).

Following the defeat of Kral-Tarkhan Krullus, all recognized that a new age was upon them. The first year following the defeat of Krullus was therefore recorded as year 1. Today, it has been sixty-three years since the fall of the Red Orc Army. The first day of the current year is formally recorded as day 1 of the first cycle of Auctus, in the 63rd year of the Triad.

ORGANIZATIONS

Outside of Human politics within each of the Houses, organizations exist within Athia that offer social cohesion through shared interests, values, faith, or other factors. Either as a remnant of the close times at the height of the Sickness, or perhaps as a simple fact of Human nature, people gather together in kinship and purpose. Some are collections of like-minded professionals. Others are groups of elite individuals invited into an organization or trained to be a part of one from an early age. Below is a summary of the more prominent or prestigious groups of Athia known at the current time.

ACORN TUTORS

For centuries, the ruling family of Ginther offered its people a means of education. Over time, more advanced opportunities for learning appeared when the greatest of minds came together to trade ideas, debate, and reminisce. As was perhaps expected, these thinkers were approached by individuals looking for private tutelage for themselves or their families. Thus, the Acorn Tutors were born.

Today the Acorn Tutors are independent instructors, grand masters in their fields of study, and some of the most brilliant minds in all Athia. Highly sought after, they earn exorbitant wages simply for their council, and even higher sums for extended tutoring. For those they have mentored, the tutelage is often well worth the price, for with it comes assured success; students of an Acorn Tutor become some of the most prosperous individuals in their field.

When they are not commissioned for tutelage you can find them in the Lyceum, the institution of education of Ginther. There they further their study, broaden their minds, and debate the discoveries of the world - for the Acorn Tutors believe that your mind is your greatest asset, and to keep it sharp and full of knowledge is to ensure you'll live a happy and contented life.

Those seeking to become an Acorn Tutor must face the Inquest, a week-long question and answer session where each of the present Acorn Tutors asks the candidate questions about any topic. If the candidate can answer enough of these questions, they may ask one question of their own in return. Should the question posed be unable to be answered by those present, then the candidate is accepted for membership. Newly made Acorn Tutors are given the signet ring of the Tutor, a silver ring with an acorn, and can wear the Oak as emblematic of their membership in the order.

Affiliation: House Thercer (loosely)

Location: Based out of the Lyceum in Ginther

ATHIA ASOS SCRIBES

Renowned throughout the realms, the Asos Scribes are scribes of legend. Long before King Asos lent his name to the scribes, pupils with calligraphic skill were pulled aside to train and hone their script. For a full decade, these students would practice their writing. They strived to turn their penmanship into a flowing form of art, and to master the complexities of grammar. They also developed the skill to record the spoken word as fast as one's lips could form the words.

The Asos Scribes have recorded the most important and significant events throughout history. The libraries they supplied were some of the most vast and comprehensive in all Athia. Sadly, after the Five Kingdoms War, many of the great libraries were burned and much of the previous written history was lost. Today, the Asos Scribes serve in prominent positions throughout the realms. The events of the Council of Houses are all transcribed by Asos Scribes. Each House employs an Asos Scribe to record mandates, treaties, and judgments. And the scribes are likewise seen in the largest of trade houses, court rooms, and any other establishment where accurate records are vital.

Affiliation: House Asos

Location: Throughout Athia

BREWMASTERS

People have been fermenting and distilling beverages for centuries. Ales, ciders, liqueurs, meads, spirits, and wines have been made in one form or another in all corners of Athia, but none do it better than the Brewmasters. There is an art to brewing: combining the right ingredients, having the right tools and technology, and most importantly having the palate to know when the beverage is right in the narrows of perfection. The Brewmasters are those individuals who have dedicated their lives to making the finest of alcoholic beverages.

The pinnacle of their achievements is known throughout the lands as Onin Ale; to the Brewmasters, Onin Ale is a completely inaccurate term. The beverage began as a daring combination of barley, rye, and wheat harvested in the lowlands of countryside now under the purview of House Onin. Its proportions are a closely guarded secret, masterfully crafted for utter smoothness and drinkability, as well as a high alcoholic content. First it was called the Red-Eyed Terror due to the bright, blood-shot eyes of those who drank it, largely caused by the hangover remaining after imbibing too much of the marvelous concoction. Eventually the name came to mean the great goshawk, a symbol chosen by the brewer due to its ferocity, and its deep red eyes. Once the ale passed out of Onin lands, it was simply referred to as the “wonderful ale from the lands of Onin”, and eventually Onin Ale.

The Brewmasters are a very secretive group, keeping their trade and craft out of sight from anyone not of their member. Although they create several sorts of beverages, Onin Ale is the most renowned. Typically, the eldest child of each Brewmaster is taught the craft, making certain that their knowledge and skill is passed from one generation to the next. Only in the rarest of instances has someone outside the Brewmasters' families been taught the trade.

Affiliation: House Onin

Location: Throughout the lands of House Onin

THE BROTHERHOOD

When the Triad's divine power was visibly demonstrated during the Five Kings War, all of humanity marveled. People soon flocked to the churches to hear their teachings and to pray for the Triad's blessings. These pilgrims trusted that this new higher power would provide for them. People prayed for good health, for victory in battle, or for luck during games of chance. Often, they prayed for things that they could otherwise do themselves.

Not long after, a man named Tyro noticed a significant change in the people around him. He saw others place their faith and trust into a higher power and not into themselves. And he watched how easily the clergy could get congregations to act on their behalf, to change priorities, or to place all hopes in the hands of someone most of them would never meet. This observation further solidified Tyro's initial thoughts into a solid philosophy.

Tyro believed that there is nothing that a man is not capable of doing himself. Self-reliance and a perfection of one's own abilities were foremost in his mind. While Tyro did not question the existence of any God, he did believe that if there were Gods, that Humans were given their own existence for a reason. In a manner, Tyro regarded everyone as a Divine being, able to achieve anything they desired.

Tyro began speaking of his philosophy openly, gathering small groups of people who openly supported his thoughts and guidance. The spread of this competing philosophy in a time of faith caused much unease within the churches of the Triad. The Gods of the Triad had a plan for humanity that was communicated through their chosen one, the King of House Blyth. To deny that such Divine guidance was necessary, nor to accept providence, was anathema to the church. It wasn't long before the Church sent out representatives to discourage Tyro's teachings.

After little success refuting Tyro's teachings to his followers, the Church felt they had no choice but to send out a security detail to arrest Tyro for heresy. Tyro was enlightening a small group of interested individuals when he was surrounded by

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four men in armor bearing weapons. Warnings soon became threats when Tyro showed no signs of wanting to comply with the men. What happened next became legend: four trained warriors, clad in armor, wielding deadly weapons, were bested by a man with empty hands wearing little more than peasant's garb. Tyro escaped, and the story of his achievements spread.

Several men and women pursued Tyro, wanting to learn more of his teachings. They wanted a life where they could overcome incredible odds by relying only on themselves, instead of relying on the Gods to provide for them. Tyro's teachings therefore continued with a body of two dozen pupils, in a small monastery built high upon a mountain peak. They learned to fend for themselves and were sustained by the land. Each student was known as Brother or Sister, all treated as equals. They maintained their home and otherwise lived in peace.

Years later, the Church of the Triad learned of Tyro's monastery. Desiring a resolution that removed the heretic once and for all, they sent a large contingent of troops to arrest Tyro and raze the monastery. When the troops arrived at the base of the mountain, they were met by Tyro and his pupils. Tyro called for peace, asking that the soldiers leave them to continue their simple work. The troops, numbering nearly two hundred in total and with strict orders to see the heretic in chains, engaged Tyro and his students. Despite the odds, the Church's troops were bested. Men and women, armed only with empty hands, turned away an entire unit of trained soldiers. Tyro was never bothered again.

Today, Master Tyro is remembered by his students. A large statue stands in the courtyard of the now enlarged monastery. Master Tyro's teachings live on, recorded and archived in the monastery by those who mastered the same arts as their mentor. The Brotherhood believes that everyone is Divine, that anyone is capable of anything they set their mind to, and that a disciplined mind and trained body can overcome any obstacle. It is a philosophy that has been proven to work, yet remains beyond the minds of many. The Church of the Triad has seemingly given up their efforts to thwart the philosophy of Tyro, having been distracted by the Sickness and their growing flock of pilgrims. Today, the Brothers and Sisters at the monastery continue to live quiet lives, relying on themselves and believing that together they can overcome anything.

Affiliation: None

Location: Whipwind Spire Monastery

CERRAK SENTINELS

Not long ago, House Cerrak led the charge to rebuild following the wane of the Sickness. It began with repairs of the main roads connecting each of the capital cities. During this reconstruction, it quickly became apparent how wild the

thoroughfares of Athia had become. Raids by bandits and wild beasts ended with stolen supplies or lost crews. Each of the Houses tried their own means to police the roads with limited security forces, but produced little impact on the threat. Necessity would be the inspiration for House Cerrak to form the Sentinels, a group of individuals who would be paid to patrol a given section of road, and to provide for the safe passage of trade, supplies, and travelers.

Thousands of jobs were created with the formation of the Sentinels. At first, retired soldiers and warriors were sought out, but as more and more personnel were needed, the Sentinels expanded to welcome any mercenary willing to put in a good day's work for square pay. Today, the Sentinels hire and train anyone willing to patrol the roads. Each Sentinel is given a quality horse and trained with the sword and bow. In addition, they are each given a Cornohorn, a bugle specially made from the horn of the Bagot. This Cornohorn, or Cerrak Horn, has become the emblem of the Sentinel and a badge of honor for those ensuring the safe travel of all on the roads of Athia.

Despite the large number of Sentinels in employ, with the vast amount of roadwork across Athia, only the main roads are heavily patrolled. Minor roadways leading from cities to neighboring towns and villages may be sparsely patrolled, if patrolled at all. As for major thoroughfares, Sentinel outposts are located every ten miles, with a given patrol's responsibility being twenty miles of road overlapping two other patrol's areas. Each outpost is manned by four Sentinels. This arrangement makes it very difficult for wandering creatures or daring bandits to strike unsuspecting travelers, and in cases where Sentinels are attacked, one blow of their distinct horns brings about all nearby Sentinels to aid those in need.

Affiliation: House Cerrak

Location: Throughout Athia

DEBTORS, BENEFACTORS & THE DEBTOR'S PRISON

Silarum is a vast, incredible city where one can find anything their heart desires. While within its walls one is endlessly barraged with merchants, shops, entertainment, gambling, companionship, or any other number of excuses to let free a little coin from their pocket. One can easily find themselves spending more than they have in this city of excess. House Cerrak is very mindful of their patron's spending within Silarum, and when desires and impulses lead one to spend more than they have, that debt can be called upon.

Debtors of Silarum are those individuals who have found they owe a sum of money to House Cerrak. Initially they may have owed a sum to a merchant, or a whore, or a bath house. Once indebted to any entrepreneur within the city,

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though, those debts are bought by House Cerrak. A Debtor then has the contents of their hotel room, their possessions, and even the shirt off their back taken. Each item is appraised, and the value is then subtracted from the debt owed. If there is still any remaining debt, the Debtor goes to Debtor's Prison. The debt owed by the Debtor is then measured in days, paid off at a rate directly related to the Debtor's abilities at a given trade. All money earned by the Debtor goes towards paying their debt, which includes a percentage that pays administrative costs for House Cerrak to oversee the prison. Skilled laborers earn more, and thus their time in Debtor's prison is typically shorter. Unskilled laborers earn far less, and can be kept for much longer terms in the prison. Skilled laborers are typically put to work within Silarum, their trade making it easy for House Cerrak to afford them opportunities to pay off their debts. Unskilled laborers are often put to work on ships, in fields, or in other much dirtier lines of work.

Individuals who contract labor from a Debtor's Prison are called Benefactors. When projects require hired hands, particularly at a discounted price, Debtor's Prison can provide Benefactors a solution. House Cerrak drafts the contract, detailing what the Benefactor will provide the Debtor (amenities, training, tools, etc.), what the length of the contract will be (either in terms of completing a project, or for a set timeframe), and finally what is expected of the Debtor in terms of the services they will be providing the Benefactor. The contract is then presented to the Debtor, who, if interested, will sign to be obligated to their Benefactor for the terms and duration of the contract. The Benefactor then pays off the Debtor's debt to House Cerrak and the Debtor goes on to serve their Benefactor until their contract is complete.

In rare instances when there is a surplus of Debtors, House Cerrak may conduct a Debtor's Auction, where available Debtors are auctioned off to the public. An auction begins by the auctioneer announcing the outstanding debt and the Debtor's skills and any other services the Debtor may be willing to provide. If there is no bidder the auctioneer will offer a slightly lesser debt and so on until a bid is placed upon the Debtor. Once bid upon, anyone can chime in to once again bid a larger sum than the last bid. Auctioneers are clear that any monies raised beyond the debt of the Debtor will go directly to the Debtor's pocket. Once the auction is complete, a new contract between the Debtor and their new Benefactor is drafted.

Affiliation: House Cerrak

Location: Silarum

GRAY BLADES

The Gray Blades represent the Triad, are led by the Primarchs of each of the Churches and are often employed as warriors by the King of House Blayth. Gray

Blades are utilized in any number of fashions: to settle disputes as impartial judges, to hunt down heretics, to fight the enemies of the church, to find lost artifacts, to escort prominent members of the clergy, and to serve the will of the Avatars.

Gray Blades begin training as young men, typically between the ages of twelve and fifteen. They seek sponsorship from a member of the Church of the Triad, who will speak on their behalf to allow entry into the Gray Blades selection process. Those with influential representatives often skip the vetting process, while the rest must show displays of martial prowess and a thorough knowledge of the teachings of the Gods. They are trained in combat, scripture, the laws of the church, riding, and public speaking. Following five long, hard years of training and missionary work, the student may earn his blade. Those who traverse the rite of passage are awarded with a masterfully crafted gray-blade sword, a suit of custom-fitted heavy armor, a barded warhorse, and the title of Lord. Only then is the Gray Blade fully admitted into the fold.

On the rare occasion when a Gray Blade is spoken to directly by one of the Gods, that Gray Blade ascends to the position of an Avatar. He focuses his devotions and faith to that single God, and he no longer takes orders from the leaders of the church, or even the King. An Avatar heeds only the wishes of his God, enacting their will and commanding any of the other Gray Blades as necessary. At the age of forty a Gray Blade is given a choice: to continue serving his church (or God, in the case of an Avatar), or to retire from service. A long ceremony is held, including great feasts and a full month of contemplative thought. At the end of this month, the Gray Blade has either made up his mind or has been spoken to by one of the Triad. If they choose to retire, the Gray Blade simply surrenders his sword in a final ceremony. If not, he continues to serve the Gray Blades either as an active member of the roster, as an instructor to incoming applicants, or as a member of the clergy.

Affiliation: House Blayth

Location: Tarskendarin

HISTRIONS OF THE RAVEN

Mages are now viewed with critical or skeptical eyes, and the practice of magic is at times seen as narcissistic. With this decline in Arcane Magic, House Draur has made a conscious effort to redirect its interests towards knowledge, information, and secrets. To that end they have come to realize all they need to be successful in this undercover endeavor is that which they already possess: magic.

Arcane Magic allows one to change their appearance, to change their voice, and to connect with the minds of those around them. They can become invisible, or

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stand in plain sight with the visage of someone else. They can be anyone, anywhere, at any time. Regardless of these gifts, early infiltrators who used their arts in this manner were uncovered. Because they lacked the skill to truly assume an identity through patterns of speech or mannerism, training was an apparent necessity. House Draur formalized this training through an organization known as the Histrions.

Students adept in the Arcane Art of Air are identified at an early age and carefully followed. Should they demonstrate personality characteristics conforming to the school's desires, they are offered an opportunity to study as a Histrion. The school is arduous, exceedingly secretive, and students are constantly monitored both through chaperoning and Arcane Magic. Along with rigorous Arcane instruction, students are educated in the art of acting. More importantly, they are stripped of their own personality. As an individual's own habits and tendencies can become a dead giveaway for any spy, students spend countless days under an assumed identity, sometimes a new identity each day. For years they train, learning how to identify a worthwhile target, assume their mannerisms, and ultimately to become them. Thus, the Histrions are made to be the greatest spies in Athia.

How many Histrions there are, or where they can be found, is unknown. What is certain is that at any time, in any place, in any company, someone around you may not be who they appear to be - and by the time you realize it, it will be too late.

Affiliation: House Draur

Location: Unknown

MORMERE STRINGERS

Frankyl, a Mormere Steed, stood twenty-two hands high and weighed nearly a ton and a half. He was mottled bay and black, and by all accounts his eyes were a stony grey. His rider, who would later become Lord Raolyn, had set off to investigate a group of Streg terrorizing an outlying village. The Streg had taken a farmer's daughter, a child but three years young. Raolyn rode Frankyl out into the nearby hills, and was soon beset by a dozen Streg. Hearing the cries of the nearby child, Raolyn directed his steed straight through the group. Frankyl broke past the creatures, following the commands given despite the wounds received for doing so. The steed never balked at the monsters that clawed at its flanks or the teeth that gnashed at its sides. Raolyn dismounted to collect the child, but soon found that an entire Streg horde was upon them. Frankyl was surrounded; remounting was not an option. With a realization of the situation that was more certain than instinct, the steed gave its rider a single nod, reared up on its hind legs and called a challenge to the Streg. Frankyl fought fiercely, drawing the attention of the creatures long enough to buy Raolyn and the child the time they needed to escape.

Mormere Steeds are legendary animals. To call them Fen is a gross understatement. Steeds of this breed are fearless, highly trained, incredibly strong, and persistent. These are horses of legend whose poise in battle is unmatched. They are daring, tenacious, and valiant mounts that have carried every King of House Thercer since the first stone of Ginther Castle was placed.

The Mormere Stringers are a small company of breeders and trainers who specifically raise Fen for battle. Each steed is carefully selected at two months of age and trained for the next two years. In addition to the typical training for a mount, Mormere Steeds are trained for war. They learn to run and jump while clad in armor. They learn to fight with teeth, hoof, and body. Each is capable amidst loud or unruly crowds, and is collected in battle. Steeds are trained to listen and anticipate the cues of their rider, obeying a countless string of commands both verbal and physical.

Potential owners of a Mormere Steed do not simply pick their mounts from the stable. Buyers are brought to meet the available Fen, and it is the steed that picks the owner. The trainers will tell you that to own a Mormere Steed there must be a deep bond of trust between the horse and rider; even the King's steed is chosen this way. The Mormere Stringers will proudly repute that every Fen is raised as though it could be the King's personal mount.

Affiliation: House Thercer

Location: Found throughout the Mormere region in the lands of House Thercer

OUTSIDERS

When the Sickness swept across Athia, it occurred so quickly and on such a large scale that the only defense was primal: run and hide. Every city raised drawbridges, dropped portcullises, and locked their gates. Those without city walls hastened to build their own, or simply barred doors and locked closed their shutters.

Information about the nature of the Sickness was learned slowly and spread between towns at a snail's pace. People turned into the undead, but no one understood how. Many thought it was perhaps a disease, something akin to the Chill or perhaps Red Scale. Some who had contracted the Black Cough would die naturally, only to turn into the undead; many thought that common ailments were therefore directly related to the Sick. Mistrust of the world beyond closed doors grew quickly. Anyone outside could bring the Sickness, or be one of the Sick themselves.

Those locked outside city walls, even if alive and not yet counted as one of the Sick, were forbidden entry. As individuals in their homes outside city walls could no longer keep the Sick at bay, they would flee to larger towns and cities. They

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begged and pleaded to be allowed entry, but many were turned away, left to fend for themselves. In hindsight, such actions on the part of those within closed walls could be construed as cruel. In reality, however, it was simply self-preservation.

Outsiders are a very loose organization at best. They are people who were closed off from their home towns and cities when the Sickness came and yet still survived. Abandoned, they fled from the Sick and banded together to endure. They managed to stave off the Sick, build hovels to survive the winters, and hunted beasts of the wild to sustain themselves. Survival during that time meant taking what you could when you needed it.

Now that cities have once again opened their gates, people are traveling outside. Merchants have taken to the newly built roads, and farmers are once again plowing vast fields. Left with a bitter view of the world, the Outsiders feel no friendship with these people of the cities. The formation of the Council of Houses is beyond their understanding, for they care little for who claims to own the land, or what titles they may hold. What they do understand is survival, taking what they need from whoever may have it. Some call the Outsiders bandits, marauders, outlaws, or even raiders. But these people are their own group now, the discarded who now control their own destiny.

Affiliation: None

Location: Scattered throughout the lands of Athia

THE SHEAF

The body is fleeting but the soul is eternal. While the Divine power of the Gods' can reincarnate a soul into a living body, the same power cannot create a new body out of nothing. So, who but the Gods can decide which souls warrant the use of a given body?

The Sheaf, a faction many people label as a cult, believe that certain spirits should be given the opportunity to continue in life by the will of the Gods. Within the Sheaf there are Priests, those who have the power to transfer a soul from the ailing or dying into a living body through reincarnation. The Host, those most devout to the Gods within the Sheaf, provide their own living body for the transference. This allows the spirit of the Host to pass from this world to the next, ascending into the world of the Divine. Their body then serves as the vessel for a soul deemed great enough to continue within the world of the living.

Affiliation: House Blayth (loosely)

Location: Found in several of the largest cities in Athia

TATTOOED MAGES

In ages gone by, the Tattooed Mages were impressive masters of the Arcane Arts. A Tattooed Mage is one who has given up his Grimoire, and in its place, has had his Spells tattooed on his skin. As the body only has so much space to record these Spells, the mage must be very careful as to which Spells he will have added to his skin. As such, only the most valuable, practiced, and powerful spells are tattooed. Tattooed Mages believe that the Spells they wear are all they will ever need, for those spells they choose to adorn themselves with are the finest those Mages have ever created. Their tattoos are displays of mastery, and can only be inked by those rare few who have skills in tattooing, in the Arcane Arts, and in Runecraft.

The Tattooed Mages are not an organization with an agenda, but rather a collective group with a focus on perfecting their art. Where once the Tattooed Mages were promoters of magic who made public displays to interest others in Arcane studies, they now live far more reclusively. The Tattooed Mages of today travel Athia in search of those showing signs of magic potential, whether through display of power or through interest in magic. They try to encourage these individuals to travel to the Mage's College in Maranthas and to begin Arcane studies. Tattooed Mages themselves attempt to learn more of their arts by searching for lost relics, tomes, and other pieces of information scattered across Athia because of war and devastation. Tattooed Mages also serve in more secretive roles as spies and agents of espionage. Having no spellbooks, they can work their magic subtly or pass through secure areas where no one would otherwise be allowed to bring anything with them.

Affiliation: House Draur

Location: Maranthas

TRUSTS

Cerrak formed the first Trust in Lorwick, a safe and secured location where money could be deposited, bank notes written, and contracts signed. Later, with the standardization of currency, Trusts became locations where individuals could exchange their old currency for the new Septems. As transportation between cities was restored following the Sickness, Trusts coordinated with the Cerrak Sentinels to move money safely between locations.

Today the Trusts conduct banking, loans, high volume money trade, money transportation, money exchanges, and draft financial documents, agreements, and contracts. Most recently Trusts have introduced the notion of a trust bond; an exchange where the Trust borrows a lump sum of money that it will pay back to the bond holder with earnings of 5% per year. Though only the wealthiest of citizens make use of these services, many people in towns and cities with a Trust are starting to leave their money safely within its protected walls.

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Although banking is relatively new to Athia, the Trusts are ever growing in number. Each Capital city has a Trust, most major cities have them, and towns are starting to see small Trusts open. All Trust dealings are backed by House Cerrak itself.

Affiliation: House Cerrak

Location: Found in several of the largest towns and cities in Athia

VANGUARD

Not so much an organization, Vanguard is a title given to the men and women tasked with reconnecting and remapping the lands of Athia. Following the close times, where Sick plagued the lands for decades, parts of Athia were completely cut off from one another. Maps written long before the Five Kingdoms War had not been updated to include newly acquired lands of the formed Houses, and scarce information was known on where villages and towns were located.

Some of the first Vanguard were organized by the Council of Houses, sent out to determine if each of the capital cities had survived the Sick. They spread word to each town they encountered on their way that they would not be forgotten, recording the town's location, denizens and approximate population.

Today Vanguard are formed for any number of efforts, from all Houses, in similar attempts to reconnect lost peoples with the rest of Athia. They are typically well supplied, armed with official documents to help prove their purpose in reaching out to places otherwise excluded from outsiders. They may also be accompanied with officials representing the Head of House, Regent, or Lord of the lands they survey. Whatever their make-up, you can be assured they will be well equipped to defend themselves and their cause.

Affiliation: The Council of Houses, and various other nobles

Location: Throughout Athia

WARDENS

Soon after the Council of Houses was formed, the Councilors found themselves in need of representatives that could deliver their edicts to the lands of Athia. There were judgements passed that needed to be conveyed to Lords and Regents of each Councilor's House. And someone needed to act as executioner of the Council's will, should the need for conflict arise. As more and more concerns came under the purview of the Council of Houses, the Wardens were used to carry out their decisions.

Wardens are the judges and executioners of the Council's will. They are often tasked with addressing issues that affect all Athia. Sometimes their tasks are simple, like sitting in as an impartial judge on a dispute of land. At other times, their tasks are much more difficult, such as when some unruly noble needs to be brought to justice. Whatever the task, Wardens represent the will of the Council of Houses.

There are fourteen Wardens, two for every member of the Council. They were first some of the most trusted and capable men and women who had survived the Great War, but over time the Council found that loyalty to their House and its leaders was starting to cloud their judgement. A selection of healthy orphans was found, trained, and then made to take solemn oaths to the Council of Houses itself.

From the moment a Warden first dons their helm, they are forever unknown to the rest of the world. From that day forward a Warden's identity becomes secret; each Warden has no name. This secret identity serves to protect them from any repercussions for their actions, from the powerful men and women whom they must align with the will of the Council. As a Warden serves they may select a squire from any orphanage to be trained to one day take their place. Squires often wear heavy cowls to protect their identity, and follow their Warden masters everywhere save for the council room itself. Wardens work collectively for the will of the council, and any act on the part of the Wardens must be first approved by a majority ruling of the Council of Houses.

Wardens wear very unique uniforms which include powerful magical equipment. Their great helms look as though they have one single eye, a symbol of their obedience to their one specific task. The helms afford them the ability to speak telepathically with any other Warden. When speaking normally, their voices are amplified as if ringing out from the heavens. Their armor is exceedingly thick, but surprisingly light, and protects them from all magic: Arcane or Divine. Each Warden carries a Council Sword, a great broadsword with the sigils of each of the Houses carved into it. It is said that when drawn, no man has the courage to raise arms against its holder. With these great assets, Wardens travel the lands of Athia to enact the will of the Council of Houses.

Affiliation: The Council of Houses

Location: Lorwick

THE WOLVES

Like their namesake, the Wolves have been heard of by everyone, though it is rare for anyone to have actually seen one. The Wolves are an elite group of bounty hunters, mercenaries for hire engaged to track down and bring justice to those

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who have otherwise escaped the clutches of the law. Although this is certainly true, it is not all that the Wolves are truly known for: spies, assassins, saboteurs, or other underhanded operators. Undeterred by potential political fallout, the Wolves take on nearly any task.

Contracting with the Wolves begins with a meeting. How exactly one contacts the Wolves is unknown to most; however, with the right connections or clout the Wolves can be found easily enough. Two Wolves arrive: one to perform the task and the other to draft the contract. Explicit details of what is required are recorded, and then signed off on by all three parties. Each of the Wolves attaches their seal using a specially crafted signet bearing the head of a wolf, which includes personal adornments that denote the identity of the Wolf that bears the signet. Hiring the Wolves is not cheap, and often a tidy sum is exchanged for the agreed upon contract. With business concluded, the Wolf will then go about fulfilling the contract.

If the contract is completed, a member of the Wolves will return to the client with the actual contract document and affirmation of the completed arrangement. Should the Wolf fail in his contract, the Wolves organization will dispatch another Wolf to carry out the task. However, should a Wolf be killed by the parties involved in the contract, the contract will be voided. In such situations, a Wolf representative will return to the contractor, return whatever payment was given (minus expenses and a percentage for the Wolves organization), and return the original contract. If the Wolves have been bested by a target, they will no longer take contracts against that target.

Affiliation: Independent

Location: Throughout Athia

PLACES

Athia's ravaged past has buried the memory of many towns and villages. Some were decimated by war, some died off slowly due to attrition of people through natural means while others were completely wiped out by the relentless Sick. What survives today are the places that have battled through these hardships, or whose names will forever burn in the minds of Athia's people. Below are some of the more notable locations in Athia:

AERTHIS

East of the lands of House Lloar, across the Strait of Skane, lies the subcontinent of Aerthis. Composed of mountains and forest, Aerthis was originally the seat of the Slyph. It was from there that the ancient Faie spread across Athia, and when they were driven back to Eshelon by their creations it was the Elves who appropriated their homes. The deciduous woods are thick with underbrush, teeming with life, and home to the ruined city of Enoreth. Enoreth was once the most beautiful of cities, capital to the Slyph, but was razed to the ground by Krullus and his Red Orc Army.

Location: East of the Lands of Lloar

Classification: Subcontinent

ANORAN PLAIN

Stretching from the central lands of House Thercer to their southern tip, the Anoran Plain is one of the largest stretches of lowlands in Athia. The Anoran Plain is also the ancestral home of the Ferox. Pursuing the caribou through Auctus, the bison through Messis, and the mammoth through Hibernis, the Ferox circle through the Anoran Plain throughout the year. The vast grasslands of the area are home to countless herds, making it the most prolific hunting ground of the Thercer people.

Location: Lands of House Thercer

Classification: Region

BERIAN WOODLANDS

The single largest coniferous forest in Athia, the Berian Woodlands stretches for nearly 1000 miles tip to tip. Made up primarily of fast growing softwood, the Berian Woodlands continues to expand at an alarming rate. Tucked in the eastern portion of the forest are the Berian Peaks, a small range of mountains just shy of cresting timberline. Bear, eagle, caribou, cougar, crow, deer, elk, hare, hawk,

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mice, raccoon, squirrel, stag-moose, ursi, and wolf all call the Berian Woodlands home.

Location: Lands of House Lloar

Classification: Region

BLACKBOROUGH

Once the capital city of King Straad, Blackborough is now little more than an overgrown ruin. Over thirty-five thousand people once walked the now vacant streets. The Red Orc armies not only routed the city, but made a concerted effort to destroy it. Unlike many other ruins of the Great War, Blackborough is now barely recognizable as a former city. Much of the location is dense with greenery, hidden away and returning to the earth from whence it came.

Location: Lands of House Lloar

Classification: Ruin (population: 0)

BRYNCE

Brynce, seat of House Onin, is the youngest capital city in Athia. Constructed around the time that Onin was voted King of Clans, Brynce has since grown into one of the largest cities within House Onin lands. The city is best known throughout Athia for its extensive fur and livestock trade, but to the clans of House Onin it is also the place to settle disputes. The annual Gathering of House Onin is held there, the pinnacle of which are the Trials. The Trials are a series of games of strength and cunning. Each clan sends competitors to face off against members of each of the other clans. The Trials include: deadlifting, loading, carrying, felling (trees), pulling/dragging, racing, swimming, throwing, and wrestling. But the prized event is known as the Scow-Walk, where competitors carry an 11-foot, 1,500-pound flat-bottomed boat with a blunt bow.

Location: Lands of House Onin

Classification: Capital City (population: 28,000)

CALADRIA

Caladria was the first great city ever built by the hands of men. It was also the largest city in Athia before war and Sickness thinned its ranks, leaving large portions of the city completely vacant. Caladria is still a powerful trade center, and likely hosts the highest population of affluent individuals. Where most cities close their doors with the setting sun, Caladria's pubs, gambling houses, inns, brothels, and open black market carry on through the night. Despite its

reputation for endless nightlife, Caladria is perhaps most known for the Dungeon, a vast prison believed to stretch underneath half of the city. There is no fate worse than being cast into the dungeons of Caladria, for it is rumored that all who are sent there are never heard from again.

Location: Lands of House Lloar

Classification: Capital City (population: 34,000)

DAWN SHORE

Holding the title of the most northern city in Athia, Dawn Shore is a place of constant winter. Tucked north of the Glacier Sea, Dawn Shore sits along a windswept coast and remains the last bastion of supply for those travelers and merchants headed north. What began as a fort made entirely of white spruce grew well beyond its capacity once the whaling trade prospered. It is now occupied by a small contingent of soldiers and their families, a few city officials, the local whalers and others involved in the industry, and enough amenities to barely qualify as a city.

Location: Lands of House Blayth

Classification: City (population: 5,000)

ERLUND

Erlund sits in a large cove, providing a natural barrier against the volatile eastern seas. The opening of this cove is guarded by two giant statues, referred to as the Twins, that honor the memory of a brother and sister who sacrificed themselves in battle against a vast Bogill uprising ages ago. Well-guarded against any naval incursion and surrounded by difficult terrain for any army to surpass, Erlund is perhaps the only human city to have staved off the Red Orc Army. Prior to the Five Kingdoms War, Erlund was besieged by a small contingent of Red Orcs scouting the coast. Although under siege for nineteen months, Erlund was eventually saved by a returning Thercer Army following the defeat of Krullus at the battle of Lorwick.

Location: Lands of House Thercer

Classification: City (Population: 19,000)

FØRTHYR

Once teeming with life and countless numbers of Bantam, Forthyr is now a shadow of its former self. Though it could never qualify as a city, it could also not be called open land. Forthyr was a large stretch of domed dwellings, some built

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up right around one another, others separated by miles. There were no walls, no city centers, and no markets. Forthyr was just a long stretch of land where hundreds of thousands of Bantam once lived in peace. Grievously, all that was lost when the Red Orc Army drove them from their homes. Following the Five Kingdoms War and the blight of the Sickness, only a few Bantam have left the comforts of the Human cities to get back to their roots. Valuing the exploration of new things and adaptability with their surroundings, most Bantam have given up the idea of living exclusively with their own kind. However, there are some who strive to see Forthyr's community rebuilt.

Location: Lands of House Lloar

Classification: Region

GINTHER

The single largest of all the Human cities, at least in sheer geography, Ginther serves as the capital of House Thercer. Designed from the ground up to be a city capable of protecting and looking after its people, many of Ginther's buildings and businesses now sit empty. Portions of Ginther are but a ghost town, having been locked or blockaded during the worst of the Sickness and few venture forth into these darkened portions of the city. Regardless, Ginther is still a beacon of civilization. A glorious city set at the edge of the Salavar Sea, Ginther is centered between two spillway falls whose waters pass on either side of the city on their path to the ocean. Today, Ginther continues recovery efforts, focusing on reaching out to its neighboring cities and continuing its traditions.

Location: Lands of House Thercer

Classification: Capital City (population: 37,000)

HAMMER BRIDGE

The first battle between Humans and the mighty Red Orc Army was conducted at Hammer Bridge. This small border town guarded the only passage through the Dragon Spine Mountains. Knowing the only way into King Straad's kingdom was through Hammer Bridge, Krullus led his Red Orc Army to crash through Hammer Bridge's gates. Much like Blackborough, Hammer Bridge was savagely devastated. The bridge itself was kept intact, but the nearby town was laid to waste, and nearly every scrap of evidence of the town's existence has retreated into the earth.

Location: Lands of House Lloar

Classification: Bridge and Abandoned Town (population: 0)

JYNCE

Jynce is a self-declared, independent city, located in the islands of the Glacier Sea. Defying the Council of Houses' clearly defined borders, Jynce survives as a separate entity simply because it is out of reach. It is ruled by King Jynce, the seventeenth of the same name. This small Kingdom survives on fishing and whaling operations, and periodic east-west trade between Thercer and Blayth lands during the year. Jynce is also known as the Hollow City, a slur used to reflect the rather prevalent lack of reason in the minds of many of its citizens.

Location: The Glacier Sea

Classification: Town (population: 120)

LORWICK

In the minds of many, Lorwick is the nexus of Athia. It is the city where the Great War was staged, where the Council of Houses meets, where House Asos is seated, and where House Cerrak was born. It hosts one of the largest markets in Athia, and it is populated by peoples of every race and House. Castle Lorwick, with its tall towers, overlooks the city. Hidden within are numerous nobles from the seven Houses. Lorwick is a tightly policed city with very strict laws, but its citizens enjoy one of the most diverse cultures in Athia. All faiths, all philosophies, and all manner of people are welcomed here. The city hosts some of the finest inns in all the lands. It is the one-stop-shop for nearly anything anyone could desire. The city hosts numerous gambling houses, bars, and learning institutions. If you need anything, Lorwick is probably the only city in Athia to have nearly one of everything.

Location: Lands of House Lloar

Classification: City (population: 45,000)

LURIA

One of the greatest accomplishments of the Council of Houses was the designation of borders for each of the Houses' lands. For the first time in history, the lands of each of the Kings were clearly delineated, as agreed upon during the Council. However, there was one instance where those borders were not so clear. The lands between House Lloar and House Blayth were separated at the Skyy River. However, as each of the Houses later learned, the Skyy River is split into two forks: East Skyy River and West Skyy River. Both stem from the mountains of Luria and run out towards the sea. However, this meant that each of the Houses was left to determine if their lands stopped at the first river, thus leaving the region of Luria unclaimed by either House, or if their lands passed the first river, claimed Luria, and extended to the river on the other side. Fortunately, the lands

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of Luria have never been occupied by the kingdoms of King Lloar or King Blayth. As a result, the dispute as to which House claims Luria has not yet been resolved.

Location: South of the Skyy River, neighboring the Lands of House Blayth and House Lloar

Classification: Region

MARANTHIS

Seat of the Premier and capital to House Draur, Maranthis stands erect against the onslaught of time and neglect. Built into the side of a mountain at the edge of the ocean, the city has expanded upwards, limited by steep cliffs and crashing waves. Narrow winding closes provide passage through the dark recesses of the city's interior and through its forgotten catacombs. The misty and rainy climate has left the exterior city walls and buildings slick if not covered in thick moss. It is also home of the last surviving Arcane Academy, a campus of amazing high towers that seem to stretch into the clouds. Maranthis was once overflowing with people, when hordes of prospective students arrived year after year for their Arcane studies. Today however, many of its buildings are abandoned, having been emptied either through the losses of war and Sickness, or as tenants have moved away from the practice of Arcane magic.

Location: Lands of House Draur

Classification: Capital City (population: 21,000)

NARSYS

When the Naga escaped the Slyph, they headed south across the seas and settled a vast desert known today as Narsys. The subcontinent of Narsys is a hot and desolate place. The land is encircled by the Red Ring Mountains, arid and desolate peaks covered in rock and scrub. Within the heart of Narsys is a place called the Hoggormuryn, or the Sanctuary of the Serpent. Narsys was believed to have been named by the Thyrs explorer Skane on his expedition to circle the mainland of Athia. Here the Thyrs discovered all manner of Reptilian creatures, but finding the land otherwise inhospitable, made no concerted effort to conquer it.

Location: Southeast of the lands of Lloar

Classification: Subcontinent

OLHORD

From the day the Orc set out from the lands of their creator they developed a love for the sea. Traveling far they eventually settled on what we now call Olhord, a large island southwest of the mainland home of House Lloar. A wet and lush

land, Olhord is covered in jungle, swamp, moor, marsh, and mountains. The Tusk Mountains separate the northern swamps and marshes from the southern jungle. The eastern and western coastlines are thick, bog-like, peaty moors and seem to stretch on for an eternity. Rain is the normal weather of Olhord; only a few days a year of bright sunshine cross the land. It is a lush region, teeming with plant and animal life, providing any amenity its inhabitants may require. Olhord was the birthplace of Krullus and the dreaded Red Orcs. When defeated, the Red Orc Army fled the coasts of Athia back to Olhord; the land is now purely inhabited by Thyrs.

Location: Southwest of the lands of Lloar

Classification: Subcontinent

ORENTHYR & THE LAKE OF SWORDS

The capital of Asos was an enlightened city, full of institutions dedicated to learning and hosting the single largest library in Athia. Orenthyr had always been a peaceful city, with just law, and a content citizenry. When the Red Orc Army pushed past King Straad's capital of Blackborough, following the river east, they reached Orenthyr. Rather than assault the city, the Red Orc Army broke the surrounding dams and dikes and flooded the land. In a matter of minutes Orenthyr was underwater. Hundreds of thousands died in nearly an instant. The rushing waters pooled, forever changing the land. Thus, the Lake of Swords was born, an ironic name, given that no battle was ever fought in its location.

Location: Lands of House Lloar

Classification: Ruin

ROCEEJH

At the southern tip of the Dragon Spine Mountains, in the lands of Calmar, sits an adobe village tucked into a cliff valley. The location is named after the great Goblin Queen Roceejh, who led her people from the lands of the Slyph, across the sea, and into the mainland of Athia. She saw her people safely tucked below steep rock walls, where they settled what would become a vast city. Here the Goblin thrived, hunted, planted, and bred. The first place the Red Orcs attacked when they left Olhord was Goblin lands, and the last holdout was Roceejh. When the Red Orc Army filled the mouth of the cliff valley there was little room for the Goblin to escape. Roceejh was leveled and its Goblin slain or taken as slaves, but through a series of cunning events Roceejh's daughter escaped. Following the Five Kingdoms War and the blight of the Sickness many Goblin have returned to their ancestral homes, including Roceejh's own blood. Slowly Roceejh attempts to recover, its current Queen retaking the name of her Great Grandmother.

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Location: Lands of House Lloar

Classification: Town (population: 3,000)

SILARUM

When Cerrak was given a voice on the Council and a House of his name, he never asked for lands of his own. As House Cerrak's influence grew, within each city they established offices and stores. Dreams of a new city, one built around trade that could become the center of House Cerrak's commerce, soon followed. Cerrak was granted rights to build that city, at the mouth of what is now known as Merchant's Bay, shortly before his death. Silarum, vast, beautiful, and opulent, is the newest city in Athia. Great canals feed countless fountains and falls throughout the incredibly clean and organized city. The canals are used to flood the streets on occasion to wash away the dirt and grime through a vast network of sewers and drains. Silarum is the mercantile headquarters of Athia; the very best things come from Silarum. Numerous textiles flow forth from its mills, and the sheer number of boats that pass in and out of Silarum is beyond counting. There are more places to spend money in the city than there likely is coin in Athia. Brothels, gambling houses, bars, baths, shops, apothecaries, libraries, and more line the streets, all boasting to be the best place in Athia to spend your hard-earned money. And hard-earned it would be, if you ever spent more than you are worth, for Silarum is also home to the Debtor's Prison.

Location: Lands of House Lloar

Classification: Capital City (population: 41,000)

SILVER CITY

Silver City, named for the riches discovered in the nearby earth, became home to countless Dwarves as they built numerous mines surrounding their home. Silver City is located near a rather sporadic geyser known as The Column. The Column fires very rarely, sometimes once in a year, sometimes once every seven. When the Red Orc Army came, the Dwarves were forced into their mines and Silver City was razed to the ground. Today a small handful of Dwarves have returned to rebuild and reopen the once rich mines. Recent signs that The Column is to erupt again have brought Dwarves from around Athia to Silver City to attend the Column Meet. This not often held, but much acclaimed, social gathering is where all the Dwarven clans meet to discuss news, trade, and celebrate.

Location: Lands of House Lloar

Classification: Ruin/Village (population: 80)

SYRALAINEN

After setting foot on the mainland of Athia, the Ferox stumbled upon a herd of strange bird-like beasts. It was there in Syralainen that the Ferox found their loyal steeds, the Haalu. For many generations the Ferox traveled these lands. Eventually they spread out, following game or their need for exploration, and Syralainen was soon abandoned. This green, pasture-like land is a favorite spot for grazing animals and their predators. Syralainen is the natural home to the Haalu, and each year, during Auctus, the Haalu herds cross the great plains by the tens of thousands. It is incredibly flat, and one can stare off in any direction and see little more than the lines of the horizon.

Location: Lands of House Lloar

Classification: Region

TARSKENDARIN

The single most populous city in Athia, Tarskendarin is dealing with growing pains. There are two cities within Tarskendarin: one old and one new. The old city is beautiful, built out of ancient stones carved with artistic expertise. The new city is barely a shantytown, filled with missionaries and refugees seeking enlightenment and the teachings of the Triad. The new city has recently been walled off, protected from outside invasion, but little has been done to build out its interior. Within the old city, the Church is attempting to build the largest structure in Athia. The Great Sanctuary is a sunken round, surrounded with towering half-arches, soon to be covered in a giant glass dome. This Great Sanctuary is dedicated to the Triad, and will allow its worshipers to watch the rising sun, the glorious moon, or the infinite night sky. Tarskendarin is also home to the Seminary University, a giant campus where both Acolytes and Gray Blades are trained and enlightened.

Location: Lands of House Blayth

Classification: Capital City (population: 100,000+)

VALKONIN

Deep in the arctic lies Valkonin, an endless expanse of snow and ice. Valkonin is a most inhospitable place, exceedingly cold, and beaten by harsh and incessant winds. It is home to the legendary Trow, cunning and powerful creatures that ensure all who wander too far into their lands never return. It is always winter in Valkonin, and the snow is always blowing. Little survives there save for the heartiest of creature. The land provides little in the way of sustenance other than what only the savviest traveler can find.

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Location: The Far Norths

Classification: Region

VALLEY OF SORROW

For a time, the Sickness was believed to have been isolated to a single area. Several villages and towns as well as the walled city of Southkeep were each attacked by an unbelievable undead force. To contain the Sickness, the mighty Mages of House Draur raised a great earthen wall across the valley to quarantine the undead. Thousands of people were doomed, trapped with the Sick. It wasn't long after that the area became known as the Valley of Sorrow. For days, the screams of those within carried on the wind, and despite the Mages' best efforts, the Sickness spread like wildfire across the whole of Athia.

Location: Lands of House Onin

Classification: Area (1 Town and 2 Villages - assumed population: 0)

VERDUN FOREST

One of the largest deciduous forests in Athia, the Verdun Forest stretches for nearly 900 miles tip to tip. It is composed of numerous hardwood species, and serves as one of the greatest suppliers of wood in all the westlands. The Verdun follows a great deal of the coastline of the Salavar Sea, and makes up about a third of the lands of House Onin. Many animal species call the Verdun Forest home, including badger, bear (ursi), boar, coyote, eagle, hare, jay, owl, quail, red deer, raccoon, raven, serpent, squirrel, skunk, wood mice, and wolf.

Location: Lands of House Onin

Classification: Region

My dear Aubra,

I do hope that this short synopsis is helpful. My apologies for being unable to tutor you directly on such matters, but be assured that my colleague Vilgot will prove a worthy substitute.

There is much more that we do not know of this world, particularly in this time of change. Strive to learn all that you can, of the current world and the old, for knowledge is power. And remember above all else that Athia will survive these times, as it always has.

-Jorlund Goffickllew, Asos Scribe

THE GAME

CORE MECHANICS

Playing the Athia game revolves around a handful of relatively basic mechanics. These mechanics have a common thread of rolling dice and combining the results with modifiers to meet or exceed a predetermined Target Number. Whether attempting to Hit in combat, delivering Damage, using a Talent, or performing any other Check, Players are always looking for the highest number possible when rolling to achieve success.

CHECKS

When a Character wishes to attempt a task, or overcome an obstacle and success is not guaranteed, the Player may be required to make a Check to determine the outcome. Similarly, when an opponent of the Character wishes to attempt an action with a chance of failure, the Game Master (GM) may also need to make a Check. Checks are made by rolling a 20-sided die (d20). The term Check may refer to a Talent Check (as explained in the Talents section), an Attribute Check (using one of the six core Attributes as noted in the Attributes section), an Arcane Aptitude Check (as explained in the Magic section), or a Hit Check (as described in the Combat section).

There are two types of Checks: Standard Checks (or simply Checks) and Opposed Checks. Both are described below.

Standard Checks: Checks are “Standard” when the only variable is the Character. These Checks are conducted using a d20 and combined with various modifiers as appropriate for the situation. The result is compared to a Target Number for the Difficulty of the Check as shown on the Difficulty/Target Number Table. The Difficulty of a Standard Check is often a highly subjective matter and is usually assigned by the GM, but may be determined by a rule or chart for specific tasks (this is the case for both Arcane Aptitude Checks and Hit Checks).

Difficulty/Target Number Table

Difficulty	Target Number
Easy	9
Average	12
Difficult	15
Extreme	18

If the roll when combined with the situational modifiers meets or exceeds the Target Number, the Check is successful. If the modified roll is less than the Target Number, the Check fails.

Sequence for making a Standard Check:

1. The Player should declare their Character's intentions. The GM, with input from the Player, should determine the appropriate Talent or Attribute to be used for the Check.
2. The GM should tell the Player the Target Number/Difficulty assigned to the Check.
3. The Player and GM determine all appropriate modifiers. These may include but are not limited to: Talent Expertise, Attribute Score, Conditions, Cooperation, Magic, Abilities, and Perks.
4. The Player should now have an idea of the chance for success and must now elect to either make the Check or perhaps try a different course of action if they think the risk is too high.
5. The Player should then roll the dice, combine the die results and modifiers, then determine the result.

Opposed Checks: Checks are “Opposed” when two or more Characters, opponents, or Non-Player Characters (NPCs) want to attempt the same task and only one may succeed, or when a Character is being contested by another Character, opponent, or NPC in a direct attempt to prevent the success of the Check. In an Opposed Check, each Character, Creature or NPC must make a d20 roll and combine it with various modifiers as is appropriate for the situation. The participant with the highest result is considered the winner of the contest, resulting in their desired outcome.

Sequence for making an Opposed Check:

1. The Player should declare their Character's intentions. The GM and/or other Players wishing to participate in the Check declare their intent to do so. The GM with input from the Players should determine the appropriate Talent or Attribute to be used for the Check.
2. The Players and GM determine the appropriate modifiers for each participant. These may include but are not limited to: Talent Expertise, Attribute Score, Conditions, Cooperation, Magic, Abilities, and Perks.
3. The participants should now have an idea of the chance for success and must now elect to either make the Check or perhaps try a different course of action if they think the risk is too high.
4. Each participant makes a die roll and combines their specific modifiers with their die result to determine a total.
5. The totals are compared. The participant with the highest total is the winner and determines the outcome of the contest.

Critical Success and Failure: Any given Check, regardless of difficulty, may afford the Character a Critical Success or Failure. A Critical Success is achieved when a Player rolls a natural 20 on their Check. Regardless of the difficulty of the Check, a Critical Success is always successful. Critical Successes on a Hit Check in Combat result in a Critical Hit. On any given Check, when a Player rolls a natural 1, they

have performed a Critical Failure, and regardless of the difficulty or the modifiers that would be added to that Roll, the result is always considered a Failure. Only Player Characters benefit/suffer from Critical Successes/Failures.

Check Modifiers: When making Checks using a Talent, the Expertise a Character has in that Talent determines the modifier applied to the roll. In addition, the Talent's associated Attribute Score is also applied to the roll as a modifier. If a Check is against an Attribute directly, only the Attribute Score is applied to the roll. Various additional modifiers including Conditions, Cooperation, Abilities, Perks, Magic Effects, and others are described throughout this text. Such modifiers will be determined by the GM based on the situation the Character is in and the task being attempted.

ADVANTAGE AND DISADVANTAGE

One universal modifier for the mechanics in Athia is referred to as Advantage or Disadvantage. When a Character is attempting a task or challenge and the situation is unusually favorable due to conditions, magic, or other factors, they may have Advantage. When making a Check with Advantage, such as attempting a Hit Check in Combat or using a Talent, the Player rolls an additional die (in this case an additional d20) and uses the higher of the two rolls. Similarly, when attempting a Check with Disadvantage, the Player rolls an additional die and uses the lower of the two rolls.

Advantage and Disadvantage can cancel one another out. For example, if a Character suffers Disadvantage for fighting a creature in the dark and then received Advantage from an Ability they might possess, the Character's Disadvantage would be canceled out with the Advantage.

Similarly, Advantage and Disadvantage stack. If someone had an Ability that gave them Advantage on a Check, and then received the benefit of another Advantage from a Magical Effect, they would effectively have double Advantage (rolling 3d20 and taking the highest of the three die results). The number of Advantages or Disadvantages a Character can receive are unlimited.

FAILURE AND ADDITIONAL ATTEMPTS

A failure at a Check denotes that the Character is unable to complete the given task, either due to situation, environment, stress, or any other number of factors. Changes to the situation, environment, or the passing of adequate time may all play into considerations for a Character making a second or additional attempt at a Check. The GM has final say as to whether a Character is allowed additional attempts at a given Check.

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Examples of Checks, Check Modifiers, Advantage and Disadvantage Use

A Warrior and a Rogue are attempting to hide in the forest surrounding the entrance to a Troll cave. A large Troll is keeping a lookout at the mouth of the cave. The Players tell the GM that they intend to sneak up on the lone Troll. The GM informs the Players that the Characters will be making an Opposed Check using their Stealth Talent against the Troll. The GM also grants the Characters a +1 bonus for being in the dense woods. The Warrior is Untrained in the Stealth Talent and has a Dexterity (DEX) of 0. The Rogue has Journeyman Expertise (+3) in Stealth and has a DEX of +2. The Troll has Apprentice Expertise (+1) in Notice. Given this information, the Players decide to proceed with the Check. The Warrior rolls an 11 and a 15 (keeping the 11 due to his Untrained Disadvantage) and then adds +1 for the Conditions, resulting in a total of 12. The Rogue rolls a 13 and adds +3 for his Expertise, +2 for the Ability Score, and +1 for the Conditions, resulting in a total of 19. The GM rolls for the Troll and gets a 15 then adds +1 for his Expertise, resulting in a 16 for the Troll. The Troll has detected the Warrior and charges toward him. However, the Rogue remains hidden among the trees.

While the Warrior and Troll are fighting it out in the trees, the Rogue enters the cave and finds a prisoner chained to an iron ring mounted in the floor. The Player informs the GM that he will attempt to free the prisoner. The GM decides that a Difficult (Target 15) Thievery Check is required. The Rogue is Untrained in the Thievery Talent but has a DEX of +2. Even though he feels success is unlikely, the Player elects to make the attempt. The Player rolls a 19 and a 6 (keeping the 6 as he has Disadvantage due to the fact it is an Untrained Talent) and adds +2 for the Ability Score, resulting in an 8 against the Target Number of 15, failure. The prisoner remains chained to the floor.

CHARACTER STATISTICS

ATTRIBUTES

A Character's inherent physical characteristics are represented by six core Attributes. Each of these Attributes is assigned a numeric value representing average (zero), below average (negative number), or above average (positive number). Scores normally range from -3 (far below average) to +3 (far above average) unless modified by some rare magic, Ability, or Racial Perk. This assumes an average Character, creature, or NPC in Athia, having a 0 (zero) ability score, would thus have no modifier to a Check against that ability.

During Character creation, the GM will decide the Campaign's Starting Attributes pool, determined by how heroic he would like the cast of characters for his campaign to be. With this Starting Attribute pool, the Players assigns values to

their Character’s six Attributes as desired to best represent their Character concept. Scores may not exceed the -3/+3 limits (barring any applicable Perks a Character may possess) and the aggregate total must not exceed the total from the Campaign Starting Attributes pool.

Campaign Starting Attributes Table

Campaign	Attributes Total
Commoners	0
Young Heroes	2
Heroes	4

Attribute Score = Attribute Points + Abilities + Racial Perks

Attribute Check = d20 + Attribute Score

Each Attribute has five derived Talents associated with it. These Talents are listed in each Attribute description but are defined later in the Talents section along with rules on their use. The six core Attributes are described as follows:

Constitution (CON): Vitality, resilience, fitness, and vigor are all aspects represented by this Attribute. Characters with higher Constitution scores tend to be tougher, healthier physical specimens. They are typically able to exert themselves for longer periods of time and have a greater resistance to discomfort. Characters with a very high Constitution are often able to withstand more damage in combat and usually recover faster after a battle. Characters with very low scores appear weak and often avoid combat at all costs. Soldiers in Athia typically have high Constitution.

Modifiers: A Character’s Constitution modifier is added to their Health (Fatigued, Battered, and Injured tiers) and Stamina at Character creation. The Constitution modifier is also added to Checks when using the Talents listed below.

Talents: The Talents associated with Constitution are Combat Rest, Endurance, and Recuperation.

Dexterity (DEX): Agility, coordination, fleetness, and poise are all aspects represented by this Attribute. Characters with higher Dexterity scores are generally quicker, more acrobatic, and have keen hand-eye coordination. They often possess an affinity for manipulating and making things. Characters with very high Dexterity scores tend to excel at ranged weapons and can sometimes avoid the strikes of their enemies. Characters with very low scores tend to be clumsy and easy targets in combat. Craftsman in Athia typically have high Dexterity.

Modifiers: A Character’s Dexterity modifier is added to their Defense score at Character creation. They also add it to a Hit Check when utilizing

most weapons. The Dexterity modifier is also added to Checks when using the Talents listed below.

Talents: The Talents associated with Dexterity are Craft, Stealth, and Thievery.

Instinct (INS): Intuition, insight, perception, and discernment are all aspects represented by this Attribute. Characters with higher Instinct scores are generally more alert, focused, and have a good sense of the people and environment around them. Characters with very high Instinct scores excel at discovering and then anticipating the actions of those around them, whether man or beast. Characters with very low scores are oblivious and have difficulty around animals. Huntsmen in Athia typically have high Instinct.

Modifiers: A Character's Instinct modifier is added to a Divine Caster's Favor at Character creation. The Instinct modifier is also added to Checks when using the Talents listed below.

Talents: The Talents associated with Instinct are Concentration, Notice, and Taming.

Knowledge (KNO): Intelligence, expertise, academics, and judgment are all aspects represented by this Attribute. Characters with higher Knowledge scores have a greater understanding of the workings of both the physical and arcane world. They can usually read and write, and have an affinity for language. Characters with very high Knowledge scores have the wherewithal to wield Arcane magic. Characters with very low scores are dimwitted and struggle to communicate effectively. Sages and Scholars in Athia typically have high Knowledge.

Modifiers: A Character's Knowledge modifier is added to determine the number of additional Talent points a Character has, to an Arcane Caster's starting Aptitude points, and to Checks when using the Talents listed below.

Talents: The Talents associated with Knowledge are Hermetics, Scholar, and Survival.

Strength (STR): Athleticism, might, muscle, and power are all aspects represented by this Attribute. Characters with higher Strength scores are stronger, faster, and are more physically capable. They can run, climb, and jump higher, better, quicker. Characters with very high Strength scores can wear heavier armor and deliver terrible damage on the battlefield. Characters with very low scores struggle to wield a weapon and can carry little more than their own clothes. Laborers in Athia typically have high Strength.

Modifiers: A Character's Strength determines their Base Strength Damage. The result of their Base Strength Damage roll is added to Damage when utilizing Hurled or Melee weapons. Strength modifiers are added to an Arcane Caster's Mana at Character creation. The Strength modifier is also added to Checks when using the Talents listed below.

Talents: The Talents associated with Strength are Athletics, Exertion, and Swimming.

Valor (VAL): Willpower, leadership, courage, and presence are all aspects represented by this Attribute. Characters with higher Valor tend to be brave and outspoken. They typically find themselves in positions of leadership. Characters with very high Valor are often perceived as fearless and will be inspirations to their peers. Characters with very low scores are cowardly and crude. Politicians and Clergymen in Athia typically have high Valor.

Modifiers: A Character's Valor modifier is added to their Daring score at Character creation. The Valor modifier is also added to Checks when using the Talents listed below.

Talents: The Talents associated with Valor are Charisma, Discipline, and Faith.

ASPECTS

Aside from a Character's Attributes there are several other facets in which Characters are measured. These additional Aspects include a Character's Daring, Defense, Health, Favor, Mana, Stamina, and Speed. Each of these Aspects is described below:

DARING

Courage and skill in combat encompass a Character's Daring. Daring is used to determine not only how quickly and confidently one is able to act in combat, but it is also used to determine just how susceptible they are to their worst fears.

A combination of a Character's Valor, Abilities, and potential Racial Perks make up one's Daring. It is compared to a monster's Fear value in determining one's Reaction, as well as determining whether a Character suffers Disadvantage because of a monster's fearsomeness. Additional information on Daring, Fear, and Reaction can be found in the Combat section.

ATHIA DEFENSE

The culmination of the armor a Character wears, their agility, defensive capabilities, and combat prowess is reflected in their Defense. Defense is a combination of many factors that contribute to one's capability to avoid injury during combat.

Defense is the sum of the Defense value of the armor a Character wears, their Dexterity Modifier (up to the maximum Dexterity Modifier listed for the armor), and any Abilities, Racial Perks, and/or Magic Item benefits.

Although a Character's Defense is a static number it should be considered the Character's best effort to dodge, block, parry, and avoid attacks and damage during combat. Any attempt to Hit an opponent that meets or exceeds a target's Defense is considered successful. Attacks and Defense are further described in the Combat section.

HEALTH

A Character's ability to survive the hardships of their environment and their ability to withstand the rigors of battle are all reflected in a Character's Health. Health is more than just a number; it is one's ability to stand up to the trials of adventure.

A Character's Health is divided into four tiers: Fatigued, Battered, Injured, and Down. The number of points in the first three tiers are primarily determined by their Class (as shown in the Level Progression Chart for each Character Class). At first level a Character's Fatigued, Battered, and Injured totals are listed in the Level Progression Chart. On top of that, a first level Character will add their Racial Health Bonuses to each applicable tier, their Constitution modifier to each of the first three Health tiers, and any bonuses from any applicable Abilities they have chosen. When a Character advances to each new level they gain additional Fatigue, Battered, and Injured points equal to the number listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired.

For example, a Player is creating a Human Rogue Character with a Constitution modifier of (+1). He would begin with a Fatigued tier of 4, a Battered tier of 5, and an Injured tier of 2 from the Rogue Level Progression Chart. Humans receive a bonus to their Fatigued tier of +1, to their Battered tier of +1, and their Injured tier of +1. Finally, the Player adds his Character's Constitution modifier (+1) to each of the Health tiers. This gives the Character the final total of a Fatigued tier of 6, a Battered tier of 7, and an Injured tier of 4.

Every time a Character suffers injury, the number of points equal to the Damage done are temporarily removed from their Health beginning with the first Health tier (Fatigued). When a Character has taken damage equal to or greater than the

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amount of Fatigue they possess, they then start taking damage in the Battered tier. Likewise, when they have taken damage equal to or greater than their Battered tier, they then start taking damage in their Injured tier. When a Character has taken enough damage to exceed their Injured tier, they will mark their Character as Down. Down Characters are on the verge of death, and are exceedingly vulnerable. Any Character who is Down and takes any further damage, whether purposeful or coincidental, dies.

Characters who have taken any Fatigued damage do not suffer any in game penalties. Characters who have taken any Battered damage can only perform an Action or a Maneuver, but not both in a single turn. Characters who have taken any Injured damage suffer Disadvantage on all Checks. Finally, Characters who are Down become incapacitated and can only take Free Actions during their turn. It is important to note that as a Character suffers more and more wounds, they suffer the collective penalties of each tier they have been reduced to.

FAVOR AND MANA

Magic is very real in Athia. There are two types of magic: Arcane and Divine. Arcane magic is raw power that affects the elemental world around us, whereas Divine magic is celestial in nature and grants the ability to impact all living things.

Favor represents the amount of trust a god has in a Character as well as the amount of consideration the god gives the requests of their most devout followers. Favor fuels the Divine Interventions a god enacts on behalf of their followers. Favor is primarily determined by the Divine Caster's Class in accordance with the Class Level Progression Chart. At first level the Divine Caster's Favor Score is the total of the number listed in the Level Progression Chart, plus their Instinct modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When a Divine Caster advances to each new level they gain additional Favor equal to the numbers listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired. Divine Casters can enact Divine Interventions, cashing in the Favor of their gods for assistance. Each Intervention has an associated Favor cost, and when the Caster has expended sufficient Favor to implore his god's hand, they can then enact a Divine Intervention.

Mana represents a Character's ability to Formulate magical energies and cast spells. Mana determines just how many Magical Effects an individual is capable of releasing into the world. A Character's Mana is primarily determined by the Arcane Caster's Class in accordance with the Class Level Progression Chart. At first level an Arcane Caster's Mana is the total of the number listed in the Level Progression Chart, plus their Strength modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each

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new level, they gain additional Mana equal to the numbers listed in the Level Progression Chart plus bonuses for any new Abilities they may have acquired.

ARCANE APTITUDE

Arcane Aptitude determines just how skilled the Arcane Caster is at casting Spell Effects from a magical Art. A Character's pool of Arcane Aptitude is primarily determined by the Arcane Caster's Class in accordance with the Class Level Progression Chart. At first level a Caster's Arcane Aptitude is the total of the number listed in the Level Progression Chart, plus their Knowledge modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. These Aptitude points are then distributed across the different Arcane Arts, choosing which Arts they would like their Character to be proficient at.

Each Arcane Art has a governing Attribute, and after spending their Aptitude points on the various Arts one can determine their Art Aptitude modifier by adding the number of points they have spent on an Art, plus that Art's governing Attribute Modifier, plus any bonuses from any other Abilities the Character may possess. The governing Attributes for each Art's Aptitude is listed in the Arcane Aptitude Table.

Arcane Aptitude Table

Arcane Art	Governing Attribute
Air	Knowledge
Cosmos	Instinct
Earth	Constitution
Fire	Valor
Water	Dexterity

Arcane Casters build Spells by choosing the Arcane Effect or Effects they wish to enact, determining the specifics of the Spell (Area, Damage, Duration, Range, Targets, etc.), and then obtaining the Difficulty of the Spell. Making a Check with the appropriate Aptitude in the Spell's Art determines whether the Spell has been successfully cast. Further details on Arcane and Divine Magic can be found in the Magic section.

STAMINA

Cinematic moves of a frenzied melee are fueled by Stamina. A Character's Stamina score reflects just how capable they are in combat. Stamina allows for Characters to make multiple attacks, to pull off acts of heroism, or to devastate opponents.

A Character's Stamina is primarily determined by their Class in accordance with the Class Level Progression Chart. At first level a Character's Stamina is the total of the number listed in the Level Progression Chart, plus their Constitution modifier, plus any bonuses from Racial Perks or initial Abilities. When Characters

advance to each new level they gain additional Stamina equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Combat section for specific rules on the use of Stamina.

SPEED

How fast a Character can move is represented by their Speed. All Characters in Athia begin with a base move of 20 feet (20') per Round. It is assumed that a Character can comfortably walk 10 hours a day, covering roughly thirty miles of easy terrain.

TALENTS

Beyond a Character's core Abilities are a series of more specific capabilities known as Talents. A Character begins the game with a number of Talent Points equal to those designated by the Class they choose for their Character in accordance with the Class Level Progression Chart. Characters also add their Knowledge modifier to that number of starting Talent Points. When Characters advance to each new level they gain additional Talent Points equal to the number listed in the Level Progression Chart for their chosen Class, plus bonuses for any new Abilities they may have acquired.

Talent Points can be spent to either obtain Apprentice Expertise in a Talent, or to improve the level of Expertise in a Talent as noted in the Expertise Level Benefits and Limitations Table. Talent points are spent one for one to raise the Expertise level of the Character. Additionally, every point spent on a Talent's Expertise adds to the Talent Score for the Character. The first point expended to increase the Expertise level of a Character grants them the Apprentice level of Expertise. The third point raises their Expertise level to Journeyman. Finally, the sixth and last point a Player may spend on a Character's Talent grants them the Master Expertise.

Each of the eighteen Talents is derived from one of the six core Attributes. Talents without any allocated Talent Points are considered Untrained, otherwise a Character's Talent Score is equal to the number of Talent Points allocated to that Talent plus the Character's Attribute Modifier for that Talent (plus any other bonuses from Perks or Abilities). Characters will have a variable degree of Expertise in each Talent ranging from Untrained to Master, and each degree of Expertise will affect Checks as follows:

Expertise Level Benefits and Limitations Table

Expertise (Talent Points Spent)	Check Benefit and Limitations
Untrained (0)	Checks are made at Disadvantage
Apprentice (1-2)	Standard Check
Journeyman (3-5)	Suffer no worse than Double Disadvantage
Master (6)	Checks are never made at Disadvantage

The Target Number for a Talent Check is normally determined by the difficulty of the task as categorized in the Checks section. When using some Talents in an Opposed Check, the target number is determined by the die roll of the opponent. Talents that may or must be used as an Opposed Check are noted in the Modifiers section of each Talent description.

Talent Score = Talent Points + Attribute Modifier + Abilities + Racial Perks

Talent Check = d20 + Talent Score

Modifiers: Modifiers to Talent Checks may include but are not limited to Conditions, Equipment, Opponents, and Cooperation.

Cooperation: Two or more Characters may use Cooperation in a Talent Check, as an Action, when all have at least Apprentice Expertise in the Talent being used. Each Cooperating Character makes a Check and the highest total is used for all.

Example of Modifiers in a Talent Check: Character A is attempting to make an Exertion Check to break down a locked wooden door with assistance from Character B and C while using a bench as a battering ram. All Characters possess the Exertion Talent at Apprentice Expertise or greater. The GM has determined breaking down the heavy door will require a Difficult Check (15). Because the Characters are using a bench as a battering ram, the GM has awarded the Characters a +1 Condition Bonus. The Exertion Check is made as follows: Each Player rolls an Exertion Check, adding the Condition Bonus for the battering ram. If any of the three Characters' Exertion Check results in a total of 15 or greater, the companions are successful at breaking down the door.

The thirty Talents are described below. An abbreviation of the associated Attribute for each Talent is noted in parenthesis after the Talent title.

Athletics (STR): Running, jumping, climbing, or throwing (non-attack) in a critical situation may require a Check against this Talent. Untrained Characters will find it difficult to run long distances or jump more than a few feet. Masters of Athletics can typically sprint blindingly fast, broad jump several times their own height, and throw a large sack of treasure over a castle wall with little effort.

Modifiers: Athletics is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may add/subtract from the Athletics Check.

Charisma (VAL): There are those gifted with appeal, and such individuals are often capable of impacting the people around them. A Character’s ability to lead, charm, provoke, or make any other social impact is measured by this Talent. Untrained Characters are socially awkward, rude, or possibly just shy. Masters of Charisma can influence people’s opinions, draw great audiences, or even affect people’s emotions.

Modifiers: Charisma is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Charisma Check.

Inspiring Allies in Combat:

A Character may make a Charisma Check as an Action to attempt to offset an ally’s Disadvantage for an encounter. By making a successful Charisma Check the Character can halve his

Inspiring Allies Table

# of Allies	Difficulty
1	Easy (9)
2	Average (12)
3	Difficult (15)
All	Extreme (18)

ally’s Disadvantage duration (round down) with a difficulty set by how many of the Character’s allies they want to influence as noted in the Inspiring Allies Table.

Intimidation in Combat: Characters may attempt to intimidate their enemies and force them to act at Disadvantage. Against an opponent, the Player makes a Charisma Check against a Difficulty of 10 plus one-half (½) the target’s Challenge Level (max 20). If successful, the target of the intimidation suffers Disadvantage during any Checks against the Character who was successful with their intimidation effort until such time that they succeed in any Check against them. Opponents may only be targeted once each during any single combat.

Combat Rest (CON): Catching a few winks in the direst of circumstances is difficult, but all the best trained troops and soldiers have developed the skill of Combat Rest. Attempting to get a Worthwhile Rest on a few hours of sleep, or sleeping in one’s armor requires a Check against this Talent. Untrained Characters usually sleep late and get little value from short rest, or struggle to sleep in anything other than their nightshirts. Masters of Combat Rest take their sleep in small doses whenever permitted, recover quickly with even the shortest of naps, and have been known to sleep not only in their plate armor, but while riding and carrying an injured comrade from the field.

Modifiers: Conditions and available time for rest may add/subtract from the Combat Rest Check.

Gaining a Worthwhile Rest in Less Than 8 Hours: Characters may make a Combat Rest Check to gain the benefits of a Worthwhile Rest in less than a normal 8-hour span. For each hour rested less than 8, the difficulty of the Check increases, beginning at Easy (9). If the Check fails, the Character receives no benefit from the rest. Characters may not attempt more than one Combat Rest Check per night.

Reduced Rest Table

Hours Resting	Difficulty
7	Easy (9)
6	Average (12)
5	Difficult (15)
4	Extreme (18)

Sleeping in Discomfort: Characters may attempt a Combat Rest Check to gain the benefits of a Worthwhile Rest while in armor or in less than the normal comfortable conditions. For each type of armor worn, the difficulty of the Check increases, beginning at Easy (9) for Light Armor. If the Check fails, the Character receives no benefit from the rest. Characters may not attempt more than one Combat Rest Check per night.

Uncomfortable Rest Table

Armor Type / Condition	Difficulty
Light Armor / Light Rain	Easy (9)
Medium Armor / Medium Rain, Snow	Average (12)
Heavy Armor / Extreme Temperatures	Difficult (15)
- / Hail, Blizzard, Sandstorm	Extreme (18)

Concentration (INS): Maintaining your focus over an extended period while under duress may require a Check against this Talent. Untrained Characters can rarely use Arcane magic and will struggle to focus while distracted. Masters of Concentration are often practitioners of powerful magic and can stay on task even when being attacked or hurt.

Modifiers: Concentration is a Talent that can be used in an Opposed Check as described in the Checks section. Abilities, Conditions, Racial Perks, and Opponents may add/subtract from the Concentration Check.

Concentration to Maintain Arcane Spells : Some Spells have Durations that are Concentration based. Any time a caster who is currently concentrating to maintain an Arcane Effect (or Effects) takes Damage or takes an Action, they must make a successful Concentration Check. The Difficulty for this Check begins at Easy (9) for their first Check, and

increases by one category (from Easy to Average, Average to Difficult, etc.) each subsequent Round the caster takes Damage or takes an Action. Concentrating to maintain Arcane Effects is a Free Action.

Craft (DEX): Building, cooking, sewing, and making tools, weapons, traps, or other tangible items may require a Check against this Talent. Untrained Characters will find it difficult to keep their own clothing or equipment in good repair and cannot turn rough materials into finished goods. Master Craftsmen create the finest items ranging from masterpiece paintings to unique weapons of legend, to the cathedrals of the Gods in Athia.

Modifiers: Conditions, available materials and Cooperation may add/subtract from the Craft Check.

Building Traps: Crafting and setting traps may require a Check against this Talent. See the Traps section for more information on Trap types and their effects.

Discipline (VAL): A Character’s willpower, grit, and drive is often tested in the lands of Athia. Resisting interrogation, fending off one’s sense of fear, and staying true to values might all require a Check against this Talent. Untrained Characters cower against terrifying enemies, and are easily demoralized. Masters of Discipline are courageous in battle, and remain unphased in the face of corruption.

Modifiers: Discipline is a Talent that can be used in an Opposed Check as described in the Checks section. It is most commonly used in opposition to someone’s use of the Charisma Talent. Abilities, Conditions, Racial Perks, and Opponents may add/subtract from the Concentration Check.

Staving Off Fear: By taking an Action to collect themselves, Characters can attempt to overcome their Reactions to Fear. When determining Reaction, a Character compares their Daring to the Fear of their enemy. The difference is the number of Rounds the Character is at Disadvantage. Whatever the disparity between their Daring and the enemy’s Fear, the Character can attempt a Discipline Check at the Difficulty listed in the Staving Off Fear Table to overcome their Disadvantage for their Reaction. Note: Should a Player fail his Discipline

Staving Off Fear Table

Disparity	Difficulty
1	Easy (9)
2	Average (12)
3	Difficult (15)
4	Extreme (18)

Check to stave off fear, they are unable to attempt that Check again until their circumstances change.

Endurance (CON): Enduring the elements, resisting afflictions, holding one's breath, or fighting past their injuries may require a Check against this Talent. Untrained Characters will find themselves highly susceptible to poisons and can scarcely miss a single meal. Masters of Endurance can drink people under the table, go days without water and weeks without food, and fight on when they should otherwise expire.

Modifiers: Conditions, Equipment, and Cooperation may all add/subtract from the Endurance Check.

Fighting Without Penalty: Characters who have taken enough Damage to become Battered or Injured may attempt a Check with this Talent to overcome their wound penalties for a round. This use of the Endurance Talent is a Free Action, and therefore does not cost the character their Action during an Encounter. The Difficulty for this check begins at Easy (9), and gets progressively harder each subsequent round (becoming an Average Difficulty the second round, Difficult the next, and finally Extreme). The Difficulty for the Check remains at Extreme until the Character fails their Endurance Check. At any point, when the Character fails their Endurance Check, the Character suffers the full penalties for their wounds for the remainder of the combat. Successful Endurance Checks result in the Character only suffering the penalties of the Health tier one higher than the Health tier in which they find themselves (Battered Characters function as if Fatigued, Injured Characters function as if Battered).

Fighting On When Down: Characters that have been reduced to Down may attempt an Endurance Check against a Difficulty of Extreme (18) to take either an Action or a Maneuver, and suffer Disadvantage on any/all Checks. This use of the Endurance Talent is a Free Action, and therefore does not cost the Character their Action during an Encounter. If successful with their Endurance Check they may proceed in the following round to make another Check to continue to act (under the circumstances mentioned earlier). As soon as the Character fails their Extreme Difficulty Endurance Check, they are incapacitated and may only take Free Actions from then on for the remainder of the Combat. Characters who have been successful in their Endurance Checks are still susceptible to death should they take any further damage while Down.

Example: A Warrior fighting a Troll has been reduced to Down and wishes to continue fighting. The Character may make an Extreme (18) Endurance Check to act the following Round. The Warrior has a +1 CON and has Apprentice (+1) Endurance, giving a +2 total modifier against a Difficulty of 18. The Player rolls a $16 + 2 = 18$, success. The Warrior may take an Action or Maneuver on their turn, and at Disadvantage. The Warrior would then

like to fight on and must now make another Extreme (18) Endurance Check. The Player Rolls a $15 + 2 = 17$, failure. The Warrior succumbs to his wounds and is rendered Incapacitated.

Exertion (STR): Lifting, dragging, moving, crushing, holding fast, or attempting other physical acts may require a Check against this Talent. Untrained Characters will find it difficult to lift a full pack or to force open a stuck door. Masters of the Exertion Talent can lift several times their own weight, out-pulling beasts of burden, and holding the main gate against an enemy battering ram.

Modifiers: Exertion is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Equipment, Cooperation, and Opponents may all add/subtract from the Exertion Check.

Faith (VAL): Sustaining your conviction over prolonged periods while under duress may require a Check against this Talent. Untrained Characters will find themselves giving up on enacting their god's will under stress, and otherwise may be lacking in their belief. Masters of Faith can maintain the greatest of Divine Interventions, even amidst combat, and are unshakable in their troth.

Modifiers: Faith is a Talent that can be used in an Opposed Check as described in the Checks section. Abilities, Conditions, Racial Perks, and Opponents may add/subtract from the Faith Check.

Faith to Prolong Divine Interventions: Some Divine Interventions have Durations that are Prolonged. Any time a caster who is currently attempting to maintain a Divine Effect (or Effects) takes Damage, or takes an Action, they must make a successful Faith Check. The Difficulty for this Check begins at Easy (9) for their first Check, and increases by one category (from Easy to Average, Average to Difficult, etc.) each subsequent Round the caster takes Damage or takes an Action. Faith to Prolong Divine Interventions is a Free Action.

Hermetics (KNO): Attempting to create balms, salves, and tinctures from natural ingredients may require a Check against this Talent. Untrained Characters may have difficulty covering a small open wound and will struggle to brew a pre-measured tea. Masters of Hermetics can treat any illness, disease, or injury with a few simple herbs or plants from their surroundings. Successful use of the Hermetics Talent may also counter Acids & Poison, remove Conditions, or increase Natural Healing.

Modifiers: Conditions, Cooperation, and available materials may all add/subtract from the Hermetics Check.

Hermetics Aid: Those with skills in Hermetics can assist an individual's healing process. By setting bones, dressing wounds, and applying salves, a Character trained in Hermetics can improve the amount of Health recovered during a Worthwhile Rest. Only Characters with an Apprentice Expertise of Hermetics or greater can attempt to assist with another's healing. See the Injury & Recovery section for further details.

Treating Disease: Most diseases are not curable with Hermetics, but the Hermetics Talent can be used to assist someone in overcoming the effects of their disease. With a Successful Hermetics Check made against the Difficulty of the disease, the diseased Character can forgo the effects of their disease for the day.

Treating Poison: Characters may attempt to treat a victim that has been poisoned through use of the Hermetics Talent. To help cease the effects of poison, a Character must take an Action to treat the victim. By making a successful Hermetics Check against the Difficulty of the poison's severity, the victim of the toxin gains Advantage on their next Endurance Check.

Notice (INS): Attempting to see, smell, hear, or otherwise become aware of your surroundings may require a Check against this Talent. Untrained Characters will seem almost oblivious. They may walk past an unseen pouch of coins on the street or not realize the horse being sold is their own. Masters of the Notice Talent can spot the details of a signet ring from across the room, hear a rat scurrying in the basement from the second floor, and smell a fresh kill from a mile away.

Modifiers: Notice is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Notice Check.

Recuperation (CON): An attempt to recover Stamina during an encounter requires a Check against this Talent. Untrained Characters are normally capable of only rudimentary combat and become fatigued quickly. Masters of Recuperation are often very skilled at hand to hand combat and recover quickly after even long laborious fights.

Modifiers: Abilities, Conditions, and Perks may all add/subtract from the Recuperation Check.

Attempting to recover Stamina in combat: As an Action, a Character may make a Recuperation Check to recover Stamina expended in previous Turns. Players make a Recuperation Check against a static difficulty of 10. For every point above ten (10) that the Player rolls, the Character

Recovers a portion of their Stamina equal to that difference (Characters cannot recover more than their maximum Stamina). If the result of the Check is less than 1, the Character recovers no Stamina.

Example: A Warrior has expended 5 Stamina and would like to attempt a Recuperation Check to recover a portion of that Stamina while remaining locked in combat with a Troll. The Warrior spends his Action to attempt to Recuperate a portion of his Stamina. The Warrior has a CON of +1 and has Apprentice expertise in Recuperation +1, resulting in a +2 to his roll. The Player rolls a $4 + 2 = 6$, fail. No Stamina is recovered. The next round the Warrior attempts to Recuperate his Stamina again. He rolls an $11 + 2 = 13$. The Warrior recovers 3 Stamina ($13-10=3$).

Scholar (KNO): Recalling historic, traditional, academic, or obscure knowledge may require a Check against this Talent. Untrained Characters will find it difficult to do simple calculations, recognize House heraldry, or recall historic tales. Masters of Lore can quote from ancient Elven stories, can recite the lineages of the Five Kings, and can productively dig through a great library with ease.

Modifiers: Conditions and available materials may add/subtract from the Scholar Check.

Literacy: Characters with an Apprentice level of Expertise in the Scholar Talent are considered literate (able to read and write fluently). Untrained Characters are considered illiterate and would otherwise have to make an Untrained Scholar Check (at Disadvantage) to attempt to read or write.

Reading/Activating Runework: For all intents and purposes Runework is a pre-charged, pre-programmed magical Effect awaiting discharge. Any Character may activate Runework, if the writing of the runes can be deciphered. Shorthand, Arcane code, or ancient ciphers can all complicate the activation of Runework, and Characters attempting to activate the magic of the runes must make a successful Scholar Check against the Runework's Spell Difficulty. If successful, the Character has deciphered enough of the Runework's writing to successfully activate the runes.

Stealth (DEX): Attempting to move quietly and unseen may require a Check against this Talent. Untrained Characters will find it difficult to be quiet even when still and seem to stand out wherever they go. Masters of Stealth can approach a sleeping beast across dry leaves without a sound, and can seemingly disappear from plain sight.

Modifiers: Stealth is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Stealth Check.

Survival (KNO): Starting fires, foraging for food, and tracking prey may require a Check against this Talent. Untrained Characters struggle to build themselves shelter and cannot forage for food. Masters of Survival can live comfortably off the land, in almost any climate or condition, indefinitely.

Modifiers: Conditions, Cooperation, Equipment and available materials may all add/subtract from the Survival Check.

Swimming (STR): Propelling one's self and maneuvering through water may require a Check against this Talent. Untrained Characters will likely struggle to keep themselves afloat. Masters of Swimming can traverse some of the largest and most active waterways in Athia, and might even survive while in armor.

Modifiers: Conditions, Equipment, or even Cooperation may all modify a Swimming Check. Likewise, what type of water one might be in or whether one is attempting to swim while in armor can affect one's likelihood of success. Swimming Checks begin at the Easy (9) Difficulty and modify the Difficulty level based upon unfavorable conditions as noted in the Swimming Modifiers Table.

Swimming Modifiers Table

Condition	Increase
Rough Water	+1
Swim Against Current	+1
Swim With Current	-1
In Medium Armor	+1
In Heavy Armor	+2

Taming (INS): Riding, training, or driving animals may require a Check against this Talent. Untrained Characters will find it difficult to mount a horse or even feed livestock without a disturbance. Masters of Taming can quickly calm rampaging beasts, can motivate their mounts to attempt amazing jumps, and can direct familiar animals with little more than their eyes.

Mount or Dismount: Characters can attempt to mount or dismount as a Free Action by making a Difficult Taming Check.

Modifiers: Taming is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Taming Check.

Thievery (DEX): Picking pockets, concealing items, or even picking locks may require a Check against this Talent. Untrained Characters will find it difficult to

sneak an extra biscuit at mealtime and fail to conceal even small items. Masters of Thievery can remove valuables from several nearby merchants and walk right past a guard while carrying all their acquired loot on their person.

Modifiers: Thievery is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Thievery Check.

ATHIA

RACES OF ATHIA

The world was once lush with life. Various races, cultures, and people peppered the land. Great Elven kingdoms populated the forests, mighty Dwarven clans ruled the hills, and Orc villages were beyond counting. Now, following the devastation of the Great War and the plight of the Sickness, the races of the world are nowhere near their previous numbers. With as much as fifty percent of the world's population slain in the Great War, countless others lost to the Sickness, and even more falling to starvation and disease, the world today is a completely different place. People are only now attempting to return home, to rebuild their lands, and to try as best as they can to rekindle their traditional cultures. Though they may have survived the worst, there is still a great deal of work to be done. Each of Athia's surviving Races is described below.

Each Race is described using the following breakdown:

- **Racial Traits:** This is a short listing of the average physical characteristics of a given Race (these statistics are averages and many within Athia are larger or smaller than the numbers listed), their typical lifespan, and any Health bonuses (by tier) for the Race.
- **Physical Description:** This is a macro view of the typical appearance of a given race, how they often present themselves, and what their general make-up is in the eyes of others.
- **Personality:** This is a summation of the stereotypical Race's outlook on life, beliefs, taboos, or other inner workings of their minds and personalities.
- **Society:** This is a quick summary of the race's organization and culture, who their leaders are, and what changes have transpired since the Great War.
- **Pre-War:** This is a snapshot of what a given race was like before war ravaged the lands. It is often worthwhile to know what a race once had to understand how it is coping with those losses.
- **Today:** This section gives a general sense as to what the Race is facing in the present state of the world. It lists changes to the culture, belief, or organization of the Race.
- **Racial Perks:** This is a selection of racial benefits the Player may choose from to help define their given character. Each Character has two Racial Perks, and those Perks chosen must come from that Character's Race. Each Racial Perk is considered to always offer its benefit unless otherwise stated in the Racial Perk itself.

BANTAM

Named for their diminutive size the Bantam are a colorful and resourceful people wowed by change and keen on social interaction.

RACIAL TRAITS

- Average Height: 3 feet (males), 2 feet 9 inches (females)
- Average Weight: 45 pounds (males), 40 pounds (females)
- Lifespan: 80 years
- Fatigued: +2
- Battered: +1
- Injured: +0

Physical Description: Bantam are tiny people, many about the size of a human child. They are svelte, wispy creatures with a spring in their step and a gleam in their eyes. Most unique about the Bantam is their coloration. When a Bantam is born their skin, hair, and eye coloration matches their environment. In the forest a Bantam might have brown hair, green skin, and dark eyes. In the frozen north a Bantam would have pale hair, light eyes, and alabaster skin. In fact, a Bantam's coloration changes with their environment. After spending but a few days in an environment the Bantam's skin, hair, and eyes all start to change to match their surroundings. Full color conversion is typically completed within a week. Bantam ears are slightly pointed to reflect their Faie heritage, but otherwise their facial features are very humanoid in appearance.

Personality: Inquisitive and sociable are likely the two words to best describe the Bantam. They love new things, are a very welcoming people, and are constantly on the lookout to make things better. Bantam are consummate optimists, brimming with life, and always a font of enthusiasm. Finding a quiet, sullen, and stoic Bantam could be a lifelong task. Bantam are always willing to join in on new activities, find excuses for celebration, and uplift the spirits of those around them.

Society: The Bantam are not a horribly organized lot, but can be easily brought together by bright ideas, charming notions, or notable leaders. They are often celebrating something or another: the end of the Great War, romanticized heroes, or an endless calendar of holidays. Bantam often live independent lives, believing in self-reliance above all, but are quick to come together in times of great need.

Pre-War: Before the war, Bantam freely roamed the vast tundra of Athia. They were hearty people with a love for new things. They were in constant contact with many of the other races, often seen as trustworthy if a bit flighty. They gathered in several small villages composed of bordei huts; small half-dugout shelters with low roofs to avoid the winds. Of all the races of Athia, Bantam were

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the most accepting. They found the other races intriguing, wanted to hear their tales, share in their experiences, and trade for their wonderful wares.

Today: When Krullus turned to the Bantam homelands following his betrayal of the Goblins, the Bantam were devastated. Not being a militaristic people, the Bantam provided little resistance to the war-hardened Orcs. Those that chose to stand their ground to defend their homes and families were killed, and those that escaped did so only because of their familiarity with their lands. They ran to the cities of men, knowing that they would be far better defended. It was their hope that their friendly relations with men would ensure their welcome. At the end of the Great War, and having little in the way of homelands to return to, the Bantam chose to remain with their Human friends. The Sickness afflicted the Bantam just as it had each other race. Residing with their human hosts, the Bantam fought and suffered shoulder to shoulder with the men around them in that dark time. Now, having lost their homelands, relocated in the cities of men, and survived the Sickness, Bantam live an urban life – favoring the resources of the city to the scavenging of their tundra homelands.

Racial Perks

Players may choose any two Racial Perks for their Bantam character from the collection below:

Ardent

You have always been one to hold to your convictions and beliefs. A Character with the Ardent Perk has Advantage on any Faith Check.

Camouflage

You have surprising control over your body's coloration. As such you can adapt to your surrounding environment very quickly. You gain Advantage on any Stealth Check.

Giant Slayer

You are skilled in facing the predators of your people. A Character with the Giant Slayer Perk has Advantage on any Hit Check and Damage roll versus any creature of the Savage family.

Haggler

You have a knack for getting the best of deals. A Character with the Haggler Perk may purchase any Arms, Armor, or Gear at a 50% discount. Likewise, they earn full price for any used Arms, Armor, or Gear they sell.

Lucky

Fortune has always found a way to smile upon you. A Character with the Lucky Perk gains a single reroll each time they score a Critical Success. These Lucky rerolls can be used for any other roll.

Motivational

You've always had a talent for getting others to see your way of things. A Character with the Motivational Perk has Advantage on any Charisma Check.

Nimble

You have a natural agility unlike all others. A Character with the Nimble Perk has their maximum Dexterity modifier raised to +4.

Quick

Swift and speedy, you make for a very hard target. You gain a Damage Reduction from physical attacks equal to your Dexterity Modifier.

Survivalist

You know your homelands like the back of your hand. A Character with the Survivalist Perk has Advantage on all Talent Checks when in a tundra environment.

Traditional

You've trained with the traditional weapon of your people. A Character with the Traditional Perk gains proficiency with Bolas.

Underfoot

You've managed to turn your size into an advantage in combat. A Character with the Underfoot Perk may cause any single Hit against them to miss, once per session.

Wary

Just as you are interested in the goings on around you, you are also very aware of your surroundings. A Character with the Wary Perk gets to take an Action in the Surprise round when Surprised.

ATHIA DWARF

Born in the hills and mountains, hearty, resourceful, and dauntless, the Dwarves are consummate survivors, unwilling to go quietly into the night.

RACIAL TRAITS

- Average Height: 4 feet 6 inches (males), 4 feet 4 inches (females)
- Average Weight: 195 pounds (males), 180 pounds (females)
- Lifespan: 80 years
- Fatigued: +0
- Battered: +2
- Injured: +1

Physical Description: Dwarves are a stocky race, shorter than that of a man, but easily one and a half times his width. Their squat, compact bodies are often well-muscled, a result of their hearty and physically demanding lifestyle. Dwarven men and women typically grow their hair long, often styling it in braids with beads and trinkets to represent their clan, faith, or personal interests. The men often grow elaborate beards as a status symbol, the longest denoting a Dwarf of very high station. Their eyes are typically green, brown, or an in-between hazel. Their hair is often red, brown, or sometimes black. Dwarven ears are pointed because of their Faie heritage, and commonly have larger lobes.

Personality: The hardships and isolation that the Dwarves have had to endure has made them a very cautious, stubborn, and untrusting lot. They are often skeptical, overly practical, and unlikely to indulge in what they might otherwise consider frivolous activity. This is not to say the Dwarves have no reason to celebrate, just that their celebrations are few and far between. Dwarven women have always been equals to the men, and serve side by side with their male counterparts in every aspect of Dwarven society.

Society: Dwarves have always been defined by their ancestors, clans, and families. Dwarven society is based on a caste system, and as such Dwarves have a great deal of their lives decided for them at the moments of their births. Each of the Dwarven clans is headed by an individual Dwarf, who is then responsible for the welfare of their entire clan. Dwarven settlements range from forts among the forested highlands to cities within the mountains. Communities are often controlled by individual clans, but there are rare examples of successful collaborative colonies.

Pre-War: Dwarves once lived solely above ground, living in the hills and mountains of Athia. There they embraced a frontiersman mindset, exploring and surviving amidst the wilds. They started off as trappers and hunters, but soon discovered precious metals, gold, and even gems. They traded with the rest of the world, offering up their valuable findings in return for food and supplies.

Further and further into the earth they dug, and when the Red Orcs came it was elaborate mines and tunnels that eventually provided them a means of escape from the Red Orc hordes. They retreated into the earth, collapsed the entries to their tunnels, and hid themselves away from the rest of the world.

Today: Many Dwarves died at the hands of the Red Orcs, even before the Great War began. Those that retreated into the mountains struggled to survive. New homes had to be built, new ways to hunt and grow food found, and everything they'd otherwise become accustomed to rethought. Now the Dwarves have all new cities, all new lifestyles. Many were lost – those prior to retreating into the earth, those that died soon after, those who joined the forces of men and were slain by Krullus and his Red Orcs, and those who brought the sickness back with them into the underground cities. The Dwarves are a stubborn and sometimes untrusting lot. They want the best for themselves and their clan. Having struggled for so many years now they are unwilling to take anything for granted.

Racial Perks

Players may choose any two Racial Perks for their Dwarf character from the collection below:

Dark-Born

You were born underground, amidst the darkness, and as such you have a natural night-vision through which you can navigate in complete darkness.

Frontiersman

You've rekindled a Dwarf's talent to thrive within the wild. A Character with the Frontiersman Perk has Advantage on any Survival Check.

Hardy

Durable, stout, and enduring – you are a Dwarf's Dwarf. You gain an additional point in your Injured Health tier per Level.

Martial Training

You've been taken aside at one point or another and shown how to defend yourself in traditional Dwarven fashion. You gain Proficiency with all hammers.

Ogre Slayer

You are skilled in facing the predators of your people. A Character with the Ogre Slayer Perk has Advantage on any Hit Check and Damage roll versus any creature of the Logryn family.

Quick Recovery

Even for a Dwarf you recover quickly. A Character with the Quick Recovery Perk has Advantage on any Recuperation Check.

Sound

You are the epitome of resilience. A Character with the Sound Perk has their maximum Constitution modifier raised to +4.

Stout

The tales of Dwarves being hard to take down ring true for you. You do not suffer any penalties while Battered. You do, however, suffer both the penalties of being Injured (having to choose between an Action or a Maneuver, and suffering Disadvantage on all Checks) as normal.

Toxic Tolerance

Whether having lived in harsh circumstances, dealt with nasty creatures, or maintained an exotic diet, you have developed a total immunity to poison.

Underworldly

You are accustomed to subterranean survival. A Character with the Underworldly Perk has Advantage on all Talent Checks when underground.

Vigorous

You simply will not quit, giving all you have in every confrontation. You gain +1 Stamina at each odd Level (1st, 3rd, 5th, etc.).

Z-Catcher

You are accustomed to getting your sleep when, where, and how you can. A Character with the Z-Catcher Perk has Advantage on any Combat Rest Check.

ELF

Once one of the most noble and advanced of all the races, the Elves now barely cling to their survival, let alone sanity.

RACIAL TRAITS

- Average Height: 5 feet 3 inches (male), 5 feet 3 inches (female)
- Average Weight: 135 pounds (male), 115 pounds (female)
- Lifespan: 80 years
- Fatigued: +0
- Battered: +1
- Injured: +2

Physical Description: Slightly smaller than a typical human, Elves are lither than their counterparts. They have the bone structure of centuries of noble breeding, and despite their current troubles are very comely. They have pointed eyebrows and long pointed ears to reflect their Faie heritage. Their hair wavers between copper, gold and silver, and Elves have eyes of gray, blue and violet. Though they once wore ornate robes or armors, they are now commonly found wearing whatever apparel they can find. Elven faces show the weariness of the last several years, and where their lifestyles and magic once carried them throughout the centuries, their lives can now be measured in decades.

Personality: Elves are broken – mind, spirit, and body. Everything they once knew is gone. Everything they thought had meaning now seems frivolous. Where they once spent years carving scrollwork into a helmet they now see that as little more than a waste of time. Fields where magic once ensured bountiful harvests have now been replaced with salted earth and expanses of weeds. Doubt and even madness plagues the elves, and those who have risen above it are faced with the struggles of their own survival. Elves, once the font of knowledge and examples of civilization, have been reduced to little more than beggars and vagabonds. Some Elves, however, are trying to piece their lives and societies together, but those few are the minority.

Society: Elves once had a very elaborate civilization, steeped in art, culture, technology, and magic. They were the one race that everyone else looked up to. Now they number few, scattered across the lands, without much organization or leadership. They have fractured into a more tribal and barbaric way of life, trying to piece back together what they once had, still struggling to make it day by day.

Pre-War: Before the Great War Elves enjoyed the finest music, the finest wine, the finest clothes, and arguably the finest way of life. They were secluded in woodland cities once populated by their Slyph creators; in harmony with nature, and enshrouded with powerful magic. They lived for centuries, studied arcane arts, recorded the histories of the world, and otherwise had evolved into one of

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the most civilized cultures on Athia. However, in their security came complacency, and when the Red Orcs rose up the Elves assumed those who understood the powers of magic, or who had fought in wars centuries ago, would take care of the threat. They were sorely mistaken.

Today: Having lost the greatest of their cities, the towers that held the arcane secrets of the cosmos, the libraries that held the histories of the world, and the artistic talent they had come to depend upon, Elves have been set back millennia. What they believed was a perfect and impenetrable world now lies in ruins. Countless numbers of their own have been slain, their cities lost or burned to the ground, and what was once a lofty culture is today seen as a sham. They had believed they were the pinnacle of perfection, but when Krullus' hordes came they posed little more than a distraction to the mighty Orc army. Everything they had believed unsurpassable about their technology, magic, tactics, and even culture was crushed in a blink of an eye. Elves are now struggling to find themselves in this dark world, and to find meaning in the lives they once lived. Today the Elves still mourn their losses, wish this was all a bad dream, and endeavor to find a meaning to life. They are scattered, trying to pull themselves up, or perhaps slipping further and further into the abyss of insanity. They strain to start their entire race all over again.

Racial Perks

Players may choose any two Racial Perks for their Elf character from the collection below:

Academian

Whether formally or informally, you have had the rare opportunity of receiving an education. A Character with the Academian Perk has Advantage on any Scholar Check.

Arcane Potency

Despite all your people's losses, you carry with you a shard of arcane power. A Character with the Arcane Potency Perk begins with +1 Mana.

Beast Hunter

You are skilled in warding off the predators of your people. A Character with the Beast Hunter Perk has Advantage on any Hit Check and Damage roll versus any creature of the Beast family.

Blasé

Be it madness or mental fortitude, your mind is your own. Characters with this Racial Perk are immune to all mind affecting magic.

Bowman

You've been taught the art of the bow, as once all Elves were taught. You are considered Trained with all bows.

Brilliant

You are either profound or have found the genius in madness. A Character with the Brilliant Perk has their maximum Knowledge modifier raised to +4.

Detached

Your sense of reality is always askew. You suffer one less Round of Disadvantage due to a Reaction in Combat.

Elven Eyes

You have watchful and observant eyes. A Character with the Elven Eyes Perk has Advantage on any Notice Check.

Immune to Disease

A bit of the old blood runs through your veins, protecting you from the harshest of nature's maladies. You are immune to natural diseases and cannot pass diseases on to others.

Staunch

A hard life has led to a hard spirit. You are immune to the Drained State, and thus cannot have your Attribute Scores reduced by outside means.

Talented

Your hands are proof that not all Elves have lost their touch with true craftsmanship. A Character with the Talented Perk has Advantage on any Craft Check.

Woodsman

The woods have always been your home. A Character with the Woodsman Perk has Advantage on all Talent Checks when in a forested environment.

Gentle giants, the Ferox are a race of plainsmen whose nomadic life has taken them from one corner of the globe to the other.

RACIAL TRAITS

- Average Height: 7 feet 6 inches (male), 7 feet 3 inches (female)
- Average Weight: 270 pounds (male), 255 pounds (female)
- Lifespan: 50 years
- Fatigued: +0
- Battered: +0
- Injured: +3

Physical Description: Ferox are very tall, wiry creatures. Towering over most men, the Ferox are a sight to behold. They have tall heads, gaunt faces, almond orbs for eyes, and long, pointed, narrow ears to reflect their Faie heritage. Their eyes are almost always black in color, reflective, and almost metallic looking. Their hair, typically worn in some form of queue, ranges from brown to black, until they reach middle age when it starts to gray. They have broad chests but narrow hips, wide shoulders but slender arms, and strong thighs but thin calves. They typically wear animal skins or other homemade fabrics. Finally, they often decorate their skin with tattoos and piercings – many are marks of their travels, encounters, or trials.

Personality: Ferox are a quiet race, reflective, and slow to anger. They are introspective, considerate, and very respectful of the world around them. They know little of humor, lots about hard work, and can be creatures of habit and tradition. Ferox are a simple people and as such often find value in the small things. Trust is a big thing for the Ferox; it can be slowly earned, but once given it is given fully.

Society: The Ferox are a simple people, loosely organized, and nomadic, basing a great deal of their travels upon the seasons and the movement of wild game. Guidance and leadership is typically in the hands of both the greatest warrior and the wisest amidst them. This duality forces each of their leaders to make their points well to sway the other. As such the Ferox evolution has been very tempered, but when an Elder has served their time and reached their end of days it is their responsibility to recuse themselves and head off into the wild to be returned to their maker. Having stayed out of the Great War for the most part, the Ferox are both admired and distrusted by the other races.

Pre-War: Before the rise of the Red Orc army, Ferox traveled the lands of Athia freely. Although most commonly found traveling throughout the vast plains, at times their migrations led them into other areas outside their normal limits of travel. Riding their mighty Haalu, flightless birds with beak-like heads, the Ferox

would cover much of the globe in the span of a year. The Ferox never lingered too long in any area, packing up their yurts and animals, and heading out sometimes in as little as a couple of weeks. Once the Red Orcs started their conquests the Ferox did their best to stay out of the way. Although some were swept up in the events of the war, if not caught and killed by the Orcs, many chose to place as much distance between them and their Orc pursuers as possible.

Today: Ferox are not without their scars from the Great War. Several tribes were killed, and several others joined the armies of men to fend off the impending Red Orc threat. However, having no lands they called their own and little in the way of possessions, the Ferox had little more than their lives to lose. They continued, traveling the great plains in pursuit of dwindling herds, but faced an altogether different evil. The Ferox's greatest enemy became the Sickness, turning their deceased into shambling undead. With the losses spanning decades and lands plagued with the walking dead, the Ferox had nearly run out of places to hide themselves. Now, slower and ever so cautiously, the Ferox attempt to regain some semblance of their former lifestyle.

Racial Perks

Players may choose any two Racial Perks for their Ferox character from the collection below:

Active

You've always been active and energetic throughout your life. A Character with the Vigorous Perk has Advantage on any Athletics Check.

Domesticator

You have a knack with animals. A Character with the Domesticator Perk has Advantage on any Taming Check.

Fast

You have not only been running your entire life, but you are incredibly quick. A Character with the Fast Perk has a Base Movement of 30' instead of 20'.

Hot-Blooded

Your body always runs hot, even in the most extreme of circumstances. A Character with the Hot-Blooded Perk is immune to the effects of cold.

Naturalist

You are aware of the hidden remedies of the land. A Character with the Naturalist Perk has Advantage on any Hermetics Check.

Past Life

There is a connection between you and the lives your spirit once lived. Once per session you may roll an Untrained Talent Check at Journeyman Expertise (+3) to reflect the fact you've done something like that in a previous life.

Plainsman

The vast plains have always been your home. A Character with the Plainsman Perk has Advantage on all Talent Checks when in a plains environment.

Spirit Totem

You've a connection with a spirit, an ancestor, or an entity from the world beyond. Once per session you may ask any one question of your totem. Totems can be very insightful, and should always have an answer that helps the Character out in some way.

Strong

Strong and powerful, you hold a great potential. A Character with the Strong Perk has their maximum Strength modifier raised to +4.

Traditional

You've followed in the footsteps of your ancestry, hunting as they have always hunted. You gain Proficiency with the Throwing Glaive.

Unhampered

Your power and prowess are uninhibited. You do not suffer penalties to your Stamina from a negative Constitution Modifier, nor from restrictions while in armor.

Wing Clipper

Taking down the creatures of the sky happens to be your specialty. You gain Advantage on any Hit Check and Damage roll versus any creature with the Flight ability.

Goblin

Nearly wiped off the face of Athia, this matriarchal family of cunning creatures can overcome the greatest of obstacles.

RACIAL TRAITS

- Average Height: 3 feet 9 inches (male), 3 feet 7 inches (female)
- Average Weight: 75 pounds (male), 65 pounds (female)
- Lifespan: 40 years
- Fatigued: +3
- Battered: +0
- Injured: +0

Physical Description: The Goblin are small creatures whose skin tone varies from a yellow-green color to a vibrant hunter green. They have squat, wide noses, and have large pointed ears that jut in the opposite direction of their heads. Their hair is often wild, but sometimes can be kept in braids, ponytails, or adorned with beads and decorative bone. A Goblin smile is laced with pointed teeth, and they always seem to have a fire burning in their eyes. They wear simple clothing, often pieced together from various materials, but rarely wear metal in their native environment.

Personality: Cunning and cautious, vicious and uncertain, these are the dichotomies of the Goblin people. Being a matriarchal society, men are not typically the thinkers for their kind. The men act, and the women plan. As such you might find a female Goblin to be wily and manipulative but reluctant to act, and the male willing to chew your arms off if he just got the nod to do so from someone else. The Goblin are very devout to their clans and families. They believe whole-heartedly in working together. Looking out for your fellow Goblin, or whomever the Goblin may have attached themselves to, is a philosophy clung to by all.

Society: Goblin society is matriarchal, headed by the Goblin Queen. Female Goblin are rare; only one in ten births are women, and those women make up the political, advisory, and noble portion of society. The Queen decides who mates and who does not, usually granting her own daughters the right to mate to surround herself with her own blood. Her sons serve as her honor guard, and grandchildren serve in roles of station above the others. She'll serve as Queen until she is no longer fertile, at which point typically her eldest daughter will then ascend to the throne. The males in Goblin society serve as the workers, warriors, and laborers, following the guidance and wishes of their female counterparts.

Pre-War: Before the Great War the Goblin were large in number. Their clans littered the arid lands of Athia, with camps totaling as high as fifty thousand Goblins. They had formed an alliance with their Orc neighbors when they faced

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off against the Reptilian uprisings. Together the Goblins and Orcs forged a tight and meaningful bond. Their combined tactics proved formidable against the countless Kobold and Lizardmen who attempted to infringe upon their lands. Goblins thrived, raised their great boar, hunted the high desert, and otherwise kept to themselves. When Kral-Tarkhan Krullus decided to break that alliance, the Goblins were nearly killed off completely.

Today: Very few Goblin clans managed to escape Kral-Tarkhan Krullus' bloodlust. It took everything the Goblin could muster to keep a step ahead of Krullus' scouts. The Goblin hid throughout the lands of Athia, disappearing to the best of their ability out of sheer fear that the Red Orc army would kill them on sight. But just when the Goblin seemed to have their revenge in allying with the Human Houses and defeating the Red Orc army, the Sickness followed swiftly in the wake of the war. Already numbering few, Goblins were forced to huddle up in their caves and villages in hopes of staving off the hordes of undead. Though some Goblins had integrated into human society, most them have been isolated for generations as the Sickness ceased all trade and communication. Only now are Goblins starting to look away from their homes to determine whether it is safe or not to step outside.

Racial Perks

Players may choose any two Racial Perks for their Goblin character from the collection below:

Arid King

The arid wastes have always been your home. A Character with the Arid King Perk has Advantage on all Talent Checks when in an arid environment.

Aware

You are alert, observant, and have great awareness. A Character with the Aware Perk has their maximum Instincts modifier raised to +4.

Boney Brow

Like the goblins of old, you have an unusually thick skull. Being afforded with such a natural helmet, you are immune to the Stunned State.

Cast-Iron Stomach

Goblin desperation has resulted in you having been born with the ability to gain sustenance consuming any organic material.

Enduring

You rarely tire, or find your body giving out on you. A Character with the Enduring Perk has Advantage on any Endurance Check.

Fast

You have not only been running your entire life, but you are incredibly quick. A Character with the Fast Perk has a Base Movement of 30' instead of 20'.

Focused

You have always been able to center your attention. A Character with the Focused Perk has Advantage on any Concentration Check.

Group Tactics

Fighting with others is something of a specialty of yours. You gain a +1 on any Hit Check against any Target already engaged with an opponent.

Nocturnal

You were born, raised, and survive via the night, as such you have a natural night-vision through which you can navigate in complete darkness.

Pickpocket

You have always been able to provide for yourself at the expense of others. A Character with the Pickpocket Perk has Advantage on any Thievery Check.

Scale-Slayer

Taking down the scaly creatures happens to be your specialty. You gain Advantage on any Hit Check and Damage roll versus any creature of the Reptilian family.

Traditional

You know the value of a silent and lethal dose of poison. You gain Proficiency with the Blowgun.

The Age of Men is upon us, more so than ever before are the ambitions of these Humans likely to direct the very course of Athia.

RACIAL TRAITS

- Average Height: 6 feet (males), 5 feet 8 inches (females)
- Average Weight: 215 pounds (males), 180 pounds (females)
- Lifespan: 60 years
- Fatigued: +1
- Battered: +1
- Injured: +1

Physical Description: Humans vary from place to place, often modeled by the environments in which they reside. Some are darker skinned, some fair. Some have light hair, others dark. Some put forth a great deal of effort in their appearance, yet others seem content to remain practical. One thing is common amidst the features of men, and that is their ears. Humans have the only rounded ears in Athia, and as such seem to have no connections to the ancient Faie. This has led many to argue where it was that humans stemmed from. Though they might have long hair, short hair, no hair, green eyes, brown eyes, red skin, or wear embroidered robes, they seem to be somewhat out of place amidst the rest of the peoples of Athia.

Personality: Ambition, pragmatism, judiciousness, and curiosity are all common traits to humankind. As the lands of men are vast and their people varied, it is difficult to pinpoint individual quirks or measures of personality, but one thing is for certain, Humans are never content with what they have. There is always something more to do, something else to explore, or some other avenue to pursue. Humans covet change, be it for better or worse. It is this vigorous lifestyle that often separates them from the other races of Athia. Some may be suspicious of the humans, knowing full well that their interests now may not be their interests later – let alone the interests of their successors.

Society: Humans, more than any other race, are organized by laws and rules. Aside from the commonality of laws amongst Humans, the lands of men differ greatly. Some lands are headed by a single figure, some by a council, and yet others are represented by divine right. One thing is typically true about human society: it is organized and governed in some fashion or another. Humans are also some of the most militant people in all the lands; having guards, security forces, and going back far enough, some of the single largest armies in Athia.

Pre-War: Humans are an industrious and driven lot. They are responsible for some of the greatest construction in Athia. Most of the roads were all built by human hands, most of the maps ever drawn were drawn by human explorers, and the

greatest of all cities were raised by the efforts of men. Before the war, the various kingdoms of men each had their own interests and struggles. Kingdom often fought with kingdom, and petty squabbles over land, people, and titles were all that drove man's interests. Eventually things settled down, most of the Kingdoms focused on their own internal interests, and the map was divided fairly enough that no great interests to march armies against one another arose.

Today: The Red Orc army has been defeated, the Kingdoms have become Houses, the Sickness has been fought on every front, and although the humans have survived it all, they have had little time to recover. Where their cities were once filled with endless seas of people, now entire neighborhoods lie vacant. Farmlands have overgrown, roads have become impassable, and there are very few to uphold the laws of the land. Today most humans have just finished repairing their homes, plowing their land, or stepped out beyond their gates. They squabble amidst themselves as to who among them should lead. The desire to trade and communicate once more is there, and once the humans get an inclination it takes a great deal to dissuade them from their paths. Humans are viewed as the saviors of Athia by most, but as greedy or as having waited too long by others. Their faiths have nearly overtaken the world, and now it would seem they have the attention of all the races, though none know for certain what they will do next.

Racial Perks

Players may choose any two Racial Perks for their Human character from the collection below:

Adapted

You have been practicing and training since an early age. You may select one additional Ability from your Class or the list of General Abilities.

Arcane Resilience

Your body or spirit has an inherent resistance to the destructive powers of Arcane magic. Characters with this Perk have a Damage Reduction equal to your Character Level against all harmful Arcane Spells.

Courageous

Not even death itself gives you pause. A Character with the Courageous Perk gains a +1 to their Daring.

Exceptional

You are a bit of a protégé. Characters with the Exceptional Perk have their maximum modifier for any one Attribute raised to +4.

Forceful

Conditioning and physical preparations have made you very enduring. Characters with the Forceful Perk gain two (+2) additional points of Stamina.

Hunter

Knowing your prey, you never come home empty handed. A Character with the Hunter Perk has Advantage on any Hit Check and Damage roll versus one specific Family of Monster (chosen when this Perk is gained).

Resilient

Hardened by life or battle, you are a tough nut to crack. You gain an additional point in your Fatigued Health tier per Level.

Sharp

You have spent more time than most honing your skills. Characters with the Sharp Perk begin the game with four (+4) additional Talent points.

Shieldsman/Shieldmaiden

You are a trained defenseman of your homelands. A Character with the Shieldsman/Shieldmaiden Perk has Training with Shields.

Spiritual

You have always had the eye of one of the gods. Characters with the Spiritual Perk gain a +2 to their Favor.

Swordsman

Practice makes perfect, and you've practiced with the sword far more than the others around you. You gain Proficiency with all Swords.

Urban

You are always in your element within the confines of civilization. A Character with the Urban Perk has Advantage on all Talent Checks when in a city environment.

ORC

Honorable and courageous, Orcs struggle to redeem themselves in the eyes of a world torn apart by their own kind.

RACIAL TRAITS

- Average Height: 6 feet 9 inches (male), 6 feet 5 inches (female)
- Average Weight: 350 pounds (male), 275 pounds (female)
- Lifespan: 50 years
- Fatigued: +1
- Battered: +2
- Injured: +0

Physical Description: A true Orc has a short nose, sunken features, skin ranging from a vibrant green to olive-brown, black eyes, and long, upward pointed ears to reflect their Faie heritage. They can have tusks on their lower jaw, thick hides, broad shoulders, long arms and fingers, and large hands and feet. Their hair is often teased into dreadlocks, kept in tufts, or shaved off completely. They commonly wear the skins of great beasts if not otherwise wearing armor. They typically have dour, stern expressions on their faces, and a worthwhile weapon within arm's reach.

Personality: Despite their somewhat monstrous appearance, the Orc are a very honorable and proud people. They value strength, decisiveness, courage, and leadership. They are inclined towards a “might makes right” mentality, but it is tempered with practical prudence. Orc society is based upon combat and martial prowess. Ritual suicide is often preferred over living as a crippled warrior, and many Orc have helped a fellow warrior to die with honor. The Orc often view death as a celebration, as a passing from a hard life to an easy one. It is an Orc belief that a warrior who remains strong, courageous, and vigilant is rewarded with a tankard of endless ale, a harem of beautiful women, and a land all his own in the next world.

Society: Orcs have always been organized by clan, with each hailing from a specific area of the map. Clans are led by Krals, or chieftains, who are typically the strongest amidst a given tribe. The Orc respect their Krals, and only in times of peace may their authority be challenged. They are an honorable society with a strong code of morals, values, and traditions. They value strength, in all its forms, with idleness being their greatest of taboos.

Pre-War: Orcs have always been tied to the waters of Athia. They reside on the coasts, in the swamps, and throughout the wetlands. They use the water in their travels, building longships and following the coasts in search of new places to explore, hunt, and conquer. Orc villages extended across the map, and the further the Orc expanded, the more divided they became. They had always made

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the Reptilians their enemies, and had forged an alliance with their neighbors the Goblin to fend off one of the greatest of uprisings from the Kobolds and Lizardmen.

Today: The Great War was a defining moment for the Orcs. Initially, many within the Orc were swept up in Krullus' leadership. However, as time went on, many Orcs realized that Krullus' dream was not their dream. They fled to the mainland, many were hunted down and killed as their treasonous act caught Krullus' ear. They reached out to the kingdoms of men, tried to warn them that it was only a matter of time before Krullus made his way to their lands, and stood with them in the Five Kingdoms War to prove their dedication against their own kind. However, even with the war won, the Orcs found man's trust wanting. Before much of an effort could be made to rebuild those bridges, the Sickness was upon them. Clans had to bond together to fend off the threat of the undying. Some chose to stay in the lands of men to prove that they weren't the monsters that Krullus' brood was. Some simply choose to fend for themselves. Now the Orcs hope to regain their place in society. Some see Orcs as heroes or victims, where others see them as the reason the Great War started.

Racial Perks

Players may choose any two Racial Perks for their Orc character from the collection below:

Able-Bodied

You have a strength and power to you like the Orc of old. A Character with the Able-Bodied Perk has Advantage on any Exertion Check.

Aquatic

You are like a fish in water. A Character with the Aquatic Perk has Advantage on any Swimming Check.

Fearless

You are dauntless in the face of all. You suffer one less Round of Disadvantage as the result of determining your Reaction in combat.

Ironclad

The dangers of Athia are abundant, and you have always prepared for the worst. You gain Training in all armor types (Light, Medium and Heavy).

Marsh Master

The wetlands have always been your home. A Character with the Marsh Master Perk has Advantage on all Talent Checks when in a wetland environment.

Resolved

You are an exemplar of self-control and self-restraint. A Character with the Resolved Perk has Advantage on any Discipline Check.

Savage

You are a force to be reckoned with in combat. Characters with the Savage Perk may roll any one Damage roll at Advantage, once per Encounter.

Scale-Slayer

Taking down scaly creatures happens to be your specialty. You gain Advantage on any Hit Check and Damage roll versus any creature of the Reptilian family.

Scavenger

Providing for yourself is second nature. You are always able to scrounge up a single meal for yourself each day.

Traditional

You were born with an axe in your hand and a fighting spirit in your heart. You gain Proficiency with all Axes.

Unshakable

Fearless, stalwart, and intrepid, you make our people proud. A Character with the Unshakable Perk has their maximum Valor modifier raised to +4.

War-Cry

With an empowering roar you can stir your fellow combatants. For a single Round you can negate all Disadvantage for all allies within twenty feet (20') of you as the result of Reactions in combat.

ATHIA CLASSES

Unlike most professions, the career of a hero places one squarely on an otherwise uncharted path. However, each Hero begins their story having received some form of training. That training is divided into different classifications or Classes. One might have studied the arcane arts, bonded with a blade, or been driven to greater things by the direction of the divine. Though the Classes listed here might seem focused or specific, players are encouraged to first come up with a concept for their character, and then to attempt designing them with each Class to determine which best represents the idea they have in mind.

Each Character Class description listed below includes a breakdown of their progression through levels of experience. This breakdown begins with the Character starting at Level 1 and increasing to Level 10. The Advancement section provides information on how Character Level and experience is conducted. Each of the Character Classes includes the following information in their Level Progression Chart:

- **Abilities:** Characters begin with a total number of Abilities equal to the number listed in the Level Progression Chart. When Characters advance to each new Level they increase their number of Abilities by the number listed in the Level Progression Chart. Players may only choose Abilities for their Characters from the Abilities listed for their Class or from those listed in the General Abilities list. Any prerequisites required for an Ability are noted in *Italics*. These Prerequisites must be met before taking the desired Ability. Certain Abilities have higher, more powerful versions. These Abilities are noted numerically, increasing in power or capability with each subsequent number. Thus, an Ability such as Backstabber I can be followed with Backstabber II. Each previous version of the Ability must be taken before progressing onto the next numerically numbered Ability. Finally, each Ability is considered “always active” unless otherwise noted by the Ability’s description.
- **Attribute Bonuses:** At every even Level, Characters gain an Attribute Bonus to any one of their Attributes. This may be spent to improve one Attribute by one point (-1 becoming 0, 0 becoming +1, +1 becoming +2, etc.). Modifications to a Character’s Attribute due to an Attribute Bonus affect other Character statistics as if having had the new modifier since character creation. Any improvements to a Character’s Constitution affect all Health tiers and Stamina. Any improvements to a Character’s Instinct affect their Favor total. Any improvements to a Character’s Knowledge affect their total Mana, their total Aptitude points, and their total Talent Points.

- **Health:** A Character's Health is divided into four tiers (Fatigued, Battered, Injured, and Down). The total for the first three of these tiers is listed in the Level Progression Chart for each of the Classes. The Fatigued, Battered, and Injured tiers are each a combination of the Classes starting score for each, plus the Health bonuses from the Character's Race, plus the Character's Constitution modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level, they gain additional Health in each tier equal to the number listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired. See the Aspects section for further details on Health.
 - **Fatigued, Battered, & Injured:** These first three tiers of Health get their Scores from the Level Progression Chart of the Character's Class. Characters who have been Fatigued suffer no ill effects, Characters who have been Battered may only attempt an Action or a Maneuver, but not both, and Characters who have been Injured may only attempt an Action or a Maneuver (not both), and make all Checks at Disadvantage.
 - **Down:** A Character is either Down or not. As such there is no Score associated with the Down tier of a Character's Health. Player's simply note on their Character Sheets whether their Character is Down. Down Characters can only perform Free Actions.
- **Talent Points:** A Character begins the game with a number of Talent Points equal to those designated by the Class they choose for their Character. Characters also add their Knowledge modifier to their number of starting Talent Points. These points can be spent to either pick up new Talents at the Apprentice level, or to raise an existing Talent on through to Journeyman or Master Expertise. When Characters advance to each new level they gain additional Talent Points equal to the number listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired. See the Talents section for additional information on specific Talents, levels of expertise, and costs to improve Talents.
- **Favor:** Favor represents the Character's ability to enact Divine Interventions. Favor is the fuel for Divine magic. A Level 1 Acolyte's Favor is the total of the number listed in their Level Progression Chart, plus their Instincts modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level they gain additional Favor equal to the number listed in the Level Progression Chart for their Class, plus bonuses for any new Abilities they may have acquired. See the Magic section for specific rules on the use of Favor.

- **Mana:** Mana represents the Character's ability to control multiple magic Effects. Mana is what drives and empowers Arcane magic. A Level 1 Mage's Mana is the total of the number listed in the Level Progression Chart, plus their Strength modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level they gain additional Mana equal to the numbers listed in the Level Progression Chart for their Class, plus bonuses for any new Abilities they may have acquired. See the Magic section for specific rules on the use of Mana.
- **Aptitude Points:** Arcane Aptitude is used in many ways like a Talent. A Level 1 Mage's Aptitude is the total of the number listed in the Level Progression Chart, plus their Knowledge modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level they gain additional Aptitude equal to the numbers listed in the Level Progression Chart for their Class, plus bonuses for any new Abilities they may have acquired. See the Magic section for specific rules on Arcane Aptitude.
- **Stamina:** Stamina is the fuel for amazing acts in combat. At Level 1 a Character's Stamina is the total of the number listed in the Level Progression Chart, plus their Constitution modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level they gain additional Stamina equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Combat section for specific rules on the use of Stamina.
- **Bless:** Acolyte's have the inherent ability to Bless their companions. At Level 1 the number of Blesses the Acolyte can enact is the total of the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Acolytes advance to each new level they gain additional Blesses equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Acolyte Class description for specific rules on the use of Blesses.
- **Damage:** Warriors are brutal on the battlefield. At Level 1 a Warrior gains a bonus on every Damage roll equal to the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Warriors advance to each new level they gain additional Damage bonuses equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Warrior Class description for specific rules on Damage bonuses.

- **Hit:** A Rogue's cunning can make them deadly accurate in battle. At Level 1 a Rogue gains a bonus on every Hit Check equal to the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Rogues advance to each new level they gain additional Hit Check bonuses equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Rogue Class description for specific rules on Hit Check bonuses.
- **Focus:** Rogues are very adaptive, and as such they gain Favor, Mana & Aptitude, or Stamina as they advance in level. At Level 1 a Rogue determines his initial Focus, gaining training in two aspects: Favor, Mana & Aptitude, or Stamina. They can pick the same aspect twice, or two different aspects (i.e., a Rogue could train in Stamina twice, or in Favor once and Stamina once). This accumulated Favor, Mana & Aptitude, or Stamina equals the number listed under the Rogue Class description, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Rogues advance to each new even level (2nd, 4th, 6th, etc.) they gain an additional opportunity to Focus, and can again pick from any of the Favor, Mana & Aptitude, or Stamina options, plus adding any bonuses for any additional Abilities they may have acquired. See the Rogue Class description for specific rules on Rogue Training.
- **Arms & Armor Training:** Each Class has a selection of Armor and Arms Training associated with it. Each category of Armor or Arms listed in a Classes Training list can be used by members of that Class without penalty. See the Economics, Equipment, and Encumbrance section for further information.

ATHIA ACOLYTE

Through powers greater than themselves some find greater purpose. When the new gods made their presence known, they did so by channeling their powers through the faithful across Athia. With this display of awesome power, a new understanding of the gods came to light. Though no mortal would claim to know the will of the gods themselves, they have come to understand what the gods represent, and what faith in a god bestowed upon them. All Acolytes spread the lessons and faith of their gods; some through force, and yet most through example. Each Acolyte is unique, even those of the same faith. Every god has several aspects, and each temple, church, cult, or following has their own interest in a god. One group might worship Selene for insight, while others might worship her for her guardianship.

Acolytes serve as representatives of their faith and their gods throughout Athia. Their interests in politics, exploration, conquest, or world events is likely motivated by an interest in bringing glory to their faith, bringing worthwhile council to those involved, or in seeing that the balance of power between right and wrong does not swing too far in one direction or the other. As such, Players interested in playing Acolytes will need to choose a god their Acolyte shall represent. There are three gods Acolytes worship: Erebus, Ilios, and Selene. See the Divine section for further information.

Acolyte Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Favor	Stamina	Bless
1	2	0	5	4	2	10	8	3	1
2	+1	+1	+5	+4	+1	+3	+2	+1	0
3	+1	0	+5	+4	+1	+3	+2	+1	+1
4	+1	+1	+5	+4	+1	+3	+2	+1	0
5	+1	0	+5	+4	+1	+3	+2	+1	+1
6	+1	+1	+5	+4	+1	+3	+2	+1	0
7	+1	0	+5	+4	+1	+3	+2	+1	+1
8	+1	+1	+5	+4	+1	+3	+2	+1	0
9	+1	0	+5	+4	+1	+3	+2	+1	+1
10	+1	+1	+5	+4	+1	+3	+2	+1	0

Divine Magic: Acolytes possess the ability to enact Divine Interventions. Acolyte Characters begin by choosing two Influences that represent the magic bestowed on them by their god. Acolytes can only cast Intervention Effects from these two chosen Influences. Acolytes cannot change Influences as they advance, however

certain Abilities and other circumstances may allow access to additional Influences. An Acolyte’s Favor fuels the Divine Interventions they enact, and is replenished through either Prayer or Service to one’s god. See the Magic section for more information.

Regaining Favor: Devotees may regain Favor in one of two ways: Prayer or Service.

Prayer: Once per day an Acolyte may pray to regain Favor from their God. To do so the Acolyte determines how much Favor they would like to gain, then refers to the Regaining Favor Table to determine the Difficulty for a Faith Check. If successful, the Acolyte regains the amount of Favor noted. Non-Acolyte devotees gain one less Favor from their Prayers (to a minimum of 0).

Regaining Favor Table

Difficulty	Acolyte Favor Gain	Non-Acolyte Favor Gain
Easy (9)	1	0
Average (12)	2	1
Difficult (15)	3	2
Extreme (18)	4	3

Service: Through the course of their lives devotees are expected to serve their God, and as a result regain Favor. Below is a list of Services a devotee can perform to gain Favor from their God. All fractions are rounded up in favor of the devotee.

Service Table

Service	Favor Gained
Converting an individual (NPC)	½ max
Converting a community (NPC)	All
Creating a lasting monument (token)	2
Creating a lasting monument (standard)	½ max
Creating a lasting monument (grand)	All
Enacting a momentous Divine Intervention before someone new	1
Enacting a momentous Divine Intervention before a group of new people	2
Erebos: Midwinter rite	All
Erebos: Greet the night rite	1
Illos: Midsummer rite	All
Illos: Greet the dawn rite	1
Leading a group of 1-10 (NPC’s) in prayer/service/ritual/etc.	1
Leading a group of 11-50 (NPC’s) in prayer/service/ritual/etc.	½ lvl
Leading a group of 50+ (NPC’s) in prayer/service/ritual/etc.	Lvl
Sacrifice, Modest	Lvl
Sacrifice, Substantial	2x lvl

Service	Favor Gained
Sacrifice, Ruinous	All
Selene: Perilune rite	All
Selene: Greet the moon rite	1
Service to another (NPC)	Lvl
Service to a community	2x lvl
Vow: Pacifism, Poverty, or Silence	Special
Exemplar roleplaying	GM's choice

- **Converting:** To cause one to adopt your faith.
- **Monument:** Something erected as representative of your faith.
- **Momentous Divine Intervention:** An Intervention of great or far-reaching impact.
- **Sacrifice:** Any offering that is thereafter lost to the devotee.
- **Vows:** Take vow and gain a variable amount of Favor as determined by the Player. The Vow lasts a number of days equal to the amount of Favor gained. Breaking the Vow results in an immediate loss of all Favor, with no gains possible until the end of the original Vow.
- **Pacifism:** Will not act in a violent manner, and will always choose to distance themselves from violence.
- **Poverty:** Will give up all worldly possessions save for a means to clothe themselves modestly and/or to safeguard against the elements.
- **Silence:** Will not speak, nor enact Divine Interventions.

Bless: Acolytes can bestow a blessing to any willing recipient within their line of sight, other than themselves, a number of times per day as noted on the Acolyte Level Progression Chart. This blessing grants the recipient Advantage on their next Standard Check or Hit Check. Bless is a Free Action. Acolytes can grant one blessing at first level, and one additional blessing every two levels thereafter.

Holy Aura: Acolyte's Divine Interventions affect either Allies or Enemies surrounding the Acolyte. This area is known as the Acolyte's Holy Aura. An Acolyte's Holy Aura is equal to a 10' radius per level of the Acolyte, thus a 5th Level Acolyte would have a 50' radius Holy Aura.

Armor Training: Light Armor, Medium Armor, Shields

Arms Training: All Simple weapons

Acolyte Abilities: Players creating Acolyte characters may choose from either the Acolyte or General category in the Abilities section.

MAGE

Arcane power ebbs and flows throughout Athia, but only a select few can tap into it. Mages, Warlocks, Wizards, Enchanters, Sorcerers, Thaumaturges, or whatever name they may go by are those with the ability to manipulate the arcane power of the world. Mages seek to explore this dying art, and make no mistake, their art is dying. Where arcane magic once permeated the world, its influence has now dwindled to only a sparse few. Only those with a strong will, determination to persevere, and an insatiable curiosity dare to tap into powers beyond mortal comprehension. Arcane power is raw energy, dynamic and potent - not even the gods themselves can wield it. Potential Mages require a high level of commitment, often spending their entire lives, to master this magic. Whether they seek to destroy their enemies, unlock the secrets of the universe, or shape the very world, Mages are a force to be reckoned with.

Mages serve as advisors and counselors, mediums and oracles, or even show up on the battlefields to rain down fire upon their adversaries. Though they may not hold ambitions outside of their own arts and studies, some Mages wear multiple hats as guides, sages, enchanters, or even explorers seeking to uncover more truths about their hidden and obscure art.

Mage Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Mana	Aptitude
1	2	0	3	6	2	10	3	4
2	+1	+1	+3	+6	+1	+3	+1	+2
3	+1	0	+3	+6	+1	+3	0	+2
4	+1	+1	+3	+6	+1	+3	0	+2
5	+1	0	+3	+6	+1	+3	0	+2
6	+1	+1	+3	+6	+1	+3	+1	+2
7	+1	0	+3	+6	+1	+3	0	+2
8	+1	+1	+3	+6	+1	+3	0	+2
9	+1	0	+3	+6	+1	+3	0	+2
10	+1	+1	+3	+6	+1	+3	+1	+2

Arcane Magic: Mages possess the ability to cast Arcane Spells, powerful incantations with substantial magical effect. There are two primary components of Arcane Magic: Aptitude and Mana.

Aptitude: Aptitude is the measure of skill the Mage has within an Art. There are five Arcane Arts (Air, Cosmos, Earth, Fire, and Water), and a

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Mage will allocate their Aptitude points to one or each of these Art's Aptitude. A Mage's Aptitude is the total of the number listed in the Level Progression Chart, plus their Knowledge modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. The more points he has in an Art's Aptitude, the more likely he is to be able to successfully cast more and more powerful Spells using the Effects from that Art.

Mana: Mana reflects how many Arcane Effects the Mage can have active at any given moment. Spells with Multiple Effects, or powering Runework items are limited by the Mana a Mage possesses. A Mage's Mana is the total of the number listed in the Level Progression Chart, plus their Strength modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities (to a minimum of 1). The more Mana a Mage has, the more complex Spells or number of Runework items they can enact or possess.

As Mages advance in Level, their Aptitude and Mana increases as noted in the Mage Level Progression Chart.

Armor Training: None

Arms Training: Mages may choose any one weapon from the Common weapons list.

Mage Abilities: Players creating Mage characters may choose from either the Mage or General category in the Abilities section.

ROGUE

The term Rogue is a bit of a misnomer. It stems from a derogatory reference to an individual who hadn't exactly the skills to be a Warrior, the faith to be an Acolyte, or the aptitude to be a Mage. It is a term to describe those who choose to walk their own path, to not be confined by the paradigms of others, and to pursue the interests of their own hearts. Rogue, knave, tramp, vagabond, miscreant, inquisitor, outlaw, or scoundrel, these individuals know well that other's slanderous names for them are little more than a reflection of their own jealousy. Be they explorers or plunderers, bards or charlatans, monks or frauds, guardians or assassins, a Rogue's life is exclusively theirs. Rogues may be cunning, witty, charming, or steady. They are the proverbial "Jacks of all trades and masters of none."

Rogues serve in countless roles throughout Athia. They may be hunters, scouts, spies, bodyguards, entertainers, soothsayers, trainers, or any other number of positions. Each Rogue's interests are exclusively their own. This is not to say that Rogues don't find reward amidst company - simply that their independence and freedom often trump interests in working for others.

Rogue Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Hit Bonus	Focus
1	3	0	4	5	2	15	1	2
2	+1	+1	+4	+5	+1	+4	+1	+1
3	+1	0	+4	+5	+1	+4	+1	0
4	+1	+1	+4	+5	+1	+4	+1	+1
5	+1	0	+4	+5	+1	+4	+1	0
6	+1	+1	+4	+5	+1	+4	+1	+1
7	+1	0	+4	+5	+1	+4	+1	0
8	+1	+1	+4	+5	+1	+4	+1	+1
9	+1	0	+4	+5	+1	+4	+1	0
10	+1	+1	+4	+5	+1	+4	+1	+1

Hit Bonus: Rogues gain a bonus to their Hit Checks. Beginning at first Level a Rogue gains a bonus of +1 to all Hit Checks. That bonus increases by one (+1) each level.

Focus: Rogues have the unique option to select Focus throughout their advancement. This Focus includes additional Abilities, Arcane magic capability,

Divine magic capability, Talent specialties, or the use of Stamina. Beginning at first Level, the Rogue may select two Focuses from the following list:

Ability Focus: Selecting an Ability Focus allows the Player to select an additional Ability for their Rogue. This Ability may be taken from any Class Ability (Acolyte, Mage, or Warrior) as well as the typically available list of Rogue and General Abilities.

Arcane Focus: The first time this Focus is taken the Rogue gains one (+1) Arcane Aptitude and one (+1) Mana to expend towards any single Arcane Art. Each subsequent selection of this Focus adds one (+1) Arcane Aptitude to the Rogue's Arcane Aptitude Score. Note: The Rogue only gains access to one Arcane Art, regardless of how many times the Arcane Focus is taken. The first time this Focus is selected the Rogue gains a bonus to their Arcane Aptitude equal to their Knowledge Modifier, and a bonus to their Mana equal to their Strength Modifier. Lastly, a Rogue's Caster Level is considered 1 level less than their character level (to a minimum of 1).

Divine Focus: The Rogue gains two (+2) Favor, and has access to one Divine Influence. Note: The Rogue only gains access to one Divine Influence, regardless of how many times the Divine Focus is taken. The first time this Focus is selected the Rogue gains a bonus to their Favor equal to their Instincts Modifier (minimum of 0). A Rogue's Holy Aura is 5' radius per level as opposed to the normal 10' radius per level for an Acolyte. Additionally, a Rogue's Caster Level is considered 1 level less than their character level (to a minimum of 1). Finally, Rogues recover their Favor through Prayer just as any Character with Favor would (see Prayer for further information).

Talent Focus: Each time a Rogue takes the Talent Focus he has three (3) Talent Bonuses he can add to his character. Each bonus is applied to a single Talent, but any Talent can have more than one Bonus applied to it. Note: Any single Bonus can only be applied to any single Talent once. Talent Bonuses that can be applied to the character are as follows:

- **Ace:** Choose a Talent for this Bonus to be applied. Reduce any Disadvantage you suffer with this Talent by one. For example, an Injured Rogue (at Disadvantage) with this Bonus applied to their Exertion Talent would make their Check without Disadvantage. That same Rogue making an Exertion Check at Double Disadvantage would only suffer Disadvantage on their Check.
- **Certain:** A Rogue with this Bonus applied to a Talent can use that Talent under favorable conditions to improve their likelihood of

success. If they are not stressed or pressed for time, they can make their Talent Check at Advantage. If they have an hour or more to perform their Check, they can do so at Double Advantage.

- **Easy:** Checks from Talents with this Bonus applied are made at one Difficulty lower. For example, when asked to make an Average Difficulty Check from a Talent with this Bonus, make an Easy Difficulty Check instead. A Rogue with the Easy Bonus automatically succeeds on any Easy Difficulty Checks.
- **Golden:** When this Bonus is applied to a Talent, the Rogue may cancel any failure with this Talent as if it never happened. For example, if this Bonus is applied to the Athletics Talent, and the Rogue is attempting to jump a chasm, should they fail they can choose to have not made the attempt, rather than failing in mid-air. Although this ability does allow one to change their action following their failure, it does not allow for “second attempts”, thus you cannot use this Ability to attempt the same Check again.
- **Swift:** Applying this Bonus to a Talent allows the Rogue to make Talent Checks for the designated Talent as a Free Action. For example, a Rogue with this Bonus applied to their Recuperation Talent could roll to recover Stamina as a Free Action in the same Round that they are attacking an enemy.

For example, if a Rogue were to apply one of his Focuses as a Talent Focus, they could spend their three Bonus picks by adding Ace to their Notice Talent and both Easy and Golden to their Stealth Talent.

Stamina Focus: The Rogue gains two (+2) Stamina. Also, the first time this Focus is selected the Rogue gains a bonus to their Stamina equal to their Constitution Modifier (minimum of 0).

Rogues may select Multiple Focuses - choosing to select the Divine and Stamina focuses at first Level, for example - and can choose any Focus they like each time they are granted additional Focuses. At every odd Level thereafter, Rogues gain an additional Focus and may choose from any of the three Focus options.

Armor Training: Light Armor

Arms Training: All Common weapons.

Rogue Abilities: Players creating Rogue characters may choose from either the Rogue or General category in the Abilities section.

ATHIA WARRIOR

The call to arms never falls on deaf ears. Some pick up the sword in defense of their home, some to avenge an unforgivable wrong, some to lead others to victory, and others to conquer their enemies. Since time immemorial the path of the warrior has been followed. There has always been conflict, and there shall always be the threat of uprisings, hordes, evils, armies, and countless other enemies. Today, with the Red Orcs looking for revenge, the Reptilians biding their time, the remaining Sickened looming, and a host of other creatures lingering in the nearby shadows, there shall continue to be a need for warriors to rise and beat back the darkness. They say a warrior's path is unfulfilling, that only sorrow and death are waiting to greet him. Clearly those that say such things are not successful warriors.

A Warrior can take many forms: a soldier, guard, archer, gladiator, knight, duelist, or justicar. They may choose this path for noble or selfish interests. They may serve something greater than themselves or fight solely on their own. Whatever their preference, a warrior is a person of action, ready to test their mettle in the forge of battle. Should there be conflict, the warrior will be there.

Warrior Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Damage Bonus	Stamina
1	2	0	6	3	2	10	+2	5
2	+1	+1	+6	+3	+1	+3	+2	+4
3	+1	0	+6	+3	+1	+3	+2	+4
4	+1	+1	+6	+3	+1	+3	+2	+4
5	+1	0	+6	+3	+1	+3	+2	+4
6	+1	+1	+6	+3	+1	+3	+2	+4
7	+1	0	+6	+3	+1	+3	+2	+4
8	+1	+1	+6	+3	+1	+3	+2	+4
9	+1	0	+6	+3	+1	+3	+2	+4
10	+1	+1	+6	+3	+1	+3	+2	+4

Damage Bonus: Warriors gain a bonus to their Damage rolls. Beginning at first Level a Warrior gains a bonus of +2 to all Damage rolls. That bonus increases by two (+2) each level from then on.

Stamina: Stamina fuels the Warriors actions in combat. At first Level, Warriors begin with five (5) points of Stamina, plus their Constitution Modifier, plus any

bonuses from Abilities or Perks. With each subsequent level Warriors gain four (4) additional Stamina, plus any additional gains from Abilities.

Armor Training: Light Armor, Medium Armor, Heavy Armor, Shields

Arms Training: All Common weapons, All Martial weapons

Warrior Abilities: Players creating Warrior characters may choose from either the Warrior or General category in the Abilities section.

ABILITIES

Abilities are the lifeblood of heroes; they allow a hero to accomplish great things, to beat insurmountable odds, and to have options when others would be out of luck. Each Class has a selection of Abilities a Player may choose from when creating their character, but there is also a selection of Generic Abilities to choose from as well.

Characters begin with a total number of Abilities equal to the number listed in the Level Progression Chart for their Class. When Characters advance to each new Level they increase their number of Abilities by the number listed in their Class Level Progression Chart. Players may only choose Abilities for their Characters from the Abilities listed for their Class or from those listed in the General Abilities list.

Unless specifically noted within the Ability itself, Abilities may not be taken multiple times to gain multiple uses of the Ability or to increase any of its benefits.

Each Class has an ability table denoting which Abilities are specific to that Class, as well as a summary description of each of the Abilities. Following that there is a table listing each of the Generic Abilities. At the end of the section is a complete, alphabetical listing of all the Abilities and their full descriptions. Abilities noted with the ♦ symbol may be taken multiple times.

ATHIA ACOLYTE ABILITIES

Acolyte players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Acolyte Class are as follows:

Acolyte Abilities Table

Ability	Summary
Anoint	You can Bless an object, allowing its wielder to gain Advantage on their next Check with the item
Benevolent God	Gain one additional (+1) Bless, and gain a Bless each level
Bred For Battle	Choose an Ability from the Warrior's list of Abilities
Chosen Vessel I	Once per Day choose a target in sight to be the center of your Holy Aura
Chosen Vessel II	Once per Day choose a target anywhere to be the center of your Holy Aura
Child of the Moon	Your prayers can bring about divine boons from the moon
Child of the Night	Your prayers can bring about divine boons from the night
Child of the Sun	Your prayers can bring about divine boons from the sun
Child of the Triad	Your prayers can bring about divine boons from the Triad
Coalesce	You may combine Effects from any number of Influences you have access to
Create Relic	You can create Sacred Relics
Crusader	Spend Favor, up to your Level, to gain temporary Stamina
Curse	Your Blessings can put a target at Disadvantage on their next Check
Death Devotee	Your access to the Divine Influence of Death grants you special powers
Defender I	Effects to increase an ally's Defense are increased by one (+1)
Defender II	Effects to increase an ally's Defense are increased by two (+2)
Disciple of Erebos	Your Blessings may be used to add your Level to a Damage roll
Disciple of Ilios	Your Blessings may be used to make an Opponent roll their Hit Checks at Disadvantage
Disciple of Selene	Your Blessings may be used to grant Damage Reduction
Divination Devotee	Your access to the Divine Influence of Divination grants you special powers
Divine Grace	You may reroll a single failed Check once per day
Divine Miracle	You may summon your god for aid ♦
Divine Protection I	Give a number of your allies a +1 bonus to their Defense

Ability	Summary
Divine Protection II	Give a number of your allies a +2 bonus to their Defense
Ear Of The Gods	Enact one Intervention as a Free Action per Encounter
Exalt	Expend 2 Blessings to grant an automatic success an ally's next Check
Faith Abounding	Stay within ½ your level of your maximum Favor to gain special abilities
Greater God	Gain access to one additional Influence
Guarded by the Gods I	Take an Action to do 1 Damage to enemies within your Holy Aura
Guarded by the Gods II	Take an Action to do Damage equal to your Level to enemies within your Holy Aura
Hand of God	Avoid dying, once
Holy Emanation I	All first attacks done against the Acolyte are done at Disadvantage
Holy Emanation II	All Damage rolled against the Acolyte is done so at Disadvantage
Hospitaller	You roll any healing die at Advantage
Improved Holy Aura	Increase your Holy Aura by 50%
Indulgence	Your Critical successes can earn you successes down the road
Inspiration	Spend your Action to remove Disadvantage due to Fear
Life Devotee	Your access to the Divine Influence of Life grants you special powers
Martyr I	Take any single wound an ally fighting next to you suffers as your own
Martyr II	You take all wounds an ally fighting next to you suffers
Nature Devotee	Your access to the Divine Influence of Nature grants you special powers
Nature's Blessing	The animals of Athia see you as one of their own
Oathbinder	You can bind the oaths of others to the gods themselves
Pious	You gain one additional Favor with each successful Prayer
Protection Devotee	Your access to the Divine Influence of Protection grants you special powers
Rapture Devotee	Your access to the Divine Influence of Rapture grants you special powers
Relic Antiquarian	You can sense, convert, and syphon power from Sacred Relics
Reprisal	Add your Valor Score to your Hit and Damage results

Ability	Summary
Rouse	Spend an Action to negate the wound penalties of those within your Holy Aura
Selfish God	Use your Blessings on yourself
Sense Enemy	You can detect those within your Holy Aura seeking to do you harm
Sincere	You gain one Favor following any failed Prayer attempt
Smite I	Once per Encounter you may add your current Favor to your Hit and Damage
Smite II	Once per Encounter you may add your maximum Favor to your Hit and Damage
Soul Steal	Take the power from a departing soul to benefit yourself or others
Stalwart	You may spend your Stamina to improve upon your Faith Checks
Station	You can gain aid from your order
Thaumaturge	Create tinctures and potions imbued with Divine Effects
Venerable Spirit	Can't become Sick, have others reincarnated into your body, and may not even be seen by Sick
Vesting Faith	Your Blessings can bestow 2+Level points of Stamina

WAGE ABILITIES

Mage players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Mage Class are as follows:

Mage Abilities Table

Ability	Summary
Active Caster	Concentration Checks due to your own Actions are at Advantage
Amalgamate I	You can combine Effects from two Arts you choose
Amalgamate II	You can combine the Spell Effects from any Arts you know
Arcane Sensitive	Know when/what Arcane Magic is around you, and identify both Runework and Enchanted Items
Artificer	Enchanted and Runework items have twice as many uses in your hands
Augment Summoning	The creatures you summon are far more powerful than normal
Auto-Arcana	Choose one Spell to cast as a Free Action once per Encounter

Ability	Summary
Avatar of Air	You are a devotee to the Arcane powers of Air and have great powers
Avatar of Cosmos	You are a devotee to the Arcane powers of the Cosmos and have great powers
Avatar of Earth	You are a devotee to the Arcane powers of Earth and have great powers
Avatar of Fire	You are a devotee to the Arcane powers of Fire and have great powers
Avatar of Water	You are a devotee to the Arcane powers of Water and have great powers
Battle Mage I	A successful Hit Check gives you Advantage on your next Aptitude Check
Battle Mage II	A successful Hit Check gives you Advantage on your Aptitude Checks for the Encounter
Blood Magic	You can take damage to lower the Difficulty of your Spells
Combat Casting	Gain a +1 on your Concentration Checks in an encounter
Combat Conduit	You may spend Stamina on Arcane Aptitude Checks while in combat
Continuance I	Your Spell's Duration costs are one less (-1)
Continuance II	Your Spell's Duration costs are two less (-2)
Covert Magic	Your magic requires no words, no actions; your Effects may be unseen
Distill Resonance	Use Resonance Crystals to lower the Difficulty of an Aptitude Check
Dynamism	Your Aptitude Criticals have added bonuses
Eldritch Arcana	Gain powerful bonuses by tying up portions of your Mana
Enchanter	You can create Enchanted Items
Extension I	Your Spell's Range costs are one less (-1)
Extension II	Your Spell's Range costs are two less (-2)
Favorite Target	Against a creature Family, you gain Advantage on your Spell's Damage
Gather Energy	Lower the Difficulty of the Spell you are attempting to cast by concentrating
Glyphs	Set Arcane traps for your enemies to subject themselves to
Hasty Recharge	Recharge Runework at a rate of twenty minutes per Effect
Master of Air	All Air Spells have their casting Difficulty reduced by one (-1)
Master of Cosmos	All Cosmos Spells have their casting Difficulty reduced by one (-1)

Ability	Summary
Master of Earth	All Earth Spells have their casting Difficulty reduced by one (-1)
Master of Fire	All Fire Spells have their casting Difficulty reduced by one (-1)
Master of Water	All Water Spells have their casting Difficulty reduced by one (-1)
Memorized Spell	You have one Spell per positive Knowledge Modifier etched in your Memory
Multitasker	You have one additional point (+1) of Mana ♦
Mystic Leverage I	Tie-up Mana to gain Advantage on a roll, get Critical Successes on Checks to regain it
Mystic Leverage II	Regain your invested Mana by getting a Worthwhile Rest
Personal Immunity	You can choose to be immune to your own magic
Powerful Magic	Your magic ignores any Damage Reduction and Arcane immunities of its Target
Precision Magic I	Your Spell's Targets costs are one less (-1)
Precision Magic II	Your Spell's Targets costs are two less (-2)
Protégé	Your maximum Spell Difficulty is equal to 20 + twice (x2) your highest Aptitude Score
Ravage I	Add your Level to your Spell's Damage
Ravage II	Roll any Spell's Damage at Advantage
Recalibrate Spell I	Change an aspect of your Spell without making it Spontaneous
Recalibrate Spell II	Change any aspect of your Spell without making it Spontaneous
Repeat Spell I	A successful Casting of a Spell makes it less Difficult to attempt next Round
Repeat Spell II	Each successive attempt at casting a Spell makes it less Difficult to cast
Rune Release	You can get back your invested Mana in your Runework without activating it
Runemaster I	All efforts to imbue your Runework have their Difficulties reduced by one (-1)
Runemaster II	All efforts to imbue your Runework have their Difficulties reduced by two (-2)
Shorthand	Your Spells only take up three pages in your Grimoire
Spell Mastery	Pick a Spell in your Grimoire and cast it with its Difficulty reduced by one (-1) ♦

Ability	Summary
Spread Spell I	Your Spell's Area costs are one less (-1)
Spread Spell II	Your Spell's Area costs are two less (-2)
Steady Runework	Your Runework succeeds on any Easy or Average Concentration Check
Wild Mage I	Your Spontaneous Magic costs are reduced by one (-1)
Wild Mage II	Your Spontaneous Magic costs are reduced by two (-2)

ROGUE ABILITIES

Rogue players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Rogue Class are as follows:

Rogue Abilities Table

Ability	Summary
Accurate I	Each Stamina Point you spend to increase your Hit Check increases your result by +2
Accurate II	Stamina costs for Advantage on Hit Checks, rerolls, and auto-successes is cheaper
Ambusher	Take two Actions when you surprise your enemies instead of one
Arcane Mark	You can use your Mana to mark a Target and know where they are
Assassin I	Your successful Critical hits do +40 Damage
Assassin II	Your successful Critical hits kill Targets
Backstabber I	You do maximum Damage against any surprised or unsuspecting Target
Backstabber II	You do double Damage against any surprised or unsuspecting Target
Bladesman I	Hits from your blades cause your Target to Bleed 1 Health per Round, and stacks
Bladesman II	The Bleeding State you bestow increases based upon your Level
Block	As a Maneuver you can gain Damage Reduction equal to one-half your level
Bonecrusher	Your Critical Hits grant Disadvantage to your opponents
Calculated Exposure I	Your base Defense is increased by two (+2) when out of armor

Ability	Summary
Calculated Exposure II	Your base Defense is now increased by four (+4) when out of armor
Cheat Death	Once per Encounter you can rescind your death
Controlled Fall I	You take half Damage from any fall
Controlled Fall II	You take no Damage from any fall if you are near a means to slow yourself
Dangerous	Critical Hits automatically do maximum Damage
Divine Luck	Spend one Favor to reroll any one die
Dodge I	Gain a Defense bonus of one (+1) against any Target
Dodge II	As Dodge, but your Defense bonus increases to (+2)
Embolden I	Once per Encounter you grant a Hit bonus to an ally equal to your Level (round up)
Embolden II	Your Embolden bonus is now granted to all allies in earshot
Enemy Observance	Know the Health, Special Abilities, and capabilities of your enemies
Evade Arcane	Once per Encounter you can avoid a single Arcane Effect
Focused Fighting	The longer you battle an opponent the lower their Defense becomes
Force Strike I	You can unleash your inner power as a ranged attack doing your base Strength Damage
Force Strike II	Your inner power strike now does your base Strength Damage + Level
Fortuitous I	You may reroll all natural 1's
Fortuitous II	Your natural 1's on any Check are also considered Critical Successes
Hamstring	You can attempt to weaken your foe to reduce their Defense by half your level
Hard Target I	Once per Encounter, as a Free Action, avoid any one Attack made against you in a Round
Hard Target II	As a Maneuver Action, you can make the second Attack made against you in a Round miss
Harrier I	You gain Double Advantage in a Surprise Round, and Advantage the Round after
Harrier II	You gain Double Advantage in a Surprise Round, and Advantage every Round after
Inspire Success	Once per day, inspire a nearby ally to grant them Advantage on their next Talent Check
Jack of All Trades	You can make any Untrained Talent Check without suffering Disadvantage

Ability	Summary
Knockout Artist	You are two Levels higher when spending Stamina to knock a target Unconscious
Learn From Mistakes	Once per Day you may make a second attempt immediately following any Failed Check
My Weapon	Stamina costs are reduced by one (-1) when using your chosen weapon
Obscure Knowledge	Make a Knowledge Check to recall a worthwhile piece of information
Performer	Your song, music, or acts improve the reactions of others
Poison Master	Your Poisons do twice their Damage a round to Targets
Practiced Failures	You can forgo any failed Check
Purposeful	You can select an additional Rogue Focus
Precise I	If your Hit Checks succeed by 5 or more, you do maximum Damage
Precise II	If your Hit Checks succeed by 5 or more, you gain Advantage on your next Hit Check against the same Target
Pugilist I	Your body is a weapon doing +1d4 Damage
Pugilist II	Your unarmed strikes now do +1d6 Damage
Quick Healer	You heal twice as fast as normal, and healing magic works well on you
Ready And Waiting	You may perform any Single Action as a Free Action once per Day
Redirection I	When successfully attacked, do your Level in Damage to your opponent
Redirection II	When successfully attacked, do either your Level or half the incoming Damage to your opponent
Sharpshooter I	Hit Checks against stationary Targets is at Advantage
Sharpshooter II	You automatically Hit any object
Steady Aim I	You no longer suffer Disadvantage when firing at a Target engaged in melee
Steady Aim II	Each Round you aim increases your Critical range by 2
Stunning Strike	Once per Encounter a successful Hit on a Target bestows the Stunned State
Tumbler	Make an Athletics Check to gain Advantage on your Hit Check
Willful Focus	You can spend Stamina to increase the results of a Talent Check

ATHIA WARRIOR ABILITIES

Warrior players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Warrior Class are as follows:

Warrior Abilities Table

Ability	Summary
Armor Adept	Your armor's Defense Value is increased by one (+1)
Back-Strike	Use a Wieldy weapon to make an additional attack once per Encounter
Blades Of Death	A weapon with the Returns Designation returns even when you hit
Blind Fighting	You no longer suffer Disadvantage while fighting in darkness
Born In Armor	Your Stamina penalties for wearing armor are reduced to 0
Brutal I	You add an additional point of Damage to all Damage rolls per Level
Brutal II	Your weapon gains additional abilities based upon Size
Calculated Attack	Once per Encounter your Stamina costs to improve Damage are halved
Chosen Enemy I	Gain a Hit bonus of one (+1) against a creature Family
Chosen Enemy II	Gain Advantage on any Hit Checks against your chosen enemy Family
Combat Facing	A maximum of two opponents may engage you at once
Combat Prowess	Your number of Rounds of Disadvantage from your Reaction are limited to 1
Conditioned	Gain additional Stamina on any Recovery Talent Check, succeed or fail
Counter Strike I	When an opponent misses you on a Hit Check they take 1 Damage
Counter Strike II	When an opponent misses you on a Hit Check they take Damage equal to your level
Crowning Blow	A target you have attacked with Health equal or less than your Level is immediately slain
Deathblow	Hit Check Critical successes may instantly kill your opponents
Defensive Mobility	When Unarmored add both your DEX and CON Modifier to your Defense
Deflect Incoming	Using your weapon or shield you cause one incoming ranged attack to miss
Devastating Critical I	You do additional Damage equal to your current Stamina

Ability	Summary
Devastating Critical II	You do additional Damage equal to twice your current Stamina
Favorite Weapon I	Gain a bonus of one (+1) on Hit Checks with your chosen weapon
Favorite Weapon II	Gain a bonus of two (+2) on Hit Checks with your chosen weapon
Favorite Weapon III	Gain a bonus of three (+3) on Hit Checks with your chosen weapon
Fend Off	+1 Defense when using a weapon with the Lengthy Designation
Fleet	Increase your Base Move by +10' per turn
Guardsmanship I	Cause Disadvantage to a foe's incoming attacks against an ally near you
Guardsmanship II	All incoming attacks against your ally are at Disadvantage
Helmsman	You are immune to the Unconscious State and can headbutt opponents to stun them
Here and Gone	You may move both before and after a mounted attack
Hold the Line I	Increase your Defense by +1 if you don't move
Hold the Line II	Your Defense bonus increases to +3 if you don't move
Improved Critical I	You score a Critical Hit on a 19 and 20
Improved Critical II	You score a Critical Hit on an 18, 19, or 20
Long Draw	Fire arrows at long range without suffering Disadvantage
Maniacal	Gain Stamina the further you are injured
Marksman	Each round you aim you gain a bonus of one (+1) to your next Hit Check
Mounted Archer	You suffer no penalties for making ranged attacks from the back of a mount
Mounted Assault	You do double (x2) Damage from your mount
Mounted Combatant	A Taming Talent Check negates successful attacks against your mount
Opportunist	Your Improvised weapons do full Damage as well as benefitting from other weapon Abilities
Pelter	Throw Hurled weapons further and at Advantage when close
Quick Draw	You can draw and ready a weapon as a Free Action, as well as act in a Surprise round
Roar	Gain Advantage for a Round by screaming at your foes
Ruthless I	Subsequent Hits on a Target do additional Damage equal to ½ your Level

Ability	Summary
Ruthless II	Subsequent Hits on a Target do additional Damage equal to your Level
Sacrifice	Trade in points of your Defense for additional Stamina
Shield Fighter	Your shield does +1d6 Damage and is considered a Light weapon in your off-hand
Shield Mastery	Your shield offers your Level +2 Damage Reduction
Slam	Bestow the Stunned State to all within a 10' radius, once per Encounter
Swift Reload	You can substitute a maneuver for an Action when reloading a crossbow
Taunt	Force an enemy to target you exclusively, once per Encounter
Thick Skull	You are immune to being Stunned or knocked Unconscious
Thrill of Victory I	Regain Stamina equal to one-half your Level every time you kill an enemy
Thrill of Victory II	Gain Stamina equal to your Level every time you kill an enemy
Trample	You and your mount do damage to your opponents
Utilitarian	Weapons with the Lengthy Designation also have the Wieldy Designation
Vital Targeting	Add your Knowledge modifier to Damage when hitting creatures with vital organs
Weapon Master I	Reroll 1's on all Damage with a particular weapon type
Weapon Master II	Reroll 1's and 2's on all Damage with a particular weapon type

GENERAL ABILITIES

General Abilities are available to all Character types. The following is a list of the General Abilities:

General Abilities Table

Ability	Summary
Arcane Conduit	Gain one (+1) additional Mana
Arcane Prowess	Gain two (+2) additional Arcane Aptitude
Battle Tested	Gain one (+1) additional Daring
Blessed I	You can enact Divine Interventions, have 2 Favor, and choose one Effect
Blessed II	You have access to your full Influence, and have 4 Favor
Blessed III	You have access to two Influences and have 6 Favor
Cantrips	You can cast minor, simple magic at will

Ability	Summary
Charmed	You never roll any Check at a penalty greater than Disadvantage
Companion I	You have a Challenge Level 1 companion
Companion II	You have a companion with a Challenge Level of half your Level
Companion III	You have a companion with a Challenge Level equal to your Level
Common Weapon Training	You are now considered trained in all Common weapons
Connections	You seem to know just who to ask to get what you need
Cross-Trained	You may choose any Ability from any Classes list of Abilities
Disease Resistant	You are far more likely to overcome disease
Dual Identity	You have two completely different identities and lives to bounce back and forth between
Eidetic Memory	You recall everything you have experienced in life
Fated	Bank three Checks to be used anytime you like
Fortunate	Automatically succeed at one Check
Full Defense	As an Action, increase your Defense by +4
Gallant	You gain a +1 to your Valor Attribute
Graced	Gain two (+2) additional Favor
Grandmaster	You can obtain a Grandmaster Expertise (+9) for one of your Master Talents
Hardened	You gain a +1 to your Constitution Attribute
Heavy Armor Training	You are considered trained in Heavy Armor
Heirloom	You may choose any single piece of equipment, Runework, or Minor/Minute Magic Item
High Tolerance	Suffer no adverse effects from the Inebriated State
Intuitive Aim	Substitute your Instincts for Dexterity on Hit Checks with a Ranged weapon
Light Armor Training	You are considered trained in Light Armor
Light-Footed	You do not set off Traps when you pass over them.
Martial Weapon Training	You are now considered trained in all Martial weapons
Medium Armor Training	You are considered trained in Medium Armor
Merciless	Do an additional 1D20 with your Critical Hits
Mercurial	You gain a +1 to your Dexterity Attribute

Ability	Summary
Mighty	You gain a +1 to your Strength Attribute
Mystical I	You can cast Arcane Spells, have 1 Mana, 1 Aptitude, & choose one Effect
Mystical II	You have access to your entire Art, and gain an additional Aptitude
Mystical III	You have access to two Arts, and gain an additional Aptitude
Packmule	You can carry twice your normal amount of loot
Poison Resistant	Poisons are far less effective against you
Predisposed	You gain a +1 to your Instinct Attribute
Prey Upon Weakness	Add your Knowledge Modifier to Damage for one Creature Family
Purebred	Take one additional Racial Perk
Qualified	Gain training in any one single weapon
Reduced Sleep	You only need four (4) hours for a Worthwhile Rest
Renowned	Gain recognition and assistance from others as well as additional money
Robust	Gain one (+1) additional Stamina per Level
Runecrafter	You may create Runework to imbue your magic into various items
Shield Training	You are considered trained with shields
Shield Guard I	As an Action cancel one attack made against you in a Round
Shield Guard II	Your Defensive Stamina Modifier costs are lessened
Skilled	Gain four (4) additional Talent Points ♦
Specialty Weapon Training	You are now considered trained in all Specialty weapons
Sure-Footed	You cannot be knocked off your feet
Tireless	Gain one (+1) additional Fatigued point per Level
Tough	Gain one (+1) additional Battered point per Level
Unbreakable	Gain one (+1) additional Injured point per Level
Unremarkable	You are often overlooked and rarely remembered
Untouchable	Gain +1 Defense
Wizened	You gain a +1 to your Knowledge Attribute

ABILITY DESCRIPTIONS

Each Ability is broken down by the following format:

Name

Prerequisite (Any requirements for the Ability are listed here and must be met by the character to obtain that Ability. They may include a necessary Class and/or requisite Abilities.)

Description of the Ability

Below is a complete list of all Abilities, in alphabetical order:

Accurate I

Rogue

Each Stamina you spend to increase your Hit Check increases your result by two (+2) instead of the usual one (+1).

Accurate II

Rogue, Accurate I

The Stamina cost to roll a Hit Check at Advantage, or to reroll a missed Hit Check costs you two (2) Stamina. Additionally, the Stamina cost to automatically score a successful Hit on a Target is only five (5) Stamina.

Active Caster

Mage

You are accustomed to being very active during your casting of Arcane magic. Any Concentration Checks you need to make due to your own Actions are done so at Advantage. Note: You do not gain that Advantage when the actions of others cause you to make a Concentration Check (such as when you are struck in combat).

Amalgamate I

Mage

No Art is meant to be static, and you have the skills to combine Arcane powers to great effect. Choose two Arcane Arts. You can cast Spells that combine Spell Effects from these two Arts.

Amalgamate II

Mage, Amalgamate I

As Amalgamate I, but you now can cast Spells that combine the Spell Effects from any Arts you know.

Ambusher

Rogue

As a guerrilla fighter you know the sorts of places your enemies may hide. You may take two Actions in any Round in which you have Surprised your enemies

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(instead of the usual one Action). Any Checks stemming from these two Actions are made at Advantage, as per the Surprise rules described in the Combat section.

Anoint

Acolyte

Your Blessings are not confined to the living. With this Ability the Acolyte may bestow their Bless upon an object, allowing its wielder to gain Advantage on their next Check with the item. This Ability could be used on a weapon to grant Advantage on its next Hit check, or on a healer's kit to grant Advantage on the user's next Hermetics Check.

Arcane Conduit

General

You have a great knack for tapping into the Arcane aether. You gain one (+1) additional Mana. Note: This Ability does not grant any benefits to one's Arcane Aptitude.

Arcane Mark

Rogue

You've discovered a cunning use for your Mana. By investing one (1) point of your available Mana you can place an Arcane Mark upon a Target. This mark must be created by touching your Target, but once done you always have a sense of the Target's direction and distance from you. You can remove this Arcane Mark at any time, as a Free Action, and return that invested Mana to your pool.

Arcane Prowess

General

Your understanding of Arcane magic is better than most. You gain two (+2) additional Arcane Aptitude.

Note: This Ability does not grant any benefit to a Character's Mana.

Arcane Sensitive

Mage

You've always had a knack for sensing Arcane powers. You automatically (no roll necessary) know when you are in the presence of Arcane Magic, and who the intended Targets/Area of another Arcane Caster's Spell are/is. You also make your Scholar Checks at Advantage to determine how to activate a Runework item (see Runework in the Magic section for further details). Additionally, you automatically know the Art any Caster is using when casting Arcane magic. Finally, you can instantly identify Enchanted Items just by touching them.

Armor Adept

Warrior

You know how to get the most out of your armor. Your armor's Defense Value is increased by one (+1).

Artificer

Mage

Items of Arcane magic are longer lived in your possession. The number of uses an Enchanted Item or a Runework item has is doubled while in your hands. Note: This Ability does not double the number of uses the Enchanted Item or piece of Runework may have, rather that the Mage effectively only uses half a use per activation of the item.

Assassin I

Rogue

Your most precise strikes are your most deadly. Your successful Critical Hit does +40 Damage rather than the normal +20 Damage.

Assassin II

Rogue, Assassin I

When you score a Critical Hit on a surprised or otherwise unsuspecting Target, you kill them instantly. Targets with Health Tiers are reduced to the Downed Tier.

Augment Summoning

Mage

You summon exceptionally powerful creatures. Any creature summoned by you is effectively one Challenge Level greater (+1).

Auto-Arcana

Mage

You have made one of your Spells nearly second nature. Choose one Spell in your Grimoire. You may attempt to cast this Spell as a Free Action once per Encounter.

Avatar Of Air

Mage

As an exemplar of the Arcane powers of Air you have been empowered with the following capabilities:

- You can move at your normal rate of speed hovering just inches over the ground. This does not preclude you from falling, nor taking damage from a fall, but does mean you can traverse uneven ground (water, lava, etc.) simply by gliding over it.
- You gain a bonus to your Defense of +1 versus any ranged missile attack (arrows, bolts, spears, sing stones, etc.).
- You are impervious to the winds or magically created wind attacks.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a Character.

Avatar Of Cosmos*Mage*

As an exemplar of the Arcane powers of the Cosmos you have been empowered with the following capabilities:

- With a connection to an incredible Arcane power you no longer find yourself needing to sleep.
- By meditating you can connect your physical self with the infinity of the universe, allowing you to better recover from wounds faster. Once per day you may heal two points (2) of Injuries with four hours of meditation.
- You can make a cosmic connection to one of your material items, allowing them to slip through space and time. Only one connection may exist at a time, but once it is made you can summon that item to you at any time, instantly, as a Free Action.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Avatar Of Earth*Mage*

As an exemplar of the Arcane powers of Earth you have been empowered with the following capabilities:

- Like the ageless rock of the land you no longer age yourself. You are not immortal, just no longer able to age.
- You gain a bonus to your Defense of +1 versus any melee attack (weapons, fists, etc.).
- So long as your feet are on land you are impervious to being moved or given the Prone State (see States for further information).

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Avatar Of Fire*Mage*

As an exemplar of the Arcane powers of Fire you have been empowered with the following capabilities:

- You can see the heat in all things, and as such gain a sort of thermal vision that can allow you to see heat signatures at any time of day. You therefore no longer suffer Disadvantage in the dark when confronting a creature who generates their own body heat.
- You gain a bonus to any Hit check of +1.
- You are impervious to any extremes of heat or cold.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Avatar of Water

Mage

As an exemplar of the Arcane powers of Water you have been empowered with the following capabilities:

- You can move at your normal Speed through water, and are unaffected by currents, pressure, or other aspects of water. Water no longer obstructs your vision, and you can see clearly underwater, penetrate the thickest of fogs, or pierce the driving rain.
- You no longer suffer from hunger or thirst, sated by the endless Arcane powers of water’s life.
- You can breathe water, and remain indefinitely underwater.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Back-Strike

Warrior

You are very opportunistic when fighting with a balanced weapon. When using a weapon with the Wieldy Designation you can make one additional attack as a Free Action once per Encounter. This Attack has a weapon Damage of +1d6.

Backstabber I

Rogue

You take advantage of your unsuspecting foes. You do maximum Damage (no need to roll Damage) against any surprised or unsuspecting Target.

Backstabber II

Rogue, Backstabber I

As Backstabber I, but not only do you do maximum Damage against any surprised or unsuspecting Target, but you do double your total Damage against the Target.

Battle Mage

Mage

Your magic thrives in battle. If you are successful with a Hit Check in combat you gain Advantage on your next Aptitude Check for the following Round.

Battle Mage II

Mage, Battle Mage I

As Battle Mage I but you now gain Advantage on all Aptitude Checks for the remainder of the Encounter.

Battle Tested

General

You have faced death on more occasions than you can count. You gain one (+1) additional Daring.

Beneficent God*Acolyte*

Your god is always there to assist those around you. You begin the game with one additional (+1) Bless (for a total of 2), and gain an additional Bless every level (rather than every other).

Blades Of Death*Warrior*

Your ability to hurl the glaive at great speeds allows it to slice completely through your enemies. Any weapon with the Returns Designation returns to you even if it hits a Target.

Bladesman I*Rogue*

A blade in your hand brings grievous wounds to your enemies. Any successful Hit you land with a bladed weapon bestows Bleed: 1 to your Target (the Bleed State is furthered described in the Combat section). This effect will stack with each subsequent hit on any Target you have previously hit. For example, a second hit on an already hit Target would have its Bleeding State elevated to Bleed: 2

Bladesman Bleed Table

Level	Bleed Damage
1-4	2
5-7	3
8-10	4

Bladesman II*Rogue, Bladesman I*

As Bladesman I, but rather than doing 1 point of Bleeding to the Target the degree of the Bleeding State bestowed is based upon the Level of the Character possessing this Ability as shown in the Bladesman Bleed Table. This effect will stack with each subsequent hit on any Target you have previously hit. Therefore, a 5th Level Character would bestow Bleed: 3 on a successful Hit against a Target. If that same Target is hit again, their Bleeding State would increase to Bleed: 6.

Blessed I*General, Non-Acolyte*

You possess the ability to enact Divine Interventions. You gain two (2) Favor plus any Instincts Modifier you may possess. You may pick any Divine Intervention Effect from any Divine Influence. You are limited in enacting only that one Divine Intervention Effect.

Blessed II*General, Blessed I*

As Blessed I, but you now have access to the entire Divine Influence your previously chosen Effect was from. You also gain an additional two (+2) Favor.

Blessed III

General, Blessed II

As Blessed II, but you now have access to two (2) Divine Influences. You also gain an additional two (+2) Favor.

Blind Fighting

Warrior

You have trained without your sense of sight. You no longer suffer Disadvantage while fighting in darkness, or with your vision impaired.

Block

Rogue

You have the skill to use your weapon against incoming attacks. As a Maneuver you can block an incoming attack, offering you Damage Reduction equal to one-half your Level (Round up).

Blood Magic

Mage

By giving up a portion of your own health and welfare you can make casting Spells easier. For each 5 points of Damage you take you can lower the Difficulty of the Spell you are attempting to Cast by one point (-1), to a maximum of three points (-3).

Bonecrusher

Rogue

Your Critical Hits fracture or break the bones of your enemies. A successful Critical Hit results in your Target having more difficulty pushing their attack. Your Target suffers Disadvantage on any further Hit Checks unless healed. When used against an opponent with health tiers, in addition to whatever Damage you bestow upon them with the success of your Critical Hit, you also do a point of Damage directly to their Injured Tier.

Born in Armor

Warrior

You are rarely without your armor. Your Stamina penalties for wearing armor are reduced to zero (0).

Bred For Battle

Acolyte

Selecting this Ability allows you to immediately select an Ability from the Warrior's list of Abilities. For example, selecting the Bred For Battle Ability and choosing the Warrior's Born In Armor Ability would give you the Ability: Bred for Battle: Born in Armor as a single Ability choice.

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Brutal I

Warrior

You are a vicious opponent. You add your Level to all Damage rolls made. Note: This bonus is applied in addition to a Warrior's normal Damage bonus for his Class and is not applied to Arcane or Divine Damage.

Brutal II

Warrior, Brutal I

In your hands, weapons are far deadlier. You gain additional abilities depending on the Size of the weapon you are using. See the Brutal II Table for details.

Brutal II Table

Weapon Size	Brutal II Advantage
Light	Gain one additional attack with your Light weapon per Round
Medium	Your weapon does +3d6 Damage instead of the usual +1d6
Heavy	Your Targets must make an Easy (9) Endurance Check or be knocked Prone with each attack.

Calculated Attack

Warrior

You are adept at making your attacks count. Once per Encounter your Stamina costs to improve Damage are halved (round up).

Calculated Exposure I

Rogue

Choosing to forgo cumbersome armor, you remain light on your feet and are better able to avoid incoming attacks. Your Defense is increased by two (+2) when you are out of armor.

Calculated Exposure II

Rogue, Calculated Exposure I

As Calculated Exposure I, but rather than your Defense being increased by two (+2), your Defense is increased by four (+4) when you are out of armor.

Cantrips

General

You can cast minor magic without making an Aptitude Check. These Cantrips must be minor, harmless spells that would not otherwise be covered by any Effect listed in the Arcane Spell Effects of Arcane Magic. Examples might include: creating a tiny amount of an element (a stone, a small flame, a slight breeze, etc.); knowing which way is north; or magically writing in a book.

Charmed

General

You never roll any Check at a penalty greater than Disadvantage. For example, if your Character finds themselves under a Double or Triple Disadvantage penalty, you simply roll your Check at Disadvantage.

Cheat Death

Rogue

When your character dies this Ability comes into action. You are immediately returned to Down, still vulnerable to death, but avoid the loss of your Character. This Ability may be used once per Encounter.

Chosen Enemy I

Warrior

You have always had to deal with a great enemy. Choose a creature Family; you gain a Hit bonus of one (+1) against any creature of that Family.

Chosen Enemy II

Warrior, Chosen Enemy I

As Chosen Enemy I, but rather than the +1 Hit bonus you now gain Advantage on any Hit Checks against your chosen enemy Family.

Chosen Vessel I

Acolyte

You can use others as your divine conduit to enact Interventions. Once per Day choose any target in your line of sight to be the center of your Holy Aura.

Chosen Vessel II

Acolyte, Chosen Vessel I

As Chosen Vessel I, but your Chosen Vessel may be any individual you know. Note: It is up to the GM as to whether an individual is considered known to the Acolyte.

Child of the Moon

Acolyte

Your connection to the Divine is as much to the Moon as to Selene herself. With proper prayer and veneration, Lady Moon can bestow her boons upon the Acolyte:

- **Admonition:** With but an hour of prayer the Acolyte becomes aware of anyone seeking to do them harm while they rest. This watch lasts throughout the Acolyte's rest and will stir them from slumber should they be asleep.
- **Inner Peace:** Four hours of meditative prayer bestows a worthwhile Rest upon the Acolyte.

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- **Quiet:** For every hour of prayer the Acolyte gains four hours of absolute silence. Nothing the Acolyte does makes a sound unless they choose to make a sound.

Note: Only one “Child of...” Ability may be taken at a time.

Child of the Night

Acolyte

Your connection to the Divine is as much to the Night as to Erebus himself. With proper prayer and veneration, the High Night can bestow his boons upon the Acolyte:

- **Adumbration:** For every hour of prayer the Acolyte gains four hours of shadowed obscurity. The Acolyte appears as if engulfed in wispy shadows and is considered in hiding unless they make noise or otherwise make their presence known. All Stealth Talent Checks to hide are made at Advantage.
- **Spiritglow:** For every hour of prayer the Acolyte gains four hours to see the spirits of Athia. This ability does not allow the Acolyte to see in the dark per se, but rather allows them to see the glow of spirits surrounding them. This allows them to see their surroundings because of the ambient glow of spirits in the area.
- **Omen:** Following an hour of prayer to the High Night, the Acolyte can peer up into the stars above to see omens of events, people, or places as determined by the GM.

Note: Only one “Child of...” Ability may be taken at a time.

Child of the Sun

Acolyte

Your connection to the Divine is as much to the Sun as to Illios himself. With proper prayer and veneration, Lord Sun can bestow his boons upon the Acolyte:

- **Beacon:** While the Acolyte prays, a ray of light can be cast forth as bright as the sun. The intended target of the Beacon is basked in light as grand as the size of the Acolyte’s Holy Aura, as far off as the light of the sun may reach.
- **Clement:** With an hour of prayer the Acolyte can cause the immediate area of his Holy Aura to become mild and pleasant. Snow will melt, dampness will evaporate, winds will calm, and heat waves will cool - but only in the area where the prayer was conducted. This Clemency lasts until the Acolyte steps out of the Clement area.
- **Purify:** With dedicated and uninterrupted eight hours of prayer, the Acolyte can purge impurities from their system. When the Acolyte begins their prayer, the effects of toxins, poisons, and disease immediately cease. Should they complete their prayer undisturbed, any toxins, poisons, or disease within their system is immediately

cleansed. Otherwise, if interrupted or disturbed, the effects of the toxins, poisons, or disease continue from that point forward.

Note: Only one “Child of...” Ability may be taken at a time.

Child of the Triad

Acolyte

Your connection to the Divine is a connection to each of the gods. With proper prayer and veneration, the Triad can bestow their boons upon the Acolyte:

- **Beacon:** While the Acolyte prays, a ray of light can be cast forth as bright as the sun. The intended target of the Beacon is basked in light as grand as the size of the Acolyte’s Holy Aura, as far off as the light of the sun may reach.
- **Inner Peace:** Four hours of meditative prayer bestows a worthwhile Rest upon the Acolyte.
- **Spiritglow:** For every hour of prayer the Acolyte gains four hours to see the spirits of Athia. This ability does not allow the Acolyte to see in the dark per se, but rather allows them to see the glow of spirits surrounding them. This allows them to see their surroundings because of the ambient glow of spirits in the area.

Note: Only one “Child of...” Ability may be taken at a time.

Coalesce

Acolyte

You can combine the Influences of your god into greater and greater Divine Interventions. You possess the ability to enact Divine Interventions that combine Effects from all Influences you have access to.

Combat Casting

Mage

Maintaining your concentration in the thralls of battle is your specialty. Concentration Checks provoked due to the Caster being successfully Hit are made at one Difficulty Class easier (to a minimum of Easy). For example, if in the first Round of combat the Caster is hit, the Caster will need to make an Easy Concentration Check (this Check is not reduced below Easy). The second Round the caster is Hit again, they will need to make another Easy Concentration Check (this Check would normally be Average but is now reduced to Easy). If Hit again in the third Round, the caster will need to make a Concentration Check against an Average Difficulty (this Check would normally be Difficult but is now reduced to Average).

Combat Conduit

Mage

Offering up your own personal energy gives you a much-needed edge when attempting to pull off powerful Spells and Effects in battle. You may spend Stamina to increase the total of your Arcane Aptitude Checks while in combat.

Combat Facing*Warrior*

You fight in such a way as to minimize being surrounded. A maximum of two opponents may engage you at once in melee. Note: Characters with this Ability may be engaged by any number of Ranged or Hurlled attacks.

Combat Prowess*Warrior*

You are quick to recover from your fear. Regardless of your Reaction to a given Encounter, you only suffer a maximum of one (1) Round of Disadvantage.

Companion I*General*

You have earned the trust of a traveling companion. This companion might be a noble mount, a befriended animal, or another member of your race. Your companion is assumed to be loyal friend and looks out for you in every way possible. This companion is equal to a Challenge Level 1 creature (which you may design yourself). Should your companion be slain or released it would take you another 1d6 weeks to find another worthy companion. Note: Should your chosen companion be an animal, you automatically succeed in all Easy Taming Checks with your companion. Additionally, the Health of the Companion should be broken down into Health Tiers with the following formula: $\frac{1}{2}$ Health becoming their Fatigue Tier, $\frac{1}{4}$ Health becoming their Battered Tier, and $\frac{1}{4}$ Health becoming their Injured Tier.

Companion II*General, Companion I*

As Companion I, but your companion is now equal to a creature with a Challenge Level of half your Level (round up). Note: Should your chosen companion be an animal, you automatically succeed in all Average Taming Checks with your companion.

Companion III*General, Companion II*

As Companion II, but your companion is now equal to a creature with a Challenge Level equal to your Level. Note: Should your chosen companion be an animal, you automatically succeed in all Difficult Taming Checks with them.

Common Weapons Training*General*

You've managed to get some hands-on time with the most basic of weapons. You are now considered trained in all Common weapons. Note: All Acolytes, Rogues, and Warriors already possess this level of Training.

Conditioned

Warrior

You recover in battle faster than most. On a successful Recuperation Check you gain an additional amount of Stamina equal to your Level (not to exceed your maximum Stamina). On a failed Recuperation Check you regain ½ your Level (rounded down).

Connections

General

You’ve made a great number of friends and acquaintances, and always seem to know just who to ask to get what you need. Finding someone that can sell stolen goods or arrange travel, finding a place to stay, or finding unique equipment always seems well within your capability.

Continuance I

Mage

Your ability to keep your magic going comes easier to you. Reduce the cost of your Spell’s Duration by one (-1).

Continuance II

Mage, Continuance I

As Continuance I, but rather than your Spell Duration costs being reduced by one (-1), reduce the cost of your Spell’s Duration by two (-2).

Controlled Fall I

Rogue

You take half Damage from any fall so long as you are within reach of a wall, tree, or some other means of slowing yourself.

Controlled Fall II

Rogue, Controlled Fall I

As Controlled Fall I, but you take no Damage from the fall.

Counter Strike I

Warrior

You capitalize on your opponent’s mistakes. When an opponent misses you on a Hit Check, they take one (1) point of Damage as you make them pay for their error.

Counter Strike II

Warrior, Counter Strike I

As Counter Strike I, but now your opponent takes Damage equal to your Level.

Covert Magic*Mage*

Your Arcane powers have never been overt. Your magic requires no words, no actions, and even your Effects are unseen (if you so choose). Note: Although the Effects of your magic may be unseen, the results of the Effect are apparent to everyone.

Create Relic*Acolyte*

You are one of the few individuals capable of creating powerful magical items. You can create a Sacred Relic as described in the Magic Items section.

Cross-Trained*General*

Selecting this Ability allows you to immediately select an Ability from any other Class's list of Abilities. For example, selecting the Cross-Trained Ability and choosing the Warrior's Born In Armor Ability would give you the Ability: Cross-Trained: Born in Armor as a single Ability choice.

Crowning Blow*Warrior*

The weak and weary are no match for you in battle. Any Target you have struck whose remaining Health is equal to or less than your Level is immediately slain by a powerful display of your physical prowess.

Crusader*Acolyte*

You are the fist of your god, able to turn divine will into victory on the battlefield. Once per Encounter you may spend Favor, up to your Level, to gain temporary Stamina. For every point of Favor spent you gain 3 points of Stamina. Any unspent, temporary Stamina is lost at the end of the Encounter. Use of this Ability is considered a Free Action.

Curse*Acolyte*

Some gods strive only to help others; yours has a more practical outlook on life. Your Blessings may be used to Disadvantage a Target. The Target of your Curse will make their next Check at Disadvantage.

Dangerous*Rogue*

When you are good, you are dangerous. Any time you score a Critical on a Hit Check you automatically do the maximum amount of Damage you possibly can.

Death Devotee

Acolyte, Access to the Divine Influence of Death

As a devoted adherent to the Divine Influence of Death you have found yourself granted with extraordinary powers. The following powers are granted to a Death Devotee:

- Once per day a Death Devotee may automatically succeed on any one Strength-related Check.
- Once per day a Death Devotee may double (x2) the range of their Holy Aura for a Death Influence-related Divine Intervention.
- Once per day a Death Devotee may enact (as a Free Action) a Divine Intervention from the Influence of Death with a cost of 1 Favor for free.

Note: Only one “...Devotee” Ability may be taken at a time.

Deathblow

Warrior

Your strikes are incredibly skilled and calculated, and when best delivered can bring instant death to your enemies. When you roll a Critical success on a Hit Check your enemy must succeed in an Easy (9) Endurance Check or be instantly killed. This Ability is only enacted when the Warrior themselves has rolled the Critical, no other ability or Effect can bestow the Critical upon them.

Defender I

Acolyte

Your god protects all you deem worthy with great fervor. Any Intervention Effects to increase an ally’s Defense are increased by one (+1).

Defender II

Acolyte, Defender I

As Defender I, but rather than increasing your ally’s Defense score by one (+1), increase it by two (+2).

Defensive Mobility

Warrior

Armor only slows you down. When Unarmored you add both your Dexterity and Constitution Modifier to your Defense.

Deflect Incoming

Warrior

Arrows have rained down upon you before. You can use your weapon or shield to cause any one successful incoming Ranged or Hurlled attack to miss once per Round.

Devastating Critical I*Warrior*

Your greatest of blows are especially deadly. Your Critical Hits do additional Damage equal to your current Stamina. Note: Current Stamina is the amount of Stamina the character possesses when the Critical Hit is rolled.

Devastating Critical II*Warrior, Devastating Critical I*

Your greatest of blows are absolutely debilitating. As Devastating Critical I, but rather than your Critical Hits doing additional Damage equal to your current Stamina you now do Damage equal to twice (x2) your current Stamina. Note: Current Stamina is the amount of Stamina the character possesses when the Critical Hit is rolled.

Disciple of Erebos*Acolyte, Follower of Erebos*

Erebos offers you even more for those worthy of his Blessings. Your Blessings may also be used to add your Level to the recipient's next Damage roll.

Disciple of Ilios*Acolyte, Follower of Ilios*

Ilios offers you even more for those worthy of his Blessings. Your Blessings may also be used to make Opponents roll their next Hit Checks against the recipient at Disadvantage for the Round.

Disciple of Selene*Acolyte, Follower of Selene*

Selene offers you even more for those worthy of her Blessings. Your Blessings may also be used to grant Damage Reduction to the recipient equal to twice your Level for the Round.

Disease Resistant*General*

You have a highly developed immune system. You are immune to all forms of disease.

Distill Resonance*Mage*

You are capable of drawing raw power out of the Resonance Crystals you find. You may syphon the Power Points out of a Resonance Crystal as a Free Action to lower the Difficulty of an Aptitude Check by a value equal to your Level. Thus, a 3rd Level Mage could syphon 3 Power Points (their maximum, by Level) from a Minute Resonance Crystal to lower the Difficulty of their Aptitude Check by 3 (thus leaving 13 Power Points remaining in the Resonance Crystal).

Divination Devotee

Acolyte, Access to the Divine Influence of Divination

As a devoted adherent to the Divine Influence of Divination you have found yourself granted with extraordinary powers. The following powers are granted to a Divination Devotee:

- Once per day a Divination Devotee may automatically succeed on any one Knowledge-related Check.
- Once per day a Divination Devotee may double (x2) the range of their Holy Aura for a Divination Influence-related Divine Intervention.
- Once per day a Divination Devotee may enact (as a Free Action) a Divine Intervention from the Influence of Divination with a cost of 1 Favor for free.

Note: Only one “...Devotee” Ability may be taken at a time.

Divine Grace

Acolyte

Your god looks out for you in more ways than one. You may reroll a single failed Check once per day.

Divine Luck

Rogue

Not only do you possess the Gods’ favor, but they are proactively looking out for you. You may spend one (1) Favor to reroll any one die. You must accept the result of the second roll.

Divine Miracle

Acolyte

Be it fate, destiny, or an otherwise unknown blessing, your god has always been there for you. As a last resort, you may summon your god for aid and assistance. This Ability, once used, is lost, but when called upon the god(s) will do all the character asks of them. Note: This Ability may be taken multiple times.

Divine Protection I

Acolyte

Your god protects all those who side with you in battle. As an Action, you can give a number of your allies, equal to your level, a +1 Defense for the duration of the encounter. This ability may be used one time per day.

Divine Protection II

Acolyte, Divine Protection I

As Divine Protection I, but rather than bestowing a +1 Defense to your allies you now bestow a Defense bonus of +2. This ability may be used one time per day.

Dodge I*Rogue*

One on one you are difficult to hit. You gain a Defense bonus of one (+1) against any single Target. This Target needs to be selected at the beginning of each turn.

Dodge II*Rogue, Dodge I*

As Dodge I, but your Defense bonus now increases to (+2).

Dual Identity*General*

You have managed to carve out two very different names and lives for yourself. This may mean that you are a member of court by day and a vigilante by night, or that you are both a citizen of House Onin as well as House Draur. Your Game Master will have final say as to what this Dual Identity may provide for you.

Dynamism*Mage*

For some Mages, when all goes well, it goes very well. Dynamic Mages gain added benefits from their critically successful castings. When selecting this Ability, choose one of the Dynamic Types from the Dynamism Table. The type chosen should be noted with the Ability. For example, Dynamism: Incendiary, or Incendiary Dynamism. When a Critical result is rolled on an Aptitude Check, the Mage with this Ability may choose to ignore the bonus given by Dynamism.

Dynamism Table

Dynamism Type	Added Bonus on Critical
Far-Reaching	Affect one additional Target per level of the Mage
Incendiary	Add 1d4 Damage to the result per Level of the Mage
Longstanding	Duration (Rounds) extended by the Level of the Mage
Vitalized	Automatically successful on their next Check

Ear Of The Gods*Acolyte*

The simplest of requests are instantly granted by your god. With this Ability you can enact one Divine Intervention as a Free Action, once per Encounter.

Eidetic Memory*General*

You have always possessed a powerful memory. You can recall everything you have personally experienced in life. Books you've read, conversations you've had, or even things you've seen can all be summoned forth from your memory.

Eldritch Arcana

Mage

You can tap into the most puissant powers by opening conduits into the Arcane forces of Athia. In selecting this Ability, you may choose to tie one or more Mana points, at will, into the mightiest of Arcane forces. This Mana is invested and cannot be used for any other purpose (for example, casting Spells) unless the Mage takes an Action to reclaim their invested Mana. Choose one of the following capabilities:

- **Adamant:** By dedicating a point (1) of Mana the Mage gains a point of Damage Resistance against all physical attacks equal to one-half their Level (round up). By dedicating four (4) points of Mana the Mage increases that Damage Resistance against all physical attacks (i.e., non-Arcane and non-Divine attacks) equal to their Level.
- **Adroit:** By dedicating two points (2) of Mana the Mage may lower the Difficulty of any Spell they attempt to cast by one (-1 Spell Difficulty). By dedicating five points (5) the mage may lower the Difficulty of any Spell they attempt to cast by two (-2 Spell Difficulty).
- **Ensnoced:** By dedicating a point (1) of Mana the Mage gains a point of Damage Resistance against all Arcane attacks equal to one-half their Level (round up). By dedicating three (3) points of Mana the Mage increases that Damage Resistance against all Arcane attacks equal to their Level.
- **Magnitude:** By dedicating three points (3) of Mana the Mage gains +1 to any Attribute they select. By dedicating four points (4) the mage gains +1 to any Attribute they select and may take that Attribute beyond their maximum. It takes an Action for the Mage to apply this bonus to a different Attribute.
- **Portend:** By dedicating a point (1) of Mana the Mage no longer suffers Disadvantage on any Talent Checks. By dedicating three points (3) of Mana, the Mage is considered to have an Apprentice level of Expertise in each Talent.
- **Retaliative:** By dedicating two points (2) of Mana the Mage may add an additional 1d4 Damage to any Spell they cast. By dedicating five points (5) of Mana the Mage may increase their Damage die used in any spell by one (D6's become D8's, D8's become D10's, etc.).

Note: In selecting this Ability, the specific capability of the Eldritch Arcana should be noted with the Ability. For example, Eldritch Arcana: Intrepid, or Intrepid Eldritch Arcana. Despite the number of capabilities of this Ability, Eldritch Arcana may only be taken as an Ability once. Additionally, the effects of the Eldritch Arcana do not stack. For Example, a Mage who spends 4 Mana on their Magnitude Eldritch Arcana power gains a +1 to their Attribute (even beyond its maximum), not a +2.

Embolden I*Rogue*

Your words in battle are inspiring. As a Free Action you can inspire a Hit bonus to an ally equal to your Level on their next Hit Check, once per Encounter.

Embolden II*Rogue, Embolden I*

As Embolden I, but you can now grant your Hit bonus to all allies within earshot.

Enchanter*Mage*

You have a knack for empowering mundane items with your Arcane magic. You can create Enchanted Items as described in the Magic Items section.

Enemy Observance*Rogue*

You can discern weakness in your enemies. Their actions and techniques give you precious insight into their capabilities and injuries. As an Action you can know the amount of Health your enemies have remaining and any Special Abilities they possess. Finally, in the case of an enemy with Aspects, you are also aware of each of their Aspects.

Evade Arcane*Rogue*

You have developed a sensitivity to the Arcane that allows you to occasionally avoid its effects. Once per Encounter you can dodge, evade, or otherwise get out of harm's way versus a single Arcane Effect.

Exalt*Acolyte*

You can ask the Divine for just a bit more when it comes to Blessing those around you. By expending two (2) Blessings, you may grant an individual an automatic Success on their next Check.

Extension I*Mage*

Your ability to reach out with your magic is easier. Reduce the cost of your Spell's Range by one (-1).

Extension II*Mage, Extension I*

As Extension I, but rather than reducing your Spell's Range cost by one (-1), increase the cost reduction of your Spell's Range by two (-2).

Faith Abounding

Acolyte

When brimming with their god’s favor, some Acolytes become empowered. An Acolyte with this Ability gains one of the following powers as associated with their faith, so long as their Favor is at or within one-half their Level (round up) of maximum. For example, a 5th level Acolyte with a maximum Favor of 16, must possess 13 or more Favor to gain one of the benefits below:

Faith Abounding Table

Faith	Power
Erebos	Gain Advantage on all Talent Checks
Illios	No Disadvantage as a result of Reactions in combat
Selene	Gain Damage Reduction equal to their Level
Triad	Are Immune to all States

Fated

General

Characters with this Ability roll three d20’s. These dice are set aside and kept through a session. Each die may be used in place of rolling a Check, and each die must be used through the course of the session. If a die is unused by the end of the session, this Ability may not be used in the next game session (though it may again in the session following).

Favorite Target

Mage

There is one group of enemies your magic wreaks havoc with. Choose a creature Family. Your Spells gain Advantage on their Damage rolls against any creatures from that Family.

Favorite Weapon I

Warrior

Like all warriors you have a favorite weapon. Choose one weapon. You gain a Hit bonus of one (+1) when using that type of weapon.

Favorite Weapon II

Warrior, Favorite Weapon I

As Favored Weapon I, but you now receive a Hit bonus of two (+2) when using that type of weapon.

Favorite Weapon III

Warrior, Favorite Weapon II

As Favored Weapon II, but you now receive a Hit bonus of three (+3) when using that type of weapon.

Fend Off*Warrior*

You have a knack for staving off your attackers. You gain a one-point (+1) bonus to your Defense against all enemies when using a weapon with the Lengthy designation.

Fleet*Warrior*

You are exceptionally fast. Increase your Base Move by +10' per turn.

Focused Fighting*Rogue*

The longer you square off with your opponent the more you become aware of how to counter their fighting style. If all your Attacks are made against the same Target, each subsequent Round you find it easier to connect with them. Beginning with the second Round their Defense lowers by one (-1). Each following Round that you remain solely focused on this Target their Defense continues to lower by one. For example, if focused on the same Target for a fourth Round, their Defense would be lowered by three (-3). The Target's Defense is only lowered for you.

Force Strike I*Rogue*

You can focus and release your inner energy as a ranged attack on your enemies. Force Strike does Damage equal to your Base Strength Damage, and has a Range of 10' per level. Your Force Strike is considered a weapon for the purposes of applying other Abilities.

Force Strike II*Rogue, Force Strike I*

As Force Strike I, but you now do Damage equal to your Base Strength plus your Level.

Fortuitous I*Rogue*

You are incredibly lucky. You may reroll any natural one (1) you roll on any die.

Fortuitous II*Rogue, Fortuitous I*

Sometimes it is better to be lucky than good. Your natural 1's on any Check are also considered Critical Successes.

Fortunate

General

You live a very charmed life. Rather than roll, one time per Session, you may automatically succeed at any one single Check.

Full Defense

General

You are adept at forgoing any aggressive action to ensure your opponents have an exceedingly difficult time hitting you in combat. As an Action, you may increase your Defense by four (+4). This Action happens in the Round you declare it, and does not wait to go into effect following the End of Round Report.

Gallant

General

You have always been able to captivate, motivate, or impress others. You gain a bonus of +1 to your Valor Attribute. This bonus cannot raise your Attribute beyond its maximum.

Gather Energy

Mage

By spending time collecting the Arcane powers for your magic you can cast Spells more effectively. For every ten (10) minutes your Character focuses on gathering their power, your Spell Difficulty decreases by one (-1), to a maximum decrease of five (-5).

Glyphs

Mage

You can set magical traps to kill your enemies. By tracing arcane symbols onto a floor, wall, door, or object you can empower it to go off the moment the Glyph is disturbed. The Mage spends one Round per Mana they wish to invest into their Glyph. Mana can be invested into a Glyph in the following ways:

- **Area:** The Glyph will only affect the first sentient Target that contacts it. By empowering it with additional Mana, an Area of effect is created that can affect additional targets. Each point of Mana invested increases that Area by 10' radius.
- **Damage:** Each point of Mana invested does 1D6 Damage.

The Glyph remains until either triggered by someone, or the Mage takes an Action to retrieve their invested Mana, thus destroying the Glyph. Note: The Glyph is virtually invisible, only noticeable with a successful Notice Check at Extreme (18) Difficulty. As an Example, a Mage looking to expend 3 Mana on a Glyph could create a Glyph that will do 2D6 Damage in a 10' Radius.

Graced

General

You possess your god's divine sanction. Gain two (+2) additional Favor.

Grandmaster

General, a Talent at Mastery Expertise

You have studied, practiced, and honed your talents to legendary levels. This Ability is applied to a Talent you have at Master Expertise. You now have the Grandmaster level of Expertise for that Talent, granting you a bonus of +9 for any Checks with that Talent.

Greater God

Acolyte

Your god sees great things in you. As such they have granted you access to one additional Influence for use in enacting Divine Interventions.

Guarded By The Gods I

Acolyte

The gods themselves look out for you, protecting you from your enemies. As an Action you may choose to do one (1) point of Damage to all enemies in your Holy Aura.

Guarded By The Gods II

Acolyte, Guarded By The Gods I

As Guarded by the Gods I, but you now do Damage equal to your Level to all enemies in your Holy Aura.

Guardsmanship I

Warrior

You are adept at protecting those around you. You must fight alongside a chosen ally to use this ability. Choose one ally fighting next to you and one enemy Target per Encounter. All Hit Checks and Damage rolls against your ally from the Target are made at Disadvantage.

Guardsmanship II

Warrior, Guardsmanship I

As Guardsmanship I, but all Hit Checks and Damage rolls against your designated ally are at Disadvantage from all enemies.

Hamstring

Rogue

Once per Encounter you can make an attack focused on impeding, slowing, or otherwise forcing your opponent to become less effective in their defense. Your Target's Defense is reduced by half your level following your successful attack (round up). This penalty lasts until the target is healed, but does not stack with each successful attack.

Hand of God

Acolyte

You are destined for greatness. With this ability, you survive the first time your character dies. This ability, once used, is lost, but when the character dies the god(s) will bring the character back. The GM may decide when and where the character returns, whether immediately, after the encounter, or at the next best opportunity for the story.

Hard Target I

Rogue

You’ve always been a difficult opponent. As a Free Action you can choose to avoid any one Attack made against you in a Round. This Ability may be used once per Encounter.

Hard Target II

Rogue, Hard Target I

As a Maneuver Action, you can make the second Attack made against you in a Round miss. Note: Although you may make a second attack against you in a Round miss, third, fourth, or other additional Attacks made against you will still hit.

Hardened

General

You pride yourself on your conditioning and hardiness. Your body has always seen you through the worst the world has to offer. You gain a bonus of +1 to your Constitution Attribute. This bonus cannot raise your Attribute beyond its maximum.

Harrier I

Rogue

You are an expert of taking advantage of a surprise attack. You gain Double Advantage for the Surprise round, rather than just Advantage on any Check you make. Additionally, you gain Advantage on your second Round of Checks against your surprised Enemy.

Harrier II

Rogue, Harrier I

As Harrier I, but rather than gaining Advantage on your second Round of Checks you now gain Advantage on your Checks against your surprised enemy for the remainder of the Encounter.

Hasty Recharge*Mage, Runecrafter*

Somehow, you have perfected the art of recharging your Runework as quickly as possible. You now recharge your Runework at a rate of twenty minutes per Effect recharged.

Heavy Armor Training*General, Medium Armor Training*

You have had training in the greatest of armors. You are considered trained in Heavy Armor. Note: All Warriors already possess this level of training.

Heirloom*General*

Something has been gifted to you that has been passed down for generations. You may choose any single (1) piece of equipment, Runework, or Minor/Minute Magic Item without cost for your Character. Your GM has final say as to what is an acceptable item for this Ability.

Helmsman*Warrior*

You are never without your helmet, finding it an incredible asset in battle. When helmeted, the Warrior is immune to the Unconscious state. Additionally, once per Encounter, as an Action, the Warrior can headbutt an enemy to give them the Stunned State.

Here and Gone*Warrior*

Your greatest asset while mounted is your speed. You may Move both before and after a mounted attack, rather than one or the other.

High Tolerance*General*

You can drink anyone under the table. With this Ability your character never suffers any adverse effects from consuming alcohol or other narcotics. You do not suffer Disadvantage on Hit Checks, do not have your Speed reduced by half, and do not suffer Disadvantage on Physical Talent Checks due to the Inebriated State. However, you do retain any positive effects of the Inebriated State (immune to Fear, enemies at Disadvantage for Damage).

Hold The Line I*Warrior*

You are harder to deal with when you've planted yourself. As a maneuver you may increase your Defense by one (+1) so long as you do not move. Should you move your Defense returns to its normal Score.

Hold The Line II

Warrior, Hold The Line I

As Hold the Line I, but rather than your Defense increasing by one (+1) your Defense now increases by three (+3) until you move.

Holy Emanation I

Acolyte

Your god makes you fearsome in battle. The first Hit Check attempted by an enemy against you in an Encounter is done so at Disadvantage.

Holy Emanation II

Acolyte, Holy Emanation I

Fear of lashing out against a representative of the Divine cowers your opponent's blows. In addition to your enemies having Disadvantage on their first attempts at a Hit Check against you, all their Damage rolls against you are done so at Disadvantage.

Hospitaller

Acolyte

Your powers are always at their best when aiding others. You roll any healing die at Advantage.

Improved Critical I

Warrior

Your skill at precision is legendary. You score a Critical Hit on a 19 and 20.

Improved Critical II

Warrior, Improved Critical I

As Improved Critical I, but you score a Critical Hit on an 18, 19 or 20.

Improved Holy Aura

Acolyte

Your god has made your powers far reaching. The radius of your Holy Aura is increased by 50%. Therefore, a Fifth Level Acolyte would have a Holy Aura of 75' instead of 50'.

Indulgence

Acolyte

Your greatest moments make the heavens proud, earning you great boons in times of need. Every time you score a Critical Success add a point to this Ability. Spend a point from this Ability to automatically succeed (not a Critical success) in any one Check.

Inspiration*Acolyte*

No one is better at encouraging those around them to fight on than you. By spending an Action, you can remove any negative Combat Reactions due to Fear from those within your Holy Aura.

Inspire Success*Rogue*

Encouraging words are your specialty. As a Free Action you can inspire a nearby ally to grant them Advantage on their next Talent Check, once per Day.

Intuitive Aim*General*

Rather than relying on raw motor skills to put arrows or bolts on target, you instead rely on instinct to place your shots. Choose any one Ranged weapon. You may substitute your Instincts Modifier for your Dexterity Modifier when making a Hit Check with that weapon.

Jack of All Trades*Rogue*

It is true, you do know a little about everything. You can make any Untrained Talent Check without suffering Disadvantage.

Knockout Artist*Rogue*

You have become rather skilled at landing blows in just the right places to take your opponents down. You consider yourself two Levels higher than you are when expending Stamina to attempt to bestow the Unconscious State to an opponent. For Example, a Level 4 Rogue attempting to spend Stamina to bestow the Unconscious State to a Fomor (Challenge Level 5) would pay 10 Stamina instead of 11, as they would consider themselves Level 6 with the Knockout Artist Ability.

Learn From Mistakes*Rogue*

Sometimes failures can provide a great deal of insight. Once per Day you may make a second attempt immediately following any Failed Check without needing to await changes to the situation, environment, or the passing of adequate time.

Life Devotee*Acolyte, Access to the Divine Influence of Life*

As a devoted adherent to the Divine Influence of Life you have found yourself granted with extraordinary powers. The following powers are granted to a Life Devotee:

- Once per day a Life Devotee may automatically succeed on any one Constitution-related Check.
- Once per day a Life Devotee may double (x2) the range of their Holy Aura for a Life Influence-related Divine Intervention.
- Once per day a Life Devotee may enact (as a Free Action) a Divine Intervention from the Influence of Life with a cost of 1 Favor for free.

Note: Only one “...Devotee” Ability may be taken at a time.

Light Armor Training

General

You have trained in the simplest of armors. You are considered trained in Light Armor. Note: All Acolytes, Rogues, and Warriors already possess this level of training.

Light-Foot

General

You have a very light step. By chance or skill, you do not set off traps simply by stepping or passing over them.

Long Draw

Warrior

Your might allows you to draw your bow to the extreme. When firing your bow beyond its designated Range, you do not suffer Disadvantage. Note: You are still limited to twice your weapon’s Range.

Maniacal

Warrior

You are fueled by the taste of battle; the worse things get the greater your capability. The first time you take Damage in an Encounter you immediately gain two bonus Stamina (+2). When you first enter your Battered Tier, you gain five bonus Stamina (+5). When you first enter the Injured Tier, you gain ten bonus Stamina (+10). If unspent, this bonus Stamina is lost at the end of the Encounter. Additionally, if healed in battle you cannot regain these bonuses as they are only applied the first time you enter a Health Tier.

Marksman

Warrior

You always hit your target. Each round you spend aiming, you gain a bonus of one (+1) to your next Hit Check (up to a three turn/+3 maximum).

Martial Weapons Training

General

You are trained in the weapons of war. You are now considered trained in all Martial weapons. Note: All Warriors already possess this level of training.

Martyr I*Acolyte*

Sometimes you must sacrifice yourself for others. When an ally fighting alongside you is wounded, you may choose to take the Damage from that attack yourself. Martyr may be used once per encounter.

Martyr II*Acolyte, Martyr I*

As Martyr I, but any time an ally fighting alongside you is wounded, you may choose to take the Damage from that attack yourself. You are no longer limited in the number of times you may use this Ability in an encounter.

Master of Air*Mage*

You are adept at the Arcane Art of Air. Any Spell you design that is composed exclusively with Air Effects has its Difficulty to cast reduced by one (-1).

Master of Cosmos*Mage*

You are adept at the Arcane Art of Cosmos. Any Spell you design that is composed exclusively with Cosmos Effects has its Difficulty to cast reduced by one (-1).

Master of Earth*Mage*

You are adept at the Arcane Art of Earth. Any Spell you design that is composed exclusively with Earth Effects has its Difficulty to cast reduced by one (-1).

Master of Fire*Mage*

You are adept at the Arcane Art of Fire. Any Spell you design that is composed exclusively with Fire Effects has its Difficulty to cast reduced by one (-1).

Master of Water*Mage*

You are adept at the Arcane Art of Water. Any Spell you design that is composed exclusively with Water Effects has its Difficulty to cast reduced by one (-1).

Medium Armor Training*General, Light Armor Training*

You have had training in some of the more capable armors. You are considered trained in Medium Armor. Note: All Acolytes and Warriors already possess this level of training.

Memorized Spell*Mage*

You have one Spell per positive Knowledge Modifier etched in your Memory. For example, a Mage with a Knowledge Modifier of +2 would have 2 Spells memorized. Mages with a zero or negative Knowledge Modifier gain no benefit from this Ability. You do not need your Grimoire to cast these memorized spells, and do not consider them as being Spontaneous Spells.

Merciless*General*

When you catch your enemies off guard it is to devastating effect. When you score a Critical Hit, you do an additional 1D20 Damage.

Mercurial*General*

You have a light touch, a light foot, and fine motor skills. You have always been able to keep your legs under you and your hands steady. You gain a bonus of +1 to your Dexterity Attribute. This bonus cannot raise your Attribute beyond its maximum.

Mighty*General*

You are powerful, capable, and have pulled through the toughest of circumstances on raw strength alone. Your might has always made right. You gain a bonus of +1 to your Strength Attribute. This bonus cannot raise your Attribute beyond its maximum.

Mounted Archer*Warrior*

Firing from the back of a moving beast is something you have trained extensively at. You suffer no penalties for making ranged attacks from the back of a mount.

Mounted Assault*Warrior*

You have the knack of using your mount's momentum to deliver the most devastating of blows. You do double (x2) Damage from your mount.

Mounted Combatant*Warrior*

You can always position your mount out of harm's way. With a successful Difficult (15) Taming Talent Check you can negate any successful attack against your mount. This Check is made as a Free Action.

Multitasker*Mage*

You have a flair for maintaining numerous magical spells at once. You have one additional point (+1) of Mana. Note: This Ability may be taken multiple times.

My Weapon*Rogue*

When wielding a chosen weapon your character possesses, Stamina costs are reduced by one (-1), to a minimum of 1. Thus, if a Rogue needed a result of 18 to hit a creature and has a score of 15, the Rogue would only need to expend 2 Stamina to succeed in hitting their target (when it would have otherwise cost the Rogue 3 Stamina to increase their Hit check by 3 points). Should your character lose their weapon of choice, they will need two weeks with a replacement to regain the use of this ability for their new weapon.

Mystic Leverage I*Mage*

Tapping into Arcane energy grants measurable power, but at a cost. Mystic Leverage allows the mage to invest a portion of their Mana to gain advantage on a given task. By temporarily investing a point of the Mage's available Mana they may gain Advantage on any single roll. This Mana will remain invested until the Mage rolls a Critical Success on any Check. Any number of Mana may be invested in this manner, however a Critical Success on any Check only returns a single point at a time.

Mystic Leverage II*Mage, Mystic Leverage I*

As Mystic Leverage I, but you may now also regain your invested Mana at a rate of 1 point per Worthwhile Rest.

Mystical I*General, Non-Mage*

You possess the ability to cast Arcane Spells. You gain one (1) Mana. You also gain one (1) point of Arcane Aptitude (plus any Knowledge Modifier you may possess). You may pick any Arcane Effect from any Arcane Art. You are limited in casting only that one Arcane Art Effect.

Mystical II*General, Mystical I*

As Mystical I, but you now have access to the entire Arcane Art your previously chosen Effect was from. You also gain an additional one (+1) Arcane Aptitude.

Mystical III

General, Mystical II

As Mystical II, but you now gain an additional Arcane Art (for a total of two Arcane Arts). You also gain an additional one (+1) Arcane Aptitude.

Nature Devotee

Acolyte, Access to the Divine Influence of Nature

As a devoted adherent to the Divine Influence of Nature you have found yourself granted with extraordinary powers. The following powers are granted to a Nature Devotee:

- Once per day a Nature Devotee may automatically succeed on any one Instincts-related Check.
- Once per day a Nature Devotee may double (x2) the range of their Holy Aura for a Nature Influence-related Divine Intervention.
- Once per day a Nature Devotee may enact (as a Free Action) a Divine Intervention from the Influence of Nature with a cost of 1 Favor for free.

Note: Only one “...Devotee” Ability may be taken at a time.

Nature’s Blessing

Acolyte

The animals of Athia see you as one of their own. All creatures of the Beast Family consider you non-threatening but if otherwise provoked will still defend themselves, their families, and their territories.

Oathbinder

Acolyte

You can bind people to sworn oaths. Oaths are agreed upon terms between two or more people and may include the Acolyte themselves. Once the terms have been agreed upon, a punishment must also be agreed upon. The Acolyte can then bind the oath, obligating everyone to their word. Should any party fail in delivering upon the oath’s terms, they then suffer the penalties agreed upon, delivered by the hands of the gods themselves. Note: Oath punishments will be settled by the GM and should be as close to the agreed upon punishments as possible.

Obscure Knowledge

Rogue

You have an uncanny knack for pulling information out of the blue. You can make a Knowledge Check (Difficulty to be determined by the GM) to recall a worthwhile, and perhaps surprising piece of information that pertains to your character’s current situation.

Opportunist*Warrior*

You are skilled at turning anything into a weapon. Your Improvised Weapons do full Damage rather than reduced Damage, and any Ability that applies to an unspecified weapon applies to your Improvised Weapon.

Packmule*General*

A little extra weight never slowed you down. You can carry twice your normal amount of loot.

Pelter*Warrior*

Your throws are incredible, and always on target. Weapons with the Hurlled Designation have a base range of 100' in your hands. Additionally, you gain Advantage on Hit Checks when throwing any Hurlled weapon at Targets within 50'.

Performer*Rogue*

If you have an opportunity to play or act before others, you gain Advantage on your next Charisma, Discipline, or Faith Check.

Personal Immunity*Mage*

You have always been able to resist your own magic. At any time, you can choose to be immune to your own Arcane Spells.

Pious*Acolyte*

Your heartfelt appeal to the Gods is exceedingly compelling. You gain one (+1) additional Favor with each successful Prayer.

Poison Master*Rogue*

Your use of toxins is unmatched. Your poisons do twice (x2) as much Damage per round to your Targets.

Poison Resistant*General*

Your system is hardened against most venoms and toxins. All Poisons are diminished by two categories before affecting you. Therefore, a Deadly Poison would affect you as only a Moderate poison, and a Moderate poison would not affect you at all.

Powerful Magic*Mage*

Your magic seems to affect even the hardest of beings with ease. Your magic ignores all Damage Reduction, as well as Arcane Immunities the Target of your Spell may possess.

Practiced Failures*Rogue*

You can forgo any failed Check as though you never even attempted it. For example, if you attempt to climb down a wall from a great height and you fail your Climb Check, instead of falling to your death you can simply roleplay it as though your character never even attempted it in the first place. Note: This ability does not allow one to change their action following their failure, nor does it allow for second attempts, thus you cannot use this Ability in the earlier example and then attempt the Climb Check again.

Precise I*Rogue*

Your most precise attacks are your most deadly. If you are successful with a Hit Check against your target and beat their Defense by five (5) or more, you deal maximum Damage (no need to roll Damage) against the Target.

Precise II*Rogue, Precise I*

As Precise I, but you also gain Advantage in the next Round on your next Hit Check made against the same target.

Precision Magic I*Mage*

Your ability to strike your foes with your magic comes easier to you. Reduce the cost of your Spell's Targets by one (-1).

Precision Magic II*Mage, Precision Magic I*

As Precision Magic I, but rather than reducing the cost of your Spell's Targets by one (-1), reduce them by two (-2).

Predisposed*General*

You are always aware of the things going on around you and have always trusted your gut. Your inclinations have been honed over many years and experiences. You gain a bonus of +1 to your Instincts Attribute. This bonus cannot raise your Attribute beyond its maximum.

Prey Upon Weakness*General*

You are very familiar with the vulnerabilities of a select group of creatures and exploit that knowledge every time you face off against them. Select any one creature Family. You may add your Knowledge Modifier to all Damage done to any creature from that Family.

Protection Devotee*Acolyte, Access to the Divine Influence of Protection*

As a devoted adherent to the Divine Influence of Protection you have found yourself granted with extraordinary powers. The following powers are granted to a Protection Devotee:

- Once per day a Protection Devotee may automatically succeed on any one Valor-related Check.
- Once per day a Protection Devotee may double (x2) the range of their Holy Aura for a Protection Influence-related Divine Intervention.
- Once per day a Protection Devotee may enact (as a Free Action) a Divine Intervention from the Influence of Protection with a cost of 1 Favor for free.

Note: Only one “...Devotee” Ability may be taken at a time.

Protégé*Mage*

You understand the Arcane, allowing you to craft the mightiest magic. Your maximum Spell difficulty is equal to 20 + twice (x2) your highest Aptitude Score.

Pugilist I*Rogue*

You can use your body as a weapon. Your limbs are considered light weapons and gain weapon Damage of +1d4.

Pugilist II*Rogue, Pugilist I*

As Pugilist I, but Damage from your limbs is now +1d6 instead of the previous +1d4.

Purebred*General*

Selecting this Ability allows you to immediately select an additional Racial Perk from your Character’s Race. For example, selecting the Purebred Ability and choosing the Dwarf’s Dark-Born Perk would give you the Ability Purebred: Dark-Born as a single Ability choice.

Purposeful

Rogue

You have always stuck to your goals in life, and that focus has granted you wonderful benefits. You gain one additional Rogue Focus.

Qualified

General

You have had a rather exclusive bit of weapons training. You may pick any one weapon from any weapon category. You are considered trained with that one weapon.

Quick Draw

Warrior

You are fast on the draw. You can draw and ready a weapon as a Free Action, and if armed when Surprised, may act in any Surprise Round.

Quick Healer

Rogue

You have always recovered quickly from your wounds. You heal two (2) Injuries with each Worthwhile Rest, and you gain twice the healing effect from any magical means of healing.

Rapture Devotee

Acolyte, Access to the Divine Influence of Rapture

As a devoted adherent to the Divine Influence of Rapture you have found yourself granted with extraordinary powers. The following powers are granted to a Rapture Devotee:

- Once per day a Rapture Devotee may automatically succeed on any one Dexterity-related Check.
- Once per day a Rapture Devotee may double (x2) the range of their Holy Aura for a Rapture Influence-related Divine Intervention.
- Once per day a Rapture Devotee may enact (as a Free Action) a Divine Intervention from the Influence of Rapture with a cost of 1 Favor for free.

Note: Only one “...Devotee” Ability may be taken at a time.

Ravage I

Mage

Your Spells are particularly brutal. You add your Level to any Damage your Spell inflicts.

Ravage II

Mage, Ravage I

You have an uncanny lethality with your magic. You roll any spell Damage at Advantage. Note: Ravage I and Ravage II’s Abilities stack, allowing a Mage to roll their Damage at Advantage and add their Level to their Spell’s Damage.

Ready And Waiting*Rogue*

With a little head's up and preparation, you can have a surprise ready. You may perform any single Action as a Free Action once per Day.

Recalibrate Spell I*Mage*

Sometimes Spells just need to be tweaked on the fly. You can adjust one aspect of a Spell (Range, Duration, Targets, etc.) without it becoming Spontaneous Magic. Note: Although you may be able to change the size Area of a Spell, or its number of Targets, you cannot switch an Area Spell to a Targets Spell (or vice versa).

Recalibrate Spell II*Mage, Recalibrate Spell I*

As Recalibrate Spell I, but now you may adjust any number of Spell aspects, and/or change from an Area Spell to a Target Spell (or vice versa).

Redirection I*Rogue*

By using your enemy's strength, power, and momentum against them you can see that their efforts to harm you come at a cost. Once per Round, when successfully attacked, impart your Level in Damage to your opponent. This Redirection does not reduce the amount of Damage you take.

Redirection II*Rogue, Redirection I*

As Redirection I, but you may either impart your Level in Damage to your Opponent or do half the Damage you take from their attack back to them, whichever is greater. This Redirection does not reduce the amount of Damage you take.

Reduced Sleep*General*

You have always been able to get a good night's sleep faster than average. You only need four (4) hours of sleep for a Worthwhile Rest rather than the usual eight (8) hours sleep.

Relic Antiquarian*Acolyte*

You have always had a metaphysical connection to the Relics of the Divine. You can detect the presence and the faith of a Sacred Relic while it is within your Holy Aura. Having done so, should the Relic be of an Old Faith, you can convert a Sacred Relic to your faith (see Magic Items for more details) and therefore be able to use it yourself. Finally, having successfully converted a Sacred Relic, or

found a relic of your faith, you can then use that icon as a font of Favor. Sacred Relics have a pool of Favor to draw from equal to the following breakdown:

- Minute – 5 Favor
- Minor Relic – 10 Favor
- Moderate Relic – 20 Favor
- Major Relic – 30 Favor
- Epic Relic – 50 Favor

Note: Once a Sacred Relic is drained of its Favor it reverts to an otherwise mundane (although possibly valuable) object.

Renowned

General

You have a surname, descended from a heroic or noble line, or perhaps simply hail from money. By name alone those around you seek to assist you in whatever fashion they can. Basic food, lodging, supplies, and aid are always afforded you wherever your travels take you. You begin the game with 50 extra Silver Sovereigns and have a stipend of 1 Silver Sovereign per day.

Repeat Spell I

Mage

You are quick to adjust your magic to increase the probabilities of its success. Any time you cast a Spell successfully, if you attempt to cast that same spell again in the following Round the Difficulty to Cast that Spell is lowered by one (-1). Note: The effects of this Ability are cumulative with each successful casting. Once the Mage fails to cast the spell, the Difficulty for that Spell returns to normal. Likewise, should it be more than a Round between castings of the Spell the Difficulty for the Spell also returns to normal.

Repeat Spell II

Mage, Repeat Spell I

As Repeat Spell I, but the Mage no longer must be successful in casting the Spell to gain the benefits of its Difficulty decreasing by one (-1). Note: Should it be more than a Round between castings of the Spell the Difficulty for the Spell still returns to normal.

Reprisal

Acolyte

Not all Acolytes resort to violence, but those who act in the name of their gods bring with them a divine vengeance. This Ability allows an Acolyte to add their Valor Score to their Hit Checks and Damage results.

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Roar

Warrior

With a harrowing scream you cower or surprise your opponent just long enough for you and your Allies to gain Advantage on their Hit Checks for the round. Roar is considered a Free Action. This Ability may only be used once per Encounter.

Robust

General

You have far more in the tank than most. Gain one (+1) Stamina per Level.

Rouse

Acolyte

Through prayer, motivational cheers, or encouraging words you can spur those around you to fight through their wounds. By spending your Action during your turn to Rouse those around you, all those within your Holy Aura can fight without suffering from their wound penalties for that Round. This Ability may be used again and again so long as the Acolyte spends their Action Rousing their comrades.

Rune Release

Mage, Runecrafter

As a Free Action you can release your allocated Mana in a Runework without activating the Runework itself. The Runework is then considered to be no longer powered by Mana.

Runecrafter

General, Arcane Aptitude

You know the ancient art of runecarving. You may create Runework to imbue your magic into various items. See Runework in the Magic section for further details.

Runemaster I

Mage, Runecrafter

You are adept at empowering your Runework. All efforts to imbue your Runework have their Difficulties reduced by one (-1).

Runemaster II

Mage, Runemaster I

As Runemaster I, but rather than reducing the Difficulties to imbue Runework by one (-1), you now reduce that Difficulty by two (-2).

Ruthless I

Warrior

Your consecutive hits on a Target become more and more lethal. When you successfully Hit a Target for a consecutive time you add half your Level (round

up) to your Damage. This Ability stacks upon itself, for example, a 5th level Warrior with this Ability hitting a Target for the second time would do +3 Damage. Hitting the target for a third time would do +6 Damage, etc. Should at any time you miss your Target, you must start the process over.

Ruthless II

Warrior, Ruthless I

As Ruthless I, but rather than doing half your Level in additional Damage, you now do your Level in additional Damage. This Ability stacks upon itself, for example, a 5th level Warrior with this Ability hitting a Target for the second time would do +5 Damage. Hitting the target for a third time would do +10 Damage, etc. Should at any point you miss your Target, you must start the process over.

Sacrifice

Warrior

By spending less effort looking after your own welfare you can better expend that energy on your enemies. You may lower your Defense for an Encounter to gain additional Stamina. Each point of Defense you lower grants you 2 temporary Stamina. Note: This temporary Stamina may increase your overall Stamina beyond its maximum. This Ability may be used multiple times in an Encounter.

Selfish God

Acolyte

Your God looks out for you as well. You may bestow your Blessings upon yourself.

Sense Enemy

Acolyte

You can detect the presence of those who would seek to do you harm if they are within your Holy Aura. Note: Knowing of the presence of these individuals does not mean you know precisely where they are located (should your target be hidden or invisible).

Shield Fighter

Warrior

You have always trained that a shield is as much a weapon as it is a means to stop them. Your shield has a base Damage of +1d6 and is considered a Light weapon for your off-hand.

Shield Guard I

General

With effort you can bury the better part of your exposed body behind your shield to withstand nearly any attack. You may cancel your Action to cancel any one successful Attack made against you in a Round.

Shield Guard II*General, Shield Guard I*

Your shield use is so skilled your opponents have a difficult time connecting with you in battle. When using a shield your Stamina Defense Modifiers are as follows:

Shield Guard II Defense Modifiers

Stamina Cost	Effect
1	Decrease the amount of Damage received by two (2) points
5	Cancel a single physical Attack made against you in a Round
10	Cancel all physical Attacks made against you in a Round

Shield Mastery*Warrior*

No one knows how to better use a shield than you. Rather than a shield offering a Damage Reduction (DR) equal to the level of the wielder, a shield in your hand offers a Damage Reduction score of 2+ your level.

Shield Training*General*

You have spent some time behind a shield. You are considered trained with shields. Note: All Acolytes and Warriors already possess this level of training.

Shorthand*Mage*

You have a very condensed cypher all your own. Your Spells only take up three pages (each) in your Grimoire.

Sharpshooter I*Rogue*

Under the right circumstances, you can place your shots precisely where you want them. Your Hit Checks with a Ranged or Hurling weapon against stationary Targets are made at Advantage.

Sharpshooter II*Rogue, Sharpshooter I*

Your shots with any Ranged or Hurling weapon automatically hit any object (not living Targets) within Range. For example, you can shoot the rope your friend is hanging from, shoot a lantern on a table to burst it into flame, or shoot the rigging on a boat to drop the sail.

Sincere*Acolyte*

Even the Gods themselves cannot deny your genuine appeals. You gain one Favor following any failed Prayer attempt.

Skilled*General*

One way or another you have managed to learn a bit more than those around you. Gain four (4) additional Talent Points. Note: This Ability may be taken multiple times.

Slam*Warrior*

With a concussive strike on the ceiling, floor, or even one's shield you can stun your opponents. Once per Encounter you may take an Action to slam a weapon with the Crush Designation into the ground, wall, etc. to bestow the Stunned State to all within a 10' radius. Note: This Ability affects all within the 10' radius save for the character enacting this Ability.

Smite I*Acolyte*

Your god guides your hand in combat against your enemies. Once per Encounter you may add your current Favor to a Hit Check. If this Hit is successful, you may then add your current Favor to your Damage. Note: This Ability does not cost you your Favor to use.

Smite II*Acolyte, Smite I*

As Smite I, but you may now add your maximum Favor to your Hit once per Encounter, regardless of your current Favor. If the Hit is successful, you may then add your maximum Favor to your Damage.

Soul Steal*Acolyte*

When passing from one world to the next there is an energy that exists. Although this energy is usually missed, you can tap into it with great effect. Following the Round in which something dies, you may, as a Free Action, select one soul to steal. Regardless of the number of individuals slain in a Round, the Soul Stealer may only choose one soul to steal. Select one power from the list below to define what type of Soul Steal power you possess:

- **Fortify:** You steal the energy from the release of the departed's soul to grant all you select within your Holy Aura an amount of Fatigue equal to one-half the Challenge Level or Level of the deceased (round up). This gained Fatigue cannot take a Character beyond their normal Fatigue maximum.

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- **Glorify:** You steal the energy from the release of the departed's soul to grant any one individual within your Holy Aura one point (+1) of Favor. This gained Favor cannot take a Character beyond their normal Favor maximum.
- **Vivify:** You steal the energy from the release of the departed's soul to grant any one individual within your Holy Aura an amount of temporary Stamina equal to the Challenge Level or Level of the deceased. These temporary Stamina dissipate at the end of the Encounter.

In selecting this Ability, the specific capability of the Soul Steal should be noted with the Ability. For example, Soul Steal: Glorify. Despite the number of capabilities within this Ability, Soul Steal may only be taken as an Ability once.

Specialty Weapon Training

General

You have had some training with more exotic weapons. You are now considered trained in all Specialty weapons.

Spell Mastery

Mage

You have mastered your most favorite of Spells. Pick one spell in your Grimoire to have mastered. Your Aptitude Check to cast that Spell is at Advantage. Note: This Ability may be taken multiple times, each time affecting a new Spell.

Spread Spell I

Mage

Your ability to affect more with your magic comes easier to you. Reduce the cost of your Spell's Area by one (-1).

Spread Spell II

Mage, Spread Spell II

As Spread Spell I, but rather than reducing the cost of your Spell's Area by one (-1), reduce the cost of your Spell's Area by two (-2).

Stalwart

Acolyte

You have a dedicated sense of will when it comes to enacting Divine Interventions in combat. You may spend your Stamina to improve upon your Faith Checks. This is done in the same manner as spending Stamina to improve a Hit Check, by spending one Stamina point to improve a Faith Check result by one point.

Station

Acolyte

You have risen to a notable position within your order, and as such may gain aid from the institutions and organizations of your faith. Simple supplies, information, healing, and even finances equal to ten (10) silver septems per Level

are unobjectionable. Note: Organizations and individuals will only offer what they can part with.

Steady Aim I

Rogue

You aim small and miss small. You no longer suffer Disadvantage when firing at a Target engaged in melee.

Steady Aim II

Rogue, Steady Aim I

Each Round you spend aiming with a Ranged weapon you increase your Critical range by 2. For example, with a round of aiming you would roll a Critical result on a roll of 18, 19, or 20. With two rounds of aiming, your threshold for a Critical would be 16+ (16, 17, 18, 19, & 20). You can aim for a number of rounds equal to your level.

Steady Runework

Mage, Runecrafter

Your Runework is exceedingly noteworthy, lasting, and capable. Any Runework you create that contains a Spell with a Concentration Duration succeeds on any Easy or Average Concentration Check (rather than just Easy Concentration Checks).

Stunning Strike

Rogue

You can make a melee attack to Stun your opponent. Once per Encounter, if you make a successful attack against an opponent, you give them the Stunned State (see States in the Combat section for further information).

Sure-Footed

General

Once you have rooted yourself to the ground you are unshakable. You cannot be given the Lame or Prone State.

Swift Reload

Warrior

You have a talent for keeping your crossbow bolts flying. You can expend a Maneuver in place of one of your Actions to reload a crossbow. The following is a breakdown of the Swift Reload Ability as it pertains to each crossbow type:

Swift Reload Table

Crossbow Type	Regular Reload	With Swift Reload
Crossbow	1 Action	1 Maneuver
Heavy Crossbow	2 Actions	1 Action & 1 Maneuver

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Taunt

Warrior

You have a knack for getting attention in battle. Once per Encounter, as a Free Action, you force your Target to face off against you for the remainder of the Encounter. This Ability works so long as your Target can engage you.

Thaumaturge

Acolyte

You have a knack for infusing your Divine capabilities into simple tinctures, powders, or balms. With a successful Average (12) Hermetics Check and the expenditure of the appropriate amount of Favor, you can imbue a potion, salve, oil, or the like with a specific Divine Effect. This Effect will only affect the item or individual that applies the oil, drinks the potion, etc. This Favor is considered expended the moment the tincture is created, but can be replaced with an appropriate amount of prayer.

Thick Skull

Warrior

You are extremely hard-headed. You are immune to Stuns or attempts to knock you Unconscious.

Thrill Of Victory I

Warrior

You feel a rush every time one of your enemies is slain. You regain expended Stamina equal to one-half your Level (round down) every time you kill an enemy. Note: you cannot gain more than your maximum Stamina with this Ability.

Thrill Of Victory II

Warrior, Thrill Of Victory I

As Thrill Of Victory I, but rather than regaining Stamina equal to one-half your Level, you now regain Stamina equal to your Level every time you kill an enemy. Note: You cannot gain more than your maximum Stamina with this Ability.

Tireless

General

You do not get tired in battle. Gain one (+1) additional Fatigued point per Level.

Tough

General

You are not injured easily. Gain one (+1) additional Battered point per Level.

Trample*Warrior*

You use your mount as a weapon. If you make a successful attack against an opponent while mounted you do Damage as normal, but your mount rolls for Damage to the Target as well. The Target is also knocked Prone.

Tumbler*Rogue*

You have developed a skill for getting around your enemies. As a Maneuver you may attempt an Athletics Check against a Difficulty equal to the Defense of your Target. This Athletics Check is considered a Free Action, and part of your Maneuver. If successful, you dive, roll, or dash around them. If you use your subsequent Action to perform an Attack against the Target, you make your Hit Check at Advantage.

Unbreakable*General*

Despite your enemy's best efforts, you cannot be killed easily. Characters with this Ability gain one (+1) additional Injured point per Level.

Unremarkable*General*

You have a rather non-descript face, are very common looking, or are otherwise unassuming. Using this to your advantage, you are often overlooked and rarely remembered. You are easily lost in a crowd and details of your description are often vague at best.

Untouchable*General*

Be it a sixth sense for danger, a knack for dodging out of the way, or perhaps even a very tough hide you are less subject to acts of violence. With this Ability your Defense increases by one (+1).

Utilitarian*Warrior*

Some weapons provide you more to work with than others. Any weapon you use with the lengthy Designation is considered to have the Wieldy Designation as well.

Venerable Spirit*Acolyte*

Your very essence is nearly otherworldly, leaving you with an almost supernatural spirit. As a result, you will not rise as a member of the Sick when you pass from this world to the next. Likewise, you are impervious to having another spirit Reincarnated into your body. In fact, your spirit is so different from those of the

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people around you that you can walk among the Sick with a Successful Faith Check at Average (12) Difficulty (treating it much like a successful Stealth Check).

Vesting Faith

Acolyte

Turning to their faith in times of need, an Acolyte can grant hidden reserves of strength. Vesting Faith allows the Acolyte to spend their Blessings to bestow Stamina. Stamina is granted at a rate of 2 plus the Acolyte's Level points per Blessing. This Stamina remains with the Target until used.

Vital Targeting

Warrior

You have made it a practice to target and seek out the vital organs and tissues of your enemies. You may add your Knowledge Modifier to your Damage when hitting creatures with vital organs. It is up to your GM's discretion when this Ability applies in combat.

Weapon Master I

Warrior

Your preference has led you to mastery over a collection of weapons. Choose a type of weapon (blades, axes, bows, etc.). You now reroll any natural 1 results on all Damage with that weapon type.

Weapon Master II

Warrior, Weapon Master I

As Weapon Master I, but you now reroll any natural 1 or 2 results on all Damage with that weapon type.

Wild Mage I

Mage

You were born to create your magic on a whim. Your Spontaneous Magic costs are reduced by one (-1).

Wild Mage II

Mage, Wild Mage I

As Wild Mage I, but rather than reducing your Spontaneous Magic costs by one (-1), they are now reduced by two (-2).

Willful Focus

Rogue

When the chips are down you have always been able to come through. Once per day you can spend any Stamina you possess to increase the results of a Talent Check by the amount of Stamina spent.

Wizened*General*

You have a constant thirst for learning and are one who truly believes that knowledge is power. Your mind is your greatest asset. You gain a bonus of +1 to your Knowledge Attribute. This bonus cannot raise your Attribute beyond its maximum.

ATHIA MAGIC

The ability to influence or impact the course of events, if not the world around you, through mystical or supernatural means is what magic is all about. Magic is often believed to be one's ability to implement change solely through force of will, and although this is not entirely inaccurate it does beg for clarification. There are two types of magic in Athia: Arcane magic and Divine magic. Arcane magic is raw elemental power that affects the world around us, whereas Divine magic is celestial in nature and grants the ability to impact living things.

Arcane Magic is enacted by the Caster by Formulating a Spell (typically from their Grimoire), powering it with a portion of their Mana, and then releasing it into the world through their Aptitude to create an Effect. Divine Magic is the result of an appeal offered up to a god, fueled by the Caster's Favor with their chosen god and then released upon Athia from the heavens in the form of a Divine Intervention. Whether the Caster has tapped into the Arcane or Divine powers of the world, they must direct it themselves. This magical artistry takes practice, either through studious understanding of the energies of the world, or by best exemplifying their god and calling upon their assistance in such a way to clearly request what is needed.

As one might expect, Magic is not static. Magic is ever changing. Two Acolytes may call upon the aid of their god in diverse ways, just as any two Mage's Grimoires are never the same. Practitioners of magic have different views, and therefore wield their magic in completely different ways. One Mage might have an affinity for fire - destroying, cleansing, and illuminating the world around him. Another Mage might favor tricks of the mind - charming those near him, or perhaps warding off the evils he might have to otherwise face. An Acolyte might seek to spread the word of their god simply through their actions, by helping those in need, or by providing sanctuary to Athia's transients. Other Acolytes might spread a clear understanding of their god through force of will, by leading armies and crushing enemies unwilling to convert.

Magic is many things, but more importantly it is what its wielder wants it to be. Magic, like beauty, is in the eye of the beholder.

ARCANE MAGIC

Arcane magic is a raw, primal, and elemental power that stems from the universe itself. It holds the world together, controls the laws of physics, affects the lands, winds, and waters equally. Arcane magic, when wielded thoughtfully, can allow one to view distant lands, converse across miles, fly, or even stop time. When wielded malevolently it can betray senses, turn a man into a beast, or simply render things to dust. Arcane magic is powerful, but as it is as much a part of the

natural world as the trees or the tides, Arcane Magic is fleeting. Arcane energy always seeks to return to its former state, thus all things created with Arcane Magic eventually dissipate. This manipulation of Arcane magic takes years to master. Mages dedicate their lives to understanding the workings of Arcane magic. They craft Spells and record their esoteric findings in tomes called Grimoires. Although the world of Athia was once dotted with academies and conservatories dedicated to the study of the Arcane arts, now the research of magic is left to just a few secretive institutes.

All Arcane magic begins with a Spell. A Spell is a magical formulation - like a recipe to enact a specific Effect upon the world. It is designed by the Caster, recorded in a Grimoire, and executed with a complex series of gestures and incantations. These Spells must be fueled by Mana to be cast. Mana is the conduit through which the Caster channels primal Arcane magic into the world of Athia. Finally, to successfully cast the Spell, the Caster must possess significant Aptitude with the given Art of the Effect the Spell will enact. Should all that fall into line, the Caster then casts their Spell and creates a magical Effect.

Individuals are limited in the number of spells they can have active at any given time by the amount of Mana they possess. An individual who has invested all their Mana with Spells or other magic may not cast anything further. Only releasing Spells that are currently active will free up one's Mana.

Arcane magic is divided into Arcane Arts. Each Art represents a certain aspect of magic and contained within each Art are Effects an individual can wield to influence the world around them. Each Art is measured by an individual's Aptitude - how skilled or proficient they are in casting Spells whose Effects stem from that Art. There are five Arcane Arts, each pertaining to a particular element: Air, Cosmos, Earth, Fire, and Water. Each Art stems from an individual Attribute, drawing power from the individual casting the spell. The Arcane Art Governing Attributes Table shows from which Attribute each Art stems.

Arcane Art Governing Attributes Table

Arcane Art	Governing Attribute
Air	Knowledge
Cosmos	Instinct
Earth	Constitution
Fire	Valor
Water	Dexterity

Aside from the Attribute a given Art stems from, each Art has its own powers and capabilities. Below is a summation of which Art controls which powers:

Air: Illusion, affecting the minds of others, and even defying gravity are functions of the Arcane Art of Air. Commanding the minds of the weak,

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creating the image of an entire army out of thin air, or even flying through the clouds are all examples of the Art of Air.

Cosmos: Slipping through space, gleaning mystic insight, and controlling time are all representative of the Arcane Art of the Cosmos. Scrying on distant lands or enemies, being in one place one moment and somewhere else the next, or even stopping time are all examples of the Art of Cosmos.

Earth: Conjuring forth something from nothing, providing safety and security, and summoning creatures to heed your wishes form the basis of the Arcane Art of Earth. Creating a wall of vines, summoning a being to carry an injured companion, or devouring an enemy with a spray of acid are all examples of the Art of Earth.

Fire: Chaos, entropy, and malleability are all defining characteristics of the Arcane Art of Fire. Melting down a vault door, repairing an ancient artifact, or driving an opponent blind with rage are all examples of the awesome powers of the Art of Fire.

Water: Movement, shape-shifting, and segregation are all examples of the specialties of the Arcane Art of Water. Speeding over land or water, turning oneself into a great eagle, or completely sucking the water out of an enemy's body are all examples of the Art of Water.

GRIMOIRES

A Grimoire is a large complex text of magical notes and writing that Mages and other Arcane Casters use to store a selection of Spells they have previously composed. They are an Arcane recipe, an individualized record, unique to each Arcane caster. As such, an Arcane caster need not be literate to record their own Arcane Grimoire. A Grimoire varies in number of pages based upon its size and the materials it is composed of. These carefully guarded tomes often have a leather-bound wooden cover, durable spines, and a selection of pages made of Parchment, Vellum, or Rag Paper. Grimoires can be affixed with locks and even treated for fire or water proofing as noted in the Goods & Services section.

Grimoires are limited in the number of Spells they can contain. Each Spell inscribed within a Grimoire takes five pages to record. It is assumed that each spell takes approximately an hour to scribe into a Grimoire. Individuals can carry multiple Grimoires but should consider upgrading to books with additional pages before carrying a library on their backs. Although Grimoires are usually written by a single Mage from their personal experience and point of view, most can be used by anyone with an understanding in the Arcane Arts. As a result, Grimoires are

very closely guarded and occasionally even written in code or obscure languages to prevent the theft of their contents.

Mages and other Arcane Casters create new Spells all the time; this is commonly known as Spontaneous Magic. However, the moment a Mage records a Spontaneous Spell in their Grimoire it is no longer Spontaneous. From that moment on the Mage can practice and study their Spell, becoming more proficient in its casting.

CASTING SPELLS

Performing Arcane magic in the world of Athia begins with a Character deciding to cast a Spell. We will assume they have already Formulated a Spell, have the Mana to power it available, and have a measure of Aptitude in the Spell's given Art. The easier the Spell's Difficulty is, the more likely the Caster is to cast it successfully. The more powerful the Spell, the greater the chance the attempt to cast it will fail. The steps of accomplishing these magical Arcane Effects follow the sequence shown below.

Sequence to Casting Arcane Spells

1. Select or Formulate (Spontaneous) the Arcane Spell.
2. Ensure you have the available Mana to power the Spell.
3. Determine the Spell's Difficulty (modified by any factors set forth by the GM).
4. Target the Spell's Effect and determine who or what is affected.
5. Ensure the affected Targets or Area is within the Spell's Range (if necessary).
6. Roll your appropriate Arcane Aptitude Check.
7. Determine the Spell's success. If successful, implement the Spell's Effect. If unsuccessful, there are no Effects from the Spell.
8. Monitor the Effect's Duration (if necessary).

Select or Formulate the Arcane Spell: Individuals may either select a Spell from their Grimoire, or compose a Spontaneous Spell by Formulating it on the fly.

Ensure you have the available Mana to power the Spell: Every Spell requires Mana to power it. Some Spells have multiple Effects. The Caster must have a point of Mana available for each Effect of the Spell they are attempting to Cast. This available Mana would be in addition to any Mana currently being used to maintain any ongoing Arcane Effects, or any powered Runework. An individual's Mana is considered invested in the Spell it is powering until such a time as the Spell Duration is met, or the Caster decides to cancel the Spell.

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Determine the Spell's Difficulty: Once a Spell is selected and you have the Mana to power it, you then need to verify the Difficulty of the Spell. Each Formulated Spell has a set Difficulty, but other factors set forth by your GM may impact the Difficulty of the Spell. Your GM will inform you of any Modifiers you will need to add to your Spell's Difficulty.

Target the Spell's Effect and determine who or what is affected: The Caster selects the Targets of the Spell or designates its Area to determine who or what will be affected by the impending Spell (if necessary).

Ensure the Targets or affected Area is within the Spell's Range (if necessary): Compare the Range of the Targets or Area with the Range listed in the Spell's Formula to ensure the Spell's Effect can affect them.

Roll your appropriate Arcane Aptitude Check: Roll an Arcane Aptitude Check using the appropriate Art for the Spell being cast (or using the Art of the Effect with the greatest Difficulty as appropriate) to determine if you are successful. A result equal to or greater than the Difficulty of the Modified Spell is successful.

Arcane Aptitude Score = Aptitude Points + Attribute Modifier + Abilities

Arcane Aptitude Check = d20 + Arcane Aptitude Score

Determine the Spell's success: Follow the result of the Caster's Aptitude Check. If successful, implement the Spell's Effect: The Caster may now explain what the Effects of their Spell are on the designated Targets or Area. If the Caster was unsuccessful in casting the Spell, there are no Effects to implement from the attempted Spell. These Effects occur last in the End of Round report unless otherwise noted.

Monitor the Effect's Duration (if necessary): Some Spells have instantaneous Effects, while others have lasting Durations. Durations should be counted each Round following the Round the Spell was activated until the Caster chooses to stop the Spell or until the Duration has passed. In the case of Durations that are Concentration based, the Caster will need to make Concentration Checks, beginning at Easy, until the Effect is either ended or a Concentration Check is failed. This Difficulty increases by one category (e.g., from Easy to Average) if the Caster is either attacked, or takes an Action.

Maximum Spell Difficulties

Spell Difficulties are limited to a maximum Difficulty equal to the Aptitude Score of the Arcane caster plus twenty (+20). For example, a Mage with a Cosmos Aptitude Score of 9 could create Cosmos Spells with a maximum Difficulty of 29. Spells with combined Effects from multiple Arts use the higher Aptitude Score of the Arts contained within the Spell when determining maximum spell difficulty.

Casting and Critical Results

When making an Aptitude Check to cast a Spell, if a Critical result is rolled, double the effectiveness of the Spell being cast.

Identifying Arcane Magic

Arcane energy is distinct in the world and easily discerned the trained eye. Arcane magic flows as Spells are being enacted, radiates in lost pieces of Runework, emanates from powerful creatures, exudes from lingering Spells, and emits from powerful Enchanted Items. A Mage or Arcane Caster with an Aptitude in the corresponding Art has a chance to pick up on any such magic. Therefore, a Mage with an Aptitude for the Art of Fire could identify that the fire pouring forth from an ancient forge is magical. For the Mage or Arcane Caster to identify the magic consult the Arcane Identification Table. Attempting to identify Arcane Magic is considered a Free Action.

Arcane Identification Table

Arcane Magic Type	Aptitude Check Difficulty
Active Spells	Difficulty of the Spell being identified
Creature	10 + the Challenge Level of the creature
Enchanted Item	Minute = Automatic Minor = Easy (9) Moderate = Average (12) Major = Difficult (15) Epic = Extreme (18)

- **Active Spells:** If successful on an Aptitude Check the identifier can determine the Art and Effect of an active Spell.
- **Creatures:** If successful, you determine the Arcane capability of the creature as well as what Arts it is skilled with.
- **Enchanted Items:** If successful, you determine the Arcane elements of the item, as well as the means to activate it.

Casting Spells in Combat and Interruption

Combat provides its own selection of complications and risks when casting spells. Attempting to move, attack, or being attacked, more importantly, all make working magic in combat particularly difficult. Whenever a Character is interrupted while Concentrating on a lasting Effect (whether due to a failed Concentration Check from round to round, failing it after being attacked, or failing it after taking an Action) that Spell immediately ends, and the Caster must begin anew to attempt the magic again.

Being Killed or Down

Ongoing Arcane Magic Effects, i.e. Effects prolonged through Concentration with an ongoing Duration, are tied to the presence and existence of the Caster who enacted them. Should, at any point, the Caster of an ongoing Effect die, any magic Effects they enacted immediately stop. When a Caster is Down, Concentration-based Effects continue until a Concentration Check is provoked, at which point the ongoing Effects immediately cease.

ELEMENTS OF A SPELL

All Spells are composed, or Formulated, in the same fashion. Each Spell has several elements, or facets. Spell elements include of the name of the Spell, the Range the Spell can reach out to, the Area or the number of Targets the Spell affects, the Duration of the Spell, the Damage of the Spell (if designated), the Effect or Effects of the Spell, any possible Miscellaneous Modifiers to the Spell, the Difficulty of the Spell, and typically a small description of what the composed Spell does. Each of these elements is listed below, along with a description of their components.

Name: The name of the Spell is simply a means for the Players, Characters, or GM to refer to the Spell. This is completely arbitrary and chosen by the Player who designed the Spell. Names typically reflect what the Spell is intended to do, or are poetic ways to describe the Spell's outcomes. Some example names would include: Secrets Revealed, Expeditious Egress, or Unending Torrent of Dragon's Fire.

Range: The Range of a Spell is the distance from the Caster to the Spell's recipient, either the Targets or the epicenter of the Area where the spell is being cast. Range is measured in feet, and the further the Spell can reach the more Difficult it is to cast successfully. The Range Table indicates the Range categories a Spell can possess, as well as their contributing Difficulty increases.

Spell Range Table

Distance	Difficulty Increase
Up to 50 feet	+0
50 to 500 feet	+3
Beyond 500 feet	+6

Area: A Spell will have either an Area or Targets, not both. The Area of a Spell defines an inanimate space or location subjected to the Spell's magical Effect. Areas are measured in radius, or the distance from the epicenter of the Spell to its furthest extreme. Characters must specify the exact area they are attempting to affect - most notably, what would be the epicenter of their Spell. Unlike the Targets element of a Spell, Area Spells impact everyone and everything in the affected area of the Spell (friend or foe). When the Damage element is added to a Spell with an Area element, full Damage is applied to the epicenter of the Area Spell, and all other potential recipients within the Area take

Spell Area Table

Area Size	Difficulty Increase
Tiny (5' radius)	+0
Small (10' radius)	+3
Medium (50' radius)	+6
Large (100' radius)	+9
Enormous (1,000' radius)	+12

one-half Damage (round up). The Area Table indicates the Area categories a Spell can possess, as well as their contributing Difficulty increases.

Targets: A Spell will have either an Area or Targets, not both. Targets refers to the maximum number of living individuals that may be affected by the Spell. A Spell may only affect an individual, or may affect several different recipients. In all cases Characters must specify which Targets the Spell is being directed towards when declaring intentions. Spells only affect the designated Targets, and cannot be redirected after casting. Note: The Caster must be able to see their Target (unless otherwise noted in the description of the Spell Effect). The Targets Table indicates the costs associated with Formulating a Spell that has the capability to affect a designated number of Targets, as well as the contributing Difficulty increases.

Spell Targets Table

# of Targets	Difficulty Increase
1	+0
Each Additional	+3

Duration: The length of time the Spell Effect lasts is listed as its Duration. Durations are listed in one of two categories: Instant or Concentration. For all Instant Durations, the Effects immediately

Spell Duration Table

Duration	Difficulty Increase
Instant	+0
Concentration	+6

take place in the Round in which the Spell is cast, and exclusively in that Round. In the case of Durations that are Concentration based, the Caster will need to make Concentration Checks, of increasing Difficulty, beginning at Easy, until the Effect is either ended or a Concentration Check is failed. Concentration Checks begin the first Round, at an Easy Difficulty (9), following the Round the Spell was cast (assuming it was cast successfully). This Difficulty increases by one category (e.g. from Easy to Average) if the Caster is either attacked, or takes an Action. Concentration spells that deliver Damage do so every Round the Caster is able to maintain Concentration. As an example of an Instant Duration versus a Concentration Duration for the Daze Effect (Art of Air), the Instant Duration would force a designated recipient to be at Disadvantage on their next Check versus being at Disadvantage for as long as the Caster is able to maintain their Concentration for the Spell. When applicable, Durations should be counted each Round following the Round the Spell was activated until the Caster chooses to stop the Spell. The Duration Table indicates the Duration categories a Spell can possess, as well as their contributing Difficulty increases.

Damage: Sometimes the Caster's desire is to destroy their enemies. Damage can be added to any Spell Effect (some more easily than others). Damage is based upon Caster Level, increasing in power as the Caster increases in Level. Damage can also stack, meaning that you can do multiple dice of Damage by paying for each die of Damage you seek to do repeatedly. For example, if you were a fifth

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Level Mage seeking to add 3d8 Damage to your Spell, you would increase the Spell's Difficulty by +12 (+4+4+4=+12). Each recipient of a Damaging Spell takes the full amount of Damage. Everyone within a Damaging Spell Area will suffer at least one-half Damage

(anyone at the spell's epicenter takes full Damage). Regardless if a Spell effects an Area or Targets, Damage may be rolled once or rolled separately for each recipient. However, that must be decided by the Caster prior to the first Damage roll being made. The Damage Table indicates the Damage categories a Spell can possess, as well as the contributing Difficulty increase.

Spell Damage Table

Caster Level	Damage Die	Difficulty Increase
1 st – 3 rd	D6	+4
4 th – 6 th	D8	
7 th +	D10	

Effects: The Effect or Effects of a given Spell is the real substance of the Spell's magical outcome. Each Effect contained in a Spell requires the Caster to have a point of Mana available to cast it. Therefore, a Spell with two (2) Effects would require that the Caster have two (2) available Mana to successfully cast it. Effects determine the outcome of the Spell to the Targets or Area of the Spell, as well as the outcome for the Spell should there not be any specific individuals targeted. All Spell Effects are tied to a specific Arcane Art. Some Spell Effects have specific rules pertaining to Area, Duration, Range, or Targets. Any exception to the rules laid out by the description of the Spell Effect take precedence over the general Spell elements rules. Note: Casters may only have as many Effects active as they have Mana.

Miscellaneous Modifiers: There are many Miscellaneous Modifiers that can contribute to a Spell's Difficulty. These Modifiers might include setting Contingencies for a Spell, whether a Spell is a Spontaneous Spell, adding additional Effects into a Spell or Magic Item Modifiers when casting Spells against Enchanted Items and Sacred Relics.

- **Contingency:** Contingencies are specific circumstances set forth that will trigger the Spell to be cast. Spells with Contingencies are cast normally, but do not take effect until their Contingencies have been met. These Contingency Spells require investment of the Caster's Mana, and so should not be cast without good reason. Example Contingencies might be: the moment the Caster takes Damage, the moment the Caster falls more than three feet, or the moment someone steps foot in this room.
- **Spontaneous:** Spontaneous Spells are Spells that have been Formulated on the fly, or Spells listed in one's Grimoire that are being cast with one or more elements modified. Spontaneous Spells are just more Difficult to cast than practiced Formulated Spells.

- **Additional Effects:** A Caster may Formulate a Spell with more than one Spell Effect. When this is done the Caster uses the Effect with the higher Difficulty as their Base Difficulty for the Spell, and then adds an additional +3 to the Difficulty of the Spell being Formulated for each additional Effect being added. Please note that the Caster must possess an amount of available Mana equal to the number of Effects within the Spell to successfully cast it.
- **Magic Item Modifiers:** When targeting Enchanted Items or Sacred Relics those items increase the Difficulty of Spells targeting them. An item that includes Runework, when targeted, does not affect Spell difficulty as it is not considered either an Enchanted Item or Sacred Relic.

Magic Item Modifiers are circumstantial modifiers the GM will implement when targeting a specific magic item with their Spell. The Spell Miscellaneous Modifiers Table indicates the Miscellaneous Modifiers a Spell can possess, as well as their contributing Difficulty increases.

Spell Miscellaneous Modifiers Table

Miscellaneous Modifier Element	Difficulty Increase
Contingency	+2
Spontaneous	+4
Additional Effects	+3 per Effect
Enchanted Item / Sacred Relic: Minute	+1
Enchanted Item / Sacred Relic: Minor	+3
Enchanted Item / Sacred Relic: Moderate	+5
Enchanted Item / Sacred Relic: Major	+7
Enchanted Item / Sacred Relic: Epic	+9

Difficulty: This is just how Difficult the Spell is to cast. The Difficulty for a Spell begins with the Difficulty of the Spell's Effect. From there, that Difficulty increases with each additional element added to the Spell. The higher the Difficulty of the Spell, the harder it is to cast successfully; the lower the Difficulty, the easier. There is no limit to how high a Spell's Difficulty can become. Each of the various elements of a Spell can contribute to the Spell's Difficulty. Once all the other elements have been determined, add up their Difficulty Modifiers and add that to the Spell Effect's Base Difficulty.

Description/Notes: Although not part of determining the Difficulty of a Spell, the overall description of the intended Spell helps to convey what exactly the result of the magic will be. Each sample Spell has a description to help the Players and GM understand the magical effect being cast. Descriptions also allow Players to

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further customize their Spells by including details as to the sights and sounds of the Spell, as well as its specific intended use.

Combining Effects From Multiple Arts

Arcane power is primordial and pure. As such it is exceedingly difficult to combine different Effects from multiple Arcane Arts. Unless the Caster possesses the Amalgamate Ability, they are unable to combine the Effects of two or more Arcane Arts in a single Spell. However, Effects from the same Arcane Art may be combined.

When combining Effects within a given Art (or from multiple Arts should you possess the Amalgamate Ability), use the Effect with the higher Difficulty as the Base Difficulty for the Spell. For each additional Effect the Caster wishes to add to the Spell, increase the Difficulty of the Spell by three (+3). With each additional Effect added, the Spell will require an additional point of Mana to cast. For example, if one was to formulate a Spell containing three Effects, the Caster would need to possess three (3) available Mana to cast the Spell successfully. If combining Effects from multiple Arcane Arts, the Effect used as the Base Difficulty for the Spell is also used when rolling the Aptitude Check to successfully cast the Spell. For Example, if a Spell is Formulated with an Effect from the Air and Water Arts, and the Water Art Effect has the higher of the two Difficulties, the Caster would make a Water Aptitude Check to cast the multiple Effect Spell.

Spontaneous Magic

Arcane magic is practiced, ritualistic, and almost mathematical. Mages typically design Spells, record them in their Grimoires, and cast their magic with rehearsed precision. This does not, however, preclude them from Formulating a Spell on the spot. This process is known as Spontaneous magic.

Spontaneous Spells come in two forms: completely new, or the result of tweaking or adjusting a Spell in one's Grimoire. Completely new Spells are designed on the fly - as though the Character created a brand-new Spell for their Grimoire. They are altogether new to the Caster, and may have any number or kind of Effects. When a Caster modifies any element of an existing Spell, it is considered Spontaneous. Spontaneous Spells, being unpracticed, are not as effective as their studied counterparts. All Spontaneous Spells are inherently more difficult to cast on the fly. All Spontaneous Spells increase the Spell's Difficulty by four (+4). Spontaneous Spells can otherwise be cast just as any other Arcane Spell. Spells that have been cast spontaneously can subsequently be added to a Character's Grimoire assuming they have sufficient blank pages and time to record them (see Grimoires above). Scribing Spontaneous Spells into a Grimoire will eliminate the Spontaneous Magic costs when casting them in the future.

DESIGNING SPELLS

One is only limited by creativity, or possibly Mana, when it comes to using magic. Nearly anything is possible when creating new Spells. Players are empowered and encouraged to utilize their imaginations when attempting to overcome problems and obstacles with Arcane magic.

Every Arcane Spell is crafted in nearly the same way. Designing a Spell begins with the player selecting the Effect (or Effects) they would like to compose the Spell with. The Effect itself will determine a great deal about the Spell - what it is capable of as well as how it will impact its target. Effects are the real bread and butter of any given Spell, whether you are setting things ablaze or flying across fields. The Effect will also determine the Base Difficulty of the Spell, or how difficult it will be to pull off the Spell with an appropriate Arcane Aptitude Check. If designing a Spell with multiple Effects, the Spell with the highest Base Difficulty will be used, and an additional cost will be paid for each added Effect. Once you have chosen the Effect for your Spell, you need to determine the Range, Area or Targets, Duration, Damage and other Miscellaneous Modifiers you may need for the Spell. Once the Spell is Formulated, its Difficulty Modifiers are all added to the Base Difficulty of the Spell. This final summation of the Spell's Difficulty Modifiers will result in the Spell's Difficulty to cast. This will become the difficulty number for the appropriate Arcane Art's Aptitude Check when attempting to cast the Spell.

Each Art's Effect has an associated Base Difficulty. These Difficulties begin at Easy (9) and progress to Extreme (18). The higher the Base Difficulty, the more difficult the Spell will become. Difficulties increase quickly as the various degrees of Spell elements are chosen.

Example Spell Design

Laura is building a Spell for her First Level Mage's Grimoire. She decides she wants to build a Spell catered towards her Mage's preferences for the Arcane Art of Air. She wants to create a Spell that will blast her target with lightning and blow them away from her like a powerful storm. Before Laura begins, it is worth looking at a table with each of the Spell Elements listed upon it. Each of these fields will be filled out, ultimately making a completed Spell.

Name		Difficulty Calculation
Mana		
Difficulty		
Range		
Area		
Targets		

Duration		
Damage		
Effects		
Miscellaneous		
Description/Notes		

Laura begins by naming her Spell and selecting the Effects she wants to use. She decides to name her Spell “Storm Strike”, and writes that in the area for the Spell’s name. She selects two Effects from the Arcane Art of Air, “Electricity” and “Gale”, and notes them in the Effects area for the Spell. Both Effects in her Spell have a base difficulty of Easy (9), so her Spell Difficulty will begin at Easy (9). But since she has chosen to add an additional Effect to the Spell, this increases the Spell’s Difficulty from 9 to 12. Also, as the Storm Strike will have two Effects, she can note that the Spell will require two (2) points of Mana to cast.

Next Laura decides that to keep the Spell’s cost down she sets the Range of the Spell to “Up to 50’”, not adding anything to the Spell’s Difficulty. Since Laura imagines the Spell affecting an Area rather than Targets she chooses to set the Spell’s Area to “Small (10’ radius)”, which increases the Spell’s Difficulty from 12 to 15. She then sets the Spell’s Duration to Instant as she’s still interested in keeping the Spell’s Difficulty as low as she can. Finally, adding Damage to the Spell, Laura selects 1D6 for her 1st Level Mage. This Damage adds an additional four (+4) to the Spell’s Difficulty, bringing it to 19 (9 to start, +3 for the additional Effect, +3 for the Small Area, +4 for the Damage). Laura’s “Storm Strike” Spell now looks something like this:

Name	Storm Strike	Difficulty Calculation
Mana	2	1 + 1
Difficulty	19	
Range	Up to 50’	+0
Area	Small (10’ radius)	+3
Targets	n/a	+0
Duration	Instant	+0
Damage	1D6	+4
Effects	Electricity, Gale	9*
Miscellaneous	Additional Effects (total of 2)	*+3
Description/Notes		
This Spell allows the Mage to assail all enemies in the target area with an explosive bolt of lightning that blows the targets away from them.		

RUNEWÖRK

Runework is the ancient art of scribing magical runes on the surface of an item by an Arcane Caster to infuse magical Effects. Runework is composed by an individual with the intent to activate the power of the rune later. Unlike Formulating Spells, Runework requires no Arcane Aptitude Check to cast. All Mana and Spell Formulations necessary to enact the magic of the Runework are imbued into the runes themselves. Runework can be powerful, and takes a considerable amount of preparation to create. Once a Runework item has been activated, its Mana is considered spent (and thus returned to its creator). However, the Spell written out upon the Runework item remains and can be recharged again later (if so desired). Anyone wanting to recharge the Runework item must power the Runework just as they otherwise would in creating a new Runework item (although their time to recharge it is considerably quicker than creating a Runework item from scratch) as described in the Magic Items section.

Runework is a pre-charged, pre-programmed magical Effect awaiting discharge. Any Character, regardless of Class, may activate the Runework if the writing of the runes can be deciphered. Short hand, obscure languages, Arcane codes, or ancient ciphers can all complicate the activation of Runework, and Characters attempting to activate the magic of the runes must make a successful Scholar Check against the Runework's Spell Difficulty. If successful, the Character has deciphered enough of the runic writing to successfully activate the Runework, as well as determine what type of magical Effect the runes create. Arcane Aptitude with the Arts used within the Runework is not required for activation. However, if a Character is attempting to activate Runework they have created, a Scholar Check is not required. Activating Runework is a Free Action.

ARCANE EFFECTS BY ART

Each of the Arcane Effects are listed, in summation, by Art. Included with each Effect is the Base Difficulty to enact the Effect. Additionally, following the tables for each Arcane Art is a complete description for each of the listed Arcane Effects. Effects for each of the Arcane Arts are as follows:

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Art of Air Effects Table

Effect	Base Difficulty
Anti-Air	Difficult (15)
Attune Air	Special
Charm	Difficult (15)
Daze	Average (12)
Dream	Average (12)
Electricity	Easy (9)
Ethereal	Extreme (18)
Fly	Difficult (15)
Fog	Easy (9)
Gale	Easy (9)
Illusion	Average (12)
Invisibility	Difficult (15)
Levitate/Descend	Average (12)
Memory Meld	Difficult (15)
Mental Link	Average (12)
Mind Blank	Easy (9)
Read Thoughts	Average (12)
Shape Memory	Extreme (18)
Sleep	Difficult (15)
Stupefy	Difficult (15)
Suggestion	Difficult (15)
Wall of Winds	Average (12)

ART OF COSMOS

Art of Cosmos Effects Table

Effect	Base Difficulty
Anti-Cosmos	Difficult (15)
Arcane Absence	Easy (9)
Attune Cosmos	Special
Clarity	Average (12)
Co-Locate	Difficult (15)
Darkness	Easy (9)
Dimensional Pocket	Difficult (15)
Gate	Extreme (18)

Halt Gravity	Easy (9)
Hasten / Slow	Difficult (15)
Message	Easy (9)
Portal, Major	Difficult (15)
Portal, Minor	Average (12)
Psychometry	Average (12)
Sense Presence	Average (12)
Scrying	Difficult (15)
Switch Places	Average (12)
Teleport	Extreme (18)
Time Stop	Extreme (18)
Time Travel	Extreme (18)
Void	Easy (9)
Wall of Force	Average (12)

ART OF EARTH

Art of Earth Effects Table

Effect	Base Difficulty
Anti-Earth	Difficult (15)
Acid	Easy (9)
Alarm	Easy (9)
Attune Earth	Special
Burden	Average (12)
Creation, Major	Extreme (18)
Creation, Minor	Average (12)
Earthen Grasp	Difficult (15)
Earthen Shield	Average (12)
Earthen Weapon	Average (12)
Earthquake	Difficult (15)
Elemental Resistance	Average (12)
Repel Creature	Average (12)
Repel Object	Average (12)
Shelter	Difficult (15)
Solidify Ground	Easy (9)
Stone Hide	Average (12)
Summon Construct	Average (12)
Summon Mount	Easy (9)

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Summon Servant	Easy (9)
Traverse Earth	Difficult (15)
Wall of Stone	Average (12)

ART OF FIRE

Art of Fire Effects Table

Effect	Base Difficulty
Anti-Fire	Difficult (15)
Attune Fire	Special
Blaze	Average (12)
Blind	Average (12)
Chaos	Difficult (15)
Climb	Easy (9)
Darkvision	Easy (9)
Degenerate	Difficult (15)
Disguise	Average (12)
Fire Forge	Extreme (18)
Flame	Easy (9)
Freeze	Easy (9)
Harden	Average (12)
Heat	Easy (9)
Hone	Average (12)
Ignite	Easy (9)
Lock/Unlock	Average (12)
Melt/Fuse	Average (12)
Open/Close	Easy (9)
Repair	Easy (9)
Smoke	Easy (9)
Wall of Flame	Average (12)

ART OF WATER

Art of Water Effects Table

Effect	Base Difficulty
Animate	Average (12)
Anti-Water	Difficult (15)
Attune Water	Special
Bloodstream	Extreme (18)

Cohere	Difficult (15)
Dehydrate	Easy (9)
Duplicate	Extreme (18)
Enlarge/Diminish	Average (12)
Extinguish	Easy (9)
Free Move	Average (12)
Geyser	Easy (9)
Liquefy	Difficult (15)
Mist Form	Difficult (15)
Mobility	Easy (9)
Polymorph	Extreme (18)
Stop Movement	Average (12)
Stretch	Easy (9)
Telekinesis	Average (12)
Tendrils	Average (12)
Water Breathing	Easy (9)
Water Walking	Easy (9)
Wall of Water	Average (12)

ARCANE ART EFFECT DESCRIPTIONS

ART OF AIR EFFECTS

Anti-Air (Difficult 15): Just as the Arcane Caster is adept at weaving the magic of Air, they can be just as capable of keeping others from using it. This Effect allows the Caster to Target or create an Area where Air magic cannot be cast. Any ongoing Air Effects on the Target, or within the designated Area, are immediately stopped with a successful casting of Anti-Air. Additionally, any Air Effects attempted to be cast in the same Round in which the Caster is successful in casting the Anti-Air Effect are likewise thwarted. The Caster of Anti-Air can maintain this Effect even while within its Area of effect, so long as their spell's duration is concentration and successfully maintained as such. They cannot however cast any additional Air Effects while within the designated Area. Note: The Anti-Air Effect cannot cancel Innate creature Effects.

Attune Air (Special): Arcane Casters in harmony with the powers of the air have the capability to shape and wield each aspect of it. As such, it is possible to do the unfathomable, regardless of its simplicity or complexity. This Effect allows the caster to create an Effect with a direct tie to the air itself. Attune Air cannot copy any other existing Effect for this Art, but allows the caster to create anything their

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creativity can design. Difficulties for this Effect are set by the GM, and are made on a case by case basis depending on what the Caster is attempting. The GM has final say as to whether what the Caster seeks to attempt is doable under this Effect.

Charm (Difficult 15): The Charm Effect makes a recipient agreeable and compels them to treat the Caster like a trusted friend by affecting their mind. A Charmed target still thinks for itself, but will always try its best to comply with the Caster's wishes. A Charmed target will not take its own life, nor throw its life away senselessly, but will do its best to help the Caster in any way possible.

Daze (Average 12): This Effect shocks or drastically startles the recipient, forcing them to suffer Disadvantage on their next Check. This Effect only affects the first Check the recipient makes in a Round.

Dream (Average 12): This Effect allows the Caster to influence a recipient's dreams. With the Dream Effect the Caster can direct the dreams of others, draw people into a single, group dream, or even place their own dreams into the minds of others.

Duration: Durations for Dream Effects may be either Instant or Concentration based. Instant Durations for the Dream Effect means that it is initially enacted before the intended target of the Spell goes to sleep. The Effect lasts for as long as the recipient of the Effect is asleep. Once the recipient awakes, the Effect is immediately ended, though the recipient will retain the memory of the dream. Concentration based Durations for the Dream Effect are a proactive means for the caster to keep their recipient in the dream state. Each time a recipient of the Dream Effect could be awoken, the caster must make a Concentration Check at an increasing Difficulty to keep the recipient in their Dream state. Note: The Instant Duration of the Dream Effect does not impact putting or keeping the recipient of the Effect asleep.

Electricity (Easy 9): Static, sparks, or bolts of lightning are all results of this Effect. Although they may be dramatic, these effects do not cause direct physical harm unless combined with a Damage element. Electricity Effects can potentially arc to adjacent metallic objects or targets. Anything adjacent to the recipient of an Electricity Effect has a 1 in 4 chance of also being struck with the same electricity (and potentially damaged if this Effect has a Damage element).

Ethereal (Extreme 18): Utilizing this Effect causes the recipient to become ghostly and transparent. Physical Attacks cannot harm the recipient (although magical Effects still can), and the recipient can pass freely through any obstacles. The recipient still needs to breathe, and their environment can still affect them. The Ethereal Effect transforms both the recipient as well as their possessions.

Fly (Difficult 15): This Effect allows the Caster or a chosen recipient to take to the air and move at a rate equal to their Speed in any direction: horizontally, vertically, or diagonally.

Fog (Easy 9): This Effect creates a fog to obfuscate things, granting the benefit of the Obscured State (Disadvantage on all Ranged and Hurled Hit Checks) as detailed in the Combat section. All Notice Checks through fog suffer Disadvantage.

Gale (Easy 9): This Effect commands a gusting wind to blow, moving a man-sized recipient back 10' in a Round. No direct physical harm is caused unless combined with a Damage element to slam recipients against walls or other objects.

Illusion (Average 12): This Effect creates either a mind-affecting or a manifested illusion as directed by the Caster. The illusion can be of anything familiar or imagined by the Caster and can affect any one of the recipient's senses. For each point of Mana spent on the illusion, the Caster can affect an additional sense of the recipient. Illusions can be cast as independent entities, or overlaid onto objects or people.

Invisibility (Difficult 15): Playing with the arts of illusion, the Caster can make things completely disappear, essentially giving them the Invisible State. This does not affect any noises the invisible recipient might make, however.

Levitate/Descend (Average 12): Rising into the air or slowing a fall is a benefit to understanding the intricacies of the Art of Air. The Levitate/Descend Effect allows the recipient to rise or lower through the air at a slow and steady rate. The recipient moves at a rate of 10' per Round.

Memory Meld (Difficult 15): This Effect allows the Caster to connect to the mind of another. When successful, the Caster can see and know all from the mind with which they have connected regarding a specific topic. The Caster is assumed to know everything the recipient knows including memories, secrets, and current sensory input. For each Round this Effect is maintained the Caster can know everything their recipient knows about a given subject. This Effect cannot increase the Caster's nor the recipient's Knowledge Attribute Score.

Mental Link (Average 12): By connecting to the mind of another you can sense what they sense. For each point of Mana invested in this Effect, you can connect with a sense of your recipient. For example, a Caster successfully casting this Effect, and utilizing 2 Mana, could both see through the eyes of the recipient, and hear what is going on around them. This Effect does take a good deal of concentration from the Caster. Because the Caster's focus is on the input they are receiving, the Caster suffers Disadvantage on all Checks save for Concentration Checks while connected to the recipient.

Mind Blank (Easy 9): With this Effect the Caster can protect the recipient from all items, devices, and magic that can detect, influence, or read one's mind.

Read Thoughts (Average 12): By connecting to another individual's mind, the Caster can read their surface thoughts as if they were their own. This Effect does not allow the Caster to manipulate or create thoughts in the recipient's mind.

Shape Memory (Extreme 18): With this Effect a Caster has the capability to reach into a recipient's mind and reshape, create, or remove a memory. This Effect can only affect a single memory at a time.

Duration: This Effect is most commonly used with an Instant Duration, allowing the caster to manipulate a single memory. When combined with a Concentration Duration this Effect allows the Caster to create multiple manipulations of a given memory, over long spans of the recipient's memory.

Sleep (Difficult 15): Commanding the minds of others to simply shut down for an immediate rest is the power of this Effect. The Duration associated with this Effect dictates how long the recipient is asleep, and although they may be reduced to a drooling, slumbering pile, it does not preclude them from being awakened by loud noises or being stirred. Any such activity that may disturb the recipient will grant them an attempt at a Notice Check to awaken for each occurrence.

Duration: This Effect is always combined with the Instant Duration, rendering the recipient asleep instantly.

Stupefy (Difficult 15): A recipient of Stupefy suffers Double Disadvantage on all Talent and Aptitude Checks. This Effect only affects the first Check the recipient makes in a Round.

Suggestion (Difficult 15): The Suggestion Effect allows the Caster to plant a suggestion into the consciousness of the recipient, thus causing them to think that the suggestion is their own idea, following it and holding to it as though it were their own thought or desire.

Duration: This Effect is always combined with the Instant Duration, immediately planting the Suggestion in the recipient's mind.

Wall of Wind (Average 12): This Effect allows the Caster to create a barrier of gale force winds. The wall of wind blows aside arrows, bolts, or other ranged or hurled weapons and affects nearby torches, lanterns and open flames. It also requires a successful Exertion Check against the Difficulty of the Spell for individuals to bypass the barrier.

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the wall will appear.

ART OF COSMOS EFFECTS

Anti-Cosmos (Difficult 15): Just as the Arcane Caster is adept at weaving the magic of Cosmos, they can be just as capable of keeping others from using it. This Effect allows the Caster to Target or create an Area where Cosmos magic cannot be cast. Any ongoing Cosmos Effects on the Target, or within the designated Area, are immediately stopped with a successful casting of Anti-Cosmos. Additionally, any Cosmos Effects attempted to be cast in the same Round in which the Caster is successful in casting the Anti-Cosmos Effect are likewise thwarted. The Caster of Anti-Cosmos can maintain this Effect even while within its Area of effect, so long as their spell's duration is concentration and successfully maintained as such. They cannot however cast any additional Cosmos Effects while within the designated Area. Note: The Anti-Cosmos Effect cannot cancel Innate creature Effects.

Arcane Absence (Easy 9): With this Effect the Caster can see, hear, or even feel through all Arcane magic. This Effect pierces illusions, deceptions, magical obstructions, etc.

Attune Cosmos (Special): Arcane Casters in harmony with the powers of the cosmos have the capability to shape and wield each aspect of it. As such, it is possible to do the unfathomable, regardless of its simplicity or complexity. This Effect allows the caster to create an Effect with a direct tie to the cosmos itself. Attune Cosmos cannot copy any other existing Effect for this Art, but allows the caster to create anything their creativity can design. Difficulties for this Effect are set by the GM, and are made on a case by case basis depending on what the Caster is attempting. The GM has final say as to whether what the Caster seeks to attempt is doable under this Effect.

Clarity (Average 12): Clarity allows the Caster to add their Caster Level to the recipient's next Check. This is a onetime bonus, and is added to the next Check regardless if it is the intended Check for the Clarity Effect.

Duration: This Effect is always combined with the Instant Duration, immediately affecting the recipient's next Check.

Note: This Effect does not grant the Caster a bonus to any Check pertaining to their Clarity Spell, or attempted Clarity Spell.

Co-Locate (Difficult 15): This Effect allows the recipient to exist in two places at once, effectively creating a second, identical, and physical representation of the

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recipient. The second body of the host has the same characteristics of the recipient (Attributes, Health, Talents, etc.). The recipient can only act within one 'host' at a time. For example, they could ready a weapon with one body, but the other would remain still. Each body takes Damage separately, and the recipient decides which body they are in when either one is slain or the Duration of the Spell ends.

Range: This determines how far from the recipient their second body appears. Should the two bodies of the recipient separate for more than the Spell's Range, one body disappears - ending the spell.

Darkness (Easy 9): The ability to create utter darkness is the power of this Effect. This darkness is light consuming, as if summoned from the depths of the cosmos itself. It causes the Blinded State on recipients while in combat.

Dimensional Pocket (Difficult 15): Creating small dimensional cavities where one might be able to step from this dimension into a parallel one is the purpose of this Effect. Dimensional Pockets can be used to hide people or objects. The Area of this Effect is the amount of space on the other side where people and objects can be hidden away in a sort of parallel universe. Items within the Dimensional Pocket cannot be seen by anyone around the pocket, nor can anything in the pocket see anything in the Caster's world. People or items left in the Dimensional Pocket can be retrieved by casting the Effect in the exact same place where the initial Effect was cast. The parallel dimension created has a vague if mild environment, and any individual left in the parallel dimension of the Pocket can step back into the "real world" as an action (as if stepping back through the "connecting portal"). Dimensional pockets cannot be summoned in or underneath things to force them into the Pocket. All objects or individuals must be placed, or otherwise moved into the Pocket.

Area/Targets: This Effect exclusively uses the Area Element, as this determines the size of the Dimensional Pocket. Consider the Area to be three dimensional, encompassing a sphere with a radius equal to the Area Element of the Spell.

Duration: When combined with an Instant Duration this Effect allows the Caster to move one item (or themselves) into or out of the Dimensional Pocket. When Combined with a Concentration Duration this Effect allows the Caster to move items or individuals into or out of the Dimensional Pocket each Round.

Gate (Extreme 18): Opening rifts to other realms is the power of this Effect. The Gate Effect allows the Caster to create a doorway from the world of Athia to a random location in the world of Eshelon. Likewise, from Eshelon, a successful Gate would open a doorway to a random location in Athia. Gates cannot be summoned in or underneath things to force them through the Gate. All individuals or objects must pass through the Gate as though moving through a doorway.

Area/Targets: This Effect exclusively uses the Area element, as this determines the size of the Gate.

Duration: This Effect is always maintained through Concentration, whether the Gate remains open a single round or several. The number of individuals and objects that can move through the Gate each round is based upon the size of the Gate.

Halt Gravity (Easy 9): Unleashing this Effect on a recipient essentially reduces the gravity affecting them to zero. While in such a state the recipient can only take an Action or a Maneuver, but not both. The recipient of this Effect can propel themselves through the air if they can push off something, but otherwise may be suspended in a zero-gravity environment.

Hasten / Slow (Difficult 15): This Effect can either speed up or slow down time for an individual, allowing them to act faster or slower than the world around them. Hastening a recipient allows them an additional Action per Round while the Hasten is in effect, and allows them to move at twice their Speed. Slowing a recipient penalizes them such that they can only take an Action or a Maneuver, not both, in the same Round, and forces the recipient to move at one-half Speed.

Message (Easy 9): With this Effect the Caster can get a message to distant places. The message sent must be brief (only a few sentences), travels at 100 miles an hour, and moves through all terrain or surfaces without impediment. The Area or Targets element of this Effect indicates the message's destination.

Duration: Message is always an Instant Duration. The Message created by this Effect lasts for as long as it takes the Message to reach its destination.

Portal, Major (Difficult 15): More potent than its minor counterpart, a Major Portal Effect allows the Caster to place one portal opening in one place (such as a wall) and the portal exit in a different location (such as the ceiling above a treasure). Both locations the portals are placed must be visible to the Caster. Portals cannot be summoned in or underneath things to force them through the Portal. All individuals or objects must pass through the Portal as though moving through a doorway.

Range: This element determines how far away the Portal ‘exit’ may appear.

Area/Targets: This Effect exclusively uses the Area element, as this determines the size of the Portal.

Portal, Minor (Average 12): This Effect opens a portal through an obstacle (such as a wall, locked door, gate, etc.). The portal is much like a passageway or tunnel, moving in a single direction, and only through the same obstacle that its opening was placed upon.

Psychometry (Average 12): With just a touch the Caster can connect with an object to see the recent events that happened around it. The stronger the event, the greater an impression it makes upon an object, and therefore the longer the memory of that event lasts.

Duration: As an Instant Duration Effect the Caster would get the single strongest impression from the object they are using their Psychometry upon. When Combined with a Concentration Duration this Effect allows the Caster to move through time from the most recent impression on the object to its first impression, each distinct impression taking a Round to obtain.

Sense Presence (Average 12): This Effect allows the Caster to get an impression of the individuals around their immediate vicinity. All individuals are sensed regardless if they are obscured, separated by walls, or otherwise unknown to the Caster.

Scrying (Difficult 15): Scrying is the art of clairvoyantly looking in on a familiar Area or Targets. This Effect allows the Caster to both see and hear the events and actions occurring in, on, or around their designated Area or Targets.

Switch Places (Average 12): Using this Effect allows the Caster to immediately trade places with a recipient. If used against multiple Targets, the Caster may rearrange the places of all those involved.

Area/Targets: The Switch Places Effect only works with the Targets element, not on an Area. The designated Targets for this Effect includes the Caster for free (if the Caster wishes to be one of the two individuals moved), meaning that for the price of 1 Target the Caster and their designated Target can swap places. This Effect requires two (2) designated Targets to switch the position of two other individuals (other than the Caster).

Duration: This Effect is almost always combined with the Concentration Duration, allowing the Targets switched to perform more than a single Round of activity while swapped with one another.

Teleport (Extreme 18): Teleportation is the Effect of instantly traveling from one known location to another known location instantaneously.

Area/Targets: The Teleportation Effect can either teleport individual Targets or the entire contents of an Area.

Time Stop (Extreme 18): Using this Effect causes the recipients to freeze in time. Individuals cannot be harmed while stopped in time, but they can be moved or relocated like statues. Alternately, if cast upon a single Target, the Effect can be used to make time around the Target stop. This allows the recipient to move freely among all objects, creatures, and places as though they are frozen in time.

Time Travel (Extreme 18): This powerful Effect allows the recipient to move forward or backwards in time. While traveling through time, the recipient is merely an observer to the events that occur over time, and only the events surrounding the location where the spell is cast can be viewed. For each Round the Caster concentrates on the Effect, the recipient can traverse through a year of time. At any point, the recipient can choose to slow down this travel and watch or hear the events going on in a period. To see what happened in the King's Throne Room a month ago, the Caster would have to be in the King's Throne Room to look back upon those events.

Area/Targets: This Effect only works with the Targets element.

Duration: This Effect is almost always combined with the Concentration Duration, allowing the recipient to move through time.

Void (Easy 9): The great void is a twisted black hole of utter annihilation, absorbing light or material. These effects do not cause direct physical harm unless combined with a Damage element. Void effects punch through a recipient's defenses, making them increasingly vulnerable. Any recipient struck by a successful void attack has its Defense temporarily reduced by 1 for a period of 1 hour per Caster Level.

Duration: This Effect may be Instant to reduce a recipient's Defense by 1, or as a Concentration Duration to reduce the recipient's Defense by 1 each Round it is maintained.

Wall of Force (Average 12): This Effect allows the Caster to create a barrier of invisible force. The wall of force keeps out all things and if used to isolate a Target

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will keep out water, air, gases, etc. The wall of force has a Health Score equivalent to the Caster's Level x5.

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the wall will appear.

ART OF EARTH EFFECTS

Anti-Earth (Difficult 15): Just as the Arcane Caster is adept at weaving the magic of Earth, they can be just as capable of keeping others from using it. This Effect allows the Caster to Target or create an Area where Earth magic cannot be cast. Any ongoing Earth Effects on the Target, or within the designated Area, are immediately stopped with a successful casting of Anti-Earth. Additionally, any Earth Effects attempted to be cast in the same Round in which the Caster is successful in casting the Anti-Earth Effect are likewise thwarted. The Caster of Anti-Earth can maintain this Effect even while within its Area of effect, so long as their spell's duration is concentration and successfully maintained as such. They cannot however cast any additional Earth Effects while within the designated Area. Note: The Anti-Earth Effect cannot cancel Innate creature Effects.

Acid (Easy 9): This Effect creates a powerful caustic film that can eat its way through organic material. These effects are simple and do not cause direct physical harm unless combined with a Damage element. Acid effects can potentially splash. Anything adjacent to the recipient of an Acid Effect has a 1 in 4 chance of also being splashed with the same acid.

Alarm (Easy 9): The Alarm Effect instantly alerts the Caster when a Caster-defined trigger, such as any creature, passes through the designated Area. This alarm can be silent, isolated to the Caster, or audible and perceivable to all. The type of Alarm and trigger must be determined at the Spell's Formulation.

Area/Targets: This Effect only works with the Area element.

Duration: Alarms are typically Formulated with an Instant Duration, immediately set to go off should any specified trigger of the Alarm occur. The Alarm lasts until triggered or the Caster chooses to end the Spell.

Attune Earth (Special): Arcane Casters in harmony with the powers of the earth have the capability to shape and wield each aspect of it. As such, it is possible to do the unfathomable, regardless of its simplicity or complexity. This Effect allows the caster to create an Effect with a direct tie to the earth itself. Attune Earth cannot copy any other existing Effect for this Art, but allows the caster to create anything their creativity can design. Difficulties for this Effect are set by the GM, and are made on a case by case basis depending on what the Caster is

attempting. The GM has final say as to whether what the Caster seeks to attempt is doable under this Effect.

Burden (Average 12): This Effect weighs down a recipient reducing their Speed by 10', imposing a -2 modifier to their Defense, and giving them Disadvantage on all attempted Hit Checks.

Creation, Major (Extreme 18): This Creation Effect allows the Caster to conjure forth a large variety of materials or constructs. Major Creation allows the Caster to create anything up to approximately two thousand pounds in weight, and roughly no larger than the size of a wagon. Materials up to a semi-precious value can be created, and things conjured are limited to very simple mechanical or technological devices. A bow and arrow could be created where a crossbow could not.

Creation, Minor (Average 12): This Creation Effect allows the Caster to conjure forth a variety of materials or simple constructs. Minor Creation allows the Caster to create anything up to approximately twenty pounds in weight, and roughly no larger than the size of a chest. No overtly valuable material such as silver or gold can be created, nor can the conjured items be mechanical or technological devices. A rod of metal with a sharp point could be created where a spear could not.

Earthen Grasp (Difficult 15): An Earthen Grasp Effect creates an earthen hand that can grab or assist a recipient. These effects are simple and do not cause direct physical harm unless combined with a Damage element. A successful Earthen Grasp works much like a Grab and Hold Stamina expenditure (see Stamina in the Combat section for details), however the Earthen Grasp Effect allows for its victims to make a Check to break out of their restraints at a Difficulty equal to 10 + the Level of the Caster.

Duration: This Effect is most commonly used with a Concentration Duration. However, when combined with an Instant Duration this Effect could be used to distract an individual, trip an individual to bestow the Prone State if they are moving (see States in the Combat section for details), or perform an Action for a single Round.

Earthen Shield (Average 12): Conjuring forth a slice of the earth itself, the Caster can use the Earthen Shield as a means of protection. The Earthen Shield Provides 5 Protection Points per Caster Level. The Caster can choose when these Protection Points are used, and are exchanged on a 1 for 1 basis to reduce incoming Damage to the recipient. When the last Protection Points are spent the Earthen Shield disappears. This Effect will invest the Caster's Mana while active.

Duration: Although the Earthen Shield Effect has a rather unique and lasting effect, it is always combined with the Instant Duration. The Actual Duration of the Effect is contingent upon the number of Protection Points the Earthen Shield has. Once the Earthen Shield reaches 0 Protection Points the Spell Effect ends.

Earthen Weapon (Average 12): Summoning a great Arcane weapon from the bowels of the earth, the Caster can arm themselves in times of need. The Earthen Weapon is treated as a Heavy, Martial weapon (+1d8 Damage), regardless of how large the weapon is. The Caster is considered proficient with the weapon, and gains 5 Bonus Points per Caster Level to use as either bonuses on Hit Checks or Damage Rolls. The Caster can choose when these Bonus Points are used, but when the last point is spent the Earthen Weapon disappears. This Effect will invest the Caster's Mana while active.

Duration: Although the Earthen Weapon Effect has a rather unique and lasting effect, it is always combined with the Instant Duration. The Actual Duration of the Effect is contingent upon the number of Bonus Points the Earthen Weapon has. Once the Earthen Weapon reaches 0 Bonus Points the Spell Effect ends.

Earthquake (Difficult 15): This Effect causes the ground to shake violently for the recipient. Recipients fall to the ground and are given the Prone State. When an Area element is used with this Effect, it can even collapse structures. Each Round the Earthquake is in effect the more structures that are affected. These effects do not cause direct physical harm unless combined with a Damage element.

Elemental Resistance (Average 12): To use this Effect, the Caster must first choose which element will be resisted (fire, acid, sulfuric gases, etc.). The recipient gains an Elemental Resistance of two (2) for each Level of the Caster. This Elemental Resistance is identical to Damage Reduction against the selected element.

Repel Creature (Average 12): This Effect prohibits a type of creature or race from passing into a protected Area or from contacting protected Targets. The creature type or race must be specified for each casting of this spell. For example, this Effect could be used to repel a group of Trolls from passing through a doorway. Or, this Effect could be used to prevent an Ogre from attacking an ally.

Repel Object (Average 12): This Effect prohibits an object or material from passing into a protected Area or from contacting protected Targets. The specific object or material must be identified for each casting of this spell. For example, this Effect could be used to repel a battering ram from the castle's gates. Or, this Effect could be used to prevent an arrow from hitting an ally.

Shelter (Difficult 15): Having a place to rest one's head, or to get out of the elements, is the purpose behind this Effect. With this Effect the Caster can create a temporary shelter. The Shelter becomes more appointed as the Caster grows in Level. The Shelter Table describes what the Shelter provides the Caster. Note: Each subsequent level provides all the provisions of the lower levels, but any provision may be omitted from the Effect.

Shelter Table

Caster Level	Shelter Provisions
1-2	Dirt Floors, four walls, a roof, and a door
3-4	Finished floor, fireplace (no fuel), and shuttered windows
5-6	Wood for fire, cots provided, and means to secure doors and windows
7-8	Tables, chairs, and beds added
9-10	A fully furnished dwelling is created

Duration: The Shelter Effect has a rather lasting effect, but is always combined with the Instant Duration. The Shelter is immediately created, but the actual Duration of the Effect is 10 hours following the casting of the Spell.

Solidify Ground (Easy 9): Turning mud, sand, or even a sinkhole into solid ground is the focus of this Effect. The ground transformed becomes hard, solid, level ground.

Stone Hide (Average 12): This Effect creates a thin hide of mobile stone, effectively encasing the recipient in a suit of armor. This armor has no Dexterity Modifier maximum, or any Stamina penalties. It is considered weightless while still bestowing a base Defense of 15 to the recipient (modified by the usual Dexterity Modifier of the wearer).

Summon Construct (Average 12): The Summon Construct Effect compels a powerful Arcane creature to come to the aid of the Caster. Summoned Constructs have a Challenge Level equal to the Caster Level of the Caster, and are of the Creature type listed in the Summon Construct Table based upon the Caster's Level.

Summon Construct Table

Caster Level	Construct Summoned
1-3	Homunculus
4-6	Khora
7-9	Golem
10	Elemental

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the Construct will appear.

Summon Mount (Easy 9): This Effect summons a mystical mount made from the earth itself. This mount is altogether mindless, but will obey the simple commands of its Caster to the best of its ability. It has a base speed of 20', but never tires. Aside from a rider, the mount can comfortably carry an additional 300 pounds of weight.

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the Mount will appear.

Duration: This Effect is always combined with the Instant Duration. The Actual Duration of the Effect is until the Summoned Mount is dispelled or when it takes any amount of Damage.

Summon Servant (Easy 9): This Effect summons a simple, featureless, automaton from the earth. This automaton is altogether mindless, but will obey the commands of its Caster to the best of its ability including putting itself at risk of destruction. The servant can accomplish simple tasks like opening a door, following a chain of commands, or carrying up to 200 pounds of weight. The servant cannot cause direct physical harm.

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the Servant will appear.

Damage: This Effect cannot be combined with a Damage element.

Duration: This Effect is always combined with the Instant Duration. The Actual Duration of the Effect is until the Summoned Servant is dispelled or when it takes any amount of Damage.

Traverse Earth (Difficult 15): This Effect allows the recipient to move through the earth with ease. The recipient can move at one-half Speed and can breathe normally through magical means. All types of natural earth can be traversed.

Note: This Effect does not allow the recipient to see through the earth, and can lead to some rather difficult navigation.

Wall of Stone (Average 12): This Effect allows the Caster to create a barrier of solid stone. The wall of stone is incredibly durable, and is considered a solid piece of stone (as opposed to a masonry wall). The wall of stone has a Health Score equivalent to the Caster's Level x10.

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the wall will appear.

ART OF FIRE EFFECTS

Anti-Fire (Difficult 15): Just as the Arcane Caster is adept at weaving the magic of Fire, they can be just as capable of keeping others from using it. This Effect allows the Caster to Target or create an Area where Fire magic cannot be cast. Any ongoing Fire Effects on the Target, or within the designated Area, are immediately stopped with a successful casting of Anti-Fire. Additionally, any Fire Effects attempted to be cast in the same Round in which the Caster is successful in casting the Anti-Fire Effect are likewise thwarted. The Caster of Anti-Fire can maintain this Effect even while within its Area of effect, so long as their spell's duration is concentration and successfully maintained as such. They cannot however cast any additional Fire Effects while within the designated Area. Note: The Anti-Fire Effect cannot cancel Innate creature Effects.

Attune Fire (Special): Arcane Casters in harmony with the powers of fire have the capability to shape and wield each aspect of it. As such, it is possible to do the unfathomable, regardless of its simplicity or complexity. This Effect allows the caster to create an Effect with a direct tie to fire itself. Attune Fire cannot copy any other existing Effect for this Art, but allows the caster to create anything their creativity can design. Difficulties for this Effect are set by the GM, and are made on a case by case basis depending on what the Caster is attempting. The GM has final say as to whether what the Caster seeks to attempt is doable under this Effect.

Blaze (Average 12): With this Effect the Caster can set a recipient ablaze with elemental fire, cleansing them of everything from contact poisons, slime, or even body odor.

Blind (Average 12): With a bright flash or explosion the Caster can blind a recipient with this Effect. The blindness lasts for as long as the spell's duration and imposes the Blind State as described in the Combat section.

Chaos (Difficult 15): By surrounding a recipient with the purest of chaos, the Caster can cause the recipient to completely lose control and lash out at everyone and everything around them. Victims of this Effect will randomly attack targets, beginning with the one closest to them, and proceeding to any other random target within sight for the duration of the spell.

Climb (Easy 9): The recipient of this Effect can climb sheer and/or vertical surfaces with ease. They can also climb ceilings as if their hands and feet created their own hand and footholds. The recipient of this Effect climbs at a rate of their Speed per Round.

Darkvision (Easy 9): With this Effect the recipient can see in the dark just as though it were day.

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Degenerate (Difficult 15): Acting upon entropic forces, this Effect can cause the non-living recipient to crack, fracture, decay, or otherwise disintegrate. Although this Effect is otherwise harmless unless combined with a Damage element, it will otherwise affect the long-term effectiveness of the recipient (meaning that a sword that might hold its edge for a dozen swings might dull faster, or that a suit of armor might start showing signs of rust). When targeting items, only frangible materials can be broken with this Effect. Items such as fabrics, paper, rope, etc. cannot be broken by this Effect. To affect materials the Caster must pay the Material Modifier cost to reduce the object to ash.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (such as a castle wall, or a cave ceiling) or a specific item within the specified Area (such as an executioner's sword, or a chain holding up a chandelier).

Disguise (Average 12): Using the Disguise Effect the Caster can alter their appearance to seem anything other than themselves. This Effect only allows for simple changes such as facial features, build size, body hair, skin condition, etc. A Disguised Caster would remain roughly the same size, but might transform from looking like a Human to that of an elf.

Fire Forge (Extreme 18): With this Effect the Caster can reforge and repair broken Enchanted and Runework Items.

Duration: This Effect is always combined with the Instant Duration, immediately reforging the designated item.

Flame (Easy 9): Commanding fire, burning things, or catching things on fire are all results from this Effect. These effects are simply harmless displays unless combined with a Damage element. Flame Effects can potentially ignite combustible materials. Any flammable items adjacent to the recipient of a Flame Effect have a 1 in 4 chance of gaining the Ablaze State.

Freeze (Easy 9): Drawing out the heat within something eventually causes it to freeze completely. This Effect is a harmless display unless combined with a Damage element. Freeze Effects also slow down Targets, reducing their Speed by 10' per Round.

Duration: This Effect slows Targets for a number of Rounds equal to the Caster's Level as an Instant Effect, or for a number of Rounds as the Caster is able to maintain their Concentration as a Concentration Effect.

Harden (Average 12): By increasing the density of a recipient's armor, the Caster can effectively augment the recipient's Defense. The Caster can bestow one-half their level (round up) to the Defense of the recipient. This bonus is only

temporary and decreases by one point for each Round that the recipient is otherwise struck with a Successful Hit Check from an enemy. For instance, if Harden is cast upon a Warrior ally by a 3rd level Caster, the Warrior would receive a +2 bonus to their Defense. Should that Warrior be successfully hit by an enemy in the following Round, their Defense Bonus would diminish to a +1.

Duration: The Harden Effect has a rather unique and lasting effect; it is always combined with the Instant Duration. The Actual Duration of the Effect is contingent upon the level of the Caster, the Defense bonus given, and the number of successful Hit Checks the Target takes.

Heat (Easy 9): This Effect is often used in the preparation of foods, to fend off the cold, or to dry things out. Although not necessarily intended to harm others, this Effect may be combined with a Damage element.

Hone (Average 12): By hardening the metal of a weapon, the Caster can make the weapon more effective with this Effect. Honed weapons gain Advantage on their Damage rolls for the duration of this spell.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (all weapons in the ally's army) or a specific item within the specified Area (such as an ally's axe).

Ignite (Easy 9): This Effect can set a weapon ablaze, causing victims struck by the weapon to be set Aflame as described in the Combat section.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (all weapons in the ally's army) or a specific item within the specified Area (such as an ally's axe).

Lock/Unlock (Average 12): By altering the mechanics of a latch or lock, the Caster can lock or unlock a lock with this Effect. Only locks of Easy or Average quality can be affected by this Effect.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (all doors in a room) or a specific item within the specified Area (such as a lockbox).

Duration: This Effect is always combined with the Instant Duration, immediately locking or unlocking the targeted lock.

Melt/Fuse (Average 12): This Effect is used to heat metals to the point where they melt away or fuse together. This Effect is a good pairing with a Damage element.

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Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (all the iron in a prison cell) or a specific item within the specified Area (such as an enemy's armor).

Open/Close (Easy 9): By altering the mechanics of a door, portal, or window, the Caster can open or close simple mechanisms with this Effect.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (all windows in a room) or a specific item within the specified Area (such as a desk drawer).

Duration: This Effect is always combined with the Instant Duration, immediately opening or closing the designated opening.

Repair (Easy 9): By using this Effect the Caster can make simple repairs to items, such as reattaching a handle to a frying pan, or mending the broken arm of a statue.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (all items in a room) or a specific item within the specified Area (such as a favorite trinket).

Duration: This Effect is always combined with the Instant Duration, immediately repairing the designated item.

Smoke (Easy 9): This Effect creates a thick blanket of smoke to obfuscate things or choke out recipients. Smoke grants the benefit of the Obscured State as detailed in the Combat section. This Effect is a good pairing with a Damage element.

Wall of Flame (Average 12): This Effect allows the Caster to create a barrier of brilliant flame. The Wall of Flame Effect is a good pairing with a Damage element. The Wall of Flame will not stop objects from passing through it, but anything that does pass through it has a 50% chance of catching fire and becoming Ablaze (see States in the Combat section).

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the wall will appear.

ART OF WATER EFFECTS

Animate (Average 12): By powering the area of an object with this Effect the Caster can puppet the object however they like. Animating a table to follow the caster and carry an injured party member, animating a statue to hold open a door,

or making a tree bend down to lift you to a great height are all sample uses of the Animate Effect.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (such as a grove of trees) or a specific item within the specified Area (such as a table).

Anti-Water (Difficult 15): Just as the Arcane Caster is adept at weaving the magic of Water, they can be just as capable of keeping others from using it. This Effect allows the Caster to Target or create an Area where Water magic cannot be cast. Any ongoing Water Effects on the Target, or within the designated Area, are immediately stopped with a successful casting of Anti-Water. Additionally, any Water Effects attempted to be cast in the same Round in which the Caster is successful in casting the Anti-Water Effect are likewise thwarted. The Caster of Anti-Water can maintain this Effect even while within its Area of effect, so long as their spell's duration is concentration and successfully maintained as such. They cannot however cast any additional Water Effects while within the designated Area. Note: The Anti-Water Effect cannot cancel Innate creature Effects.

Attune Water (Special): Arcane Casters in harmony with the powers of water have the capability to shape and wield each aspect of it. As such, it is possible to do the unfathomable, regardless of its simplicity or complexity. This Effect allows the caster to create an Effect with a direct tie to water itself. Attune Water cannot copy any other existing Effect for this Art, but allows the caster to create anything their creativity can design. Difficulties for this Effect are set by the GM, and are made on a case by case basis depending on what the Caster is attempting. The GM has final say as to whether what the Caster seeks to attempt is doable under this Effect.

Bloodstream (Extreme 18): This powerful Effect allows the Caster to grant someone the capability to enter the lifewaters, or bloodstream, of another being. Only beings with a vascular system can be “entered”, but if successful this allows the Caster to designate who can “jump” into the being's body - disappearing within them. In a host's bloodstream you share their senses - seeing what they see, smelling what they smell, etc. You can attempt a Concentration Check at Extreme (18) Difficulty to take control of your host's body for a Round, but you cannot force your host to do anything that would cause them bodily harm. While in your host's body you take no damage from physical attacks (although should your Target die you lose all sensory connections and will no longer move), however you suffer from all effects from any Arcane or Magic Effects successfully cast on your host. Also, while in your host, you cannot take any Actions or Maneuvers save for Concentration Checks.

Area/Targets: This Effect is exclusively used on a Target, designating them as the host of whomever will be stepping into them.

Cohere (Difficult 15): This Effect allows the Caster to tension the water in a living being's system, immobilizing them, and/or bracing them against harmful efforts. Targets of this effect immediately receive the Immobilized State and gain Damage Reduction equal to four times (x4) their Character Level. However, any time a Target of this Effect takes Damage, the Caster of the Effect must make a Concentration Check (as if they themselves took Damage in the Round to provoke a Concentration Check), following the same rules for concentrating in combat in the Combat section.

Area/Targets: This Effect is exclusively used on Targets.

Dehydrate (Easy 9): Sucking the water out of something, drying it out, or leaving it a withered husk is the power of this Effect. These Effects only affect plant life unless combined with a Damage element. Dehydrate Effects are difficult to overcome, thus halving the Effects of the victim's first attempt to heal.

Duration: This Effect is almost always combined with the Instant Duration, immediately Dehydrating the affected Area or Targets.

Duplicate (Extreme 18): This Effect creates additional copies of the recipient. The number of duplicates created is half the Caster's Level rounded down. All copies of the Caster can act independently of one another, and have the following stats:

- Each Duplicate has 1 Health
- Each Duplicate can take one Action or maneuver, not both
- Each Duplicate has all Talents Untrained
- Each Duplicate has no Mana, Favor, or Stamina
- Each Duplicate has the same Hit bonuses and Damage as the Target
- Each Duplicate has the same exact physical belongings as the Target, but all magical items are mundane for the Duplicates
- No Target Abilities are possessed by the Duplicates

Area/Targets: This Effect is exclusively used on Targets.

Note: Any belongings created for the Duplicate disappear the moment the Duplicate is either slain or the Effect ends.

Enlarge/Diminish (Average 12): With this Effect the Caster can grow or shrink a recipient. For every Round this Effect is enacted the recipient can grow or shrink 50%, to a maximum of 500% growth or diminishment.

Extinguish (Easy 9): This Effect simply puts out all fires, or otherwise gets an area soaked with water.

Area/Targets: Although most commonly formulated with an Area, this Effect can be formulated with Targets, with each Target representing an individual fire.

Duration: This Effect is almost always combined with the Instant Duration, immediately putting out an Area of the fire equal to the set Area of the Spell or the number of Targets.

Free Move (Average 12): With this Effect the recipient can move unimpaired. This Effect allows the recipient to move over or through any type of terrain, to break free of any Grab and Hold (see Stamina in the Combat Section), or remove any of the following States: Immobilized, Lame, Paralyzed, or Prone.

Geyser (Easy 9): This Effect shoots forth a torrent of water. This Effect is simply a harmless display unless combined with a Damage element.

Area/Targets: If the Caster uses the Area element, the Geyser is summoned forth from the ground in as wide as the Area defined in the Spell Formulation. It will knock recipients back and out of its area, but has a 1 in 4 chance of lifting anyone in the Area up off the ground. The Geyser rises five feet (5) per Caster Level from the ground. If the Caster uses the Targets element, the Geyser is an outburst of water springing forth from the Caster's hand towards the Target. This will move the Target back five feet (5) per Caster Level.

Liquefy (Difficult 15): The Liquefy Effect turns the recipient into little more than a pool of water. While in this form the recipient moves at half their base Speed across level surfaces, twice their Speed down hill, and half their Speed up inclines. While in this form the recipient takes no damage from physical attacks, but will take double Damage from all Fire attacks and the Dehydrate Effect. The Liquefy Effect transforms both the recipient as well as their possessions.

Mist Form (Difficult 15): The Mist Form Effect turns the recipient into a cloudy, wet fog. While in this form physical attacks cannot harm the recipient, but they remain susceptible to Spells or Interventions. In addition, the recipient can pass through any porous obstacle or material. While in this form the recipient takes double Damage from all Fire attacks and the Dehydrate Effect. The Mist Form Effect transforms both the recipient as well as their possessions.

Mobility (Easy 9): This Effect affects the Speed of the recipient, either reducing or increasing their movement while under the Mobility Effect. The Caster can either reduce the recipient's Speed by half, or increase the recipient's Speed by +5' per Caster Level.

Polymorph (Extreme 18): Polymorph allows the Caster to turn a living Target into any other living creature. While in their new form, the Target becomes a creature of equal Challenge Level, or a Challenge Level equal to their Level.

Area/Targets: This Effect is exclusively used on Targets.

Stop Movement (Average 12): With the Stop Movement Effect the Caster can effectively hold a recipient in place for the duration of the Spell. This Effect only affects movement and does not prohibit a recipient from speaking or attacking.

Stretch (Easy 9): The Stretch Effect allows the Caster to make a recipient's limbs or body stretch 5' every round.

Telekinesis (Average 12): Controlling things with your mind is the specialty of this Effect. The Caster can move and manipulate objects weighing up to 50 pounds per Caster Level, and move them at a speed of 5' per Round per Caster Level. Therefore, a 3rd level Caster could move 150 pounds 15' per Round.

Tendril (Average 12): With this Effect the Caster can create incredible tensions in water. With it you can make a tentacle reach up out of the water to pull a lever, use it to lift something out of the water (50 pounds per Caster Level), keep a leaking boat from sinking, or even walk on water. This controlled cohesion of water moves at a rate of 10' per Caster Level.

Area/Targets: This Effect only works with the Area element. It can be used either upon a given Area (such as a pond) or a specific item within the specified Area (such as the liquid in a cup).

Water Breathing (Easy 9): This Effect allows the Caster to grant a recipient the ability to breathe normally under water.

Duration: This Effect can be used with either the Instant or Concentration Durations. When used with the Instant Duration the recipient could take a "breath of air" while underwater - prolonging their ability to remain underwater. When combined with a Concentration Duration this Effect allows the designated recipient to breathe freely so long as the Caster maintains their Concentration.

Water Walking (Easy 9): With this Effect the Caster can grant a recipient the ability to walk on water. The recipient moves at a rate identical to their Speed over the water.

Wall of Water (Average 12): This Effect allows the Caster to create a barrier of fast moving waters. The wall of water deflects arrows, bolts, or other projected

or hurled weapons. It also requires a successful Exertion Check against the Spell Difficulty for individuals to bypass the barrier.

Area/Targets: This Effect only works with the Area element. The Area designation determines the location where the wall will appear.

SAMPLE SPELLS

Below is a small list of sample Spells. They are by no means Spells you must choose for your game, but merely serve as examples of Formulated Spells. Hopefully these samples will help give you an understanding of what a “final product” Spell might look like. **Note:** Spells with Damage are noted with an asterisk (*) to indicate the number of dice used, not the specific die type as that is determined by the Level of the Caster.

Name	Firebath
Mana	1
Difficulty	29
Range	Up to 500'
Area	Medium (50' radius)
Targets	n/a
Duration	Instant
Damage	2d*
Effects	Flame
Miscellaneous	
Description/Notes	
This Spell calls forth an Arcane torrent of flame to engulf a 50' radius area designated by the Caster.	

Name	Entry Warning
Mana	1
Difficulty	20
Range	Up to 50'
Area	Tiny (5' radius)
Targets	n/a
Duration	Concentration
Damage	n/a
Effects	Illusion
Miscellaneous	Contingency
Description/Notes	
This Spell is set on an entryway, that when passed through activates the Contingency. The Spell then activates the Illusion of a voice, expressing a warning programmed by the Caster.	

Name	Twin
Mana	1
Difficulty	24
Range	Up to 50'
Area	n/a
Targets	1
Duration	Concentration
Damage	n/a
Effects	Duplicate
Miscellaneous	
Description/Notes	
<p>This Spell allows the Caster to create two of himself for as long as he can maintain his concentration on the Spell.</p>	

DIVINE MAGIC

Divine magic is awesome, celestial, and granted to the faithful from the gods themselves. Divine magic affects all living things. It protects, heals and offers answers to life's questions. Divine magic, when wielded favorably, can cure the sick, grow crops, or allow the grieving a chance to speak with the departed. When wielded wickedly it can wither the forest, weaken enemies, or even steal their very lives. Divine magic is granted to those who dedicate themselves to the holy Triad, or to one of its three great gods: Erebus, Ilios, or Selene. Through pious and devoted faith alone do the gods share their power. Only since the coming of the Great War has the true power of the gods been witnessed in Athia. Where once faith was little more than superstition, scattered and obscure, the temples to the Triad can now be found all throughout the Five Kingdoms as faith grows across the whole of Athia.

All Divine magic is fueled by Favor. Favor represents the consideration a god pays his devoted follower. The more Favor one possesses, the greater number and higher power the Divine Interventions (or simply Interventions) a god is likely to enact at their request. Upon enacting a Divine Intervention, a portion or perhaps even all a Character's Favor is expended. This Favor is only regained through Prayer or Service, reverent acts whereby the devoted attempts to regain the Favor of his god. A Character that has used all their Favor cannot enact any further Interventions as they have reached the limit of their god's attention. Only further Prayer or Service will once again renew one's Favor.

Divine magic is divided into Influences of power. Each Influence reflects aspects of a god's power, and the truly faithful can call upon the gods to enact these powers on their behalf. Acolytes dedicate themselves to an aspect of a god's power, and begin with access to two Influences. Interestingly, this means that two Acolytes of the same god may not necessarily represent their faith in the same manner. Each faith is distinct, if not different than even those worshiping the same god. There are six Influences of Divine power: Death, Divination, Life, Nature, Protection, and Rapture.

Death: Curses, filling your enemy's heart with fear, and speaking with the deceased are all examples of the Influence of Death. Acolytes wielding their god's control over death might strike fear in the hearts of their enemies, render an enemy completely paralyzed with a single word, or in extreme cases may even capture the spirit of another for a time.

Divination: Receiving the divine word of truth is the role of the Influence of Divination. Devotees who have an open communication with their god can learn of otherwise hidden things, ask the gods themselves for answers, or even gain a glimpse of the possibilities of the future.

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Life: The world of the living is strictly within the control of the gods. The Influence of Life lends healing to the wounded, can cure the ailing or diseased, and can even reincarnate the spirit of the recently departed into another body.

Nature: There is an energy, a spirit, to nature. The Influence of Nature controls the essence of the world around us as it pertains to the various flora and fauna of Athia. A god's control of nature might allow the Acolyte to entangle their enemies in a net of vines, implore the aid of a great bear, or perhaps control the weather.

Protection: One of the greater concerns of the gods is the protection of their faithful. The Influence of Protection allows for the Acolyte to inspire those around him in defense of their homes, to face fear with courage, or even to protect them from any kind of harm.

Rapture: The Influence of Rapture incorporates all those things a god might empower an Acolyte with to help them display their god's power. Providing food for the hungry, consecrating a location, or making binding oaths which the gods themselves will enforce are all examples of the Influence of Rapture.

PRAYER AND SERVICE

When the devoted have spent their Favor with the gods, Prayer and Service is their means to recover it. Through these worshipful acts the Acolyte can reconnect with their god, praise them, esteem him or her in their acts, and give tribute through meditation or sacrifice. Once per day a Divine Devotee may pray, determining how much of their Favor they would like to regain, and then make a Faith Check to determine if they are successful. Additionally, throughout the course of their days Acolytes can do Service to their god through exemplary acts. Each Service to their god will earn Favor as described in the Classes section.

HOLY AURA

All Divine Interventions are enacted from the devoted individual. Each Divine Devotee channels their god's power through themselves, reaching out at a 10' radius per Level. Thus a 7th level Acolyte would have a Holy Aura of 70' radius. Anything within that Holy Aura is subject to the Divine Intervention at the discretion of the Acolyte. For instance, should an Acolyte be looking to cast a healing Intervention they may choose only to affect their allies within their Holy Aura. Likewise, an Acolyte looking to enact a Foul Intervention might only choose that their enemies be affected. Those enacting Divine Interventions must state

who or what within their Holy Aura will be affected prior to enacting their Divine Intervention.

It is always up to the discretion of the individual enacting the Divine Intervention as to whether they are subject to their own Divine Interventions. Therefore, an individual Acolyte could choose that their Foul Divine Interventions would not affect them, but their Restoration Divine Intervention would.

ENACTING INTERVENTIONS

Performing Divine magic in the world of Athia begins with an individual calling out to their god to enact a Divine Intervention. Assuming the individual has enough Favor to enact the Divine Intervention, the god simply heeds their plea and creates the desired Effect. Should the individual lack the necessary Favor, the Intervention fails. The greater the Intervention enacted, the longer it will take the individual to recover their Favor. The steps of accomplishing these Divine magical Effects follow the sequence shown below.

Sequence of Enacting Divine Interventions

1. Compose the Divine Intervention.
2. Determine all affected by the Intervention.
3. Expend Favor to enact the Intervention.
4. Activate the Divine Intervention and implement its Effect.
5. Monitor the Divine Intervention's Duration (if necessary).

Compose the Divine Intervention: The Devotee composes the Divine Intervention using the Divine Influences that they have access to.

Determine all affected by the Intervention: Divine Devotees determine who or what within their Holy Aura will be affected by the Divine Intervention. All areas or individuals to be affected must be determined prior to enacting the Divine Intervention.

Expend Favor to enact the Intervention: Each Divine Intervention has a Favor Cost associated with it. Divine Devotees must spend a portion of their Favor for every Intervention they enact. A Divine Devotee must expend an equal amount of Favor as the Favor Cost of the Effect to enact the Divine Intervention. This Favor is therefore temporarily lost until regained later through Prayer or Service.

Activate the Divine Intervention and implement its Effect: Once the Character's Favor has been expended to call upon the Divine Intervention, the Intervention's Effect takes place. The area or individuals designated by the Divine Devotee fall under the effects of the Divine Intervention. These Effects occur last in the End of Round report unless otherwise noted.

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Monitoring the Divine Intervention's Duration: Some Interventions have instantaneous Effects, while others have lasting Durations. Durations should be counted each Round following the Round the Intervention was activated until the Character who enacted it chooses to stop the Intervention or until the Duration has passed. In the case of Durations that are Faith based, the enacting individual will need to make Faith Checks as required, beginning at Easy, until the Effect either ceases or a Faith Check is failed. This Difficulty increases by one category (e.g. from Easy to Average) if the individual is either attacked, or takes an Action.

Identifying Divine Magic

Divine magic is distinct in that it radiates directly from the god that empowered it. A god's magic flows as Interventions are enacted, emanates from powerful creatures, and emits from Sacred Relics. A Divine Devotee with access to the same Influence as another Devotee enacting an Intervention automatically recognizes the Divine magic at work (both Influence and Effect). Anyone may attempt to recognize an Intervention who does not possess that Influence, even if they are not an Acolyte. They must make a Faith Check to determine what they may learn as noted in the Divine Identification Table. A Divine Devotee of the same faith that has powered a Sacred Relic automatically recognizes the works of their god. Thus, a Devotee of Erebos knows when a Sacred Relic is dedicated to Erebos. If a Devotee is attempting to recognize a Sacred Relic from another god, they must make a Faith Check against the relative power of the Relic to identify it. Once identified, the Devotee is made aware of the capabilities of the Sacred Relic, as well as its means of activation (if any). Activating a Sacred Relic (if necessary) is a Free Action. Attempting to identify Divine Magic is considered a Free Action.

Divine Identification Table

Divine Magic Type	Faith Check Difficulty	Faith Check Results
Active Intervention	Same Influence = Automatic Success Different Influence = Result determines information obtained	Easy (9) = Determine Faith Average (12) = Determine Influence Difficult (15) = Determine Effect Note: Results Stack
Sacred Relic	Same Faith = Automatic Success Different Faith: Minute = Automatic Minor = Easy (9) Moderate = Average (12) Major = Difficult (15) Epic = Extreme (18)	Identify capabilities of the Sacred Relic and means of activation

- **Active Intervention:** The degree of success obtained on a Faith Check determines the amount of information obtained about the active Intervention.
- **Sacred Relic:** If successful, you determine the Divine elements of the item, as well as the means to activate it.

Enacting Divine Interventions in Combat and Interruption

Combat provides its own selection of complications and risks when enacting Interventions. Attempting to move, attack, or being attacked, more importantly, all make working magic in combat particularly difficult. Whenever a Character is interrupted while Concentrating on a lasting Effect (whether due to a failed Faith Check from round to round, failing it after being attacked, or failing it after taking an Action) that Intervention immediately ends, and the Devotee must begin anew to attempt the magic again.

Being Killed or Down

Ongoing Divine Intervention Effects, i.e. Effects prolonged through Faith with an ongoing Duration, are powered by the Divine. When a Devotee is either Down or Dead, Faith-based Effects continue until a Faith Check is provoked, at which point the ongoing Effects immediately cease.

ELEMENTS OF A DIVINE INTERVENTION

All Interventions are composed in the same fashion. Divine Intervention elements include of the name of the Intervention, the Effect or Effects of the Intervention, the Cost (in Favor) of the Intervention Effects, the Duration of the Intervention, any possible Augmentations to the Intervention, and likely a small Description or Notes of what the composed Divine Intervention does. Each of these elements is listed below, along with a description of their components.

Name: The name of the Divine Intervention is simply a means for the Players, Characters, or GM to reference the Intervention. This is completely arbitrary and chosen by the Character who designed the Divine Intervention.

Effects: The Effect or Effects of a given Divine Intervention is the real substance of the Intervention's magical outcome. Each Effect contained in an Intervention requires a certain amount of Favor to enact. Therefore, an Intervention with two (2) Effects would require that the Devotee have enough Favor to cover the Cost for both Divine Effects. Interventions may only combine Effects from the same Divine Influence. Effects determine the outcome of the Intervention to the designated Targets or Area, as well as the outcome for the Intervention should there not be any specific individuals targeted. All Intervention Effects are tied to a specific Divine Influence. Some Divine Effects have specific rules pertaining to Area, Targets, or Duration. Any exception to the rules laid out by the description

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of the Divine Effect takes precedence over the general Intervention elements rules.

Cost: The amount of Favor necessary to enact the desired Divine Effect is noted in the Effect's Cost. Any additional Augmentations or Effects applied to the Intervention contribute to an increasing cost for the Intervention. The Cost of the Divine Effect depicts the amount of Favor necessary for the Character to successfully enact the desired Divine Intervention.

Area/Targets: Interventions can affect the Area of, or the Targets in, their Holy Aura. Exceptions to this will be noted as Special in the Divine Effect's description. All Effects from Divine Interventions are enacted within the Individual's Holy Aura. The individual enacting the Divine Influence must determine which Area (if applicable) or Targets within their Holy Aura are affected. It is always up to the discretion of the individual enacting the Divine Intervention as to which Area or Targets will be affected.

Duration: The length of time the Divine Intervention's Effect lasts is listed as its Duration. Durations can be: Devotee Level, Faith, Instant, or Special. For Devotee Level Durations the Divine Effect will last for 1d4 plus Devotee Level Rounds, therefore a 3rd Level Devotee would have their Effect last for 1d4+3 Rounds. In the case of Durations that are Faith based, the Effect is maintained through a series of Faith Checks. Any time the Devotee takes an Action, or is the Target of another's Action, they will need to make a Faith Check. Faith Checks begin at Easy, but increase in difficulty with each subsequent Check. Checks are made until the Effect is either ended or a Faith Check is failed. This Difficulty increases by one category (e.g. from Easy to Average) if the Devotee takes or is affected by another Action. For all Instant Durations, the Effects immediately take place in the Round in which the Intervention is enacted. Finally, Effects with the Special Duration designation will have specific rules explained in the Effect's description. When applicable, Durations should be counted each Round following the Round the Intervention was activated until the Devotee chooses to stop the Intervention or until the Duration has passed.

Augmentations: There are several Augmentations that can contribute to a Divine Intervention's Cost in Favor. These Augmentations might include setting a delay as to when your Divine Intervention will go off, modifying the Duration of the Divine Effect, or modifying one's

Holy Aura for the duration of the Divine Intervention. Any Augmentation will increase the Cost (in Favor) of the Intervention. Each Augmentation may only be

Augmentations Table

Augmentation	Cost Increase
Contingency	+1
Delay	+1
Make Faith	+1
Double Duration	+2
Double Holy Aura	+3

applied once to a single Divine Intervention. Augmentations to a Divine Intervention are as follows:

- **Contingency:** This is a set of specific circumstances that will trigger the Effects of the Intervention. Divine Interventions with Contingencies are cast normally, but do not take effect until their Contingencies have been met.
- **Delay:** Delays set to a Divine Intervention postpone when the Divine Intervention will be enacted. Interventions may be delayed for any measure of time (Rounds, minutes, days, etc.). Once the designated amount of time has passed the Divine Intervention then goes into Effect. Delays are strictly measures of time and are not circumstantial such as “delayed until I get hurt” or “delayed until I start to feel hungry.” Example Delays include: “Four Rounds from now...” or “In one hour...”
- **Make Faith:** Effects with durations that are Devotee Level, or are Special (GM permitting), may be made into Faith Duration Effects with this Augmentation.
- **Double Duration:** Durations that are Devotee Level, or are Special (GM permitting), may be doubled with this Augmentation. The number of Rounds a Divine Effect may last is rolled normally, but the span of that Duration result is then doubled. For example, if a Divine Intervention would normally last 1d4+4 Rounds, and the individual enacting the Divine Intervention rolled a 2 (resulting in an initial Duration of 6 Rounds), this Augmentation would result in the Divine Intervention lasting 12 Rounds.
- **Double Holy Aura:** Individuals seeking to affect more Targets or a larger Area when enacting Divine Interventions may do so with this Augmentation. Doubling one’s Holy Aura simply increases the enactor’s Holy Aura twice over. Thus, an Acolyte with a Holy Aura of 30’ would have a Holy Aura of 60’ with this Augmentation.

Description/Notes: Although not part of determining the Cost of a Divine Intervention, the overall description of the intended Intervention helps to convey the result of the magic. Each sample Intervention has a description to help the Players and GM understand the magical effect being cast. Descriptions also allow Players to further customize their Divine Interventions by including details as to the sights and sounds of the Intervention, as well as its specific intended use.

Combining Multiple Influences

Although the gods’ powers are infinite, their devotee’s pleas are almost always specific. As such it is exceedingly difficult to combine different Effects from multiple Divine Influences. Unless the devotee possesses the Coalesce Ability, they are unable to combine the Effects of two or more Influences in a single Divine Intervention. However, Effects from the same Divine Influence may be combined.

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When combining Effects within a given Divine Influence (or from multiple Influences should the individual possess the Coalesce Ability), add together the Costs of both desired Divine Effects. Note that any Augmentations added to the Intervention affect both Divine Effects and do not need to be added multiple times for each additional Effect added to the Divine Intervention.

When combining various Divine Effects, Players may run into instances where one Effect uses an Area element while another uses Targets. Likewise, Durations may be different as well. The GM should be consulted in these instances to determine if an Area or Target element will be used, what the Duration will be, or what any other contradictory aspect of the Effect will be for the Divine Intervention. The GM has final say on all aspects of a given Divine Intervention.

DESIGNING DIVINE INTERVENTIONS

One is only limited by their creativity and their available Favor when it comes to using Divine magic. Nearly anything is possible when composing Divine Interventions. Players are empowered to use their imaginations to fight through their Character's problems and struggles with Divine magic.

Every Divine Intervention is crafted in nearly the same way. Designing an Intervention begins with the player selecting the Effect (or Effects) they'd like to compose an Intervention with. The Effect itself will determine a great deal about the Intervention: whether it affects the general Area or the Targets within their Holy Aura. It will also determine how the Duration of the Intervention is calculated. Once the Intervention is crafted, its Cost is compared to the available Favor of the Character looking to enact it.

Each Influence's Divine Effect has an associated Favor Cost (or Cost). Divine Effects have Costs ranging from 1 to 5; Effects costing 1 are easier Effects to enact than those costing 5. The Effect's Cost is the base cost for the Divine Influence. The Divine Effect will also determine whether an Intervention uses an Area or affects Targets, how its Duration is determined, and possibly a few other specific factors for that Effect.

Example Intervention Design

Kristina is building a Divine Intervention for her Acolyte of Selene. She decides she wants to build an Intervention catered towards her Acolyte's preferences for the Divine Influence of Life. She wants to create an Intervention that will bestow Selene's blessings on someone to make them more likely to become pregnant. Before Kristina begins, it is worth looking at a table with each of the Intervention Elements listed upon it. Each of these fields will be filled out, ultimately making a completed Intervention.

Name		Faith Calculation
Favor		
Area/Targets		
Duration		
Effects		
Augmentations		
Description/Notes		

Kristina begins by naming her Intervention and selecting the Effects she wants to use. She decides to name her Intervention “Selene’s Potency”, and writes that in the area for the Intervention’s name. She selects two Effects from the Divine Influence of Life, Beautify and Fertility, and notes them in the Effects area for the Intervention. The Beautify Effect has a Favor Cost of 2, and Fertility has a Cost of 1. The Intervention therefore has a Favor Cost of 3.

Next Kristina notes that both the Beautify and Fertility Effects use the Targets element rather than an Area. She records that Selene’s Potency affects Targets in the Area/Targets section of the Intervention. Since both Effects for the Intervention have Special Durations, she notes that in the Duration section of the Intervention. Finally, deciding not to add any additional Augmentations to the Intervention, she leaves that field blank.

Kristina’s “Selene’s Potency” Intervention now looks something like this:

Name	Selene’s Potency	Favor Calculation
Favor	3	
Area/Targets	Targets	
Duration	Special	
Effects	Beautify, Fertility	2 + 1
Augmentations	None	+0
Description/Notes		
This Intervention makes the Target pleasing in appearance, increasing the likelihood of them finding a mate, while also making them incredibly fertile/potent when making love (increasing their odds of conception).		

DIVINE EFFECTS BY INFLUENCE

Effects are presented in alphabetical order, by Influence, and are immediately followed by the Cost, Area/Targets, and Duration for the Effect. Following the Effect lists for each Divine Influence, a full description of each of the Influence's Effects can be found. Effects noted with a '+' in the Cost column can have an increased Effect if additional Favor is spent.

INFLUENCE OF DEATH

Influence of Death Effects Table

Effect	Cost	Area/Targets	Duration
Bind Soul	4	Targets	Instant
Command Departed	5	Special	Faith
Darkness	1	Area	Faith
Exhaustion	3	Targets	Faith
Fear	2+	Targets	Special
Foul	3	Targets	Special
Hold Spirit	5	Targets	Instant
Inhere Death	1+	Special	Special
Instill Death	6	Targets	Instant
Kill Sense	2+	Targets	Faith
Know Death	1	Special	Instant
Manifest Visage	4+	Special	Faith
Paralysis	4	Targets	Faith
Revenant	1	Special	Faith
Scent of Death	1	Targets	Faith
Soul Swap	5+	Special	Faith
Speak with Dead	2+	Special	Faith
Spirit Walk	3	Targets	Faith
Wither	4	Targets	Faith

INFLUENCE OF DIVINATION

Influence of Divination Effects Table

Effect	Cost	Area/Targets	Duration
Clairvoyance	3	Special	Faith
Discern Self	1	Targets	Instant
Eyes of Truth	5	Area	Faith
Foresight	5	Targets	Instant
Inhere Divination	1+	Special	Special

Omen	1	Special	Instant
Presage	3	Special	Instant
Question	5	Targets	Instant
Reveal Creature	2	Area	Faith
Reveal Intent	2	Targets	Instant
Reveal Invisibility	3	Area	Faith
Reveal Lies	4	Targets	Faith
Reveal Objects	3	Area	Faith
Reveal Owner	3	Special	Faith
Reveal Poison	1	Area	Instant
Reveal Traps	1	Area	Faith
Reveal Weakness	2	Targets	Instant
Seek Memory	4	Targets	Faith
Telepathy	4	Targets	Faith

INFLUENCE OF LIFE

Influence of Life Effects Table

Effect	Cost	Area/Targets	Duration
Alleviate Disease	4	Targets	Instant
Alleviate Poison	3	Targets	Instant
Beautify	2	Targets	Special
Bulwark	3	Special	Special
Cleanse	1	Targets	Instant
Cure Sense	2	Targets	Instant
Endow	3	Targets	Special
Fertility	1	Targets	Special
Forgo	4	Targets	Special
Heal	1+	Targets	Instant
Inhere Life	1+	Special	Special
Inspirit	3	Targets	Instant
Offering	2	Special	Instant
Reincarnation	3+	Special	Instant
Rejuvenation	4	Targets	Instant
Remove Paralysis	3	Targets	Instant
Restoration	5	Targets	Instant
Soul Mate	1+	Targets	Instant
Youth	5	Targets	Special

ATHIA INFLUENCE OF NATURE

Influence of Nature Effects Table

Effect	Cost	Area/Targets	Duration
Aspect of the Beast	3+	Special	Faith
Beast Tongue	1	Targets	Faith
Beast Walk	4	Special	Faith
Become Fauna	5+	Special	Faith
Become Flora	4+	Special	Faith
Befriend Animal	2	Targets	Special
Call Beast	1+	Special	Special
Camouflage	2	Special	Faith
Control Weather	4	Special	Faith
Endure Temperature	1	Targets	Special
Guide Fauna	4	Targets	Faith
Guide Flora	3	Area	Faith
Illumination	2	Area	Special
Inhere Nature	1+	Special	Special
Miasma	2+	Targets	Faith
Plague	1+	Special	Faith
Plant Tongue	3	Targets	Faith
Tangle	2	Targets	Special
Tree	1+	Area	Special

INFLUENCE OF PROTECTION

Influence of Protection Effects Table

Effect	Cost	Area/Targets	Duration
Aegis	2+	Targets	Devotee Level
Bravery	3	Targets	Instant
Devastation	1+	Targets	Devotee Level
Divine Barrier	3	Area	Special
Fellowship	2	Targets	Instant
Freedom	4	Targets	Instant
Heart Link	2	Targets	Special
Inhere Protection	1+	Special	Special
Invulnerability	4	Targets	Special
Lethargy	4	Targets	Faith
Martyr	4	Targets	Devotee Level
Mitigation	2+	Targets	Faith

Potential	2+	Targets	Devotee Level
Preservation	2	Targets	Special
Repulsion	4	Targets	Devotee Level
Seal/Unseal	2	Area	Instant
Silence	3	Area	Faith
Transcendence	1+	Targets	Special
Withdraw	3	Targets	Instant

INFLUENCE OF RAPTURE

Influence of Rapture Effects Table

Effect	Cost	Area/Targets	Duration
Banish	4	Targets	Instant
Call Upon Faith	5	Special	Special
Calm	2	Targets	Special
Consecrate	5	Special	Special
Create Food	2	Targets	Special
Create Water	2	Targets	Special
Elysium	5	Area	Faith
Environment Bubble	1	Area	Faith
Greater Faith	5	Area	Faith
Hallows	3	Targets	Special
Hesitation	2	Targets	Instant
Inculcate	1	Special	Special
Inhere Rapture	1+	Special	Special
Nap	2	Targets	Special
One Voice	3	Targets	Instant
Oppress	4+	Targets	Special
Respite	2	Targets	Special
Resurgence	3	Targets	Instant
Sanctify	4	Area	Faith

INFLUENCE OF DEATH EFFECTS

Bind Soul (4 - Instant): Devotees with a connection to the Influence of Death can bind a dying spirit to their body, if they can catch it quickly enough. With this Effect one can return an individual slain the Round prior to instead being Down. This Divine Effect must take place the Round immediately following the Round in which the killed individual was slain. This Effect does not heal the individual, but rather places them back in the Down Health Tier as if they had just been placed in Down for the first time.

Command Departed (5 - Faith): Although the powers of the Sickness are great, the gods do hold some sway over them. This Effect allows the Devotee to control a number of dead creatures/individuals (Sick or recently slain) with a total Challenge Level equal to, or less than, their Devotee Level.

Darkness (1 - Faith): Through this Effect the Devotee can create an impenetrable darkness, creating a Blind State for all within the Effect's Area. As is always the case with Divine Interventions, the Devotee can decide whether they are directly affected by this Effect or not.

Exhaustion (3 - Faith): Tapping into the draining effects of death itself is the ability of this Effect. With it the Devotee can slowly drain the Targets within their Holy Aura. Each Round the Target must make an Endurance Check against a Difficulty of 8 + the Devotee's Caster Level. Each time a Target fails this Check, they gain the following impediments:

Exhaustion Table

Failed Check #	Result
1	Target gains the Lame State to reflect their sapped energy
2	Targets may only take an Action of Manuever, not both
3	Target suffers Disadvantage on all Checks
4+	Target gains the Unconscious State

Duration: The Devotee must maintain Faith for Targets to continue suffering Exhaustion. Once ended, the results do not linger for Targets.

Fear (2+ - Special): By enacting this Effect the individual creates a Fear effect with a value of one (1). This Fear replaces the Daring of the Devotee's designated Targets for the purposes of determining Reaction. The Devotee's Fear is then

compared to the Fear of the creature or creatures in the encounter, calculating Combat Order and Disadvantage (if applicable) from that point onward.

Duration: The Fear Effect lasts for the duration of the combat Encounter.

Note: For each additional point of Favor (1) spent, the enactor can increase the Score of their Fear effect. Thus, someone spending 4 Favor for this Divine Effect could increase their Fear effect from 1 to 3 (2 Favor for the Effect itself, and 2 additional Favor to raise the Fear Score from 1 to 3).

Foul (3 - Special): This powerful Effect forces the Target's Checks (not including Damage rolls) to be made at Disadvantage until they are successful.

Duration: This Effect lasts until the Target is successful with any Check.

Hold Spirit (5 - Instant): With but a word the Devotee can command a departed spirit to be held fast, either within an item, or to a specific location. While held the departed spirit cannot ascend to their rightful place in the afterlife, be returned to their home plane or dimension, or otherwise be reincarnated. Any Held Spirit is kept until the Devotee releases the spirit or the Intervention is otherwise broken.

Inhere Death (1+ - Special): Having both an understanding of the Influence of Death, and the favor of the gods, a Devotee can affect or impinge the world around them. The Devotee can enact simple or elaborate Interventions as pertains to the powers of Death itself. Inhere Death cannot copy any other existing Effect for this Influence, but allows the Devotee to enact anything their creativity can design. Favor costs for this Effect are determined by the GM, and are made on a case by case basis depending on what the Devotee is attempting. It is up to the GM as to whether what the Devotee seeks to attempt is doable under this Effect, and their decision is final.

Instill Death (6 - Instant): With their deathly Divine power the Devotee can sap the life from their Target with this Effect. In an instant the Devotee drains half the Target's remaining Health (round up). Thus, a creature with 30 Health would then be reduced to 15 Health. Player Characters targeted by this Effect take the Damage as a lump sum; first from their Fatigue, then Battered, and then Injured Tier. Once an individual has been Instilled with Death they may not suffer its effects again.

Kill Sense (2+ - Faith): With this power one can effectively kill off one of their Target's senses (sight, hearing, taste, feeling, or smell). The Target loses all capabilities of that sense for the duration of this Effect.

Note: For each additional point (1) of Favor spent, the enactor can affect an additional sense. Thus, someone spending 4 Favor for this Divine Effect could affect 3 senses (2 Favor for the base Effect, and 2 additional Favor to bring the total number of senses affected to three).

Know Death (1 - Instant): This Divine Effect can be used in one of two ways. One way is to reach out into an area and determine what types and kinds of deaths have occurred there as well as who the departed were. The other way this power can be used is over an individual or group of corpses to know what their cause of death was. In either case the individual enacting this Effect knows how long ago these deaths occurred.

Manifest Visage (4+ - Faith): Not only can you speak with the spirit of a deceased with this Effect, but you can bring forth a ghostly image of them for all to see and hear.

Area/Targets: The Devotee can reach into the realms in which the dead reside to Target and bring forth the sought out individual for the purposes of this Effect. Devotees must pay to augment this Effect to bring forth more than one dead individual. For each additional point of Favor (1) spent, the enactor can bring forth an additional spirit. Thus, someone spending 5 Favor for this Divine Effect could bring forth two spirits to speak with.

Paralysis (4 - Faith): This Effect allows the Devotee to completely paralyze a Target, keeping them from moving, speaking, or taking any actions for the duration of this Effect. Divine Paralysis bestows the Paralyzed State to the Targets. The Target can, as an Action, attempt an Endurance Check opposed by the Devotee's Faith Check. Should the Target be successful they may act in the following Round before becoming Paralyzed again.

Revenant (1 - Faith): With this Effect the devotee can summon forth a departed spirit from the world beyond. This spirit is only seen by the devotee and cannot physically affect the world of the living. However, it can be tasked with simple orders such as 'Enter that room and tell me what lies within' or 'Speak this message to the King'.

Scent of Death (1 - Faith): By seeming to appear dead this Effect allows the Targets to be rendered completely invisible to the Sick. This Effect lasts if the Devotee can maintain Faith or until anyone under the effects of Scent of Death comes into physical contact with any Sick.

Soul Swap (5+ - Faith): Soul Swap allows the Devotee to switch the souls of two living creatures within their Holy Aura for the duration of this Effect. The switched individuals retain their Instincts, Knowledge, and Valor Attributes (as well as their

associated Talents) but gain the Constitution, Dexterity, and Strength (and their associated Talents) of the individual whose body they have slipped into. For each additional point of Favor (1) spent, the enactor can swap an additional soul. Thus, someone spending 6 Favor for this Divine Effect could swap the souls of three living targets.

Speak With Dead (2+ - Faith): This Effect allows the Devotee, and the Devotee only, to speak with the departed.

Area/Targets: The Devotee can reach into the realms in which the dead reside to speak to the sought out individual for the purposes of this Effect. For each additional point of Favor (1) spent, the enactor can speak with more than one spirit. Thus, someone spending 3 Favor for this Divine Effect could host a conversation with two different spirits.

Spirit Walk (3 - Faith): By leaving the shell of their mortal form behind, the individual enacting this Effect can send their spirit forth into the world. While the Effect is maintained with Faith, the devotee and/or their designated Targets can step out of their respective bodies and travel with a Speed of 100' per Round. While in this Spirit form the individual is completely invisible and cannot interact with the environment in any fashion. They can pass through any obstacles while in their spirit form, and are unaffected by environmental factors such as heat or cold. While Spirit Walking, an individual's body is extremely vulnerable, and any injuries taken are not felt, nor provoke a Faith Check. Only by returning to their original body will the Spirit Walker realize what state their body is in.

Wither (4 - Faith): The powers of Death can be unleashed upon the living to horrific effect. The Wither Effect slowly withers its Targets, shriveling and decaying them moment after moment. In the Round following when the Wither Effect is enacted, the devotee's targets begin slowly deteriorating. The Wither Ramifications table breaks down the Round by Round atrophy of a Withering Target.

Note: All Ramifications stack upon one another, thus the Targets in Round 3 of Wither suffer from the Ramifications of Round 2 as well.

Wither Ramifications Table

Round	Ramification
1	Target's hands and feet start to wilt. (Speed reduced by 10')
2	Targets limbs start to waste. (Target can only take an Action or a Maneuver in a Round)
3	Target's body begins to shrivel. (All Checks at Disadvantage)
4+	Target begins to crumble to dust. (Target takes twice the Devotee's Level in Damage each Round)

ATHIA INFLUENCE OF DIVINATION EFFECTS

Clairvoyance (3 - Faith): Unlike most Divine Interventions that work within the confines of the enactor's Holy Aura, the Clairvoyance Effect allows the devotee to turn their Holy Aura into an exact copy of an area or location surrounding a selected Target. Once a specific Area or Target has been selected by the Devotee the Holy Aura of the devotee changes to that of the area that they are looking in upon. If a Target has been selected, an image of the Target appears right next to the enactor, and the Target's surroundings around them. If an Area has been selected, then the devotee sees that area around them as if standing amidst it. These Clairvoyant images are illusionary - just a three-dimensional copy of the actual Target or Area they are looking in on.

Area/Targets: The Clairvoyance Effect can be cast either upon an individual Target, or upon an Area, allowing the Devotee to perceive everything that Target is involved with or going on within the designated Area (up to the size of their Holy Aura). Either the Area or Target designation must be determined at the time the Devotee attempts to enact a Divine Intervention with this Effect.

Note: The results of the Clairvoyance Effect are only visible by the devotee.

Discern Self (1 - Instant): Regardless where the devotee and/or designated Targets find themselves, this Effect allows them to know precisely where they are related to the last landmark they passed, what time of day it is, and what day it currently is.

Eyes of Truth (5 - Faith): In using this Effect everything the devotee perceives within their Holy Aura is done so in its truest form: illusions are pierced, disguises are penetrated, and all other obfuscations are overcome.

Foresight (5 - Instant): This powerful Effect allows the devotee and/or designated Targets to know of impending danger. A sort of sixth sense warning is triggered shortly before any harm would otherwise befall them. Although the Foresight Effect is cast with an Instant Duration, the Effect lasts until Foresight is triggered by any act that could bring about harm to this Effect's Targets.

Inhere Divination (1+ - Special): Having both an understanding of the Influence of Divination, and the favor of the gods, a devotee can affect or impinge the world around them. The Devotee can enact simple or elaborate Interventions as pertains to the powers of Divination itself. Inhere Divination cannot copy any other existing Effect for this Influence, but allows the Devotee to enact anything their creativity can design. Favor costs for this Effect are determined by the GM, and are made on a case by case basis depending on what the Devotee is

attempting. It is up to the GM as to whether what the Devotee seeks to attempt is doable under this Effect, and their decision is final.

Omen (1 - Instant): This Effect allows the Devotee (as the only Target of the Effect) to ask their god if their current course of action is a wise one. All “Divine” answers are left to the GM’s discretion.

Presage (3 - Instant): This Effect allows the Devotee (as the only Target of the Effect) to reach out to their god to seek an answer to a simple yes or no question. All “Divine” answers are left to the GM’s discretion.

Question (5 - Instant): With this Effect you may ask any single question of all designated Targets. This question must be answered completely and truthfully.

Reveal Creature (2 - Faith): Choose a creature Family. Using this Effect allows the Devotee to determine if a creature from that Family is within proximity, as well as the direction to where they may be found. This Effect can sense creatures up to one mile per Devotee Level from the devotee.

Reveal Intent (2 - Instant): By using the Reveal Intent Effect, the devotee can get a sense of what a given Target’s intent is when they use the Effect. Intentions can be tricky matters and all information revealed with this Effect is left up to the discretion of the GM.

Reveal Invisibility (3 - Faith): This Effect allows the individual enacting it to discern if there are any invisible creatures or objects within their Holy Aura.

Reveal Lies (4 - Faith): With this Effect the Devotee can determine if anything said by anyone within their Holy Aura is a lie or an attempt at deception. This Effect does not force Targets to tell the truth, it just allows the Devotee to know if they are lying.

Reveal Objects (3 - Faith): Using this Effect allows the Devotee to determine if a particular object is within their Holy Aura.

Reveal Owner (3 - Faith): This Effect allows the Devotee to determine every owner of an object within their Holy Aura. By holding onto the object, the Devotee can begin to see a cascade of images of everyone who has possessed the object. One image is seen per Round of Faith. The Devotee will know when the last owner of the object has been seen.

Reveal Poison (1 - Instant): The Detect Poison Effect allows the Devotee to know if anyone or anything in their Holy Aura has been poisoned or is poisonous and if so, the type of poison the individual, creature, or object has.

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Reveal Traps (1 - Faith): This Effect allows the Devotee to know the location of any traps that come into their Holy Aura. This Effect does not tell the devotee anything about the trap, what it does, or how to best disarm it.

Reveal Weakness (2 - Instant): This Effect allows the Devotee to discern the weaknesses of their Target. Any vulnerabilities of the Target are learned, as well as their current Defense, Health, Favor, Mana, and Stamina (if applicable).

Seek Memory (4 - Faith): Reaching out into the collective minds of the designated Targets, the Devotee can pull forth all memories pertaining to a specific event. Although the Devotee might not know from whose mind the actual information comes from, they are able to piece together the best collective memory from all Targets.

Telepathy (4 - Faith): The Devotee can connect with the mind of a Target using this Effect. This communication is two-way, silent, and once established may be maintained even if the Target steps out of the devotee's Holy Aura.

Note: When this Effect is cast on multiple Targets, the telepathic communication is still two-way, between each individual target and the Devotee. Individual Targets cannot telepathically communicate with each other.

INFLUENCE OF LIFE EFFECTS

Alleviate Disease (4 - Instant): By using this Effect the Devotee can completely remove all traces of disease from a Target.

Alleviate Poison (3 - Instant): This Effect allows the Devotee to completely remove all traces of poison from the Target's system. Any Damage taken because of the poison remains and must be healed.

Beautify (2 - Special): The Beautify Effect makes a Target idyllic in appearance, as though the gods themselves had blessed them with the best of bearing. This Effect is considered restorative and thus once done is permanent until other misfortunes affect the Target's appearance. This Effect works on all living flora and fauna.

Bulwark (3 - Special): The sanctity of Life can be the greatest of protections. If the Devotee is focused on helping those around them then the gods shall endeavor to see that they persevere. With this Effect enacted the Devotee halves any Damage they take (round down) so long as they take no actions to harm anyone. The moment they cause harm to another the benefits of this Effect immediately end. Bulwark only affects the Devotee enacting the Effect.

Duration: This Effect, once cast, lasts for the duration of the Encounter.

Cleanse (1 - Instant): In the dingy and dreary world of Athia this Effect allows the Devotee to completely and instantly clean, primp, and groom a Target. Cleanse removes all body waste products (sweat, bile, excrement, etc.) from the Target. It also reestablishes the Target's ideal appearance (shaving their face, styling/trimming their hair, applying perfume, or whatever else the individual might normally do when having opportunity to completely clean and refresh themselves).

Cure Sense (2 - Instant): In using this Effect the Devotee can cure blindness, muteness, deafness, or other sense ailment from a Target.

Endow (3 - Special): Bestowing the best of life's gifts, the Devotee can bring forth the absolute best from those around them. The Devotee designates one of the six Attributes. The next Check made by the designated Targets correlating to the designated Attribute is automatically successful. For example, the Devotee could use this Effect to Endow the Dexterity Attribute of their Party, and amidst combat, could ensure the following Round that everyone is successful with their melee Hit Check (as this Check is based upon the Dexterity Attribute).

Duration: This Effect lasts until the Targets make a check involving the Attribute noted.

Note: The success achieved through the Endow Effect is minimal. For example, if attempting to Resist a moderate poison, the result would be the same as an Average Endurance Check (12). Likewise, if attempting a Recuperation Check, the result would be the same as an 11 (thus regaining only 1 Stamina). Even if success would have to be a natural 20 on the roll of the die, the Endow Effect merely allows for a success, not a Critical Success.

Fertility (1 - Special): The Fertility Effect makes a female Target highly likely to be made pregnant. It makes a male Target especially virile. This Effect lasts until such a time as the Target becomes impregnated or successfully impregnates another.

Forgo (4 - Special): With this Effect the Devotee can give Targets the ability to go without food, water, and/or sleep for a period of 24 hours while additionally bestowing them the benefits of a Worthwhile Rest.

Heal (1+ - Instant): Power over life allows the devotee to restore and renew the bodies of the injured. By expending Favor the Devotee can restore some or all the Damage a Target has taken. The Heal Benefits Table provides a breakdown of the costs and benefits of the Heal Effect:

Heal Benefits Table

Cost	Benefit
1	Heal 1d8 plus the Devotee's Level of Damage from the Target's Fatigued Health tier
2	Heal 1d6 plus half the Devotee's Level of Damage from the Target's Battered Health tier
4	Heal 1d4 Damage from the Target's Injured Health tier
6	This degree of healing completely heals a Target of all Damage

Inhere Life (1+ - Special): Having both an understanding of the Influence of Life, and the favor of the gods, a Devotee can affect or impinge the world around them. The Devotee can enact simple or elaborate Interventions as pertains to the powers of Life itself. Inhere Life cannot copy any other existing Effect for this Influence, but allows the Devotee to enact anything their creativity can design. Favor costs for this Effect are determined by the GM, and are made on a case by case basis depending on what the Devotee is attempting. It is up to the GM as to whether what the Devotee seeks to attempt is doable under this Effect, and their decision is final.

Inspirit (3 - Instant): Bestowing an invigorating amount of energy to a Target allows the Devotee to empower them for greater things. The Devotee grants 1D4+Caster Level Temporary Stamina to any Target in their Holy Aura. This Temporary Stamina must be used by the Target in the next Round or it is lost.

Offering (2 - Instant): Connecting the lives of the willing allows for the sacrifices of one to be the boon of another. With this Effect the Devotee can transfer any amount of Damage from a willing Target to any other willing Target, essentially allowing one Target to "offer" a portion of their Health to another. For example, the Devotee enacting this Effect could transfer ten (10) points of Damage from a Warrior in their group, to a Mage on the back lines. The Warrior would then "heal" those ten (10) points of Damage, and the Mage would then take ten (10) points of Damage.

Reincarnate (3+ - Instant): The transmigration of a departed spirit to return to the living is the awesome capability of this Divine Life Effect. There are two forms of Reincarnation, a major and a minor form. The table below breaks down the associated costs and results of the Reincarnate Effect:

Reincarnate Results Table

Type	Cost	Result
Minor	3	The Minor Reincarnation Effect allows the Devotee to place a departed soul into a newborn body. Doing so means the Reincarnated will be the next newborn child born to Athia, of any race, or either sex.
Major	5	The Major Reincarnation Effect allows the Devotee to place a departed soul into any other willing recipient's body. Doing so will release the Target's soul and replace it with the Reincarnated spirit.

Rejuvenation (4 - Instant): This Effect completely restores a Target's Stamina.

Remove Paralysis (3 - Instant): This Effect completely removes all forms of paralysis from a Target.

Restoration (5 - Instant): While using this Effect the Devotee can completely restore a Target to their "normal" selves. All Attribute Damage, negative Effects, impeding States, or other maladies a Target has suffered are instantly removed. This Effect does not heal wounds (Damage), restore Stamina, or restore Favor, but will remove Disease, Poison, or other afflictions the Target may be suffering from.

Soul Mate (1+ - Instant): For where you find yourself in life, this Effect reveals your heart's desire. The Devotee can grant a Target insight as to who and perhaps even where their kindred companion is. This Effect shows one's soul mate in that moment of their life. The more Favor that is expended, the more information is gleaned. The Soul Mate Benefits Table provides a breakdown of the costs and benefits of this Effect:

Soul Mate Benefits Table

Cost	Benefit
1	The Target has a vision of who their soul mate is.
2	The Target has a vision of who their soul mate is, and a sense of where they might find them.
3	The Target has a vision of who their soul mate is, an exact location of where to find them, and their name.

Youth (5 - Special): The Youth Effect allows the Devotee to beseech the gods to take a Target's mind and body back in time to when they were otherwise younger and livelier. Targets of this Effect are reduced in age back to whenever the Target otherwise feels they were at their physical best.

Duration: The Effect of Youth lasts for a number of hours equal to 1d4 plus the Devotee's Level.

INFLUENCE OF NATURE EFFECTS

Aspect of the Beast (3+ - Faith): This Divine Effect allows the Devotee to take on an animal aspect. They may grow wings like an eagle, be given the ability of sonar like a bat, grow the claws of a bear, or have infrared vision like a viper. Only one aspect is gained, and the GM has final say on the limits or capabilities of the enacted Aspect of the Beast.

Note: For each additional point of Favor (1) spent, the enactor can select an additional Target other than themselves for this Effect. Thus, someone spending 4 Favor for this Divine Effect could gift themselves and another individual with an Aspect of the Beast (both Aspects must be the same). Also, it is important to note that the Aspect of the Beast Effect does not allow for a Devotee to augment or replace any Attributes or Talents.

Beast Tongue (1 - Faith): With this Effect the Devotee can communicate with any animal Target. This does not mean that the animal the Devotee is communicating with will be an effective communicator.

Beast Walk (4 - Faith): The Beast Walk Effect allows the Devotee to possess any single animal within their Holy Aura, essentially taking it over, seeing through its eyes, and moving about as though the Devotee were the animal themselves. Once the Beast Walk Effect is enacted, the Devotee can move freely without concern for Holy Aura. The Devotee's form remains behind in a semi-aware, stoic state and is vulnerable while the Devotee is in the Beast Walk.

Become Fauna (5+ - Faith): Using this Effect the Devotee can transform into any kind of animal. The Devotee becomes an animal of equal Challenge Level to their Devotee Level, but retains their Attribute scores. A transformed Devotee may choose the higher of their Talent scores or the Talent scores of the animal itself (if listed in the Enemies section). All other Special Abilities of their animal form are then obtained by the Devotee. Possessions that were on your person when transformed are absorbed as part of the animal form, and are still available when you transform back to human form.

Note: For each additional point of Favor (1) spent, the enactor can select an additional Target other than themselves for this Effect. Thus, someone spending 6 Favor for this Divine Effect could transform themselves and another individual both into animals.

Become Flora (4+ - Faith): Using this Effect the Devotee can transform into any kind of plant-like matter. Possessions that were on your person when transformed are absorbed as part of the plant-like form, and are still available when you transform back to human form.

Note: For each additional point of Favor (1) spent, the enactor can select an additional Target other than themselves for this Effect. Thus, someone spending 5 Favor for this Divine Effect could transform themselves and another individual both into plant-like matter.

Befriend Animal (2 - Special): This Effect allows the Devotee to change the Target animal's reaction from neutral or unfavorable to favorable. The animal will essentially treat the Devotee as though they were one of the family.

Duration: This Effect lasts until the Devotee is no longer in the animal's presence.

Call Beast (1+ - Special): The Call Beast Effect calls out for a nearby creature (or creatures) to come to the aid of the Devotee. This Effect summons a Challenge Level 1 creature of the Beast Family. If summoned to battle, the summoned beast will remain with the Devotee for the duration of the encounter. If summoned outside of battle, the summoned beast will remain with the Devotee for a number of minutes equal to 1d4 plus Devotee level.

Area/Target: As the Devotee is calling out to the wilds themselves for assistance with this Effect, there is no Area or Target designation. The Called Beast simply appears from the nearest applicable location.

Note: By expending additional points of Favor the enactor can call forth one or more Beasts of a collective Challenge Level. For each additional Favor spent, the devotee can summon (+1) Challenge Level's worth of creatures. Thus, someone spending 3 Favor for this Divine Effect would summon forth a Challenge Level 3 creature, or two creatures (one of Challenge Level 2 and one of Challenge Level 1), or three Challenge Level 1 creatures.

Camouflage (2 - Faith): This Effect allows the Devotee to hide objects or people in natural surroundings. This Effect grants Advantage on any Stealth Checks so long as the hidden people or objects remain stationary.

Area/Target: The Camouflage Effect can be cast either upon an individual Target, or upon an Area, allowing the Devotee to better hide objects within a given Area. Either the Area or Target designation must be determined at the time the Devotee Prays for the Effect.

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Control Weather (4 - Faith): With this Effect the Devotee can control the weather. Lightning storms can be called, hurricane winds, or even baseball-size hail. It can also be used to turn inclement weather into favorable weather. The Devotee has no control over where the weather's impacts will be felt within the affected location. Thus, if the Devotee calls forth lightning, they have no control over where it may strike. However, the Devotee does determine the overall strength of the weather (i.e., pea-size or baseball-size hail).

Area/Target: As the Devotee is calling out to the heavens themselves for assistance with this Effect, there is no Area or Target designation. The Controlled Weather simply appears to the Devotee (as its epicenter), and affects an area in radius equal to the Devotee's Level in miles. Thus, a Level 3 Devotee can control the weather within a 3-mile radius with this Effect.

Endure Temperature (1 - Special): Using this Effect the Devotee can make the extreme temperatures of their surroundings tolerable for the designated Targets.

Duration: This Effect lasts for a number of hours equal to the Devotee's Level.

Guide Fauna (4 - Faith): This Effect gives the Devotee control over the animals of Athia. With it the Devotee can direct the Target animals, clear an area of them, or even be ignored by them. The Devotee can affect all animals within their Holy Aura that are of equal to or lower Challenge Level than the Devotee's Level.

Guide Flora (3 - Faith): This Effect gives the Devotee control over the plants of Athia. With it the Devotee can clear a path through an overgrown area, make a crude shelter, or even twist and warp wood. The Devotee might also overgrow an area such that their path is not so easily pursued, or use this Effect to enhance the growth of a garden.

Illumination (2 - Special): This Effect allows the individual enacting it to create holy light. From the Holy Aura of the Devotee, divine light appears. The Illumination from this Effect is quite bright, as though stemming from an unobscured noon-day sun.

Duration: This Effect lasts for a number of hours equal to the enacting individual's Devotee level.

Inhere Nature (1+ - Special): Having both an understanding of the Influence of Nature, and the favor of the gods, a Devotee can affect or impinge the world around them. The Devotee can enact simple or elaborate Interventions as pertains to the powers of Nature itself. Inhere Nature cannot copy any other

existing Effect for this Influence, but allows the Devotee to enact anything their creativity can design. Favor costs for this Effect are determined by the GM, and are made on a case by case basis depending on what the Devotee is attempting. It is up to the GM as to whether what the Devotee seeks to attempt is doable under this Effect, and their decision is final.

Miasma (2+ - Faith): With this deadly power the Devotee can summon forth a noxious effluvium, a cloud of spores, or even a venomous critter to poison their enemies. The more Favor the Devotee expends, the greater the toxin that affects their Targets. The Miasma Table equates the amount of Favor expended for the Effect with the amount of Damage the Effect delivers and the Difficulty to overcome it. The poison for the Miasma Effect acts much like any other poison, requiring an Endurance Check for their victims to overcome the Miasma.

Miasma Table

Cost	Poison Damage	Endurance Check Difficulty
2	1	Easy (9)
3	3	Average (12)
4	5	Difficult (15)
5	7	Extreme (18)

Plague (1+ - Faith): Summoning forth swarms of locusts, seas of rats, or endless waves of toads is the crux of this Effect. Any number of creatures can be summoned forth in these Plagues, but they typically consist of insects, reptiles, amphibians, varmints, or birds. What it is that these summoned creatures do depends on how much Favor the Devotee puts into the Effect, as the following table illustrates. Each result must be purchased individually for this Effect. Plague Effects can be combined so long as the devotee enacting the Effect pays for each.

Plague Table

Cost	Area/Targets Designation	Plague Result
1	Area	Consume dead organics
1	Area	Consume living plants
2	Area	Move objects 10'/Round (100lbs per Devotee Level)
2	Targets	Make unbearable noise (forcing Concentration or Faith Checks)
2	Targets	Slow people (½ Speed) and/or make things slippery
2	Targets	Grant the Obscured State
3	Targets	Do Damage equal to Devotee Level per Round
5	Targets	Give victims Disadvantage

Area/Target: This Effect is used with either the Area or Targets designation as noted within the Plague Table.

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Plant Tongue (3 - Faith): With this Effect the Devotee can enable their designated Targets to communicate with all plant types. Plants should be considered very simplistic in their intellect and thus need to be spoken to in very simple terms.

Tangle (2 - Special): This Effect allows the Devotee to create snags and snarls to entangle Targets. These effects are simple and do not cause direct physical harm. A successful Tangle works much like a Grab and Hold Stamina expenditure (see Stamina in the Combat section) except that the Tangled Target makes their Check (Hit, Athletics, or Exertion) against a Faith Check from the Devotee to break free, and the Target's Check is not made at Disadvantage.

Tree (1+ - Special): Through this Effect the Devotee can grow a mighty, although temporary, tree.

Duration: It takes three (3) Rounds for the tree to reach its full height of 20' per Devotee Level. However, the Devotee may pay additional Favor to reduce that growth time by one Round per Favor (1) spent (to a minimum of 1 Round by spending 2 additional Favor). The Tree remains for as long as the Devotee can maintain their Faith. Once stopped or a Faith Check is failed the Tree then takes as many Rounds to retreat into the earth as it took to grow. Any parts removed from the summoned tree (branches, bark, limbs, etc.) are permanent and do not retreat into the earth.

INFLUENCE OF PROTECTION EFFECTS

Aegis (2+ - Devotee Level): This Effect creates a Divine field around the Target and grants them a Defense bonus of one (+1).

Note: By expending additional points of Favor the enactor can increase the bonus to their Target's Defense. For each additional Favor (+1) spent, the devotee adds one (+1) to the Target's Defense (to a maximum Defense bonus of +3). Thus, someone spending 3 Favor for this Divine Effect would grant the Effect's recipient a Defense bonus of +2.

Bravery (3 - Instant): This Effect allows the Devotee to remove any trace of fear in their companions, ending any Disadvantage they are suffering from as a result of their Combat Reaction.

Devastation (1+ - Devotee Level): This Effect exalts the Target when fighting the enemies of the devoted and grants them increased Damage in combat. Targets of this Effect gain a bonus of +2 to all Damage rolls.

Note: By expending additional points of Favor the enactor can increase the bonus to their Target's Damage. For each additional Favor (+1) spent,

the Devotee adds two (+2) to the Target's Damage rolls. Thus, someone spending 3 Favor for this Divine Effect would grant the Effect's recipient a Damage bonus of +6.

Divine Barrier (3 - Special): By enacting this Effect the Devotee raises a Divine Barrier of holy energies to protect all within their Holy Aura. The Devotee can protect up to the full extent of their Holy Aura, and when enacted the Divine Barrier can withstand 10 points of Damage per Devotee Level. Thus a 5th Level Acolyte can create a Divine Barrier able to withstand 50 points of Damage. Enemies already within the Devotee's Holy Aura are free to attack anyone within the Holy Aura, but those outside (or those attempting to go outside from within) must exceed the Damage limit of the barrier to bring it down. Note: The Divine Barrier protects against incoming damage; it does not prohibit those within the barrier from attacking those outside of it.

Fellowship (2 - Instant): Using the Fellowship Effect allows the Devotee and/or their designated Targets to sense the location of a friend or ally (as selected by the Devotee). This sense is merely directional with an indication of distance, not with a specific location as to where they currently are.

Freedom (4 - Instant): This Effect allows the Target to be freed from all bonds, bindings, and/or imprisonment (natural or magical).

Heart Link (2 - Special): Through this Effect the Devotee connects with Targets within their Holy Aura such that they know when any harm befalls the Targets in the future. This is not premonition, but an alarm with the harm occurs. The severity of the harm is unknown to the Devotee, only that one of their Targets has been hurt.

Duration: This Effect lasts for a number of days equal to the Devotee's Level. Once a Target has been harmed, the Heart Link between the Devotee and the Target is broken.

Inhere Protection (1+ - Special): Having both an understanding of the Influence of Protection, and the favor of the gods, a Devotee can affect or impinge the world around them. The Devotee can enact simple or elaborate Interventions as pertains to the powers of Protection itself. Inhere Protection cannot copy any other existing Effect for this Influence, but allows the Devotee to enact anything their creativity can design. Favor costs for this Effect are determined by the GM, and are made on a case by case basis depending on what the Devotee is attempting. It is up to the GM as to whether what the Devotee seeks to attempt is doable under this Effect, and their decision is final.

Invulnerability (4 - Special): This powerful Effect makes the Target completely immune to all types of physical Damage.

Duration: This Effect lasts for one Round following its enactment.

Lethargy (4 - Faith): With a concentrated effort the Devotee can cause Targets to be reduced to taking only a single Action in the next Round. For creatures with multiple Actions or NPCs with Stamina, this negates the use of multiple actions or Stamina expenditures to gain multiple actions. Only a single Action can be taken by Targets effected by Lethargy.

Martyr (4 – Devotee Level): In using this Effect the Devotee can redirect any Damage done to the Effect’s designated Targets to themselves.

Mitigation (2+ - Faith): This Effect grants the Target Damage Reduction (DR) equal to the Devotee’s Level.

Note: By expending additional points of Favor the enactor can increase the amount of Damage Reduction. For each additional Favor spent, the Devotee grants an additional point (+1) of Damage Reduction. Thus, someone spending 4 Favor for this Divine Effect would grant their Target a Damage Reduction of the Devotee’s Level +2 (2 Favor for the Effect and 2 additional Favor to raise that Damage Reduction by 2).

Potential (2+ - Devotee Level): This Effect empowers the Target with Divine fervor and grants them a temporary one-point (+1) increase to a selected Attribute.

Note: By expending additional points of Favor the enactor can increase the bonus to their Target’s Attribute. For each two additional Favor (+2) spent, the devotee adds one (+1) to the Target’s Attribute (to a maximum Attribute bonus of +3). Thus, spending 4 Favor for this Divine Effect would grant the Effect’s recipient an Attribute bonus of +2.

Preservation (2 - Special): When initially cast this Effect anoints all designated Targets in the Devotee’s Holy Aura. So long as those Targets remain in the Devotee’s Holy Aura (leaving and returning cancels this Effect on the Target), the first incoming attack upon any of the anointed Targets automatically fails. This Effect lasts until an attack is made against an anointed Target, the last anointed Target leaves the Devotee’s Holy Aura, or the next sunrise if enacted solely on the Devotee.

Repulsion (4 – Devotee Level): The Repulsion Effect forces a Target to stay outside of the Devotee’s Holy Aura. Targets of this Effect already in the Devotee’s Holy Aura cannot move any closer to the Devotee, but are not forced to leave the Devotee’s Holy Aura. Although the Target is unable to enter the Devotee’s Holy Aura (or approach the Devotee), the Devotee can choose to approach the Target if they so wish (even if that brings the Target into their Holy Aura). Should the Devotee come within range of the Target, the Target is then free to attack the

Devotee. Targets may attempt to overcome the Repulsion each Round, as a Free Action, by making an opposed Faith Check with the Devotee. If successful, the Target may approach the Devotee.

Seal/Unseal (2 - Instant): This Effect allows the Devotee to enclose an area with a Divine lock, or to open such a Divine lock. Any area can be sealed so long as the opening desired to be sealed has some sort of cover to it (door, lid, etc.). The Seal locks the opening until a specific command or circumstance set forth by the Devotee is enacted. When the Devotee seals an area, they make a Faith Check. The result is recorded for the sealed area. To Unseal the area the Devotee expends his Favor to attempt to unlock the sealed area and makes a Faith Check with a Difficulty equal to the Devotee's earlier Faith Check result.

Silence (3 - Faith): This Effect makes an area completely devoid of sound; attempts to make noise within the area fail. As is always the case with Divine Interventions, the Devotee can decide whether they are directly affected by this Effect or not.

Transcendence (1+ - Special): The Transcendence Effect allows the Devotee to grant a Target five (5) temporary Health. This temporary Health is considered Fatigue, and is always used first when the Target takes Damage.

Duration: The Effects of the Temporary Health last until that Temporary Health is used, or a number of hours equal to the Devotee's Level have passed (whichever happens first).

Note: By expending additional points of Favor the enactor can increase the amount of Damage the Target can sustain. For each additional Favor (+1) spent, the Devotee adds five (+5) to the amount of temporary Health the Target receives (to a maximum of 50). Thus, someone spending 3 Favor for this Divine Effect would grant their Target 15 points of Temporary Health.

Withdraw (3 - Instant): Use of this Effect allows the Devotee and/or other designated Targets to be instantly whisked away to the nearest safe area. The Devotee is made aware of where those Withdrawn are located.

Note: The nearest safe area is determined by the GM.

INFLUENCE OF RAPTURE EFFECTS

Banish (4 - Instant): The Banish Effect eradicates Targets within the Devotee's Holy Aura. This Effect will Banish creatures up to a total Challenge Level equal to the Devotee's Level. Thus, a Devotee Level 7 enactor may banish seven Challenge

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Level 1 creatures, or one Challenge Level 3 creature and one Challenge Level 4 creature, and so on.

Call Upon Faith (5 - Special): By calling upon the Devotee's god, the Target is granted the ability to maximize their next roll. For example, a Talent Check would result in a natural 20, and a Hit Check would result in a Critical Success.

Area/Targets: This Effect only affects one Target chosen by the Devotee.

Duration: This Effect lasts until the Target makes a Check.

Calm (2 - Special): This Effect makes the angered placid until further provoked.

Duration: Targets under the Calm Effect remain so until provoked by physical attack or verbal harassment.

Consecrate (5 - Special): With this Effect the Devotee can make a specific area Consecrated to their faith. To be worthy of Consecration the area must have a lasting monument to the corresponding god (or gods, in the case of a Triad Consecration), and have been given a Modest Sacrifice by the Devotee. Any Prayers conducted in the Consecrated area towards the corresponding god (or gods, in the case of a Triad Consecration) allow an individual Praying for their god's Favor to gain twice their allotted Prayer gains on the result of a Faith Check. Additionally, all Services performed in the Consecrated area have their Favor gains doubled as well.

Duration: This Effect is permanent to the area in which it is cast unless the lasting monument is moved or destroyed.

Create Food (2 - Special): This Effect can create a day's worth of food for each Target; creating either non-perishable, or freshly made food - whichever is appropriate or specified.

Duration: Food created by this Effect is permanent.

Create Water (2 - Special): This Effect can create a day's supply of water for each Target; filling waterskins, tankards, buckets, or any other object that can contain water.

Duration: Water created by this Effect is permanent.

Elysium (5 - Faith): This Effect causes the Devotee's Holy Aura to become sacred, so much so that no violent acts can occur within their Holy Aura. Individuals that attempt acts of violence within the Devotee's Holy Aura may attempt an opposed

Faith Check against the Devotee to overcome the Effect. Otherwise their movements slowed to such a degree that their attacks are easily avoided.

Environment Bubble (1 - Faith): With this Effect the Devotee can create a small bubble of livable environment. The bubble contains enough air for one hour for everyone within the Devotee's Holy Aura. The bubble also maintains a moderate temperature and is otherwise air- and water-tight.

Greater Faith (5 - Faith): Asserting the will of the Devotee's god, the Devotee can prevent all Interventions from other gods. While this Effect is in place, Interventions from the other gods can only be enacted if a successful, opposed Faith Check is made against the Devotee to affect anyone in the Devotee's Holy Aura (even the benevolent ones). In an instance where two Divine Devotees possess the capacity to cast Greater Faith, the first to cast the Effect gains its benefit. If two Divine Devotees cast the Greater Faith Effect in the same Round, the Devotee with the higher current Favor successfully enacts the Effect.

Hallows (3 - Special): This Effect calls forth a collection of holy artifacts that assail your enemy Targets. The holy artifacts vary, depending on the Devotee's faith. The artifacts persist for a number of Rounds equal to d4 plus the Devotee's Level. Enemies exposed to the Devotee's Hallows suffer Damage equal to the Devotee's Level. The Hallows Table indicates which holy artifacts are summoned by which faith.

Hallows Table

Faith	Hallows
Erebos	Swinging star-spiked flails
Ilios	Piercing spears of sunlight
Selene	Spinning crescent blades
Triad	Combination of all above

Hesitation (2 - Instant): This Effect forces the Target to only take an Action or a Maneuver, not both, in the next Round. For creatures with multiple actions, or NPCs who have Stamina, extra actions and Stamina expenditures can be used to effectively regain the lost Action or Maneuver.

Inculcate (1 - Special): Taking the time to enact a small ritualistic prayer on their holy symbol, the Devotee can temporarily transfer their Holy Aura from being centered on them to being centered on the holy symbol itself. When cast, this means that the next Divine Intervention enacted by the Devotee would occur in the Holy Aura of their holy symbol. Once this Effect has been enacted the Devotee's Holy Aura remains centered around their holy symbol until another Divine Intervention has been enacted. Once the Divine Intervention is cast from the Holy Aura of the holy symbol, the Holy Aura's center returns to the Devotee. The quality of the Devotee's holy symbol modifies this Effect as follows:

Inculcate Effect Modification Table

Holy Symbol Quality	Effect Modification
Fine	The Devotee can automatically make his Holy Aura's center return to him as a Free Action. To transfer his Holy Aura to the holy symbol again he must recast the Inculcate Effect.
Common	No change to base Effect
Impromptu	By succeeding in an Average Difficulty (12) Craft Check the Devotee can "build" a holy symbol. These crafted Holy Symbols do not work as well as those purpose built. Divine Interventions to be centered upon the crafted holy symbol cost twice the normal amount of Favor to enact.

Inhere Rapture (1+ - Special): Having both an understanding of the Influence of Rapture, and the favor of the gods, a Devotee can affect or impinge the world around them. The Devotee can enact simple or elaborate Interventions as pertains to the powers of Rapture itself. Inhere Rapture cannot copy any other existing Effect for this Influence, but allows the Devotee to enact anything their creativity can design. Favor costs for this Effect are determined by the GM, and are made on a case by case basis depending on what the Devotee is attempting. It is up to the GM as to whether what the Devotee seeks to attempt is doable under this Effect, and their decision is final.

Nap (2 - Special): A truly magical Effect, the Devotee can grant Targets a Worthwhile Rest after just an hour of sleep.

Duration: This Effect lasts until the Target takes their Worthwhile Rest.

One Voice (3 - Instant): With this Effect the Devotee can bestow any amount of his personal Favor to another Target. This Target can then combine this additional Favor with whatever Favor they may have for themselves.

Oppress (4+ - Special): By channeling the awesome power of their god, the Devotee bestows one of the following states to the designated Targets in their Holy Aura:

Oppress Effect Table

Favor Cost	State	Duration
5	Blinded	See Duration Below
4	Lame	See Duration Below
6	Paralyzed	See Duration Below

4	Prone	Instant
4	Stunned	1 Round

Duration: The Blinded/Lame/Paralyzed State caused by the Oppress Effect lasts until the Target makes an Endurance Check at an Extreme (18) Difficulty on their next Round to overcome their State. This difficulty reduces by one (from Extreme to Difficult, then Difficult to Average, then Average to Easy) each Round until either continuing at the Easy (9) Difficulty or the victim successfully makes their Endurance Check.

Respite (2 - Special): Travel throughout Athia can be a difficult and even dangerous task, but under the safekeeping of the gods at least they can rest easy. This Effect is typically enacted just before the Targets take a Worthwhile Rest. While resting, the Targets will be ignored by all save for those looking specifically for them. It is up to the GM's discretion as to what may qualify as someone looking specifically for the Targets designated.

Duration: This Effect lasts the duration of a Worthwhile Rest.

Resurgence (3 - Instant): By using this Effect the Devotee grants the Target an additional Action within the current Round.

Sanctify (4 - Faith): No longer part of the natural order, the Devotee can cause their Holy Aura to become sacred, and thus keep out all Sick with a Challenge Level rating less than the Devotee's Level. Thus, a Level 6 Devotee may keep all Challenge Level 2 Sick from entering their Holy Aura, but cannot keep a Challenge Level 7 Possessed from entering. Sick that are located within the Devotee's Holy Aura when this Effect occurs are not directly affected, nor forced out of the Devotee's Holy Aura.

ATHIA SAMPLE DIVINE INTERVENTIONS

Below is a small list of sample Divine Interventions. They are by no means Interventions you must choose for your game, but merely serve as examples of designed Divine Interventions. Hopefully these samples will help give you an understanding of what a “final product” Divine Intervention might look like.

Name	Divine Restoration
Favor	18
Area/Targets	Targets
Duration	Instant
Effects	Alleviate Disease, Alleviate Poison, Heal (Complete: 6), Restoration
Augmentations	None
Description/Notes	
This Divine Intervention allows the Devotee to completely heal their allies of any physical Damage, Ability Damage, disease, or poison.	

Name	Team Advantage
Favor	5
Area/Targets	Targets
Duration	Devotee Level (x2)*
Effects	Aegis, Devastation
Augmentations	*Double Duration
Description/Notes	
This Divine Intervention allows for the Devotee to give their entire group of friends a bonus to their Defense (+1), and their Damage (+2).	

ECONOMICS, EQUIPMENT & ENCUMBRANCE

Athia still reels from the impacts of war and the Sickness. Only recently have attempts been made to rekindle the routes of trade, to reopen markets, and to reestablish commerce among lands. Roads need repair and securing, and trade vessels need to be replaced after having been commandeered for other purposes. Merchants who would breathe fresh life into Athia's commerce are few. Metal is in high demand for forging the tools to work the land again, as are seeds for fostering new agriculture. Though the civilizations of Athia are fighting an uphill battle to rebuild, farms that were not salted are slowly being replanted, and inns are reopening their doors as people become able to earn a coin or two to reintroduce into the withered economy.

Shortly after the formation of House Cerrak, a concerted effort by its leaders and economic advisors standardized the economy of the Houses throughout all the lands. The result was a single currency that was uniform, consistent, and held a relative value each of the Houses could recognize. Prior to the war there were coins of gold, silver and copper, but they were inconsistent in size, value or even worth. After much consideration it was decided that silver would be the primary metal of Athia's currency. Coins of gold were few (most of them spent to fund the war), copper was of too little value to be the basis of an economy, and so it was determined that silver would be the prevalent coin for each of the Houses. The Septem was thus created; consistent in size and weight, the amount of metal in each coin standardized. At roughly one inch in diameter and a half-ounce in weight, each was stamped with the images of the five kings of the Five Kingdoms War on one side and their corresponding House's sigil on the other. They were heptagonal in shape, to serve as a memory of each of the seven great kings who gave their lives to protect their people, and were minted in both silver and copper. Commonly, silver Septems are referred to as Septems, and copper Septems are referred to as "coppers" or just "cops". Gold was never recast into Septems, and although a few sparse gold coins exist today, most of them are tucked away in the coffers of savvy merchants, in the bankrolls of the aristocracy, melted into more artistic wares, or traded in at one of the Trusts to their value in silver Septems.

THE ECONOMICS OF ATHIA

Athia is divided into many classes of people, mostly defined by their earnings. The Upper Class of Athia is composed of the nobility, the wealthiest of merchants, military leaders, councilmen, key advisors, and the like. The Upper Class of Athia can expect to draw any number of silver Septem each day from their labors and investments, and seem to have no limit to their earning potential. Members of the Upper Class likely own their own lands, their own residence, and one or more means of travel. The Middle Class of Athia is made up of the merchants, trade

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craftsmen, worthwhile artisans, boatmen, and owners of profitable establishments. The Middle Class earns about 1 to 3 silver Septems a day, mostly as a direct result of their own labors. The Middle Class might own their own residence, but would likely own a horse, cart, or some simple means of travel. The Lower Class of Athia is comprised of farmers, hunters, woodsmen, miners, and general laborers. They earn somewhere around 5 copper Septems a day, all drawn upon the sweat of their efforts. Members of the Lower Class seldom own more than their tools and the shirts on their backs. They are considered free and can take any available job open to them, though their economic situation generally makes them subservient to others. Finally, there are the Classless. They are composed of the vagabonds, beggars, diseased, and penniless. They own nothing, can afford little more than a meal or two a day, and have nothing to show for themselves save for perhaps begging or laboring for a single copper Septem a day. Sadly, too many within Athia belong amidst the Classless.

HONEY & TRADE

House Cerrak's efforts to standardize the currency of Athia have been incredibly well received, and at this point every capital, city, and town along the main roads has had their previous currency exchanged to Septems. However, outlying villages or isolated towns may still be using outdated currencies.

Old currencies were collected, weighed, and exchanged for their equal weight in new Septems. Some exchanges left individuals with less, some with more, but now that the coins have been implemented merchants are finding their exchanges between suppliers and patrons to be both consistent and fair. In the outlying areas, a silver coin is a silver coin. Buyers beware. However, it is worth noting that following the Sickness, when economies were completely out of scale, the barter system gained a great deal of favor with most of the survivors. Trade may still trump coin. Offering someone a basket of fresh produce might get you twice as much as offering them a collection of Septems.

Although the basis of economy across Athia is the silver Septem, copper is more prevalent in coinage as copper makes change for every silver Septem. Copper Septems are everywhere, circulated on a day to day basis in most every town or city. They are also seen as the "commoner's coin", reflecting their likelihood to be used by the less fortunate to acquire their daily needs. Copper itself is used for little outside of currency, as other metals have been found superior for use in tools and trade.

Silver Septems are the basis of all economic trade. Wages, rents, taxes, and the like are all calculated in silver Septems. One or two is common in a working individual's pocket, whereas several fills the purses of merchants and nobles. Silver is also used in arts and crafts, both for its intrinsic beauty and its value.

Gold has all but disappeared from the eyes of Athia's masses. Although it still exists here and there, it is coveted and secreted away. It does appear in artistic crafts, and is commonly used for wedding bands, holy symbols, and royal adornments. It is just no longer something that is traded as currency. It is, however, exceedingly valuable; each ounce can bring approximately twenty silver Septems in trade.

The exchange of currency in Athia follows the rule of ten. Ten "coppers" (copper Septems) equal a Septem (silver Septem). Decimals are used to denote fractions of Septems, so when one collects everything they need at the blacksmiths they might hear that they owe "two and a half Septems" or even "1 and 3 Septems". Two and a half Septems could be paid with two silvers and five coppers, and 1 and 3 Septems could be paid by thirteen copper Septems.

Coin Exchange Rate Table

Coins	Worth
10 Copper Septems	1 Silver Septem

Only recently has trade started to rekindle the routes of commerce Athia once fueled. Slowly roads throughout the lands are being repaired and/or patrolled. Trade ships are being built and setting sail to the far off reaches of Athia, and ever so gradually goods are starting to change hands. The industry of Athia is changing. Where there once were lines of armor and weapon shops, now those craftsmen are finding that they must refocus their efforts. Some were able to transition to forging tools in place of blades, and others have simply found themselves out of work. Defenses have been traded for agriculture, training for war replaced with a focus on recovery. Slowly the land is evolving, and some within it are more willing to change with it than others.

SELLING LOOT

Characters may pull the weapons from a slain adversary, stumble upon an armory of rusty armor, or even uncover lost caravans of supplies. When they do, how can they turn their acquisition into earnings? Selling gear, loot, and plunder is something relatively unknown to the people of Athia. Imagine a quiet town just trying to get back on its feet and a Character arrives with a wagon of arms and armor all bearing the Sigil of that town's House. That will raise a great deal of questions, if not suspicion. Characters can sell their findings back to various merchants and townspeople at a typical rate of $\frac{1}{4}$ the value of the item. At best (or with a good deal of successful haggling) they might earn $\frac{1}{2}$ the value of the item. It is also important to point out that only the greatest of merchants possess any sizable amount of coin. Barter or exchange for services is a far more likely means of exchange than dumping a cart of armor off for a large purse of Silver Septems.

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Money is extremely limited in Athia. This is not to say that there is not a prevalence of coin, just that a stack of copper Septems is far more likely to be seen than a stack of silver. As such, barter is often the most common means of trade. Characters looking to offload a fine suit of armor they had pulled from a slain enemy are more likely to find themselves leaving a shop with food and supplies for their next journey than a selection of silver coins. At times shopkeepers are simply unable to pay what an item might be worth, simply because they may not draw the kinds of patrons with the kind of money necessary to purchase what the Characters are seeking to unload. Value is relative; some areas would give anything for a supply of metal, while others might be more interested in furs for the upcoming winter. GMs are encouraged to help portray the feel of a desperate and poor world when it comes to Characters seeking to offload their surplus findings.

STARTING OFF

Each Character in Athia is assumed to have amassed some sort of worth. This might be the result of an inheritance, descending from a notable family, sale of an heirloom or property, accumulated savings, criminal activity, or simply having stumbled upon a hidden cache stowed away from days gone by. Aside from possessing their basic personal effects (clothing, cloak, shoes, etc.), each starting Character in Athia begins with 75 silver Septems (plus any additional funds due to applicable Abilities the Character might possess). Characters may spend this money in any manner they desire, but are encouraged to consider all their Character needs so as not to spend too much in one area and prohibit them from getting everything an aspiring adventurer might need for their journeys.

ARMOR

Venturing away from the safety of one's home can be an especially perilous endeavor and doing so might give even the most skilled Warrior pause. Armor is an excellent means to increase one's survivability. Armor provides protection to the wearer, helping ensure attacks don't harm them. The protection armor confers is recorded in a Character's Defense Score. Generally, the heavier the armor one wears the greater means of protection it provides. Armor is not without its costs, however. There is a maximum Dexterity Modifier bonus one can receive while in armor, as well as a penalty to the Stamina Score a Character has while wearing that armor. Those penalties are noted in the Armor Table.

ARMOR CHARACTERISTICS

Each type of armor has many characteristics associated with it: Type, Cost, Defense Rating, Maximum Dexterity Modifier, Stamina Modifier, and Weight. The following is a breakdown of those characteristics:

Type: The name and general description of the level of protection the armor provides.

Cost: The cost to purchase the armor, in silver Septems (S).

Defense Rating: The level of protection the armor provides, represented numerically, and modified by the wearer's Dexterity Modifier (up to its Maximum Dexterity Modifier allowed), applicable Abilities or Racial Perks, and other bonuses.

Maximum Dexterity Modifier: The Maximum Dexterity Modifier bonus that may be applied while wearing the suit of armor. For example, if a Character has a Dexterity Modifier of +2 and is in Heavy armor, they would only be able to add a maximum of +1 from their Dexterity to their Defense while wearing Heavy armor. If they chose Medium or Light armor, they would be able to apply their full Dexterity Modifier.

Stamina Modifier: For Characters with Stamina, wearing heavier armor impacts their maximum Stamina. For example, if a Warrior has a maximum Stamina of 8 and is wearing Medium armor, their maximum Stamina would be reduced to 6.

Weight: Armor is heavy, and the weight of each type of armor (or shield) is noted in pounds.

The Armor Table provides a complete list of armor types:

Armor Table

Type	Cost	Defense	Maximum Dexterity	Stamina Modifier	Weight
None	n/a	9	n/a	0	n/a
Light	30 S	12	+3	-1	15 lb
Medium	50 S	15	+2	-2	30 lb
Heavy	200 S	18	+1	-3	50 lb
Shield	10 S	n/a - DR	n/a	0	15 lb

ARMOR DESCRIPTIONS

Unarmored: This represents an individual who is not wearing any type of armor. They suffer no penalties to their Dexterity Modifier maximum or to their Stamina.

Light Armor: Light Armor can be anything from a suit of padded armor to supple leather or hide. Light armor is typically composed of organic materials like treated

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animal skins or fabrics. It has a minimal penalty to one's Dexterity Modifier maximum, as well as to their Stamina.

Medium Armor: Examples of Medium Armor include a suit of maille rings, scale armor, or multiple heavy layers of treated animal skin. Medium armor is often a hybrid between the organic materials of the lighter armors and the addition of metal or specially treated hides or woods. It has a notable penalty to one's Dexterity Modifier maximum, as well as to their Stamina.

Heavy Armor: Heavy Armor is typically made up of many layers of massive animal hide, metal meshes, or interlocking plates of metal. It is both extremely protective and rare. Heavy Armor is the consummate symbol of nobility or skill on the battlefield. It has a tremendous penalty to one's Dexterity Modifier maximum, as well as to their Stamina. Wearing Heavy Armor prevents a Character from making two move actions in a single round.

Shields: Shields vary in size from culture to culture, but all serve to divert incoming attacks from the wielder. It has no penalty to one's Dexterity Modifier maximum or to their Stamina. Shields do not increase the wielder's Defense, but instead offer a Damage Reduction (DR) equal to the level of the wielder. Therefore, a fourth Level Character's shield would offer a Damage Reduction of 4 (DR 4).

Untrained Armor & Shield Use

Individuals attempting to don or wear armor in which they are not trained suffer penalties. They receive no bonuses to their Defense from their Dexterity (regardless of the armor's Maximum Dexterity Rating). They also suffer double the normal Stamina penalties (Light=-2, Medium=-4, Heavy=-6). Finally, they receive Disadvantage on all physical Talent Checks while in the armor. Using a Shield untrained offers no Damage Reduction.

ARMS

Athia is a dangerous place, and as such weapons are a common sight amidst its denizens. Most people wouldn't leave home without at least a small knife tucked away somewhere on their person, but those with some measure of worth might be more than willing to step out from their homes with their father's sword strapped to their waist. Since long before the Great War all types of weapons have been forged, from the mighty greatsword to the intricate crossbow. Finding a weapon is not difficult to do, but what is challenging is finding one in fighting condition. Many weapons litter the fields of Athia from the fallen warriors who wielded them. Some have been worked back into tools while others have nearly rusted away. Where there were once hundreds of blacksmiths, weaponsmiths, and armorers, their numbers are now dwindling. The supply of metal is not

sufficient to keep these folks employed, so only the most skilled among them continue their work today. Whether you seek a fine blade, a powerful axe, or a graceful bow, there are still those amidst the realms who can ensure you have everything you need to square off against the dangers of the world.

The basic rule for weapons is the larger the weapon the more damage potential it possesses. Players interested in using variations on the weapons listed should not be discouraged unless the GM feels the weapon they are interested in using would be some form of a Specialty weapon. Light weapons do 1d4 Damage, Medium weapons do 1d6 Damage, and Heavy weapons do 1d8 weapons. All Heavy weapons require two hands to wield effectively.

Common Weapons: Weapons of this designation are some of the more basic and easy to use weapons of the world. They are uncomplicated weapons that can be commonly found in any village, town, or city.

Martial Weapons: The weapons of war are all Martial weapons. These are weapons that require a good deal of skill to wield successfully, and are commonly found carried by guardsmen, soldiers, and local law enforcement.

Specialty Weapons: Specialty weapons are those truly unique weapons that are either designed with a specific purpose in mind, or require a great deal of skill to wield effectively. These weapons are far rarer, and as such may not be found in just any marketplace.

Improvised/Untrained Weapon Use

There are times when desperation points the Character to items that are not otherwise weapons. The rule of thumb is that the improvised weapon does Damage one die smaller than its Size. For instance, a Warrior grabbing a chair (a Heavy, two-handed weapon) to attack an opponent would do 1d6 Damage with a successful Hit (Heavy weapons do 1d8 Damage normally). An Acolyte wielding a torch (a Light, one-handed weapon) in his off-hand would do 1d2 Damage on a successful Hit (Light weapons do 1d4 Damage, thus an improvised Light weapon would do 1d2).

Each Class has a set allotment of weapons a Character of that Class has been trained to use. Characters using weapons they are not trained in suffer Disadvantage on their Hit Checks while using that weapon.

Improvised weapons do not gain bonuses from Abilities that specifically affect weapons, as improvised weapons are not weapons one is considered trained with. The exception is for Characters who possess the Opportunist Ability.

ATHIA ARMS CHARACTERISTICS

Each weapon has several characteristics associated with it: Name, Cost, Damage, Size, Range, Designations, and Weight. The following is a breakdown of those characteristics:

Name: This is the general term used to refer to the weapon.

Cost: This is the price for a weapon in good condition, made of good materials, in silver Septems (S).

Damage: This is the amount of damage the weapon will do to a target following a successful Hit Check. Damage denoted with a “+” does damage in addition to the Character’s Strength Damage when wielded.

Size: Weapons fall into one of three categories: Light, Medium, or Heavy. A weapon’s Size refers to its overall mass. All Heavy weapons require two hands to wield effectively.

Range: Every weapon has an optimal range. Melee weapons attack adjacent opponents (unless they have the Reach Designation), and are designated with the “-” symbol. Hurling weapons can hit opponents out to the Range listed with the weapon plus 10’ times the Character’s Strength Modifier. For example, a Character with a -1 Strength Hurling a spear could throw the weapon out to a Range of 90’ (100’ minus 10’ for the Character’s -1 Strength). Ranged weapons can hit opponents out to the Range listed with the weapon. Characters can attempt using a Ranged weapon beyond its listed Range, but attacks made at this expanded range are done so at Disadvantage (limited to twice the weapons listed Range).

Designations: A given weapon may or may not have Designations associated with it. These Designations provide additional capabilities for the weapon, further described in the Weapon Designations section.

Weight: This is the weight of the weapon, denoted in pounds. Weapons designated with the “L” symbol have negligible weight.

The Arms Table provides a complete list of weapons:

Arms Table

COMMON WEAPONS						
Weapon	Cost	Damage	Size	Range	Designations	Weight
Axe	15 S	+1d6	M	-		6 lb.
Axe, Hand	2 S	+1d4	L	50'	Hurled	3 lb.
Club	.1 S	+1d6	M	-	Crush	3 lb.
Club, Heavy	.2 S	+1d8	H	-	Crush	8 lb.
Crossbow	40 S	2d6	M	150'	Ranged, Reload (Str: 0), Slow	6 lb.
Dagger	2 S	+1d4	L	50'	Hurled	1 lb.
Hammer	1 S	+1d6	M	-	Crush	5 lb.
Mace	5 S	+1d6	M	-	Crush	8 lb.
Sling	.1 S	+1d4	L	100'	Hurled	-
Spear	1 S	+1d6	M	100'	Hurled, Wieldy	4 lb.
Staff	.1 S	+1d6	M	-	Wieldy	4 lb.

MARTIAL WEAPONS						
Weapon	Cost	Damage	Size	Range	Designations	Weight
Axe, Heavy	40 S	+1d8	H	-		12 lb.
Bow, Horn	40 S	+3	H	400'	Limit (Str: 4), Ranged, Requirement (Str: 2)	6 lb.
Bow, Wood	20 S	+2	H	200'	Limit (Str: 1), Ranged	4 lb.
Crossbow, Heavy	60 S	2d10	H	300'	Penetrate, Ranged, Reload (Str: 3), Very Slow	8 lb.
Flail	15 S	+1d6	M	-	Crush	10 lb.
Hammer, Heavy	30 S	+1d8	H	-	Crush	12 lb.
Lance	30 S	+1d8	H	-	Lengthy	10 lb.
Mace, Heavy	30 S	+1d8	H	-	Crush	12 lb.
Polearm	50 S	+1d8	H	-	Lengthy	10 lb.
Rondel	8 S	+1d4	L	-	Penetrate	1 lb.
Sword	15 S	+1d6	M	-		4 lb.
Sword, Heavy	50 S	+1d8	H	-		8 lb.

SPECIALTY WEAPONS						
Weapon	Cost	Damage	Size	Range	Designations	Weight
Blowgun	5 S	+1	M	50'	Hurled	2 lb.
Bolas	8 S	n/a	L	50'	Hurled, Immobilize	2 lb.
Chain Weapon	20 S	+1d6	M	-	Immobilize, Lengthy, Trip	10 lb.
Garrote	1 S	+1d4	L	-	Incapacitate	0 lb.
Glaive	15 S	+1d6	L	100'	Hurled, Returns	1 lb.
Lasso	1 S	n/a	M	-	Immobilize, Trip	2 lb.
Net	3 S	n/a	M	50'	Hurled, Immobilize	6 lb.
Sap	.8 S	+1d4	L	-	Concuss	2 lb.
Whip	3 S	+1d4	M	-	Immobilize, Lengthy, Trip	2 lb.

WEAPON DESIGNATIONS

Concuss: Weapons with the Concuss Designation are designed to knock an unsuspecting target unconscious. Anytime a Character attempts to knock an opponent Unconscious (using the Bestow Unconscious State rules in the Stamina section), their Hit Check is made at Advantage. Weapons with the Concuss Designation must be used on unsuspecting targets to have the chance to knock them unconscious. Targets aware of the attack simply take Damage from the weapon.

Crush: Weapons with the Crush Designation allow the Character wielding them to substitute their Strength Modifier in place of their Dexterity Modifier when calculating Hit Checks.

Hurled: Weapons with the Hurled Designation can be thrown.

Immobilize: Weapons with the Immobilize Designation allow the Character using them to bestow the Immobilized State with a successful Hit Check.

Incapacitate: Garrotes are designed to dispatch unsuspecting Targets. Weapons with the Incapacitate Designation allow the Characters using them to bestow the Unconscious State to an unsuspecting victim using Stamina expenditures at a discount of -2 Stamina points. If a Garotte is used on an Unconscious or Down Target, it will slay them. Targets aware of the attack simply take Damage from the weapon should the wielder be able to successfully Hit them.

Lengthy: Weapons with the Lengthy Designation allow a Character to keep their opponents at a distance. Lengthy weapons are longer weapons that when properly wielded prevent opponents from coming into range to attack you unless they too are armed with Lengthy weapons. Opponents of a Character with a Lengthy weapon are kept at a distance (and thus unable to attack with non-

Lengthy melee weapons) until the Character with the Lengthy weapon misses on a Hit Check. If a Hit Check is missed, their opponent can then close and attack, having “closed rank” on the Character with the Lengthy weapon.

Limit: Some weapons have a maximum ability to transfer the physical capability of the wielder to their targets. As such, weapons with the Limit Designation include a Base Strength Damage limit. Strength Scores over this limit do not apply. For example, a Warrior with a 3 Strength, using a Wood Bow, would do 1d6+2 (Base Strength 1 Damage plus the 2 for the bow).

Penetrate: Weapons with the Penetrate Designation allow a Character to more easily puncture through armor. All Defense values are considered one less (-1) when calculating Hit Checks with a Penetrating weapon.

Ranged: Weapons with the Ranged Designation mechanically propel projectiles towards their targets.

Reload: You must possess a Strength Score equal to or greater than the Reload requirement for this weapon to reload it without the use of a Cocker as described in the Goods & Services section.

Requirement: Some weapons require a great deal of Strength to properly operate. You must possess a Strength Score equal to or greater than the Requirement of the weapon to use it without suffering Disadvantage on all Hit Checks and Damage rolls.

Returns: Weapons with the Returns Designation allow Characters who wield them to catch that weapon as a free action following an unsuccessful Hit attempt on a Target. Upon a successful Hit, the weapon must be retrieved from the Target.

Slow: Weapons with this designation take time to reload. It takes one (1) Action to reload this weapon.

Trip: Weapons with the Trip Designation allow the Character using them to bestow the Prone State to their victim with a successful Hit Check using the appropriate Stamina expenditure at a discount of -2 Stamina points (see Stamina in the Combat section for further information).

Very Slow: Weapons with this designation take a great deal of effort to reload. It takes two (2) Actions to reload this weapon.

Wieldy: Weapons with the Wieldy Designation are especially easy to handle. As such, Wieldy weapons count as having a Light weapon in one’s off hand for the purposes of Stamina expenditures for off-hand attacks.

ATHIA ARMS DESCRIPTIONS

Axe: The Axe is a tool specifically designed for combat. It is typically 2.5 feet in length with one or two axe blades. Axes used as weapons are often called Combat Axes, Battle Axes, or War Axes.

Axe, Heavy: The Heavy Axe is the Axe's larger brother. Measuring four feet in length or more, the Heavy Axe is a two-handed weapon.

Axe, Hand: Akin to the hatchet, the Hand Axe is a small weapon often used in combat as a second weapon or for being thrown.

Blowgun: Although the blowgun is a simple weapon, it takes a great deal of skill to use it effectively. Blowguns fire small thin darts that are commonly used to deliver toxins and poisons to a target. As such, a blowgun dart only does a single point of Damage to its target (in addition to any Strength Damage). Additionally, as the blowgun is powered by the strength of one's breath, it is treated as a Hurlled weapon for the purposes of determining its Range.

Bolas: Bolas are hurled weapons comprised of weighted ends of interconnected cords. It is designed to capture prey by entangling their legs.

Bow, Horn: Painstakingly crafted by softening the horns of great animals, cutting and shaping them, and then wrapping them tightly with wet sinew allows for these bows to be incredibly strong and responsive. Their construction allows for the powerful projection of arrows.

Bow, Wood: These more common bows are crafted from select woods, and designed for optimal performance. Though there are many different types of bows, they all work by projecting an arrow through the air at a Target.

Chain Weapon: A chain weapon is any type of weapon made of one or more heavy objects attached to a length of interlocking chain links (typically 6' to 8' in length). Chain weapons are often used to reach distant opponents, as well as to entangle, trip, or immobilize them.

Club: Although any worthwhile stick could become a club, the Club weapon is often made of a very heavy and durable wood, capable of withstanding heavy use as a weapon.

Club, Heavy: The Heavy Club is a large, two-handed piece of durable and heavy wood, often bound with metal bands to provide the massive weapon with stability and durability.

Crossbow: A Crossbow is a type of bow consisting of a horizontal bow assembly mounted on a stock with a mechanical release. The Crossbow is slow to reload, and requires an amount of Strength to do so.

Crossbow, Heavy: A Heavy Crossbow is a beast of a machine, being both large and incredibly powerful. It operates in the same fashion as a regular Crossbow, but takes a tremendous amount of strength and time to operate.

Dagger: The Dagger is a large combat knife, typically 10 to 12 inches in length, often balanced for throwing. It is one of the most commonly carried weapons.

Flail: The Flail was once an agricultural tool used for threshing grains. Now, with a large, spiked, metal ball connected with a length of chain attached to the handle, it is a formidable weapon.

Garrote: The Garrote is a handheld ligature of rope or wire used to strangle a person. If used on an unsuspecting victim the Garrote can render them unconscious. If used on an unconscious Target, the victim will die.

Glaive: The Glaive is a thrown weapon of various shapes and sizes, typically from 6 to 12 inches in diameter. It is designed to fly in circles to return to its thrower. It may be circular in shape with sharpened edges, multi-armed/bladed, an angled blade of sharpened metal, or two- or more-edged blades loosely fastened together at the center that splays out when the weapon is thrown.

Hammer: The Hammers of war are larger versions of their tool cousins. They are up to 2.5 feet in length and have a variety of head pieces.

Hammer, Heavy: The Heavy Hammer, or maul, is a large sledgehammer used to crush your enemies. It is often three or more feet in length and hosts a very large, metal head.

Lance: A Lance is a type of spear or pole weapon designed to be used in mounted combat. They have sharp tips on one end, and a vamplate on the other to keep one's hand from sliding up the shaft.

Lasso: The Lasso is a length of rope with a looped end. It is designed to be thrown around a Target then tighten when pulled.

Mace: The Mace is typically a blunt weapon with a heavy end used to deliver powerful blows to a Target. It consists of a wooden or metal shaft and a head made of metal or stone. It is sometimes spiked.

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Mace, Heavy: The Heavy Mace is a large two-handed weapon with a heavy metal head on one end used to crush an opponent. The large metal head of the Heavy Mace is often studded, spiked, or sculpted.

Net: The Net is composed of several cords woven in a grid-like structure. It is used to ensnare and entangle Targets by throwing it on top of them. Often its perimeter is lined with weights or hooks. As the intent of the net is not to harm its Target it does no damage.

Pole-arm: A Pole-arm is a military weapon in which the main fighting part of the weapon is fitted to the end of a long shaft, typically made of wood, to extend the wielder's effective fighting range. Pole-arms come in many styles and designs, from incredibly long spears to elaborate chopping, hooking, or piercing weapons.

Rondel: Rondels are handheld weapons with round (as per the name) or square shafts tapering to a long, narrow point. They are used specifically to penetrate armor.

Sap: A Sap is a type of blunt-force weapon used specifically to knock an opponent unconscious with a strong blow to the head.

Sling: A Sling is a Hurling weapon used to throw blunt projectiles great distances. It has a small pouch in the middle of a length of cord. It is swung in an arc with one cord released to fire the projectile.

Spear: The Spear consists of a wooden shaft with a pointed head. The head of a spear may be hardened wood or metal. It is commonly 6 feet in length and can be thrown as a Hurling weapon.

Staff: The Staff is a wooden shaft or stick of about 6 to 10 feet in length used both as a tool as well as a means of protection.

Sword: The Sword is the single most common weapon in Athia. With lengths of 2 to 4 feet, straight or curved blades, single or dual edges, the Sword varies in appearance from culture to culture.

Sword, Two-Handed: The Two-Handed Sword, or great sword, is an immense weapon ranging from 4 to 8 feet in length. Styles can vary from weapon to weapon much like its smaller cousin.

Whip: A Whip is often a tool as well as a weapon. It is a length of braided cord or other organic material with a frayed or metal tip. It can be used to "grasp" objects or to entangle, trip and immobilize Targets.

GOODS & SERVICES

In addition to the selection of arms and armor, any aspiring adventurer needs other supplies for their endeavors. What if one needed to climb a high wall, were away from any kind of food or water for a length of time, or found themselves in a darkened cave? It is assumed that any Character has the basics of clothes on their backs, shoes on their feet, and possibly a cloak over their shoulders. What follows are additional gear and supply one might require when venturing away from their homes. Though no list covers all possible items for purchase, items outside those listed here should have their costs, weight, and “per service” values determined by the GM.

GOODS & SERVICES CHARACTERISTICS

Each item, good, or service has several characteristics associated with it. The following is a breakdown of those characteristics:

Name: This is the general designation or term used to refer to the gear, item, service, or animal/tack. Items listed with special rules or unique purposes are marked with an asterisk (*), and further described at the end of this section.

Cost: This is the price for the gear, item, service, or animal/tack in good condition, made of good materials, in silver Septems (S).

Weight: This is the weight of the gear, item, or animal/tack, denoted in pounds. Weapons designated with the “.” symbol have no or negligible weight.

Per: (for Services) This is the unit/amount to which the cost of the service applies.

The tables following provide a complete list of Gear, Food & Drink, Services, Animals & Tack, and Transportation.

GEAR TABLE

Gear	Cost	Weight
Acid* (vial)	1 S	1 lb
Antitoxin* (dose)	50 S	—
Arrows (score)	1 S	2 lb
Astrolabe*	100 S	1 lb
Axe, timber*	4 S	5 lb
Backpack	2 S	5 lb
Bandage kit	.5 S	1 lb
Bedroll	.1 S	5 lb

Gear	Cost	Weight
Bell	1 S	—
Blanket, winter	.5 S	3 lb
Block and tackle	5 S	5 lb
Bolts (score)	1.5 S	2 lb
Caltrops*	1 S	2 lb
Candle, quarter* (6)	.1 S	—
Candle, half* (6)	.2 S	—
Candle, day* (6)	.4 S	—
Chain (10 ft.)	30 S	15 lb
Chalk, 1 piece	.1 S	—
Chest, large (without lock)	2 S	25 lb
Chest, small (without lock)	1 S	5 lb
Cocker, simple*	2 S	1.5 lb
Cocker, mechanical*	7 S	3 lb
Coin purse	.2 S	.5 lb
Cold weather outfit*	8 S	7 lb
Cologne/Perfume	1 S	.5 lb
Court outfit	80 S	10 lb
Crampons	3 S	4 lb
Cup, metal	.1 S	.5 lb
Dice, pair	.5 S	—
Fire fuel* (per fire)	.1	8 lb
Fishing gear	.3 S	5 lb
Flask and stopper	.1 S	1½ lb
Flint and steel	1 S	—
Gloves	.2 S	—
Grappling hook	1 S	4 lb
Grimoire, parchment* (50 pages)	30 S	8 lb
Grimoire, vellum* (75 pages)	50 S	5 lb
Grimoire, rag paper* (100 pages)	200 S	3 lb
- Grimoire water-proofing	50 S	—
- Grimoire fire-proofing	150 S	—
- Grimoire lock (easy)	30 S	½ lb
- Grimoire lock (average)	50 S	½ lb
- Grimoire lock (difficult)	90 S	½ lb
- Grimoire lock (extreme)	130 S	½ lb
Hat	1 S	1 lb

Gear	Cost	Weight
Hatchet*	1 S	2 lb
Hermetics bag*	8 S	2 lb
Holy Symbol, common	1 S	1 lb
Holy Symbol, fine	20 S	3 lb
Ice axe*	2 S	2 lb
Ink (vial/well)	8 S	—
Ink pen	.1 S	—
Journal, parchment (30 pages)	8 S	1 lb
Ladder (10 ft.)	.5 S	20 lb
Lantern, mirrored*	30 S	3 lb
Lantern, open frame*	7 S	2 lb
Lock (easy)	20 S	1 lb
Lock (average)	40 S	1 lb
Lock (difficult)	80 S	1 lb
Lock (extreme)	150 S	1 lb
Lock pick set*	5 S	2 lb
Mallet*	.5 S	2 lb
Manacles	15 S	2 lb
Map* (local)	1 S	.5 lb
Map* (regional)	10 S	.5 lb
Map* (House)	100 S	1 lb
Map/Scroll case	1 S	½ lb
Mirror, small steel	10 S	½ lb
Musical instrument, common	5 S	3 lb
Musical instrument, fine	100 S	3 lb
Oil* (1-pint flask)	.1 S	1 lb
Paper (sheet)	.4 S	—
Parchment (sheet)	.2 S	—
Pickaxe*	3 S	10 lb
Pipe, smoking	.4 S	.5 lb
Piton	.1 S	½ lb
Pot/Pan, iron	.5 S	10 lb
Prybar	2 S	5 lb
Quiver	1 S	2 lb
Rope (50 ft.)	1 S	10 lb
Sack	.1 S	½ lb
Satchel	1 S	3 lb

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Gear	Cost	Weight
Saw	2 S	2 lb
Sealing wax	1 S	1 lb
Sewing kit	.5 S	—
Signet ring	5 S	—
Sledge*	1 S	10 lb
Skis	15 S	10 lb
Snowshoes	6 S	6 lb
Soap, bar	.1 S	¼ lb
Spade or shovel	2 S	8 lb
Sunstone*	8 S	.5 lb
Tablet, slate	.2 S	.5 lb
Tablet, wax (and stylus)	.7 S	.5 lb
Tarp, canvas (10 ft. x 10 ft.)	2 S	10 lb
Tarp, oiled canvas (10 ft. x 10 ft.)	5 S	18 lb
Tent* (2-man)	3 S	20 lb
Tent* (15-man)	20 S	200 lb
Tobacco (pouch)	.1 S	.5 lb
Torch* (dozen)	.2 S	3 lb
Trap/Snare kit*	2 S	1 lb
Twine (100 ft.)	.2 S	.5 lb
Utensils (fork & spoon)	.1 S	.5 lb
Waterskin, large (21 servings) empty/full	1 S	4 lb/52 lb
Waterskin, small (9 servings) empty/full	1 S	2 lb/17 lb
Whetstone	.1 S	1 lb
Whistle	.8 S	—

* Item is described further in the Goods & Services Descriptions section

FOOD & DRINK

Food & Drink	Cost	Weight
Ale, common (mug - 1 serving)	.1 S	1 lb
Ale, common (barrell - 240 servings)	18 S	250 lb
Ale, Onin* (mug - 1 serving)	.4 S	1 lb
Ale, Onin* (mug - 1 serving)	80 S	250 lb
Bread (loaf - 2 servings)	.1 S	½ lb
Brotherhood Cyser* (mug - 1 serving)	2 S	½ lb
Brotherhood Cyser* (cask - 120 servings)	200 S	125 lb

Food & Drink	Cost	Weight
Burl Spirit* (bottle – 20 servings)	80 S	3 lb
Burl Spirit* (shot – 1 serving)	5 S	—
Cider (mug – 1 serving)	.1 S	1 lb
Cider (cask – 120 servings)	10 S	125 lb
Hard cheese (wheel – 6 servings)	.1 S	½ lb
Juniper wine* (bottle – 4 servings)	5,000 S	3 lb
Kroot* (bottle – 6 servings)	10 S	3 lb
Mead (mug – 1 serving)	.1 S	1 lb
Mead (cask – 120 servings)	10 S	125 lb
Meals, common (2 servings)	.2 S	—
Meals, hearty (3 servings)	.4 S	—
Meals, meager (1 serving)	.1 S	—
Tea (mug – 1 serving)	.1 S	1 lb
Travel food* (per serving)	.2 S	½ lb
Whisky (bottle – 20 servings)	3 S	3 lb
Whisky (shot – 1 serving)	.2 S	—
Wine (bottle – 4 servings)	.3 S	3 lb
Wine (mug – 1 serving)	.1 S	1 lb

* Item is described further in the Goods & Services Descriptions section

SERVICES

Services	Cost	Per
Appraisal	1 S	Item
Artistry*	5+ S	Commission
Banking*	1%	Withdrawal
Bath	.5 S	Person
Contract/Last Testament	1 S	Draft
Funeration*	5 S	Person
Guide	1 S	Day
Haircut/Shave	.1 S	Person
Healing, Divine (complete)*	20 S	Person
Inn, common room	.2 S	Night
Inn, private room	1 S	Night
Laborer	.5 S	Day
Laundry	.1 S	Person
Messenger*	.2 S	Mile

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Services	Cost	Per
Rent, home (1 bedroom)	1 S	Week
Rent, home (2 bedroom)	3 S	Week
Rent, manor	10 S	Week
Rent, shanty	.1 S	Week
Ship passage, cargo*	1 S	Mile
Ship passage, deck*	.1 S	Mile
Ship passage, working*	—	Mile
Stabling*	.1 S	Day
Wagon travel*	.3 S	Mile
Whore, common*	.5 S	Act
Whore, fine*	2 S	Act

* Item is described further in the Goods & Services Descriptions section

ANIMALS & TACK

Animals & Tack	Cost	Weight
Donkey	8 S	—
Falcon/Hawk	10 S	—
Feed (per serving)	.1 S	8 lb
Fen, foal	30 S	—
Fen, mare/stallion	100 S	—
Game hen (1 serving)	.1 S	—
Haalu	400 S	—
Hare (1 serving)	.2 S	—
Hog (100 servings)	1 S	—
Horse barding (heavy)*	300 S	100 lb
Horse barding (light)*	150 S	50 lb
Hound	5 S	—
Ox	40 S	—
Saddle & bridle	10 S	25 lb
Saddlebags	4 S	8 lb
Sheep/Goat (40 servings)	5 S	—

* Item is described further in the Goods & Services Descriptions section

TRANSPORTATION

Transportation	Cost	Weight
Cart (2 wheel)	15 S	250 lb.
Pole barge	3,000 S	—
Longship*	10,000 S	—
Rowboat	50 S	100 lb.
Scow*	10,000 S	—
Sled	20 S	300 lb.
Wagon (4 wheel)	35 S	600 lb.
Warship*	25,000 S	—

* Item is described further in the Goods & Services Descriptions section

GOODS & SERVICES DESCRIPTIONS

Acid: An acid flask contains one application of minor acid. If used against an organic Target, the acid does 1d4 Damage per Round for 4 Rounds unless diluted or otherwise treated. Although more powerful forms of acid do exist, only the minor versions may crop up in shops and markets. See the Acids & Poison section for additional information.

Ale, Onin: Arguably the finest of all ales, Onin Ale is made exclusively in the lands of House Onin. Truthfully, Onin ale is only called such outside of Onin lands. Within House Onin each of these ales is known by the name of the Clan making it, such as Wolf ale, Hawk ale, or Boar ale.

Antitoxin: Antitoxin is specifically made to counter one specific poison (e.g. Scorpion poison). A vial of antitoxin contains one dose.

Artistry: The price of commissioning a piece of art does not include material costs. Should someone want a large statue carved of granite, the commissioner would also need to cover the cost of the stone. The 5 Silver Septem cost is the base cost for the art labor - such as a normal portrait. Larger pieces of art would increase that cost as subject to your GM's decision.

Astrolabe: Essential for all non-coastal sea travel, an Astrolabe is a device used to determine the latitude of a ship at sea by measuring the sun's noon altitude or the meridian altitude of a charted star.

Axe, timber: A timber axe is a tool for harvesting wood, and not a weapon of war. A timber axe is considered an improvised weapon when wielded in combat.

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Banking: Banking is commonplace in all capital cities and frequently found in most other cities. Trusts, as the banks are called, rarely appear in towns and villages. Trusts are simply a means for people to store their finances safely. Trust customers are charged only upon withdrawal. Money can be transferred from city to city, but Trusts need a one month notice to do so.

Brotherhood cyser: One of the most coveted drinks in Athia is the cyser made by the Brotherhood. As their only real means of income, the Brotherhood began selling their delicious cyser (a mix of mead, alcoholic cider, and a selection of spices) shortly before the onset of the Sickness. Now, with only a few barrels made each year, those inns and taverns lucky enough to come by them can ration them out for a small fortune a serving.

Burl spirit: Made exclusively by the Dwarves, this potent spirit is renowned through the realms as one of the quickest ways to drink yourself into oblivion.

Caltrops: These anti-personnel weapons are typically made up of four sharp barbs or spines arranged in such a manner that one of them always points upwards. They are used to counter foot traffic or mounted traffic through an area. Individuals passing through an area covered in caltrops need to make Difficult Athletics Checks or suffer 1d4 Damage per Round and gain the Lame State. Anyone lamed by a caltrop remains so until they remove the caltrop from their foot or the feet of their mount.

Candles: All candles are made from beeswax, and are molded based upon duration. A quarter candle burns for six hours, a half candle burns for twelve hours, and a day candle burns for twenty-four hours.

Cocker, simple: (2 S, 1.5 lb.) This simple device allows individuals lacking the required Strength Score to reload their crossbow. It may be a simple stirrup on the end of the crossbow and hook on one's belt, or a pull/push lever. Simple Cockers reduce the Strength Score necessary to reload a crossbow by 1. Therefore, a regular crossbow can be reloaded with a Strength Score of -1, and a Heavy Crossbow can be reloaded with a Strength Score of 2.

Cocker, mechanical: (7 S, 3 lb.) This mechanical device allows individuals lacking the required Strength Score to reload their crossbow. Mechanical devices might include a rack and pinion crank, or a windlass. Mechanical Cockers reduce the Strength Score necessary to reload a crossbow by 2. Therefore, a regular crossbow can be reloaded with a Strength Score of -2, and a Heavy Crossbow can be reloaded with a Strength Score of 1.

Cold weather outfit: A necessity for winter, the cold weather outfit contains a coat or cloak, warm hat, warm boots, and mittens.

Fire fuel: Be it split wood, dried peat, or raw coal, there comes a time when bringing fuel for a fire becomes necessary. Fire fuel allows one to cook a meal, and/or keep themselves warm for a period of four hours.

Funeration: The dead cannot be left unattended, and the proper services to see the spirit sent on and the body destroyed comes at a price. Funeration typically includes a simple service and the cremation of the body.

Grimoire: These spellbook tomes are a fundamental tool of the Mage. A Grimoire has a set number of pages based upon type. Each Spell recorded within a Grimoire takes five pages to fully inscribe. Additionally, Grimoires can be water-proofed, fire-proofed, or locked. Those additional costs are listed on the Gear Table.

Hatchet: A hatchet is a tool for splitting felled wood, and not a weapon of war. A hatchet is considered an improvised weapon when wielded in combat.

Healing, Divine (complete): When fortunate enough to find an Acolyte, one can donate to the temple to see that their wounds are cared for. Though expensive and perhaps requiring one to sit through an involved ceremony, the gods seem more than capable of tending to the injuries of mortals. However, the process of healing is nearly instant, and the once injured can soon be back on their way.

Hermetics Bag: A Hermetics bag is simply a bag, pouch, or satchel that contains the herbal and organic materials for Hermetics Apprentices, Journeymen, and Masters to perform their art. It contains all sorts of ingredients the Character can draw from when they are away from “the wild.”

Horse barding (heavy): Barding is armor built and designed for a given mount. It is typically composed of interlocking plates with a chainmail base. It increases the Defense of a mount by +6. Fitting armor to an unusual mount will both increase its cost and possibly increase its weight. Consult your GM for further details.

Horse barding (light): Barding is armor built and designed for a given mount. It is typically composed of leather and hide with elements of metal. It increases the Defense of a mount by +3. Fitting armor to an unusual mount will both increase its cost and possibly increase its weight. Consult your GM for further details.

Ice axe: An ice axe is a tool for climbing in alpine environments, and not a weapon of war. An ice axe is considered an improvised weapon when wielded in combat.

Juniper wine: Ancient and extremely rare, Juniper wine was once made by the Elves. However, the recipes and means to create this wondrous concoction have been lost since the Five Kings war. Those few bottles that remain are sold for a fortune, and every glass served comes at an astronomical price. Only the finest of establishments would offer Juniper wine.

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Kroot: The Orcs enjoy their drink, but not the effects it has upon them the following morning. It was with this in mind that Orc brewers came up with Kroot. Kroot is distilled from black tamarack root, and has a very medicinal flavor. However, what it is best known for is the fact that one can drink copious amounts, become highly intoxicated, and never suffer the effects of a hangover.

Lantern, mirrored: A mirrored lantern is like an open framed lantern, but rather than having four glass panels they have one glass panel and three polished, metal panels. These polished metal panels allow the lantern to provide 45° of illumination out to 100'. A flask of oil will burn for 6 hours within a mirrored lantern. Lanterns take an Action to light.

Lantern, open frame: An open frame lantern has four glass panels, allowing light to pour forth providing 360° of illumination out to 50'. A flask of oil will burn for 6 hours within an open frame lantern. Lanterns take an Action to light.

Lock pick set: Lock pick sets contain numerous picks, files, and tensioning tools.

Longship: All longships are based upon orcish design. Orcish Longships are practical, long, narrow and light wooden boats. Their shallow-draft hull is designed for speed and navigation in extremely shallow waters. Because they are lightweight, longships can be portaged or even used as shelter in camps when turned upside down. Orcish longships also have matching ends, allowing the ship to reverse direction quickly without having to turn around. Longships are propelled by either their sail or by a crew of oarsmen.

Mallet: A mallet is a tool for hammering, and not a weapon of war. A mallet is considered an improvised weapon when wielded in combat.

Map: Maps come in three varieties: local, regional, and House. Local maps are typically of a small area, often surrounding a city, town, or village. They encompass around 100 square miles or less and are often made for guides, hunters, or Lords. Regional maps are of a collection of villages, towns, cities, or of a large area. They encompass up to 2,000 square miles, and are often the boundaries of a Regent's lands. Finally, House maps encompass the entirety of a House's lands. They are often only possessed by the most noteworthy nobles.

Messenger: Messenger services are typically conducted from city to city or town to town. Any messages needed to be carried within town could be tasked to a young lad or lass for the flat cost of a mere copper Septem.

Oil: A pint of oil can be used to set an area or Target on fire, given something to ignite it with. Oil, set on fire, gives the Target the Ablaze State. A Target Ablaze due to oil takes twice as long to extinguish (2 Actions, instead of the normal 1 Action to extinguish the flames).

Pickaxe: A pickaxe is a tool for breaking up hard ground or rock, and not a weapon of war. A pickaxe is considered an improvised weapon when wielded in combat.

Scow: The scow is a flat-bottomed boat of human design, similar in many ways to the longship. Whereas the longship is pointed at each end, the scow is flat at each end and rectangular with a blunt bow and matching stern. The biggest difference between the orcish longship design and the human scow is that the scow is of a bulkhead design - rather than the long-ribbed frame of the orcish longship. Like the orcish longship, the scow can be propelled by sail or oar, and can be portaged over land.

Ship passage: Traveling by sea is costly, and as such leaves the last-minute traveler carefully considering how they will travel. The most affordable way to travel by sea is to work while traveling. Even the untrained individual can be put to task to be a worthwhile member of the crew. These working travelers typically can travel for free - being compensated for their work by being fed and offered a hammock to sleep in. The next option is deck passage. This means that the captain allows the traveler to remain on the deck - but only on the deck. They are responsible for their own food, and are provided no accommodations (meaning they must stay up on deck even during the worst of weather). Finally, the most expensive means of travel is cargo. Space is money on the seas, and those seeking some sort of “quarters” would otherwise be taking up a portion of the ship’s cargo capacity. As such, they therefore must pay for the space that would have been used by goods, but then have a space where they, their belongings, or anything else they seek to bring with them can be kept.

Sledge: A sledge is a tool for heavy hammering, and not a weapon of war. A sledge is considered an improvised weapon when wielded in combat.

Stabling: Stabling typically includes sheltering the mount, washing, feeding, and any necessary Farrier upkeep on the animal. Stables can also be rented as sleeping quarters for those on exceedingly tight budgets (for the same cost as putting up your mount).

Sunstone: The sunstone is a simple, highly translucent stone that allows the wielder to determine the precise location of the sun on even the cloudiest of days. Without it seafaring is impossible on days of inclimate weather, but with it only the worst of storms preclude one’s travel by sea.

Tent: Made from wool, tents come in two forms. The smaller of the tents is commonly carried by those seeking shelter when away from home. The two-man tent is a long A-frame tent, with two small poles to hold up each end and ropes to stake down and support it. Two-man tents are typically 5’x8’x3’. The larger tents are commonly used by the military to shelter troops. The fifteen-man tent is a tall, conical tent, with a single fifteen-foot pole in the center to hold it upright

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and loops at its outer edge to stake it to the ground. Fifteen-man tents are typically 20' in diameter, and 15' tall.

Torch: A torch burns for one hour and radiates light out to 30'. Torches take an Action to light. A torch is considered an improvised weapon when wielded in combat. When wielded, a Character may take an Action to light a Target or object on fire, giving it the Ablaze State.

Trap/Snare kit: Trap/Snare kits contain numerous twine and wire snares, triggers for setting larger traps, and a small selection of tools for disarming found traps.

Travel food: Also known as trail food, provisions, or rations, travel food is simply food that can last. The most common form of travel food is pemmican (dried or jerked meat pounded into a powder and mixed with dried fruit or berries, nuts, and hot fat then pressed into small, travel-sized cakes). It is an all-in-one meal that keeps for a very long while. Other travel foods might include bannock, salt-cured fish, bacon, or raw oats.

Wagon travel: Wagon travel is assumed city to city or town to town and not within town. It is also worth noting that wagon travel along the roads of Athia does not include any kind of protection or security detail.

Warship: Warships are almost exclusively based upon the orcish longship. However, they differ with these two key distinctions: a warship's bow and stern are designed and reinforced for use as a ram, and their oarsmen are all enclosed. Minor differences might include the strength of woods they are built from, if the wood or sail has been treated to decrease its likelihood of catching fire, or that it is of a smaller design to be faster across the water.

Whore: The oldest of professions is found everywhere within Athia. Fees for services are based upon expediency - whores make their money by servicing as many clients as possible within the span of an evening.

ENCUMBRANCE

At its simplest level encumbrance is the measure of burden a Character may be under due to the amount of “stuff” they are trying to carry with them. There are two ways to look at encumbrance. First is to take into consideration what a Character typically has with them. This might include a weapon or two, armor, shield, and a backpack full of adventuring gear. The second is to look at what a given Character is trying to take with them in addition to their typical gear.

In Athia, Characters represent the heroes one might imagine in an epic tale. It is assumed that they can carry their own gear without burden, whether they are setting out to climb a snow-covered peak, or to traverse the deepest jungles. GMs will have the final say as to how much is too much for a Character’s typical amount of gear.

This brings us to the topic of additional encumbrance, when a Character is attempting to carry with them items they may have found: coins, trophies, or other items. For the sake of simplicity, we’ll call these additional pieces of encumbrance loot. Every adventurer dreams of the treasure horde, but should they stumble upon one, just how much of it can they practically carry with them? This is the focus of encumbrance.

How much loot a Character can carry with them is dependent upon their Strength. The Loot Table displays the amount of weight a Character can carry in addition to their typical selection of gear. GMs may rule that a Character can carry an additional amount of loot equal to the weight of any typical gear the Character has removed from their person and displaced.

Loot Table

Strength Modifier	Carriable Loot
-3	0 lbs. of additional loot
-2	5 lbs. of additional loot
-1	10 lbs. of additional loot
0	20 lbs. of additional loot
+1	40 lbs. of additional loot
+2	60 lbs. of additional loot
+3	80 lbs. of additional loot
+4 or more	100 lbs. or more of additional loot

ATHIA COMBAT

The wilds of Athia are no place for the weak. Those seeking adventure, danger, and excitement are commonly greeted with peril if not menace. Defending one's homelands, companions, or simply one's own life often leads to drawing weapons, summoning great powers, and quickly seeking to dispatch an enemy before their own life is taken. Combat is often a blur, wrought with anxiety, anticipation, emotion, ferocity, and strength of will. It is extremely difficult to paint every detail of what transpires in those fleeting moments before one combatant bleeds out on the floor and the other struggles to catch their breath. GMs are strongly encouraged to paint vivid images of these uncertain moments as well as entice their Players to embellish Character's specific intentions.

ENCOUNTERS

The general term Encounter is used for any event where a Character's life might be at risk. Encounters are often moments of armed combat, but can include events such as negotiating traps or traversing a chasm by pulling one's self along a single rope. Encounters may be short-lived or long ordeals, but all are instances where the GM is pitting Characters against something that may result in loss, hardship, injury, or death. All Damage taken in an Encounter is cumulative, meaning that Characters become more and more hurt as they take more and more Damage during the Encounter. Only when an Encounter is overcome or survived may the Character proceed to recover from their wounds as described in the Injury & Recovery section.

THE COMBAT ROUND

A given combat may only take a split second, or it may go on and on. Combat is broken down into Rounds - moments of time when exchanges between combatants take place. In each Round each Player has a Turn in which to conduct the actions of their Character. It is important to note that all Combat happens simultaneously - just as you are attempting to kill your enemies, your enemies are attempting to kill you. Although everyone involved in the Combat will have a Turn (something their Character or an enemy will be doing), everyone's Turn takes place in the same Round. A Round of combat is both defined as when everyone has taken their Turn, as well as the time it takes a Character to reach their next Turn from the previous Turn.

The following is a breakdown of the Combat Round:

1. Determine Surprise
2. Determine Reaction
3. Determine Character Intentions and Assess Ongoing States/Effects
4. Conduct Character and enemy Actions and Maneuvers

5. Give the End of Round Report (done by the GM)
6. Repeat steps 3-5 until the Encounter is resolved

SURPRISE

At the beginning of each Combat Encounter the Game Master should determine if either the Characters or their adversaries are surprised. Surprise is both circumstantial and subjective, and is left solely to the GM's judgment as to which (if any) of the parties involved in the encounter are surprised. Should any party be surprised, they are unable to act for the initial Round, and grant their attackers Advantage on any Checks made against them, thus giving their opponents one full round to act against them before determining Reaction for the Encounter.

Examples of surprise might be a party of Characters who have silently opened a door to a chamber to see three Fyrben gathered around a small fire enjoying a meal, and then rush into the room to take the Fyrben unawares. It might also include a swarm of Striga swooping down through the dark of night to attack a traveling adventuring party.

REACTION, FEAR AND DARING

To determine the Reaction of the Encounter you begin by calculating the Fear rating of the Encounter itself. The Fear rating is equal to the Fear Score of the creature in the encounter. If a mixed group of creatures is present in the Encounter, then the Fear rating of the Encounter is equal to the Fear rating of the creature with the highest Fear Score. If there are no creatures in the Encounter, nor an ascribed Fear rating set by the Game Master, then Reactions for the Encounter are foregone.

Fear ratings are then compared, individually, to each Character's Daring (a combination of a Character's Valor, applicable Abilities, and applicable Racial Perks). Those with less Daring than the Fear rating of the Encounter will suffer Disadvantage to all Checks made against the creature (or creatures) for a number of Checks equal to the difference between the Fear rating of the Encounter and their Daring. Those with equal or higher Daring will proceed without suffering Disadvantage. Therefore, a Character cannot hide from a creature in hopes that their Fear will simply be overcome with time.

It is important to keep in mind that Reaction is not a determination of who goes first, but rather how the parties involved in the combat react within the combat itself. All actions (both the Character's and their Opponent's) in a combat Round are simultaneous.

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Example of Reaction determination: An adventuring party consisting of an Acolyte, Rogue, and Warrior are determining their Reaction against a group of 6 Thyrs. Each Thyrs has a Fear Score of 0, and thus give the Encounter has a Fear rating of 0. The Acolyte has a Daring of +1, the Rogue has a -1, and the Warrior has a 0. Their Reaction would therefore be:

Acolyte & Warrior: Having a Daring equal to or greater than the Fear rating of the Encounter, they do not suffer Disadvantage.

Rogue: Since the Rogue has a Daring score less than the Fear rating of the encounter by 1 (the Rogue's -1 Daring versus the Fear rating of 0 for the Encounter), they therefore suffer Disadvantage during the first Round of combat.

Abilities, Racial Perks, and the Influence Talent can all play a part in lessening the effects of Fear for a given character.

CHARACTER INTENTIONS & ONGOING STATES/ EFFECTS

After determining each Character's Reaction, it is important to understand what it is the Players are going to have their Characters do for that Round. At the Character Intentions step the GM should have each Player describe what their Character is going to attempt to accomplish on their Turn.

Character Intentions are designed to encourage a degree of teamwork and tactics amidst the party. Players can decide individually or as a group what they want to accomplish, but should make clear to each other Player and to the GM what their Character will be attempting to do for that round.

Any lingering Effects from Spells or Divine Interventions in previous Encounter Rounds should be assessed when Characters determine their intentions for the current round. As an example, if an Arcane Caster cast the Fog Effect in the previous Round, then the Obscured State may be granted to those within the spell's Area for the current Round. As well, any active State that a Character is in will continue until overcome according to the State description.

ACTIONS & MANEUVERS

Every Round Characters may perform 1 Action, 1 Maneuver, and as many Free Actions as they would like, in any order during their Turn. Certain Abilities, Racial Perks, or the use of Stamina may alter the 1 Action/1 Maneuver limitations. Consult the Actions, Manuevers, Free Actions Table to see the typical options available.

The Actions and Maneuvers noted are but examples of the endless possibilities that one might wish to accomplish in each Round of Combat.

Actions, Maneuvers, Free Actions Table

Category	Sub-Category	Description	
Actions	Attack	Make a Hurling, Melee, or Ranged Attack	
	Magic	Cast a Spell/Enact a Divine Intervention	
	Other		Cooperate/Tag-Team
			Reload a crossbow
			Stand up
			Trade your Action for an Additional Maneuver
			Use a Talent*
Maneuvers		Draw/Ready a weapon or item	
		Interact with the environment	
		Move up to your Speed	
		Mount or dismount	
		Stow/Sheathe a weapon or item	
		Switch hands	
		Use a Talent*	
Free Actions		Bestow a Blessing	
		Cease Concentration on a Spell/Cease Faith on an Intervention	
		Draw ammunition	
		Drop an item	
		Drop to the floor	
		Reclaim Mana	
		Speak	
		Using a Talent*	

*See Talents for details

Some Abilities allow you to take special Actions in combat. Other Abilities do not require the expenditure of an Action but might otherwise bestow a bonus or advantage to something the Character can already perform. Some Abilities are not intended for use in combat, and are therefore subject to the Game Master’s judgement as to if they can be or how they are performed in combat. The individual Ability’s description in the Abilities section explains both their use and application.

Sometimes the things that a Character wants to accomplish do not fit into any of the Actions, Maneuvers, or Free Actions mentioned. These may be a variation or

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a combination of the stated possibilities. For any Actions not covered, the Game Master has final say as to whether a given activity takes an Action, Maneuver, or a Free Action.

ATTACK ACTIONS

Through the course of any given combat, characters can attempt to defend themselves and lash out at their opponents through a variety of attack actions. There are several different types of Attacks, but each Attack is made using the same formula when determining whether the attack is successful. Examples of types of physical Attacks (i.e., non-Arcane and non-Divine attacks) include:

Hurled Attacks: Attacks with weapons that have been physically propelled by an individual.

Melee Attacks: Attacks with weapons that have been physically wielded by an individual.

Ranged Attacks: Attacks with weapons that launch projectiles through mechanical means.

Making an Attack: Players determine whether their Character hits their Target by rolling a d20, adding all applicable modifiers, and then comparing it to the Defense Score of their Target. A Hit Check is successful when the total result of the Check is equal to or greater than the Defense Score of their Target. All Hit Checks are made with the following Calculation:

Hit Check = d20 + Dexterity Modifier + Class Bonuses (if any) + Abilities + Racial Perks + Stamina expenditure Modifiers

Defense Score = Defense value of armor worn + Dexterity Modifier + Abilities + Racial Perks + Magic Items/Item benefits

In extreme instances, when the result of the d20 roll on a Hit Check is either a natural 1 or a natural 20, the Hit Check may result in an Automatic Miss or a Critical Success.

Automatic Misses: A d20 roll of a natural 1 on a Hit Check always results in a miss, regardless of whether the total for the Hit Check would be successful.

Critical Success: A Critical Success (d20 roll of a natural 20) on a Hit Check results in a Critical Hit. Critical Hits always hit their Target, regardless of the Target's Defense Score. Critical Hits also add an additional +20 points of Damage to the Target. Only Player Characters can have Critical Successes in combat.

Multiple Attacks: Characters making multiple attacks (such as by spending Stamina) must make separate Hit Checks (as well as Damage, if successful in their attack) for each opponent they are attempting to engage.

Check Range: Melee weapons may only be used against adjacent Targets (with GM exceptions of weapons with the Lengthy Designation). Ranged and Hurlled weapons may be used up to their designated Range, or beyond that at Disadvantage (up to twice the weapons listed Range). Additionally, any Ranged or Hurlled Attacks while the Character is mounted are made at Disadvantage (see Mounted State).

MAGIC ACTIONS

Each Arcane Spell or Divine Intervention has an associated cost attached to it. When casting an Arcane Spell, the Character has a specified Difficulty he must meet or exceed on their Arcane Aptitude Check. In the case of a Divine Intervention the Character has an amount of Favor they must expend to bring forth the desired magical Effect.

Arcane Casters are likely to already have a selection of Spells recorded in their Grimoires they would like to cast in Combat. Casting one of these Formulated Spells is considered an Action. When an Arcane Spell is cast, the Caster proceeds through each of the steps listed in the Magic section for casting Spells. The Caster announces the Spell they will be casting and designates the Area or Targets the Spell is to be cast upon. They then make their Arcane Aptitude Check, and if the result of the Check is equal to or greater than the Spell's Difficulty the Spell has been successfully cast for the Round. Spells with Concentration Durations must be maintained on a Round by Round basis.

Divine Devotees will have to determine which Divine Effect they would like to enact for their Divine Intervention. Once the Divine Intervention is designed, the Devotee must expend Favor equal to the Cost of the Intervention. The Devotee of the Intervention proceeds through each of the steps listed in the Magic section for casting Divine Interventions. The Devotee announces what the Effect of their Intervention will be, as well as the Area or Targets within their Holy Aura that will be affected. Interventions with Faith Durations must be maintained on a Round by Round basis.

Concentrating/Maintaining Faith in Combat

Maintaining ongoing magic while amidst the chaos of combat is a very tall order. Some Arcane Spells and Divine Interventions require the caster/devotee to maintain concentration or their faith to keep Effects going. These Concentration/Faith-based Durations are sustained with periodic and successful Concentration or Faith Checks. A Concentration or Faith Check always begins at an Easy Difficulty (9).

Being Targeted or Taking Actions While Maintaining an Intervention or Spell: Any time a Caster or Devotee takes an Action, or is the Target of another's Action, they will need to make a Concentration (for Arcane Spells) or Faith (for Divine Interventions) Check. Checks begin at Easy, but increase in difficulty with each subsequent Check. Checks are made until the Intervention or Spell is either ended or the Check to maintain it is failed.

Interruption: Whenever a Caster or Devotee is interrupted while attempting to maintain a Spell or Intervention (due to a failed Concentration/Faith Check), the Spell or Intervention immediately ends, and the Caster or Devotee must begin anew to attempt the magic again (should they so desire).

Enemy Magic

Players are not the only ones capable of unleashing Arcane or Divine magic onto the field of battle. Creatures of Athia often have a magical trick or two up their sleeves. Enemy magic works slightly different than it does for Players, and does so for the sake of minimizing bookkeeping and keeping the game moving at a good clip. See the Enemies section for further details on enemy magic.

OTHER ACTIONS

Although Attacks and enacting Magic make up most of the Actions one takes in combat they are not the only ones a Character may find themselves doing. Below is a selection of other Actions that a Character may take:

- **Cooperate/Tag-Team:** Aiding others in Combat falls into two categories: Cooperation (aiding someone who is performing a Talent Check), and Tag Teaming (aiding someone in battle).
 - **Cooperation:** Two or more Characters may use Cooperation in a Talent Check, as an Action, when all have at least Apprentice Expertise in the Talent being used. Each Cooperating Character makes a Check and the highest total is used.
 - **Tag-Teaming:** By helping to distract and otherwise tie-up a given opponent, a Character can spend their Action to give an ally Advantage on their Hit Check for the Round. Additionally, should the ally making the attack Hit their opponent, they add the Level (or Challenge Level) of the Character assisting to their Damage for the attack.
- **Reload a Crossbow:** A Crossbow is a powerful mechanical device that takes a good deal of skill and time to reload. Reloading a Crossbow

requires the expenditure of an Action. Further crossbow reloading options can be found in the Goods & Services section.

- **Stand Up:** It takes an Action for a Character to get to their feet.
- **Trade Your Action for an Additional Maneuver:** Players may elect to exchange their Action for an additional Maneuver.
- **Use a Talent:** The use of Talents during combat most often requires the expenditure of an Action. The following Talents have specific capabilities in combat, and therefore require an Action to perform: Charisma, Discipline, Endurance, and Recuperation. See the Talents section for further information on which Talents require an Action.

MANEUVERS

Characters have many options during a Round of combat as it pertains to movement and maneuvers. Certain movement-related tasks will require a Talent Check when a Character is attempting to move, but otherwise the Character is free to attempt any of the following Maneuvers:

- **Draw or Ready a Weapon or Item:** Drawing or readying a weapon, such as unsheathing a sword, or item, such as opening a grimoire, is a Maneuver.
- **Interact with the Environment:** Things like pulling something from a companion's belt, picking up an item off the ground, moving heavy objects, or opening or closing doors are all interactions with the environment. Interacting with one's environment requires a Maneuver.
- **Move up to your Speed:** Characters may move any distance up to their Speed Score. Characters are assumed to climb, crawl, or swim at one-half their Speed.
- **Mount or Dismount:** Getting on top of your mount, getting off your mount, or possibly calming a restless mount is considered a Maneuver. Characters can attempt to mount or dismount as a Free Action by making a Difficult Taming Check.
- **Stow or Sheathe a Weapon or Item:** Stowing or sheathing a weapon or item is a Maneuver. This Maneuver would also apply to setting down a lantern so as not to break it.
- **Switch Hands:** Characters can switch which possessions they have in which hands as a Maneuver.

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- **Use a Talent:** Some Talents require the expenditure of a Maneuver. The following Talents have specific capabilities in combat that may be performed as a Maneuver: Athletics, Stealth, Swimming, and Taming. See the Talents section for further information on which Talents require a Maneuver.

FREE ACTIONS

Free Actions are activities that take little to no time. The Game Master always has final say as to how many Free Actions a Character may take in an encounter. Below is a list of some of the more common Free Actions:

- **Bestow a Blessing:** Acolytes can bestow a Blessing (Bless) to any willing recipient in their line of sight as a Free Action.
- **Cease Concentration/Faith on a Spell/Intervention:** Casters or Devotees can cease a Spell or Intervention as a Free Action. Any Mana invested in maintaining an ongoing Spell is regained. Favor that was expended is still lost.
- **Draw Ammunition:** Drawing ammunition (such as arrows, bolts, or sling stones) is considered a Free Action. Note: Reloading a crossbow with a drawn bolt requires an Action.
- **Drop an Item:** So long as the item is not fragile, nearly anything can be dropped as a Free Action: shields, weapons, torches, etc. Players must indicate whether the item is being dropped in the same area in which their Character is standing, or into an adjacent area.
- **Drop to the Floor:** Dropping prone from your current position is considered a Free Action.
- **Reclaim Mana:** Arcane Casters may reclaim any invested Mana as a Free Action. This may include Mana invested in an Enchanted Item or Runework.
- **Speak:** For the most part speaking is a Free Action, and is something Characters can engage freely during a Round. This is not to say that Characters have the time to say more than a few thoughts, but that they do have the time to make clear their interests, commands, or concerns. Certain Talents that pertain to speaking and the use of those Talents in an encounter may not be considered a Free Action.

- **Use a Talent:** Some Talents may be used as a Free Action. See the Talents section for further information on which Talents may be used as a Free Action.

END OF ROUND REPORT

The GM gathers the results of all Checks. Damage is calculated by Players for their Character's Attacks and by the GM for Creature's Attacks. Since all actions are simultaneous in the round, any damage assessed that may kill a Character or Creature occurs while any damage they produce is dolled out as well. Arcane Spell and Divine Intervention Effects occur last in the End of Round report unless otherwise noted in the Effect.

The GM describes the overall result of Player and Creature actions. Players and the GM tally any updated status for Characters and Creatures (such as recording Damage, recording States, or marking their Character as Down). As well, the GM makes note of any changes in Character or Creature position based on the results of Manuevers, Actions, or Effects.

An Encounter ends when the GM determines that the results of the Round are sufficient to end the Encounter.

Calculating Damage

After successfully performing an Attack or Magic action in combat, the next step is to determine just how much Damage is done. Damage is calculated differently for each Attack Type and negatively affects a Character's Health. Consult the Damage Calculations Table to determine how to calculate Damage for a successful attack.

Damage Calculations Table

Attack Type	Damage Calculation
Hurled Attack	Base Strength Damage + Weapon + Class Bonuses + Abilities
Magic Attack	Determined by Spell or Divine Intervention Effect
Melee Attack	Base Strength Damage + Weapon + Class Bonuses + Abilities
Ranged Attack	Bow: Base Strength Damage + Weapon + Class Bonuses + Abilities Crossbow: Weapon + Class Bonuses + Abilities

Base Strength Damage

Every Character can cause Damage to a Target - be it by punching, kicking, biting, or otherwise physically lashing out while unarmed. A Character's capability to harm a Target is based upon their Strength, designated as their Base Strength

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Damage. Refer to the Base Strength Damage Table to determine your Character's Base Strength Damage.

Damage for Ranged Attacks vary based on whether a Character is firing a bow or a crossbow. Bows have a set Damage, but add the Character's Base Strength Damage. Crossbows do not add a Character's Base Strength Damage, but have a higher set Damage for the weapon.

Base Strength Damage Table

Strength Modifier	Base Strength Damage
-3	1
-2	1d2
-1	1d3
0	1d4
+1	1d6
+2	1d8
+3	1d10
+4	1d12

Other Damage Factors

There is more to fear than just sharp teeth or a swinging sword. Many other types of threats exist to which your Character may succumb. Below are a few other types of damage your character might be subject to, as well as the specific rules to address these types of damage.

Damage Reduction: Damage Reduction (DR) is a value that is subtracted from any Damage received in a Round. If your Character has a DR1 (say, from carrying a Shield) and is attacked for 4 points of Damage in the Round, your Character's DR would reduce that incoming Damage from 4 to 3 (4 Damage -1 DR). Damage Reduction is applied to the total amount of Damage the Character receives in the Round. If, for example, a Character with DR3 is attacked by three different enemies in a round, each of them doing 5 points of damage, the Character's Damage Reduction is applied to the incoming total from the three enemies; reducing the 15 total points of incoming Damage to 12 with their Damage Reduction.

Attribute Damage: Some attacks don't necessarily affect one's Health, but instead affect the target themselves. Attribute Damage is any Damage that reduces one of the Target's six Attributes. Any Attribute that is reduced to a -4 Modifier (or lower) immediately bestows the Drained State to the individual.

Environmental: Several environmental factors can cause Damage to a Character's Health: jumping over a raging fire, getting lost in a blizzard, or struggling to make one's way through a smoke-filled room are just a few. Since each circumstance for environmental Damage will be different, GMs are encouraged to use their best judgment as to how much Damage a Character suffers and whether it is ongoing or in a single total. Damage might be assessed on a Round by Round basis (as in the case of being crushed by a cave-in, or trying to run across a floor covered in nails), or as the result of a single action (your character is struck by lightning, or has his hand crushed by a sliding stone door). The GM should be clear

as to which method is being used as well as the circumstances the Character can meet to overcome the situation. Aside from the environmental Damage, Characters may suffer additional penalties (such as suffering Disadvantage on all Hit Checks while attempting to fight in the smoke-filled chamber).

Falling: Be it as the result of a trap, a failed Athletics Check, or simply getting pushed off the side of a cliff, there is always the possibility of a Character taking Damage from a fall. Characters take Damage based upon the distance they fall as shown in the Falling Damage Table. Note that the Damage received from a fall may directly affect a given Health Tier, thus bypassing a previous Health Tier even if the Character still has remaining points in that Tier. Situational circumstances might prompt a GM to lessen (or worsen) the Damage received.

Falling Damage Table

Fall Distance	Result
1 - 5 feet	Nothing
6 - 22 feet	1d8 Fatigue
23 - 39 feet	As above + 1d8 Battered
40 - 54 feet	As above + 1d8 Injured
55 - 99 feet	As above + Down
100+ feet	Dead

STATES

Throughout the course of combat Characters and their enemies may find themselves suffering from many circumstances or conditions. These States offer certain benefits or hindrances to the individual. Some States are temporary, others are ongoing. If the circumstance or rule that granted the Character or individual the State is not clear on how long that State lasts, the descriptions of the individual States will indicate its duration. The States Table indicates how a given State affects the Victim, Opponents, Damage to the victim, the victim's Movement, and provides a summation of the State's Duration.

States Table

State	Victim	Opponents	Damage	Movement	Duration
Aflame	Disadvantage	n/a	Special	n/a	Special
Bleeding	n/a	n/a	Special	n/a	Until Healed
Blinded	Disadvantage	Advantage	n/a	n/a	Until Healed
Drained	No Actions or Free Actions	Advantage	Advantage	No Manuevers	Special
Engaged	n/a	n/a	n/a	n/a	Special
Immobilized	Disadvantage	Double Advantage	Advantage	No Maneuvers	Special
In Cover	n/a	Disadvantage	n/a	May Not Move	Special

Inebriated	Disadvantage Immune to Fear	Damage Disadvantage	n/a	½ Speed	Worthwhile Rest
Invisible	Advantage	Double Disadvantage	n/a	n/a	Special
Lame	n/a	n/a	n/a	½ Speed	Until Healed
Mounted	Special	Disadvantage	n/a	n/a	Special
Obscured	n/a	Disadvantage	n/a	n/a	Special
Outnumbered	n/a	Advantage	Advantage	n/a	Special
Overrun	n/a	Double Advantage	Double Advantage	½ Speed	Special
Paralyzed	No Actions	Automatic	Maximum	No Maneuvers	Special
Prone	Special	Advantage	n/a	¼ Speed	Spend Action
Stunned	Disadvantage	Advantage	n/a	No Maneuvers	1 Round
Unconscious	No Actions	Automatic	Special	No Maneuvers	Special

Aflame: This state denotes that the individual has been set on fire. Targets with the Aflame State take an increasing amount of Damage for each Round they are Aflame. In the first Round they take 1d4 Damage, progressing to 1d6 Damage the following Round, and so on. The Damage progression for the Aflame State is by die-type (1d4, 1d6, 1d8, 1d10, 1d12, 1d20). Should 1d20 Damage be reached, the Target takes 1d20 each subsequent Round. Victims suffer Disadvantage on all Hit Checks while Aflame. The Aflame State lasts until the Target takes an Action to extinguish themselves (by rolling around on the ground, jumping into a trough of water, etc.).

Bleeding: There are times when an individual takes such a grievous wound that it results in their bleeding at a substantial rate. Each Bleeding attack has a value assigned to it. For example, a Bleeding 1 (or Bleed:1) means that the victim will suffer 1 point of damage from blood loss at the beginning of each Round until they receive some sort of healing. Any healing magic or a successful Hermetics Check (Difficulty equal to 9 + the Bleeding value of the State) will stop the bleeding. Only creatures with an active circulatory system are affected by Bleeding; Constructs and some Exalted are unaffected. The GM has final say when Bleeding is or is not applicable.

Blinded: Blindness may stem from being in darkness or from damage to one's eyes. The Blinded State gives the Target Disadvantage on all Hit Checks and Talent Checks related to vision while also granting opponents Advantage on any Hit Checks against them. Blindness lasts for 1D4+1 Rounds, until either the environment/circumstances changes, any healing magic is received, or a successful Hermetics Check (Difficulty determined by the Game Master) is made to assist them.

Drained: Characters can have their Attributes temporarily decreased. Any time an individual has one of their six Attributes reduced to a Modifier of -4 (or lower) they become Drained. Drained means that the individual is so low in their Constitution, Dexterity, Instincts, Knowledge, Strength, or Valor that they are reduced to little more than an unresponsive lump. Drained targets are unable to take Actions or Maneuvers, and cannot take any Free Actions. Opponents attacking the Drained individual are at Advantage on both Hit Checks and Damage rolls. The actual psychology or physiology of the Drained individual varies based upon which Ability has been reduced. For example, an individual whose Dexterity has been reduced to -4 might be completely unable to stand, move their limbs, or even frame words with their mouth to speak. Individuals with their Valor reduced may be so terrified that they become paralyzed with fear. Drained victims recover 1 Attribute point, in each Drained Attribute, with each Worthwhile Rest.

Engaged: The moment a Character is involved in a melee combat they are Engaged. This State lasts for as long as the Character is involved in the combat. Attacking an Engaged Target with a Ranged or Hurlled Weapon is done so at Disadvantage.

Immobilized: Being held, tied up, frozen, or otherwise immobilized earns one the Immobilized State. All Hit Checks made against an Immobilized Target are done so at Double Advantage, and any Damage against an Immobilized Target is done so at Advantage. Victims of the Immobilized State take their Actions at Disadvantage and cannot take Maneuvers. The Immobilized State lasts until the environment and/or circumstances change for the victim. A victim may attempt to break free from a hold, untie themselves, break through the substance holding them, or cut themselves free. Possible Checks an Immobilized Target can make to change their circumstances include: Athletics, Exertion, Hit (with a cutting weapon), or Thievery. It is up to the GM's discretion as to which Checks are appropriate.

In Cover: Hiding behind an overturned table or a nearby tree might earn one the In Cover State. All Hurlled and Ranged Hit Checks made against a Target with the In Cover State are done so at Disadvantage. This State lasts until the individual in cover moves out of cover, or the cover is no longer available (for example, when the table is broken).

Inebriated: Under the influence of alcohol, narcotics, or other mind-altering chemicals, one might find themselves in the Inebriated State. Victims of the Inebriated State suffer Disadvantage on any Hit Checks and move at half ($\frac{1}{2}$) their Speed. Additionally, Opponents attacking one who is Inebriated suffer Disadvantage on all Damage against the Inebriated Target. Inebriated individuals also suffer Disadvantage on all Physical (Constitution, Dexterity, and Strength-based) Talent Checks and while Inebriated are immune to all Fear (thus never

suffer Disadvantage for Combat Reactions). This State lasts until the Inebriated can manage a Worthwhile Rest.

Invisible: Typically brought on through the effects of magic, the Invisible State is where an individual is completely unseen - even in broad daylight. All Hit Checks made against a Target with the Invisible State are done so at Double Disadvantage, but Hit Checks made by the Invisible individual are done so at Advantage. The Invisible State lasts until either the environment or circumstances change for the Invisible individual.

Lame: Everyone gets injured, but earning the Lame State reflects a circumstance that has specifically targeted one's mobility. Individuals with the Lame State move at half their Speed. The Lame State lasts until either any healing magic, successful Hermetics Check (Difficulty determined by the Game Master), or a Worthwhile Rest can cure the victim.

Mounted: While riding an animal you are in the Mounted State. Ranged Attacks while mounted are made at Disadvantage, while Hit Checks against a Mounted Character are done so at Disadvantage. The Mounted State remains until the individual dismounts or is knocked from their mount.

Obscured: Storms, fog, mist, and heavy snows can all result in conditions that bestow the Obscured State upon a Target. All Hurlled and Ranged Hit Checks made against a Target with the Obscured State are done so at Disadvantage. All Notice Checks against an Obscured Target are also done at Disadvantage. The Obscured State lasts until either the environment or circumstances change.

Outnumbered: There are times when heroes must face overwhelming odds. In such instances a Character or a party of Characters may become outnumbered by enemy forces. When an individual faces off against 3 or more Targets, or a party of Characters faces off against forces numbering 3 to 1 or greater, enemies gain Advantage to Hit and Damage Checks against the outnumbered Characters. The Outnumbered State lasts until either the number of enemy Targets is reduced, or environment and positioning change how many enemy Targets can attack the Characters at a time. Note: Only Characters suffer from the Outnumbered State; Creatures do not suffer from the Outnumbered State.

Overrun: In instances where a Character or a party of Characters face impossible odds, they may be overrun by enemy forces. When an individual faces off against 5 or more Targets, or a party of Characters faces off against forces numbering 5 to 1 or greater, enemies gain Double Advantage to Hit and Damage Checks against the Overrun Characters. Additionally, the Overrun characters are reduced to $\frac{1}{2}$ their Speed. The Overrun State lasts until either the number of enemy Targets is reduced, or environment and positioning change how many enemy

Targets can attack the Characters at a time. Note: Only Characters suffer from the Overrun State; Creatures do not suffer from the Overrun State.

Paralyzed: Various natural or crafted toxins can affect one's nervous system such that they are frozen in their own bodies. A Paralyzed victim may take no Actions, no Maneuvers, and opponents attacking the paralyzed individual automatically succeed in their Hit Checks. All Damage done against a Paralyzed target is maximized (no need to roll). Unless otherwise noted, the only actions victims of Paralysis may make is attempting an Endurance Check at an Extreme (18) Difficulty to regain control of themselves. This difficulty reduces by one difficulty rank (from Extreme to Difficult, then Difficult to Average, then Average to Easy) each Round until either continuing at the Easy (9) Difficulty or the victim successfully makes an Endurance Check.

Prone: Being on your belly, chest or knees can earn one the Prone State. All Hit Checks made against a Target with the Prone State are done so at Advantage. Prone victims may only make attacks with Light weapons, are reduced to one-quarter their Speed, and must spend an Action to stand back up.

Stunned: Loud noises, bright flashes of light amidst darkness, or even a blow to the head that ends in seeing stars can earn one the Stunned State. All Hit Checks made against a Target with the Stunned State are done so at Advantage. In addition, Stunned victims make all Checks at Disadvantage, may not take Maneuvers, and remained stunned until the following Round.

Unconscious: Being knocked out or being fast asleep earns one the Unconscious State. All attempts to Hit an Unconscious Target will automatically succeed, and it is left to the discretion of the Game Master as to whether the Unconscious individual is immediately slain or if Damage is done so at an increased rate. Unless otherwise noted Unconscious victims may make an Endurance Check at an Extreme (18) Difficulty on their next Round to awaken. This difficulty reduces by one (from Extreme to Difficult, then Difficult to Average, then Average to Easy) each Round until either continuing at the Easy (9) Difficulty or the victim successfully makes an Endurance Check.

STAMINA

Along with the various Actions and Maneuvers mentioned, some Characters can gain and use Stamina. Although most integral to Warriors, Stamina is also used by other Classes. A Character's initial Stamina is listed in their Class Level Progression Chart. Stamina is the total of the number listed in the Class Level Progression Chart, plus their Constitution modifier, plus any bonuses from Racial Perks, plus any bonuses from Abilities. As Characters advance they may gain additional Stamina equal to the number listed in the Level Progression Chart, plus bonuses

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for any additional Abilities they may have acquired. However, the armor a Character chooses to wear may negatively impact their Stamina.

Stamina is used to augment an Attack Action. It reflects one's skill, training, and overall combat prowess. A Player can spend Stamina during combat for any of their Attack Actions. Stamina expenditures may be declared before, during, or after their attack has been made. Below is a combination of tables Players can use to build a special attack using their Character's Stamina. A Character's execution of deeds is limited only by their available Stamina, as Stamina Effects may be purchased multiple times.

Stamina - Additional Attacks & Actions

Stamina Cost	Effect
5	To take an additional Action
3	Off-Hand Attack with a Light Weapon
4	Off-Hand Attack with a Medium Weapon
10	A Regular Attack against each Target in your immediate area (using the highest Defense of your Targets as the Hit Check Difficulty)

Stamina - Hit Modifiers

Stamina Cost	Effect
1	To gain a bonus of one (+1) to the result of a Hit Check
4	To Roll a Hit Check at Advantage, or reroll a singular missed Hit Check
10	To Automatically Score a Successful Hit

Stamina - Damage Modifiers

Stamina Cost	Effect
1	To Increase a Damage Roll by one (1) point against a Target
3	To Roll a Damage Roll at Advantage against a Target
3	To Roll an Additional Damage Die (d4) against a Target
4	To Roll an Additional Damage Die (d6) against a Target
5	To Roll an Additional Damage Die (d8) against a Target
1	To Do 1 Point of Damage on an Unsuccessful Hit Check against a Target
3	To Do ½ Damage on an Unsuccessful Hit Check against a Target
5	To Do Maximum Damage against a Target
10	Bestow the Blinded State* on a Successful Hit Check against a Target
3	Bestow the Lame State on a Successful Hit Check against a Target

4	Bestow the Prone State on a Successful Hit Check against a Target
5	Bestow the Stunned State on a Successful Hit Check against a Target
10+	Bestow the Unconscious State* on a Successful Hit Check against a Target

* See further description of these Damage Modifiers

Stamina - Defense Modifiers

Stamina Cost	Effect
1	Decrease the amount of Damage received by one (1) point
10	Cancel a single physical Attack made against you in a Round
15	Cancel all physical Attacks made against you in a Round

Stamina - Movement Modifiers

Stamina Cost	Effect
1	Traverse Obstacle/Obstruction without impediment
3	Double your Speed for your Maneuver

Stamina - Miscellaneous Actions

Stamina Cost	Effect
3+	Grab and Hold* your Opponent

* See further description of these Miscellaneous Actions

Damage Modifiers

Bestow Blinded State: The Blinded State bestowed upon a target lasts for a duration of 1d4+1 Rounds.

Bestow Unconscious State: The cost to bestow the Unconscious State to one's opponent is 10 plus the difference between the Level of the Character attempting to bestow the State, and the Challenge Level of their opponent. For example, a Level 3 Character attempting to bestow the Unconscious State to a Villtur (Challenge Level 5) would need to pay a Cost of 12 (10+2 for the difference between their Level and Challenge Level of their opponent).

Miscellaneous Modifiers

Grab and Hold: You cannot grab and hold an opponent that is more than twice your size. The cost to grab and hold one's opponent is 3 plus the difference between the Level of the Character attempting to bestow the State, and the Challenge Level of their opponent. For example, a Level 1 Character attempting to grab and hold onto a Fetch (Challenge Level 2) would need to pay a Cost of 4 (3+1 for the difference between their Level and Challenge Level of their

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opponent). Once grabbed and held the following factors immediately come into play:

- Hit Checks made against the grabbing individual and their held opponent are done so at Advantage.
- The individual grabbing their opponent is reduced to $\frac{1}{2}$ their Speed, but may move their grabbed and held opponent at will.
- The individual grabbing their opponent can make Hit Checks against their grabbed opponent at Advantage with a Light weapon, at no additional bonus with Medium weapons, but is precluded from making attacks with Heavy weapons.

The victim remains held until a successful Check is made at Disadvantage. This Check may include, but not be limited to a successful Hit, Athletics, or Exertion Check. The GM has final say as to which Talents or Checks are most applicable. The Difficulty for this Check is equal to 10 + the Level (or Challenge Level) of the individual holding onto their opponent.

Regaining Stamina

Once Stamina is expended it can only be regained during combat with a successful Recuperation Check. The use of the Recuperation Talent is considered an Action. Following combat, and given sufficient time to catch one's breath, Characters fully regain their Stamina.

INJURY & RECOVERY

Attacks from unknown enemies, unforeseen traps, or even the perils of weary travel can result in Characters becoming injured. Each Character can take only a certain number of Damage points before they are Battered, Injured, or Down. Every time a Character suffers injury, the points of Damage done are temporarily removed from their Health beginning with the first Health tier: Fatigued. When a Character has taken damage equal to or greater than the amount of Fatigue they possess, they then start taking damage in the Battered tier. Likewise, when they have taken damage equal to or greater than their Battered tier, they then start taking damage in their Injured tier. When a Character has taken enough damage to exceed their Injured tier they will mark their Character as Down. Down Characters are on the verge of death, and are exceedingly vulnerable.

Injury & Recovery Table

Health Tier	Penalty	Recovery
Fatigued	None	All recovered following the end of the Encounter

Battered	Action or Maneuver, not both	All recovered following a Worthwhile Rest
Injured	Disadvantage on all Checks	1 point recovered following a Worthwhile Rest
Down	May only Take Free Actions	Recovered following a Worthwhile Rest

Fatigued: Fatigued Characters are tired, winded, and possibly scratched up a bit from the battle. Fatigued Characters suffer no penalties from their injuries, and recover all their Fatigued Health once the Encounter in which they were injured is over.

Battered: Battered Characters have taken their licks. They are cut up, banged and bruised, and have suffered some degree of minor wounds from the battle. Battered Characters are only able to perform an Action or a Maneuver during their Turn, not both. Battered Characters recover all their Battered Health once they have sustained a Worthwhile Rest.

Injured: Injured characters have been seriously wounded, have possibly suffered sprains or fractured bones, and have been gravely hurt in battle. Injured characters suffer the penalty of making all Checks at Disadvantage, as well as the penalties for being Battered. Injured Characters recover 1 point from their Injured Health once they have sustained a Worthwhile Rest.

Down: Once you are Down, you are out of the fight. Your injuries are so great that you are unable to continue effectively in combat. A Character who has marked themselves as Down is slain if they take any additional Damage. Characters who are Down become debilitated and can only take Free Actions during their turn. As well, they suffer the penalties from being both Battered and Injured. A Down Character immediately unchecks his Down box once they have sustained a Worthwhile Rest.

Fighting On

Characters who become penalized because of their wounds may use their Endurance Talent to ignore those penalties. The Endurance Talent may also be used to continue to fight on after the Character has been reduced to their Down Health Tier.

WORTHWHILE REST

Sometimes a good night’s rest can be enough to allow one’s body to recover from the hardships they have suffered throughout the course of the day. A Worthwhile Rest is an uninterrupted eight (8) hours of sleep. Characters looking to cut short

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their Worthwhile Rest, or to attempt it while wearing armor, can use their Combat Rest Talent to do so. Otherwise, any interruption during these eight hours of rest results in a failure to gain the benefits of a Worthwhile Rest. If a Character was to sleep two (2) hours and be interrupted, they can go back to sleep and try to sleep for a continuous eight (8) hours to obtain their Worthwhile Rest (thus having slept 10 hours that night). A Worthwhile Rest allows a Character to recover all their Battered Health, a point of Injured Health, and their Down Health.

Worthwhile Rest Example: Let us imagine the Rogue has just finished a brutal combat with a group of powerful enemies. He has burned through all his Fatigued and Battered points, and has taken 3 points of Damage into his Injured tier. Following the Encounter, the Rogue can regain his entire lost Fatigued tier. That night he gets a Worthwhile Rest. The next day the Rogue regains his entire lost Battered tier, and one point of his Injured tier. He will need two more Worthwhile Rests before he regains the remaining two points of Damage to his Injured tier (assuming he does not take any additional Damage). The example table following provides further articulation of the above example.

Example Rogue's Health After the Last Round of Combat		
Fatigued	Current: 0	Maximum: 14
Battered	Current: 0	Maximum: 12
Injured	Current: 6	Maximum: 9

Example Rogue's Health Immediately Following Combat		
Fatigued	Current: 14	Maximum: 14
Battered	Current: 0	Maximum: 12
Injured	Current: 6	Maximum: 9

Example Rogue's Health Immediately Following a Worthwhile Rest		
Fatigued	Current: 14	Maximum: 14
Battered	Current: 12	Maximum: 12
Injured	Current: 7	Maximum: 9

Other Means of Recovery

Through the course of conflict and combat Characters can find themselves battered, bruised, and bleeding. Recovering from these hardships might be quick

and surprising, or may be drawn out and tiresome. Characters may have suffered from wounds to their Health, drains of their Stamina, or other loss of ability. What a Character might be suffering from plays a large role in how long it will take them to recover. The following is a breakdown of the various other forms of Recovery:

Health: Often the most common form of healing comes in the way of Worthwhile Rest. However, Divine powers have another means: Divine Interventions that bestow recovery of one's Health are immediate. Whatever type of wound the character might have been suffering from is immediately removed as if it never happened. Cuts close, bones heal, and no evidence of the injury is left behind.

Hermetics Aid: Those with skills in Hermetics can assist an individual's healing process. By setting bones, dressing wounds, and applying salves, a Character skilled in Hermetics can improve the amount of Health recovered during one's rest. Only Characters with an Apprentice level of Expertise or greater can attempt to assist with another's healing. The Character begins with a Hermetics Check of a Difficulty determined by how much time they spend assisting the

Hermetics Aid Difficulty Table

Time to Treat	Difficulty
Less than 30 minutes	Extreme (18)
30 minutes to 1 hour	Difficult (15)
1 hour or more	Average (12)

injured as noted in the Hermetics Aid Difficulty Table. If the Character offering aid is successful in their Hermetics Talent Check, the injured Character recovers twice the amount of Health they would have otherwise received from their Worthwhile Rest. If the injured Character does not receive a Worthwhile Rest, they do not get any of the benefits of Hermetics Aid.

Hermetics Aid Example: A Rogue is offering Hermetics Aid to an injured Warrior. The Rogue and Warrior are camped, and the Rogue has applied Hermetics aid to the Warrior for the last 90 minutes. The Rogue successfully makes his Hermetics Check at a Difficulty of Average (12). Since the Rogue succeeded in the Hermetics Check, the Warrior (assuming a Worthwhile Rest) would recover all their Battered Health, two (2) points of Injured Health, and their Down Health.

Healing Attribute Damage: Certain magical attacks and creature special abilities may result in a Character's Attributes being reduced. Attribute points are recovered at a rate of one (1) point per Worthwhile Rest. Characters may gain the benefits of Health, Stamina, and Attribute recovery in the same night's Worthwhile Rest.

ATHIA DEATH

The finality of death is an ever-present reality in Athia, and as such can work its way even into the affairs of the mightiest heroes. Although there are many opportunities for Characters to mitigate death rearing its ugly head, it is always a lingering possibility. As such, Players may indeed see a Character they have invested imagination, depth, and personality in taken from them. Are there ways to circumvent this most absolute of events? Perhaps, but those stories would be epic adventures unto themselves. Are not the gods capable of changing the fates? Are there not legendary items of unexplainable powers? Isn't there some apocryphal tale of a man who had traveled into the hells himself to return a lost love?

... Maybe.

Death is not the sole decision of the Game Master; Players make choices for their Characters, and as such may find themselves in over their heads. Withdrawal, retreat, regroup, and try again later should be terms every Player is familiar with. Just because we encourage Athia to be a world where the Players create heroes who can overcome the circumstances of their environments does not mean that we also suggest that this task should be easy.

Characters can die.

NON-COMBAT ENCOUNTERS

Not every encounter is about drawing steel and waylaying a group of enemies. Some encounters are far more simple, deadly, or interesting. The stories told throughout an adventure in Athia often lead Characters down many paths, some of which lead to far more compelling things than combat.

CHASES

The first question any GM should ask themselves when considering adding a chase to their game is whether it is important that there is a chase. Does it matter if the Characters catch their Target? Does it matter that the Target gets away? Do not make your Players go through a long chase sequence if the outcome is already determined. However, if you are looking to add a bit of color to the game, or perhaps show off a bit of the environment where the Characters are, then go right ahead. Chases can be done in any manner of ways, but it is worth considering a few factors for the chase:

Whose Speed Score is higher?

Speed scores might give everyone from the start the sense of whether their Target can be caught. A GM should draw a line as to what disparity between Speed Scores is enough to assume the Target will be caught quickly, or escape quickly. For example, if a Target's Speed Score is two or three times greater, then perhaps they are too fast to be caught. If Speed Scores are close, then it is a race to see who can push themselves harder, or run longer, or run smarter, etc.

When to roll dice?

If you have decided to leave the outcome of a chase to chance, then you will need to have at least a couple of Checks during the chase. Any number of Talents might be applicable: Athletics (for Characters attempting to push themselves faster, or to overcome obstacles put in their way), Concentration (for maintaining focus on your stolen goods getting passed from one thief to another as they race through town), Discipline (to not follow your instinct to stop before a leaping between rooftops, or running through a wall of flame), Endurance (to keep on running minute after minute), Exertion (to lift a dropped portcullis or move a cart out of the way), Notice (to keep an eye on your Target as they attempt to hide during the chase, or duck into an unseen passage), Stealth (to sneak up on Target when they stop thinking they have outrun you), Swimming (should things end up in the water), or Taming (should things end up on horseback).

What hazards are there?

Along with someone trying to catch their Target, or avoiding getting caught, there may be any number of other factors that contribute to the chase itself. Are they running through the rafters on narrow beams? Is there an earthquake going on around them toppling buildings, or caving in ceilings? Are there crowds, and are they interested in getting in or out of the way of one or more parties involved? Is it foggy, icy, or even oppressively hot? Any of these factors will impact all parties involved. Hazards could cause Checks to be made at Disadvantage, or simply raise their Difficulty.

How to determine a winner?

This will vary from chase to chase, because of circumstance or perhaps because of environment. The GM could have a series of stages of the chase, each with a Check to determine if the Target is closed in on, or if they get further away. There could be periodic Checks to see who simply gets tired first, so long as any obstacles or hazards do not do them in. There even could be a target number to hit with those periodic Checks (say, the Character's successes on their Checks earn them a point for each result higher than the target Difficulty - once they have acquired X points they catch their Target).

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What else might be used?

GM's and Players are encouraged to use everything at their disposal, magic Effects, items (magical and mundane), Stamina, gear, and the environment could all be utilized in some fashion so long as the GM finds it suitable.

Could a Chase be part of Combat?

Sure, but the GM will have to determine when it is appropriate (or even when you are close enough to attempt to do so). Throwing a dagger while at a full run might be done at Disadvantage, and reloading a crossbow while jumping over an overturned collection of baskets might be impossible. Your GM has final say as to when and how any attacks might be conducted. Chases most commonly happen towards the end of Combat, or finish resulting in Combat.

GMs are encouraged to determine how they want to conduct the chase, and to communicate to Players how the chase will be run and concluded so the Players can decide for themselves whether their Characters engage in the chase.

NON-PLAYER CHARACTERS

Non-Player Characters (NPCs) are an integral part of any Athia game. They can be antagonists, supporting cast, or used to fill the world with color and detail. They may serve as a means for a GM to impart information to the players, or may simply be another obstacle for the Players to overcome.

Some NPCs will appear with a specific agenda, and already have a certain disposition towards a Character or group of Characters. However, other NPCs will be completely oblivious to the Characters save for how they present themselves, or what reputations they have made or that might be known. GMs are encouraged to use a Character's (or the average of the Party's) Charisma Talent to determine the demeanor of the NPCs. The higher the Charisma, the more likely the NPC will react favorably towards the Character or Party; the lower the Charisma, the less favorable their attitude will be.

NPCs who are adversaries can be treated just as any monster or creature would be treated. All combat with an NPC is handled just as it is with any other encounter.

TRAPS

Traps range from simple covered pits to elaborate mechanical devices capable of thwarting large groups of interloping adventurers. They might be hastily constructed or decidedly elaborate. They might be strictly mundane or entirely magical. Whatever their construction, traps can pose a tremendous threat to a Character.

Traps are designed with three things in mind: a trigger, an effect, and its concealment. The idea of a trap is that its existence is unknown; when sprung, a trap results in some sort of protection versus the uninvited or as a deterrent to those who wander where they otherwise should not. A trap might release a cloud of poisonous gas, set into motion a spring-loaded blade to decapitate its victim, drop a cage to capture an unwanted guest, or possibly just raise an alarm. Not every trap is meant to harm; some are designed to simply frighten off those who have ventured too far.

Traps have three common statistics: Rating, Attack, and Effect.

Rating: The Rating of the trap represents both how well hidden the trap is and how daunting it might be to bypass or disarm.

Attack: Some traps swing weapons, fire darts, or shoot off magical balls of fire. The Attack value of a trap denotes any bonus to its Hit Check. For example, a trap that launches a crossbow bolt at a Target might have an Attack of 1. This number would reflect the +1 Hit Check modifier for the attack.

Damage: The Damage value of a trap denotes the trap's Damage that occurs when the trap's Attack is successful. For example, a trap that launches a crossbow bolt at a Target has a Damage value of 2d6. This number would reflect the Damage dice to roll if the Trap's Attack is successful.

Effect: Traps can do all sorts of things - anything from ringing a bell to crushing a victim. The Effects of a trap are listed here and may include all sorts of pertinent information about States the Trap grants, Damage over time, or other conditions that could affect Characters caught up within the trap itself.

Springing Traps

A victim falls prey to a trap when they fail to notice it and trigger the trap. When stumbling upon a trap the would-be victim first rolls a Notice Check against a Difficulty equal to the trap's Rating. If they succeed in this Check, they then notice the trigger of the trap, but may have no idea what the Trap is capable of. With this successful Notice Check they may then avoid or circumvent the trap. If they fail the Notice Check they then fall victim to the trap's Effects, delivering Damage as listed in the trap's Damage statistic.

Also, when activated, all other Effects of the Trap occur. Damage delivered is automatically bestowed upon the victim of the trap who fails to Notice the trap, as well as any Special Condition (often a given State or circumstance). Some traps confine or contain their victims, some continue to deliver damage over time, and others may have completely unique effects.

Escaping Traps

Traps may require a Character to make a successful Talent Check (Athletics or Exertion, for example) to escape the trap. These Talent Checks are made against a Difficulty equal to the trap's Rating.

Setting Traps

There are times when Characters will want to set up a trap as part of an ambush, to be made aware of an approaching enemy, or perhaps to leave behind for anyone else attempting to trace the Character's path. Whatever the case, setting a trap is something that is only possible through the successful use of the Craft Talent.

Players determine what kind of trap they want to set and present the idea to the GM. The Player then determines the Rating of the trap being set. The Rating represents the difficulty to both notice and disarm the trap, but for trap creation the Rating also becomes the Difficulty of the Craft Check to create the trap.

After determining the Rating of the trap, the Character will need to determine how much time they spend creating the trap. The amount of time available will be offered by the Game Master based upon the Character's current circumstances. The various times for trap creation are as indicated:

- **Hasty:** A hastily thrown together trap is something typically done while being pursued, or without much in the way of time for preparation. These traps are created with immediate materials on hand, and are often little more than deterrents or alarms.
- **Short:** Traps built in a short time are often built in less than an hour. They are cobbled together in anticipation of prey or an enemy passing through momentarily, or made with little time to gather adequate materials.
- **Reasonable:** Characters who have a full day's time to prepare a trap can make it particularly lethal. They have the time to ensure it works effectively, to test it out several times, and to focus its attack so that it delivers as much Damage to its Target as possible.
- **Lengthy:** On occasions where there is no time limit, Characters can make the deadliest of traps. These traps are often elaborate, thoroughly tested, and/or have numerous components that have been acquired specifically for trap's construction.

Finally, knowing the amount of time the Character will have to create the trap, the Player determines how many Trap Creation Points they can use to build their trap. Trap Creation Points are based upon the Expertise Level of the Character's Craft Talent and the time they use to build and set the trap, as indicated in the Trap Creation Points table.

Trap Creation Points Table

Time	Untrained Expertise	Apprentice Expertise	Journeyman Expertise	Master Expertise
Hasty	0	1	2	3
Short	1	2	3	4
Reasonable	2	3	4	5
Lengthy	3	4	5	6

For example, a Character with a Craft Talent at Apprentice Expertise who has a Short amount of time to build a trap, would have 2 Trap Creation Points. A Character with a Craft Talent at Journeyman Expertise, who has a Lengthy amount of time to construct their trap, would have 5 Trap Creation Points to create their trap.

Trap Creation Points can be spent to deliver Damage with the trap and/or deliver a Special Condition. Damage from a trap is based upon the Expertise Level of the trap's creator. Damage purchased (per creation point spent) is delivered per Level of the trap's creator. Any number of Creation Points may be spent on Damage, and the more Trap Creation Points thus spent continue to increase the amount of Damage the trap conveys. Any Damage done by the trap is done only to the victim who triggered the trap (unless the Special Conditions of the trap indicate otherwise). A breakdown of the Damage per Creation Point for the trap is shown in the Trap Damage Table.

Trap Damage Table

Expertise Level	Damage per Trap Creation Point
Untrained	1/Level
Apprentice	2/Level
Journeyman	3/Level
Master	4/Level

For example, a 5th Level Character with a Craft Talent at Apprentice Expertise would do 10 points of Damage ($2 \times 5 = 10$) per Trap Creation Point spent. A 2nd level Character with a Craft Talent at Journeyman Expertise would do 6 points of Damage ($3 \times 2 = 6$) per Trap Creation Point spent.

Special Conditions are those instances where a given trap does more to its victim than simply wounding them. Special Conditions are often specific States that the trap bestows on its victims. Sometimes Special Conditions are capabilities of the trap to affect more victims, a larger area, etc. The Special Trap Conditions Table provides a list of Special Conditions for traps and their Point Cost when creating a trap. Each of the Special Conditions listed is explained in further detail following the table.

Special Trap Condition Table

Special Conditions	Trap Creation Point Cost
Alarm	0
Area Damage*	1 (per 10' radius)
Bestow State: Aflame	1
Bestow State: Bleeding*	2 (per Bleed Damage)
Bestow State: Blinded	2
Bestow State: Immobilized	2
Bestow State: Lamé	1
Bestow State: Prone	1
Bestow State: Stunned*	1 (per Round)
Bestow State: Unconscious	3
Damage/Round	3
Drain*	2

* May be purchased multiple times

Alarm: An Alarm trap is often used to alert individuals of pursuers or other things snooping around the area. If an Alarm trap is sprung it either sets off a noise-maker or some sort of visual queue. This Special Condition may or may not be accompanied with Damage from the trap.

Area Damage: This trap is larger than normal, and as such will deliver its Damage over a larger area (10' radius per Trap Creation Point).

Bestow State: Aflame: The trap bestows the Aflame State to its victim.

Bestow State: Bleeding: Bleeding Conditions are based upon the Craft Expertise of the trap's creator. Untrained Expertise Bleeding traps do Bleed:1, Apprentice Expertise Bleeding traps do Bleed:2, Journeyman Expertise Bleeding traps do Bleed:3, Master Expertise Bleeding traps do Bleed:4. Each time the Bleeding Special Condition is purchased the amount of Bleeding Damage done is doubled.

Bestow State: Blinded: The trap bestows the Blinded State either through dispersing something into its victim's eyes, or through delivering a bright flash.

Bestow State: Immobilized: The trap bestows the Immobilized State to its victim.

Bestow State: Lamé: The trap bestows the Lamé State to its victim.

Bestow State: Prone: The trap bestows the Prone State to its victim.

Bestow State: Stunned: The trap bestows the Stunned State to its victim for a number of Rounds equal to the number of Trap Creation Points spent.

Bestow State: Unconscious: The trap bestows the Unconscious State to its victim.

Damage per Round: The Damage delivered by the trap is done every Round that the victim remains within the trap.

Drain: The trap does a point of Attribute Damage (Attribute to be determined by the trap's creator with the GM's approval) per every 2 Trap Creation points spent.

Building an Example Trap

Gomire is a 4th level Rogue with a Journeyman Expertise in Craft. He is currently being pursued by bandits, and wishes to slow them down. Gomire's Player confers with the Game Master, and they determine he only has time enough to build a Hasty trap. Knowing his trap is Hasty, and that his Craft Talent is at Journeyman Expertise, he determines he has 2 Trap Creation Points to build something. Wanting to ensure the trap is not detected, he decides to set the Rating for the Trap at 15. He then decides he will simply tie a thin rope around neck level between two trees, spending one Trap Creation Point to have his trap deliver Damage and the other point for it to deliver the Special Condition of Prone. Gomire's trap now looks something like the following:

Gomire's Neck Snare	
Rating	Difficult (15)
Damage	12
Special Conditions	Bestows Prone State
Effect	This simple trap is a thin rope tied between two trees to catch its victim at about neck level. The victim of the trap suffers 12 points of Damage and is immediately knocked prone.

To then build the trap Gomire then needs to make a successful Craft Talent Check at a Difficult (15) Difficulty.

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SAMPLE TRAPS

Arrow Trap	
Rating	Easy (9)
Damage	24
Special Conditions	None
Effect	Stepping onto a specific area of the floor releases the arrow from another location.

Crushing Hallway	
Rating	Difficult (15)
Damage	20
Special Conditions	Area Damage (20' radius), Damage per Round
Effect	The trap is sprung when someone steps into the center section of the hall. The ends of the hall are closed off with a falling portcullis, after which the ceiling of this hallway lowers at an alarmingly quick rate. Those trapped within suffer damage per round until the trap is disarmed or the characters are crushed to death.

Grease Slide	
Rating	Easy (9)
Damage	None
Special Conditions	Bestow State: Immobilized
Effect	Victims trip over a thin wire and tumble down a grease-covered ramp that eventually dumps them into a room below. A successful Athletics Check against the trap's Rating is sufficient to avoid sliding down the passage.

Spiked Pit	
Rating	Average (12)
Damage	27
Special Conditions	Bleed: 3
Effect	Victims fall 10' onto a selection of sharpened sticks.

ACIDS & POISON

Monsters, assassins, animals, or even untested plants can prove toxic to unsuspecting adventurers. Both acids and poisons may be a rare encounter, but their effects can be deadly.

Acids occur regularly in nature, and in some cases, have been harvested or collected for any number of uses. Acids are corrosive substances that work by breaking down, damaging, or even destroying materials they contact. Acids continue to work until the corrosive qualities become diluted or inert as the compounds in the acid have thoroughly run their course.

Poisons works on the assumption that a toxin or venom can be introduced into a Target's body, and therein begin attacking or impeding bodily functions. Poisons continue to act until the victim's body can overcome the toxin, medical assistance is provided to the victim to stave off the poison's effects, or the victim dies.

ACID TYPES

Acid will attempt to damage and destroy any organic material that it contacts. Acids can be delivered through a variety of means; direct contact, spray, or as a gaseous vapor. Through whatever means the acid is delivered, its effects are based upon the intensity of the acid itself. There are four different intensities of acid: Minor, Moderate, Major, and Deadly. Each level of intensity has a specific amount of Damage the acid will inflict per Round as noted in the Acid Types Table. Unlike most other Damage a Character might be subjected to, Acid begins damaging a Character's Battered Health Tier and progresses from there (instead of starting at their Fatigued Health Tier).

An acid works for four (4) Rounds once it has contacts its Target. At the end of the fourth Round the acid has become inert and no longer corrodes the material it has touched. Acid may be applied multiple times, and unfortunate items or individuals who find themselves in enough acid to be completely submerged may corrode for more than the four (4) Round maximum (at the Game Master's discretion).

Minor and Moderate Type Acids only work on matter and materials of an organic nature (stemming from animal or plant products). Acid works on all means of skin, flesh and bone. Only the most corrosive of acids (those of the Major or Deadly Types) have any effect upon stone or metal, and no acids work on glass.

Acid Types Table

Intensity	Damage	Difficulty
Minor	1d4	Easy (9)
Moderate	1d8	Average (12)
Major*	1d12	Difficult (15)
Deadly*	1d20	Extreme (18)

* This Acid Type can corrode stone and metal.

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Treating Acid: Characters may attempt to treat a victim that has been subjected to acid through use of the Hermetics Talent. To cease the corrosion of the acid a Character must take an Action to treat the victim. By making a successful Hermetics Check against the Difficulty of the Acid, the treating individual can stop the effects of the acid.

Death by Acid: Characters who are reduced to the Down Health Tier by acid are in mortal danger. At the beginning of the victim's next turn they will die unless treated for their acid exposure, or healed of enough Health to survive the remaining Rounds of the acid's course.

Creating Acid: Acids are not created, but some acids can be harvested or collected from the creatures and lands of Athia. GMs have the final say as to what may prove useful for a Character to collect and use as an acid. Minor Acid may be purchased in apothecary shops, blacksmiths, or other places where goods are sold.

POISON TYPES

There are two types of poison: External and Internal. External poison is poison that merely must touch a Target for the toxins to work their way into their system. Internal poisons are poisons that must be ingested or otherwise introduced into a Target's body (say by coating a sword and cutting a Target with it). Along with the poison types there are four different severities of poison: Minor, Moderate, Major, and Deadly. Each poison severity has a specific amount of damage that the poison does, a Difficulty to overcome or treat the poison, and a cost of the poison for those Characters wishing to add a distinct advantage to their combat prowess as noted in the Poison Table. Unlike most other Damage a Character might be subject to, Poison begins damaging a Character's Battered Health Tier and progresses from there (instead of starting at their Fatigued Health Tier).

Poison Table

Severity	Damage	Difficulty	External	Internal
Minor	2	Easy (9)	10 S	5 S
Moderate	4	Average (12)	50 S	25 S
Major	8	Difficult (15)	100 S	50 S
Deadly	16	Extreme (18)	1000 S	500 S
Paralysis*	n/a	Extreme (18)	500 S	250 S

***Paralysis Poison:** This toxin is frequently distilled from the venoms and poisons of insects, reptiles, or plants. Victims of Paralysis Poison suffer from the Paralyzed State, but do not suffer any Damage from the poison.

As mentioned earlier poisons do damage over time, eventually killing a victim if they are unable to overcome the toxins or if those victims do not receive medical attention. A victim can be subjected to poison, either by an external poison contacting the victim, or an internal poison being introduced into the victim's system (perhaps due to something eaten, or a successful Melee Attack).

Once successful contact has been established, the poison will take effect in the next Round, and cause Damage each subsequent Round thereafter. At the beginning of the next Round the victim of the poisoning must make an Endurance Check against the Difficulty of the poison's severity. If they are successful, their body is capable of fending off the effects of the toxins. If they fail, they take Damage appropriate for the poison's type and severity. This continues each Round until the victim makes a successful Endurance Check or the victim's Health is depleted (see Death by Poison).

It is important to note that once a victim of a poison has overcome its effects with a successful Endurance Check, they are then immune to any other attempts to poison them from the same source for the Encounter. For example, three Striga are attacking a group of characters. Character A gets poisoned, and two Rounds later makes a successful Endurance Check. They cannot be poisoned again by any of the other Striga in the Encounter. However, if there was a Naga in the same encounter, they could be poisoned by the Striga, and then by the Naga, suffering the effects of both poisons at the same time until their Endurance Checks are successful. If an individual receives outside assistance in overcoming the effects of a poison (such as with an Alleviate Poison Divine Intervention Effect), they can be poisoned again by the same creature in the same Encounter as it was not their own body that overcame the effects of the poison.

Treating Poison: Characters may attempt to treat a victim that has been poisoned through use of the Hermetics Talent. To help cease the effects of poison, a Character must take an Action to treat the victim. By making a successful Hermetics Check against the Difficulty of the poison's severity, the victim of the toxin gains Advantage on their next Endurance Check.

Death by Poison: Characters who are reduced to the Down Health Tier by poison are in mortal danger. At the beginning of the victim's next turn they must again make an Endurance Check. If still Down, failure to make this Check will result in the death of the Character. Any attempts to treat the victim's poison must be attempted before the victim attempts (and more specifically fails) this Endurance Check.

Creating Poison: Characters can use the Hermetics Talent to refine or create poisons of their own. Materials for Minor poison can be found throughout Athia, are often sold as other independent ingredients, and only require an Easy Hermetics Check to refine into either a Minor External or Minor Internal poison. The cost for Minor poison ingredients or materials is one half the cost of the

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poison the Character is attempting to make. Moderate and more severe poisons come from rare sources and may only be accumulated through a Character's adventures (by extracting venoms and toxins from slain monsters, or by gathering substances found in their travels). The values noted in the Poison Table indicate their worth should a Character wish to sell a poison they created. GMs have the final say as to what may prove useful for a Character to turn into a worthwhile poison.

DISEASE

Not to be confused with the Sickness, disease is a natural illness or ailment that afflicts individuals exposed to sources or carriers of disease. With limited medicinal options, squalid conditions, and exposure to others, disease can become rampant. Some diseases are fatal, but many are simply problematic. Diseases often run their course, whether taking the life of the host or not. But those suffering from a disease can expose others to it, spreading the contagion until everyone in a community is affected.

Hermetics and Diseases

Although most diseases are not curable using Hermetics, the Hermetics Talent can be used to assist someone in overcoming the effects of their disease. With a Successful Hermetics Check made against the Treatment Difficulty of the disease, the diseased Character can forgo the effects of their disease for the day.

For example, a Warrior has been afflicted with Water Illness and his Rogue companion wishes to assist him in fending off the effects of his disease. The Rogue makes a Hermetics Check against the Extreme Difficulty (18) of the Water Illness disease. If he is successful in his check, the Warrior can move at his full Speed and may get a Worthwhile Rest for the day.

Endurance and Disease

One's very body possesses the tools to beat back disease. How resistant one is to a given disease exposure varies from individual to individual. Some of us are highly susceptible, while others have the resilience and fortitude to overcome exposure to even the worst of illnesses.

When initially exposed to a disease, a Character must make an Endurance Check against the Difficulty of the disease's Contagiosity. If successful in their Check, the individual is spared from the effects of the disease until exposed to that disease in another instance. Under continuous exposure to a disease, a Character must make an Endurance Check for every hour of exposure.

Every disease is different, having completely disparate effects from one another. Where the disease is found, how it is contracted, its symptoms, its progression,

and whether one can overcome the disease are all elements of the disease itself. Each disease is described using the following terms:

Name: The name of or common term for the disease.

Contagiosity: The Difficulty to resist the disease as well as the likelihood that the disease spreads.

Treatment: How difficult the disease is to treat with the Hermetics Talent.

Onset: How the disease is contracted.

Effects: The symptoms and mechanical effects of the disease.

Recovery: What is needed to overcome the disease.

Entomology: Where the disease comes from, and where it is commonly found.

SAMPLE DISEASES

The following is a small list of some of the more common diseases in Athia. This list is not at all comprehensive, and GMs are encouraged to add or edit the following as suits their games.

Name: Black Cough

Contagiosity: Difficult (15)

Treatment: Extreme (18)

Onset: Exposure to infected individuals, or to infected waters

Effects: Individuals suffering from Black Cough find themselves constantly coughing, in some cases coughing up dark globules of blood. Sufferers labor to breath, and find strenuous activities difficult without breaking into coughing fits. Any time an individual suffering from Black Cough wishes to take an Action in combat they must first make an Endurance Check against an Easy Difficulty (9) or enter a fit of coughing for that Round (instead of taking their Action).

Recovery: Though its symptoms may be mitigated using Hermetics, Black Cough is incurable through mundane means. It can be cured via the Alleviate Disease or Restoration Divine Effects.

Entomology: Black Cough is a recent disease, cropping up around the time of the Sickness as people huddled together in tight quarters, or in towns and cities that brought in more refugees than they could support. Named for the thick, dark

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material one coughs up when afflicted, the Black Cough is a nasty disease that often leaves the infected quarantined from the rest of society.

Name: The Chill

Contagiosity: Average (12)

Treatment: Extreme (18)

Onset: Exposure to infected individuals

Effects: One of the deadliest of diseases, individuals who have contracted the Chill find themselves suffering from wracking chills due to severe fever, unable to get warm as life slowly slips from them. Sufferers of the Chill lose one point of Health permanently, beginning with the Fatigued Tier, each day. This loss of Health is unrecoverable while suffering from the disease. This does not prohibit the afflicted individual from healing any other damage however. The loss of Health continues until the diseased individual is Down, at which point, upon the next day, the individual dies.

Recovery: Though its symptoms may be mitigated using Hermetics, the Chill is incurable through mundane means. It can be cured via the Alleviate Disease or Restoration Divine Effects.

Entomology: Starting in the cold norths of Athia (where the disease gets its name), the Chill is a slow killer of anyone who contracts it. Once afflicted the diseased individual slowly marches towards their own death. Day by day their condition worsens, until eventually they give in to the disease. Victims sometimes suffer from delusions and in rare cases paranoia, growing in intensity as the disease progresses.

Name: Red Scale

Contagiosity: Easy (9)

Treatment: Difficult (15)

Onset: Being bitten or clawed by infected individuals, or exposed to an infected individual's saliva

Effects: Red Scale is a skin disease that causes one to break out in deep red rashes. Areas of the rash are highly painful, result in flaking or "scaling" skin, and are incredibly irritable. Sufferers cannot wear armor, as the agitation of their skin is simply too much for them to bear, and even heavier clothes are uncomfortable. Additionally, any time an afflicted individual with Red Scale is struck in combat (when a successful Hit Check made against them) they must make an Endurance Check at an Easy Difficulty (9) or be Stunned for the next Round.

Recovery: If left untreated, after a week of infection the afflicted individual may make an Endurance Check against an Extreme Difficulty (18). Success results in the individual overcoming the Disease and no longer suffering the effects. Failure

means the Disease persists. Each week following the first, the diseased individual may make another Endurance Check against a progressively easier Difficulty (Difficult, then Average, and then Easy). Any success on these Endurance Checks results in the individual overcoming the disease.

Entomology: Not the worst of diseases to be sure, but certainly one of the more prevalent. Everyone knows someone who has suffered from Red Scale. Although no one knows the origin of the disease, its existence is known throughout Athia. If the individual can tough it out, painful and agonizing as it is, they will eventually overcome its effect.

Name: Water Illness

Contagiosity: Average (12)

Treatment: Extreme (18)

Onset: Exposure to infected individuals, areas where infection has been prevalent, or to infected waters

Effects: The effects of Water Illness can be exceedingly punishing. Sufferers find themselves constantly battling bouts of nausea and diarrhea. They are endlessly lethargic and constantly low on energy. Those suffering from Water Illness have their Speed reduced by half, and additionally cannot get a Worthwhile Rest while afflicted. Prayers from an individual suffering from Water Illness are limited to two hours at a time.

Recovery: Though its symptoms may be mitigated using Hermetics, Water Illness is incurable through mundane means. It can be cured via the Alleviate Disease or Restoration Divine Effects.

Entomology: It is believed that Water Illness was brought to Athia from the Red Orcs after their landings in Narsys. Having stemmed from the Reptilians, Water Illness affects an individual by making their body constantly attempt to purge the illness from their systems. This purging unfortunately comes in the form of nausea and diarrhea - making life miserable for the subject. Care must be taken as dehydration is a real risk, and Water Illness has proven to be fatal in more than a few cases.

ATHIA ENEMIES

Aside from any other obstacles a Character may stumble across, the greatest threat they are likely to encounter is that of another living, breathing creature bent upon making the Character their next meal. Athia is full of strange and fierce monsters stepping out of the shadows to claim an unsuspecting victim, raid a nearby village, or accost an unwary traveler.

CHALLENGE LEVEL

Each monster or creature has a certain level of capability, which represents how likely it is to fare against a given Character. This capacity is noted as Challenge Level (CL). The Challenge Level of a monster equates to Character Level; thus, a Challenge Level 1 monster is roughly equivalent to a Level 1 Character. This is to help GMs create challenging encounters for their Players. Therefore, if a GM had a group of four Level 2 Characters, he might create an encounter with two Challenge Level 4 monsters, a Challenge Level 5 monster and three Challenge Level 1 monsters, or even eight Challenge Level 1 monsters. All those possibilities would roughly create the same level of difficulty for his Players.

How challenging is an Enemy's Challenge Level? Athia uses a 1 for 1 system, meaning that a single Level 1 Character will likely end up in their Battered Tier when taking on a Challenge Level 1 enemy. This means that they would have wounds that would need a night's healing, but could carry on with their day if needed. The Challenge Level is designed such that the Characters are likely to survive the encounter, but they will also be challenged, if not severely taxed, by the encounter. Increasing the number of Challenge Level monsters or their individual Challenge Levels will certainly make those encounters even more difficult. Likewise, lessening the Challenge Levels of the encounter will make those encounters easier on the Characters.

CREATURE FAMILY

There are eight creature Families: Beast, Construct, Exalted, Faie, Folk, Logryn, Reptilian, and Savage. Creatures of the same Family often share similar aspects or characteristics, and a creature's Family designation can play a part in further mechanics (such as bonuses a character may receive while facing that type of monster). Additionally, a creature's Family designates which Talents the creature has an innate aptitude for. Each Talent listed under the Family's description is a Talent the creature possesses at an Apprentice level of Expertise or better. Each of the monster Families are described below:

Beast: The Beast Family includes all creatures of an animalistic nature. This includes mundane creatures such as Fen and Wolves, but also includes creatures

that are slightly more fantastic animals such as Roc and Striga. Beasts are naturally occurring fauna, prevalent throughout Athia.

Beast Talents: Athletics, Endurance, Exertion, Notice, Stealth, Survival, Swimming

Construct: Constructs are Arcane conjurations, summoned forth from the environment to serve their masters. In heavily forested areas they might be made of twists of wood and vine, or in mountainous regions might be made from solid rock. Constructs do not breathe, have no need for food or water, nor do they speak. They can understand language, and certainly follow the commands of their creators, but otherwise are frighteningly silent.

Construct Talents: Discipline, Endurance, Exertion

Exalted: The Exalted are a Family of divine and divine-related creatures. They can be former gods, creations of the new gods, or ancient concoctions from a former pantheon. Exalted are otherworldly, often having an air about them that is foreign to the world of Athia. There is nothing natural about creatures from the Exalted Family.

Exalted Talents: All

Faie: The Faie Family is very broad, including everything from the greatest and most powerful of the Faie, down to their failed attempts at creating life. Some within the Faie are fully-fledged races unto themselves, others are merely the byproducts of the Slyph's machinations. Whether single creations or creatures of a vast race, the Faie are often designated by large or long, pointed ears.

Faie Talents: Athletics, Charisma, Concentration, Endurance, Hermetics, Notice, Swimming, Taming

Folk: All the general citizenry of Athia is represented by the Folk Family. Folk encompass all Races and represent individuals from all walks of life.

Folk Talents: Athletics, Charisma, Crafts, Endurance, Faith, Notice

Logryn: The Logryn Family includes creatures that have stemmed from the Logryn race. Volat, Ogres, and even Red Orcs have Logryn roots. Although each of the Logryn races is distinct, they share the same humanoid characteristics, often to include general build and anatomies.

Logryn Talents: Athletics, Endurance, Exertion, Notice, Stealth, Survival, Swimming, Taming, Thievery

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Reptilian: The Reptilian Family represents those races stemming from a lizard-like origin. All Reptilians have scaly skin, lizard-like heads, and slitted eyes. They are common to the outlying lands of Athia, particularly the arid and wetland areas.

Reptilian Talents: Athletics, Endurance, Notice, Stealth, Survival, Swimming, Taming

Savage: The Savage Family of Athia is a broader grouping. Although a great deal of Savages are solitary creatures, the Family encompasses those groups who have continued to survive throughout Athia despite the many races that have come and gone, great wars that have scarred the lands, and even the rise of the Sickness.

Savage Talents: Athletics, Endurance, Exertion, Hermetics, Notice, Survival, Swimming, Taming

CREATURE STATISTICS

Each creature has a collection of statistics that both define what the creature is capable of as well as what the creature is. Below is a list of the various statistics used to define a creature:

Name: This is the name the creature is commonly known as. This is not to say that this is a correct name for the creature, but rather the name that the people of Athia have come to use when referencing that creature.

Challenge Level: The Challenge Level (CL) of a creature is a rough equivalent of the creature's level. Challenge Level equates one to one with Character Level for combat encounters, such that a single 1st level character would be able to face off against a CL 1 monster. This formula is expandable to include a party of characters. Three 3rd level characters would be able to take on a single CL 9 creature. Pitting Characters against lower CL creatures will make for easier encounters; likewise pitting them against higher CL creatures will make for more difficult encounters. It should be noted that although much thought and effort has been spent aligning these ratios, CL is an approximate equivalent only.

Family: This is a general category or classification for the creature that indicates what type of creature they are and what sorts of capabilities the creature would be expected to possess.

Fear: A Creature's Fear rating is used when determining Reaction in combat. It is also used as a rough determination of just how terrifying or frightening the creature is.

Defense: A Creature's Defense is used as the defensive value for the creature. It may include armor that the creature wears, reflect the toughness of their hide, or represent their innate ability to avoid being hit.

Health: The Health of a creature determines just how many points of damage the monster can sustain before being slain. It is important to note that creatures do not possess multiple Health Tiers, and have no modifiers as they become more and more wounded. When a creature is reduced to 0 Health they are killed.

Actions: This is the number of Actions the creature gets in a single Round. The monster takes all its Actions on its turn, one after the other before the Round is concluded. These Actions may be attacks made against any adjacent foe. The number of Actions a creature possesses is representative of the number of actions they can take in a single Round, regardless if the action is a magic attack, or any other standard Action as noted in the Combat section.

Hit: The number recorded as a creature's Hit is the bonus (if any) they receive on every Hit Check, including each attack the creature can make.

Damage: This is the amount of Damage the creature does with each successful Hit.

Speed: The Speed of the creature denotes how fast it can move as well as what other types of movement the creature is capable of (such as flying, swimming, etc.).

Talents: Talents are determined by what Family the creature stems from. However, all applicable Talents a creature possesses are recorded here, to include competency levels (and their bonuses) and any additional Talents the creature might possess outside of those granted by their Family.

Magic: An enemy's magic power is either inherent (with no special designation) or innate (labeled as: Innate Effect). Inherent magic means that the creature is capable of formulating Arcane magic (labeled with an "A"), or enacting Divine Interventions (labeled with a "D"). Innate Effects are magic-like capabilities the enemy possesses and are often limited to a specific Effect or set of Effects. Innate Effects are natural capabilities for the enemy, and therefore are not actually magic. They are simply listed under the Magic section as they copy existing magic Effects within the game. Details on how magic works for creatures is noted in the Creature Magic section. All non-Damaging Effects are recorded by the Effect name, magic type, and a Target or Area designation (if necessary). Non-Damaging magic examples include: Burden (A: Target) or Time Stop (A: Area). Magic Effects that can inflict Damage are recorded with the same information in addition to the Damage. For example, Magic that can inflict damage might include: Blaze (A: 1d4, Target) or Void (A: 3d4, Area, Innate Effect).

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Special Abilities: Any Special Abilities the creature is capable of are recorded here. Each Special Ability is given a title and both the Special Ability name as well as the Special Ability application are noted. For example, Clobber [Bestow State: Prone], where every successful Hit from a Dragon knocks their opponent Prone. The specific description of each Special Ability is noted in the Creature Special Abilities section.

Description: This is a short summary of what the creature looks like, its physical characteristics and any distinguishing features common to the creature type.

Ecology: This is a summary of the creature's habitats, organization, and lifestyle.

CREATURE CREATION

Sometimes a story requires a specific type of monster or creature, and sometimes that monster or creature is not one provided within the rules. Creating creatures can be a fun and interesting way to keep your Players on their heels. Describing a hideous and unknown creature is easy enough, but how does one balance the difficulty to overcome the creature for Characters? This is where the Creature Creation process comes into play.

Creatures are designed based upon their Challenge Level. The higher the Challenge Level of the creature, the more Creation Points the Game Master will have to create it. The more Creation Points you have, the more difficult and challenging the creature becomes. To begin with, GMs will need to determine just how great of a Challenge Level Creature they wish to create. Once that is determined, exactly how many Creation Points they use to create their creature will be indicated as noted in the Creature Creation Points Table. It should be noted that just because you are given an allotment of Creation Points, it does not mean that every single point needs to be spent, just that the points provided would be the maximum number of Creation Points with which a GM could make a creature of that Challenge Level. Alternately, a GM may wish to build a creature by selecting Special Abilities and other statistics; totaling the Creation Points required would then determine the Challenge Level of the creature.

Once you have your number of Creation Points, consider where you want to spend them. There are several statistics for a creature: Fear, Defense, Health, # of Actions, Hit, Damage, Magic, Speed, Talents, and Special Abilities. Each one contributes to the whole of the creature itself, and each one comes with an associated cost as noted in the creature creation tables. Starting Talents for a creature may be improved upon or added to through the expenditure of Creation Points. Some statistics have a negative cost, meaning that if these values are taken they will provide additional Creation Points for creature creation. Each

statistic has a single value, but Special Abilities are endless. A creature can have as many Special Abilities as the GM would like.

There will always be creatures one would like to create that fall outside the limits of the creation system. In these instances, good judgment will be the rule of the day, and characteristics of the creature that are otherwise unknown should be weighed against those characteristics outlined.

CREATURE CREATION TABLES

Creature Creation Points Table

Challenge Level (CL)	Creation Points
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100
Each Additional CL	+10

Creature Creation Fear Table

Fear	Creation Points
-3	-2
-2	-1
-1	0
0	1
1	3
2	6
3	10
Each Additional Point	+5

Creature Creation Defense Table

Defense	Creation Points
6	-3
7	-2
8	-1
9	0
10	1
11	2
12	4

Defense	Creation Points
13	6
14	8
15	10
16	12
17	15
18	18
19	21
20	25

Creature Creation Health Table

Health	Creation Points
First 6 Points of Health	0
Each Additional 6 Points of Health	1

Creature Creation Actions Table

Actions	Creation Points
1	0
Each Additional Action	5

Creature Creation Hit Table

Hit	Creation Points
-1	-2
0	0
1	2
2	4
3	7
4	11
5	16
Each Additional +1	+5

Creature Creation Damage Table

Damage (Per Attack)*	Creation Points
1d6	0 x # of Actions
2d6	4 x # of Actions
3d6	8 x # of Actions
4d6	12 x # of Actions
Each Additional d6	+4 x # of Actions
Each -1 to Damage	-1 x # of Actions
Each +1 to Damage	+1 x # of Actions

* When assigning damage for an attack, the cost of Damage is dependent on the number of Actions the creature can take (as paid for using the Creature Creation Actions Table). For example, if you wish to create a creature that can do 2d6 + 5

points of Damage with each of its 2 actions, the cost would be $(4 \times 2) + 5$, or 13 Creation Points.

Creature Creation Speed Table

Speed	Creation Points
10'	-1
20'	0
30'	1
40'	2
50'	3
Fly*	+2
Run*	0
Swim*	+1
Wall Crawl*	+1
Burrow/Tunnel*	+1
Teleport*	+7

* Should a creature have multiple modes of movement (for example Run and Swim), each form of movement must be paid for as noted in the Creature Creation Speed Table. Therefore, if a creature can run at 20' per round and swimming at 30' per round, the creation point cost would be 0 (for 20' run) plus 2 (for 30' swim) for a total of 2 creation points. The creature's speed would then be recorded as: Speed: 20' / Swim 30'.

Creature Creation Talents Table

Skills	Creation Points
All Family Talents at Apprentice Expertise	0
All Family Talents at Journeyman Expertise	4
All Family Talents at Master Expertise	8
Additional Talent at Apprentice Expertise	1
Additional Talent at Journeyman Expertise	2
Additional Talent at Master Expertise	3

Arcane Effect costs for Creature Magic are based upon the Difficulty of the Effect, plus additional costs for: additional Damage to the effect, Target / Area determination, and/or if the effect is considered Innate. Note that these additional costs are modifiers to a specific Arcane Effect, and must be paid for each Arcane Effect they augment.

Divine Effect costs for Creature Magic are equal to the Favor Cost of the Effect as defined by the Divine Effect itself.

Both Arcane and Divine Effects can be specified as Single Use, meaning that they can only be used once per encounter.

Creature Creation Magic Table

Effect	Creation Points
Arcane Effect (by Difficulty)	2 (Easy), 3 (Average), 4 (Difficult), 5 (Extreme)
...add Damage (per d4)	2
...to a single Target or self	0
...to an Area (5' radius per CL)	3
...Innate Effect	1
Divine Effect	Cost of the Effect
2 Additional Favor ¹	1
Can cast all Effects in a single Arcane Art ²	25
Can cast all Effects in a single Divine Influence	25
Can cast all Arcane Effects ²	100
Can cast all Divine Effects	100
...Single Use (per encounter)	-2

¹ Enemies with Divine magic begin with a Favor score equal to twice their Challenge Level.

² Creatures with the ability to cast all Spell Effects from an Arcane Art can either affect an Area (equal to 10' per CL) or a single Target (as specified in the creature's description) and do Damage equal to a 1d4 per Challenge Level of the creature.

Creature Creation Special Abilities Table

Special Ability	Creation Points
Attribute Damage (-1 to Attribute)	10 (on successful Hit), 40 (per Round adjacent)
Acid: Contact	3 (Minor), 5 (Moderate), 8 (Major), 12 (Deadly)
Acid: Spit	4 (Minor), 6 (Moderate), 10 (Major), 16 (Deadly)
Acid: Splash	4 (Minor), 6 (Moderate), 10 (Major), 16 (Deadly)
Acid: Spray	6 (Minor), 10 (Moderate), 15 (Major), 20 (Deadly)
Alternate Form (One)	4
Alternate Form (Many)	12
Amphibious	2
Bestow State: Aflame	7 (on successful Hit), 15 (when adjacent)
Bestow State: Bleeding	4 per one point of Bleeding Damage (on successful Hit)
Bestow State: Blinded	7 (area, per use), 8 (on successful Hit)
Bestow State: Drained	40 (on successful Hit)
Bestow State: Immobilized	10 (area, per use), 9 (on successful Hit)
Bestow State: Inebriated	9 (area, per use), 8 (on successful Hit)
Bestow State: Lame	4 (on successful Hit), 10 (when adjacent)
Bestow State: Obscured	4 (on self)
Bestow State: Paralyzed	14 (area, per use), 10 (on successful Hit)

Special Ability	Creation Points
Bestow State: Prone	6 (area, per use), 9 (on successful Hit)
Bestow State: Stunned	6 (area, per use), 7 (on successful Hit)
Bestow State: Unconscious	20 (on successful Hit)
Captivate (Group)	12 (automatic)
Captivate (Individual)	4 (on successful Hit), 7 (automatic)
Damage Reduction	3 for every 2 points of DR
Disease: Black Cough	7 (on successful Hit), 15 (in proximity)
Disease: The Chill	15 (on successful Hit), 25 (in proximity)
Disease: Red Scale	4 (on successful Hit)
Disease: Water Illness	7 (on successful Hit), 15 (in proximity)
Explosion	2 (per 1d4 Damage)
Festering Wounds: Minor	7
Festering Wounds: Major	15
Grab and Hold	3 (on successful Hit)
Heightened Sense	2
Hive Mind	3
Immunity: Acid	1
Immunity: Arcane or Divine	30
Immunity: Art or Influence	10 per
Immunity: Element	5 per
Immunity: Environment	1
Immunity: Fear	1
Immunity: Magic (All)	50
Immunity: Mind Magic	2
Immunity: Physical Attacks	25
Immunity: Poison	1
Immunity: Sense Attacks	3 per sense
Immunity: Specific State	5 per State
Immunity: Surprise	4
Implant	4 (+2)
Insubstantial: Partial	10
Insubstantial: Full	20
Massive Attack	3 (per use)
Poison: Inject	3 (Minor), 5 (Moderate), 8 (Major), 12 (Deadly)
Poison: Spit	3 (Minor), 5 (Moderate), 8 (Major), 12 (Deadly)
Poison: Spray	5 (Minor), 8 (Moderate), 12 (Major), 17 (Deadly)
Regeneration	3 (per point of Health regained)
Roar	5 (per use)
Sense	2 (per thing sensed)
Talent Advantage (Single Talent)	2

Special Ability	Creation Points
Talent Advantage (All Talents of a given Attribute)	5
Vulnerability: Mundane	-4 per vulnerability
Vulnerability: Specific	-2 per vulnerability

Each Special Ability is further described in the Creature Special Abilities section.

CREATURE MAGIC

Magic for enemies does not follow the same rules as it does for Player Characters. The following is a breakdown of each type of magic a creature might possess, how that magic is enacted (whether inherent or innate), and the specific rules for how to run magic with your creature encounters.

Arcane Creature Magic

Enemies do not possess a Mana statistic. Additionally, Enemies do not make Aptitude Checks, instead automatically succeeding in all their casting attempts. Not having Mana, enemies can maintain as many ongoing magical Effects as they want (provided they can make the necessary Concentration checks). Additionally, they can cast Spells with as many Effects combined as they like. Finally, each casting is considered an Action, so an enemy could cast multiple Spells if they have multiple Actions in a Round. It is worth noting that if the first action of an enemy is to cast a Concentration-based Spell, and they take other Actions in the Round, they will have to make Concentration Checks to maintain ongoing Spells.

Area/Targets: Enemy magic can affect either an Area, or individual Targets. When a Spell is cast on an Area, the enemy can affect an Area up to 5' radius per Challenge Level of the creature. This means a Challenge Level 4 enemy could affect an area up to 20' radius. Likewise, the enemy can target any single individual with their Spell. Finally, when dealing Damage, the enemy can do Damage to all within their Area.

Damage: To simplify Spells whose sole purpose is to hurt anyone attacking the enemy, the enemy does 1D4 Damage for each Challenge Level. Therefore, a Challenge Level 6 enemy would do a maximum 6D4 Damage to a single Target (or Targets within their designated Area). As mentioned, enemies choose to affect a single target or an area with their Spell, however Spells focusing on Damage have specific rules when damaging an area. When dealing out Damage for an area Effect, the GM rolls Damage and distributes that Damage to all targets within it. For example, a Challenge Level 8 enemy, who does 8d4 Damage, would determine the amount of Damage the Spell does, then distribute that total amount (evenly or unevenly) to the Targets wanted in the Area.

Divine Creature Magic

Unlike the more simplified magic system for Arcane magic, Divine magic functions very much as it would for an Acolyte. Enemies have a Favor score equal to twice their Challenge Level. Enemies expend their Favor when they enact Divine Interventions. Enemies can combine Divine Effects, so long as they have the Favor to cover the costs of the Effects they are enacting. If the first action of an enemy is to cast a Faith-based Spell, and they take other Actions in the Round, they must make Faith Checks to maintain their ongoing Divine Effects.

Holy Aura: Enemies have a Holy Aura of 10' radius per Challenge Level. Therefore, a Challenge Level 5 enemy would have a 50' radius Holy Aura. Enemies, like Acolytes, can choose their Targets of any individuals within their Holy Aura.

Enemies and Concentration/Faith

When making Concentration or Faith Checks, enemies calculate their difficulty based on the number of Targets they are attempting to affect. The base difficulty for an enemy's Concentration or Faith Check begins at Easy when affecting a single Target (or a single Target in an area), and increases one difficulty category for each additional Target. Refer to the

Enemy Concentration/Faith Table

Number of Targets	Starting Difficulty
1	Easy (9)
2	Average (12)
3	Difficult (15)
4+	Extreme (18)

Enemy Concentration/Faith Table for the starting difficulty for an enemy's Concentration or Faith Check. Much like standard Concentration or Faith Checks outlined in the Magic section, each time the concentrating enemy takes an Action, or takes Damage in a Round, the difficulty for their Concentration or Faith Checks increases one difficulty category (to a maximum of Extreme).

CREATURE SPECIAL ABILITIES

Creature Special Abilities allow the creature to perform unique actions or afford them unique capabilities. Below is an explanation of each of the creature Special Abilities:

Attribute Damage: When chosen as a creature's Special Ability, one of the six Attributes must be designated. This Special Ability then allows for the Creature to reduce a Target's Attribute by one either with each successful Hit upon the Target, or for each Round the Target is directly adjacent to it.

Acid: This allows the creature to perform some form of acid attack. There are four designations for this Special Ability: Contact, Spit, Splash, and Spray. Contact

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means that the victim must come in physical contact with the creature. Spit means the creature may attempt a Hit Check to strike a target with its acid. Splash means that whenever the creature is successfully Hit by an opponent that opponent gets acid splashed back upon them. Spray means that the creature can fill an area of 5' radius per the creature's Challenge Level with acid. The effects of the acid depend on what level of acid is paid for when purchasing this Special Ability.

Alternate Form: This Special Ability allows the creature to either assume one other form, or a multitude of possible forms. Whatever forms the Creature can change into would be of an equal Challenge Level (or less) to the original Challenge Level of the creature. The creature's higher Challenge Level form would be considered that creature's overall Challenge Level. Alternate Forms that are not defined in the Bestiary should be built using the Creature Creation rules. Changing between Forms requires an Action.

Amphibious: Being able to both survive underwater and be skilled traveling through it is the focus of this Special Ability. Creatures who possess the Amphibious ability can breathe both in and out of water.

Bestow State: This Special Ability allows the creature to automatically bestow a State upon its victim, or on itself. In some cases, this is dependent upon a successful Hit Check, but some powers affect Targets adjacent to the creature or within a designated area. Bestow State Special Abilities purchased at the "when adjacent" cost affect every Target immediately surrounding the creature. Bestow State Special Abilities purchased at the "area, per use" cost affect every Target in a 5' radius per the creature's Challenge Level. Bestow State Special Abilities purchased at the adjacent or area cost are paid for per use. Unless otherwise specified in the description of the creature or as noted below, the State bestowed operates in the same manner as described in the States section.

Bleeding: Once a Target is Bleeding, additional Bleeding states applied to the Target do not stack.

Blinded: Lasts until healed through magic, a successful Hermetics Check at a Difficulty of 10+ the creature's CL, or until the Target has a Worthwhile Rest.

Drained: Each Drained Special Ability has a single Attribute applied to it (for example, Bestow State: Drained Strength).

Immobilized: Lasts for a number of Rounds equal to the creature's CL unless a successful Athletics or Exertion Check (whichever is most appropriate) at a Difficulty of 10+ the creature's CL is made.

Inebriated: Lasts until healed through magic, or until the Target has a Worthwhile Rest.

Lame: Lasts until healed through magic, a successful Hermetics Check at a Difficulty of 10+ the creature's CL, or until the Target has a Worthwhile Rest.

Obscured: Lasts until the creature is slain. The Obscured State can only be bestowed upon the creature itself.

Captivate: Some creatures can enthrall their victims such that the Target is frozen in awe in the presence of the creature. Captivate comes in two forms: Individual and Group. Against an Individual the Creature will either captivate them automatically, or after making a successful Hit Check against the Target's Defense. Against a Group the creature radiates its powers to charm, enthrall, or mesmerize those around them. Targets Captivated with this power must make a Concentration Check against a Difficulty of 10 + the Creature's Challenge Level. Success will allow them to act in that Round, failure means that the Target is Captivated by the Creature and is unable to act. Depending on how the creature Captivates, the Target must be able to see or hear to be Captivated.

Damage Reduction: This represents the creature's inherent ability to shrug off a portion of all incoming Damage. With this ability a creature reduces the Damage from each successful attack by its amount of Damage Reduction (DR).

Disease: There are two ways a creature might afflict a Target with disease when using this Special Ability: with a successful Hit Check, or simply by being adjacent to the creature. In either case the Target has then been exposed to the disease and will need to follow the rules for Disease to see if they contract it.

Explosion: When the creature is slain (or perhaps upon its choosing) it explodes to Damage all adjacent to it. The Explosion Special Ability does 1d4 Damage for each time this ability is purchased.

Festering Wounds: Not all wounds heal easily, and those struck by a creature with this Special Ability find it more difficult to recover. This Special Ability comes in two forms: Minor and Major. The Minor version imposes a slower healing rate; each form of Health recovery is halved for the victim. Therefore, one who has been wounded by a creature with the Minor form of Festering Wounds would recover one-half their Fatigued tier after the encounter, one-half their Battered tier after a Worthwhile Rest, and one Injured point for every two nights of Worthwhile Rest. The Major version prohibits any form of recovery from wounds received by a creature with this ability. Any magical form of healing will instantly remove the Festering Wounds, and a successful Hermetics Check against a

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Difficulty of ten (10) plus the Challenge Level of the creature that inflicted the wounds (to a maximum of 20) will also remove the Festering Wounds.

Grab and Hold: This Special Ability acts much like the Stamina expenditure, except that the creature must succeed on a Hit Check to grab and hold their opponent.

Heightened Sense: Being able to see in the dark (night vision), to know where prey is based upon its footsteps (tremor sense), or possibly to know where one's enemies are through heightened olfactory senses (smell sense) are all examples of this Special Ability. When purchasing Heightened Sense, a sense should be selected and recorded. This Special Ability allows the creature to navigate the world through heightened or extrasensory means. In some instances, it could preclude them from suffering the Blinded State (for example, if the creature had echolocation). It could also negate Disadvantages placed on them by a character's Obscured State (for example, if the creature had night vision).

Hive Mind: Simply put, what one knows, they all know. Hive mind is simply a means for a single creature to become aware of everything any of its fellow members become aware of.

Immunity: Some creatures are simply resistant to certain things. With this Special Ability a creature does not suffer any adverse effects (penalties, Disadvantage, Damage, etc.) from what it is they are immune to. Note: The Immunity against Physical Attacks does not preclude the creature from being affected by Magical Items such as Enchanted Weapons, or Sacred Weapons.

Implant: This Special Ability allows the creature to implant eggs, larvae, embryos, or other reproductive means into their prey. When this Special Ability is chosen an amount of time is determined for the young to "hatch" from their host. This allotment of time can be of any length, but the creator of the creature should be mindful of a gestation time that is realistic for the creature. At one-half the duration of this gestation time, the implanted host suffers -2 Attribute Damage to two (2) designated Attributes. This Attribute Damage may not be healed so long as the implanted young remain. At full term the young hatch, likely bursting from their host. This painful process does 1d4 Damage to the host, but that damage may be increased by an additional d4 for each 2 additional Creature Creation Points spent on this Special Ability. Once the young have hatched and are free, the host may then recover from the Attribute Damage they have suffered.

Insubstantial: This Special Ability allows the creature to become fully or partially Insubstantial (note that the creature may also revert to a fully substantial form as well). A fully Insubstantial (Full) creature is incapable of being physically affected by anything in the real world (save for being seen or heard). Likewise, they cannot

physically affect anything in the real world. They often appear ghostly, insubstantial, or transparent while in this form. They can pass through solid material, and are immune to all forms of magic. A partially Insubstantial (Partial) creature is somewhere between the real world and the next. They often appear shadowy, semiopaque, or diaphanous. In their partially Insubstantial form they can speak, attack, use Talents, or be physically effective. Likewise, in this form they take one-half Damage from all attacks made against them. However, in their partially Insubstantial form they cannot initiate Arcane or Divine Effects, but they can maintain ongoing Effects that were initiated when in their substantial form through the use of Concentration. While partially Insubstantial they cannot pass through solid material, but can squeeze under doors or through small openings. They are also capable of being affected by all forms of Magic while in their partially Insubstantial form. Note that creatures capable of becoming fully (Full) Insubstantial are also capable of becoming Partially Insubstantial. As with the Alternate Form Special Ability, changing between insubstantial, partially insubstantial, and substantial (i.e., normal) forms requires an Action.

Massive Attack: This allows the creature to make a concerted effort to slay their enemies. The Massive Attack Special Ability allows the creature to do double (x2) Damage on a successful Hit of any single attack. This Massive Attack may be used after the successful Hit Check is made, but may only be done as many times per encounter as the creature has purchased this Special Ability.

Poison: This allows the creature to poison its victims. There are three designations for this Special Ability: Inject, Spit, and Spray. Inject means the creature may attempt a Hit Check, and if successful, inject its victim with its poison. Spit means the creature may attempt a Hit Check, and if successful, strike a target with its poison. Spray means that the creature can fill an area of 5' radius per Challenge Level of the creature with its poison to affect all within (no Hit Check is required). The effects of the poison depend on what level of poison is paid for when purchasing this Special Ability.

Regeneration: Recovering from injury each round is the benefit of this Special Ability. For each level of Regeneration, the creature recovers that number of points of Health per Round. When a creature with the Regeneration Special Ability is reduced to 0 Health, they are slain and can no longer Regenerate.

Roar: This Special Ability allows the creature to terrify its victims through a deafening shout, outcry, or other means of fearsome outburst. A creature's Roar immediately starts another Reaction to the Combat, thus restarting any Disadvantage imposed upon any individuals with Daring less than the Fear of the creature with this ability. This may only be used once per encounter for each time this ability is taken.

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Sense: Creatures with this Special Ability have an extrasensory means to detect magic, people, food, etc. When selected, the focus of this Sense must be determined, such as Sense (Mana). Regardless of environment or condition, the creature always possesses the ability to know where its Sense focus is when within 10' per Challenge Level (CL) of the creature.

Talent Advantage: Some creatures are especially good with a given Talent. When the Single Talent version of this Special Ability is selected a Talent must be associated with it (such as Talent Advantage: Endurance). Any time the creature rolls a Check with a Talent that has Talent Advantage, they do so at Advantage. Likewise, when the version of this Special Ability is selected to apply to all Talents of a given Attribute, one of the six Attributes must be selected (such as Talent Advantage: All Strength Talents). All Checks with a Talent stemming from the designated Attribute are made at Advantage.

Vulnerability: Not every creature is without a weakness. Vulnerabilities are areas in which the creature is highly susceptible. Vulnerabilities come in two forms: Mundane and Specific. Mundane Vulnerabilities are vulnerabilities that are very broad, general, and that affect the creature every day. Mundane Vulnerabilities would include vulnerability to light, extreme temperatures, or perhaps magic. Specific Vulnerabilities are vulnerabilities that are narrow, definitive, or unique. Specific Vulnerabilities would include vulnerability to sharp weapons, fire, or perhaps to Effects from the Divine Influence of Death. Creatures with Vulnerabilities take an additional 2d6 Damage when exposed to their Vulnerabilities.

SAMPLE CREATURE CREATION

To help understand the process in creating creatures, the two examples below show how a sample creature is given statistics, and how the corresponding costs for that creature's creation tracked.

Name	Banshee	Creation Points
Challenge Level	6	65
Family	Faie	
Fear	2	-6
Defense	16	-12
Health	60	-9
Actions	1	0
Hit	1	-2
Damage	2d6	-4
Speed	10' (Fly 20')	-1
Talents	Athletics (+3), Charisma (+3), Concentration (+3), Endurance (+3), Hermetics (+3), Notice (+3) & Swimming (+3)	-4
Magic	None	0
Special Abilities	Ghostly (Insubstantial, Partial) Shrill x 2 (Bestow Stunned State, Area) Roar x 1	-27
Description	A ghostly white figure, pale and dressed in long, tattered clothing.	
Ecology	Banshees are most often women - departed who cannot separate their spirits from the homelands where they lived.	

BESTIARY

The following is a selection of creatures that represent the most common denizens of Athia. Although the following list includes several creatures, it should be noted that the examples given are but single representations of species that are found throughout the lands. Many variations and differences exist between any two creatures of the same type from different corners of the world. Everything mentioned is but a representation of what would be "typical" for the given creature.

ADARO

Challenge Level 5

Family Faie
Fear 2
Defense 14
Health 78

Actions 1
Hit 2
Damage 2d6+3
Speed 20' / Swim 30'

Talents

Athletics (+3), Concentration (+3), Endurance (+3),
 Hermetics (+3), Notice (+3), Swimming (+3), & Taming (+3).

Magic

Liquefy (A: Self, Innate Effect)

Special Abilities

Amphibious, Heightened Sense (night vision)

Description: The Adaro are the feared creatures of the depths. They stand roughly the same size as a large man, have pale green skin, are dotted with barnacles, and have glowing green eyes. Adaro might have claws like a crab for hands, or forearms that end in a collection of tentacles. They might have tentacles growing from their backs, or have a large dorsal fin. They have pruned and wrinkled limbs and faces, and have mouths full of countless rows of teeth. Adaro live an average of 60 years.

Ecology: It is believed that the Adaro were the first self-propagating race created by the Slyph. They were proud and intractable, and unwilling to be subservient to their Slyph masters. They were cursed, and cast from Athia on great ships. For three weeks the magic winds of the Slyph carried them further and further out to sea. In desperation the Adaro leapt from their boats, frantically tried to swim back towards the coasts of Athia, and were eventually consumed by the seas. The last of them swore their revenge - they would not die so easily. Now the Adaro live deep in the oceans, but there have been sightings throughout history of Adaro creeping up from the deep rivers into Athia. They attack ships and travelers on the waters, killing incessantly and mercilessly. Adaro are carnivores who consume their enemies, dragging captured bodies back to their watery homes.

ARCANIST

Challenge Level 2

Family Folk	Actions 1
Fear 0	Hit 0
Defense 9	Damage 1d6-1
Health 6	Speed 20'

Talents

Athletics (+1), Charisma (+1), Concentration (+1), Crafts (+1),
Endurance (+1), Faith (+1), Notice (+1), & Scholar (+1)

Magic

One Arcane Art (A: 2d4 Damage, 20' Area)

Special Abilities

Talent Advantage: Concentration

Description: Although Arcanists might be of any race they are most commonly Humans and Elves. Their dress varies based upon where within Athia they reside, but they are most easily recognized by the grimoire they carry with them. Having devoted most of their lives to the study of the Arcane Arts, Arcanists are not typically large, hearty beings. They are more commonly slight individuals with piercing eyes and an air of understanding about them.

Ecology: Clairvoyants, Conjurers, Enchanters, Sorcerers, and Wizards, the Arcanists go by many names. They might be individuals tapped into the hidden energies of the world around them, or practitioners of ritualistic magic. They are often motivated by any means to further their understanding of the Arcane Arts, and constantly strive to perfect their own practice of it.

BAGOT

Challenge Level 1

Family Beast
Fear -3
Defense 10
Health 30

Actions 1
Hit 0
Damage 1d6+2
Speed 30'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
 Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Head-butt [Bestow State: Prone (on successful Hit)]

Description: The Bagot is a type of rugged goat, large, and with a very long coat. It is characterized by its black and tan coloring, black in the front half of the goat (as well as the forelegs), and tan in the back half (as well as the hind legs and short tail). Male bucks can stand as tall as four feet at the shoulder and weigh in at nearly 300 pounds. Bucks begin growing their horns at 8 months, and as a full-grown adult have horns that can extend up to three feet in length (per horn). Buck horns grow horizontally, beginning atop their head and growing away from their bodies. Some horns have more elaborate curvature than others. A female doe averages about three feet at the shoulder, and rarely exceeds 200 pounds. Bagot eye color ranges from light amber to a dark brown. Bagots live to around 16 years of age.

Ecology: Bagot are herd animals, subsisting primarily on leaves and grasses, but are well known for eating nearly any kind of plant-like material. Bagot are curious creatures, and incredibly agile. Bagot are very sure-footed, able to climb even the most treacherous mountains and cliffs. The Bagot have been raised and bred for their fur, a very thick and coarse hair that can be turned into sack material or rugs. The Bagot was once little more than a wild goat that yielded sour milk and very tough meat. Today they are most prized for their horns. House Cerrak began using Bagot horn to create what is now referred to as the Cornohorn, or Cerrak Horn. These Cornohorns are carried by Cerrak Sentinels who diligently guard the major roadways throughout Athia.

BASILISK

Challenge Level 7

Family Reptilian	Actions 2
Fear 1	Hit 2
Defense 16	Damage 2d6 / 2d6
Health 144	Speed 20' / Swim 20'

Talents

Athletics (+3), Endurance (+3), Notice (+3), Stealth (+3),
Survival (+3), Swimming, & Taming (+3)

Magic

None

Special Abilities

Diseased Bite [Disease: Red Scale (on successful Hit)],
Rancid Teeth and Claws [Festering Wounds: Minor (on successful Hit)]

Description: The Basilisk is the largest of all lizards, reaching nearly 40 feet in length, and weighing upwards of 15,000 pounds. The Basilisk's coloration ranges from grassy to an olive green, with lighter patches of white, beige, or yellow on its underside. It has powerful legs, each tipped with thick claws. Its mouth is lined with razor sharp teeth, and it typically has a spiny column running down its back. Basilisk jaws and eyebrows are often boney and spiked, as are its elbows and heels. Basilisks have long, forked tongues, and their scaly skin is reinforced with tiny bones, making their hide much like chainmail armor. Basilisks live for an average of 25 to 35 years.

Ecology: Basilisks have run rampant through Athia's more arid regions for ages. They have been domesticated, bred as mounts, beasts of burden, and used in times of war by the Reptilians. Basilisks are normally solitary creatures, only coupling for the purposes of reproduction. They have keen eyesight, and are excellent swimmers. Basilisk can hold their breath for nearly 20 minutes underwater. The mouth of a Basilisk is a breeding ground for all sorts of nasty bacteria. These bacteria act as a natural sort of poison, attacking the systems of its prey quickly.

BOAR

Challenge Level 2

Family Beast	Actions 1
Fear 1	Hit 1
Defense 13	Damage 2d6
Health 36	Speed 30'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Cripple [Bestow State: Lame (on successful Hit)]

Description: The great boar has been a symbol of courage, hospitality, and fierceness in battle throughout Athia, but in the wild it is a savage and dangerous creature. Boars are giant beasts, at their best weighing in at over 1,000 pounds and reaching a length of over nine feet. They are covered in a thick fur, with colorations of dark brown and gray. They have large tusks jutting from their lower jaws, and use those natural weapons to hobble their prey. Boars are omnivorous, eating any and everything they stumble across. Boars live an average of 15 to 20 years.

Ecology: One of the greater game sources in Athia, boar has been hunted and domesticated for centuries. Boars are typically social animals, led by elder matriarchs in female-dominated sounders consisting of barren sows and mothers caring for their young. Male boars leave the sounder somewhere between the ages of 8 to 15 months. Females either remain with their mothers or, if ambitious, attempt to establish territories of their own. Juvenile males sometimes reside in loosely knit groups, while adult and elderly males tend to live individual lives when not seeking mates during the breeding season. Boars have been captured and raised as livestock, and in some cases used as battle-mounts. Savagely territorial, boars are outwardly hostile towards anything that crosses their path. Aggression is often in the form of a threatening charge, led by swinging tusks.

BOGILL

Challenge Level 4

Family Savage	Actions 1
Fear 1	Hit 2
Defense 14	Damage 3d6
Health 96	Speed 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Hermetics (+1), Notice (+1), Survival (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

Pound [Massive Attack (x1)]

Description: The Bogill are large, bestial creatures. They stand an average of 7 feet in height, have very broad shoulders, and are extremely muscular. They are covered in thick hair save for their chests, abdomen, and inner thighs. Bogill have pointed ears, large mouths, and large lower tusks. They have large, four fingered hands, and three-toed feet. Bogill are typically gray-black in color, with their exposed chests being a leathery yellow color. They have thick manes that often bleed into their cheeks and chins. Bogill live an average of 35 years.

Ecology: Bogill are savage creatures that line the outskirts of Athia's arctic. Having been pushed out by the Villtur and the Trow, the Bogill are often seen as an early warning to travelers that they are soon approaching the more dangerous areas of Athia. Bogill are social creatures, but commonly lead solitary lives. Bogill villages exist, but it is more common for small numbers of families to reside in each area. Bogill are hunters, seeking out any kind of prey. They are known to raid villages for easy food, but also organize in times of need to protect their homelands.

CHANGELING

Challenge Level 4

Family Faie
Fear 1
Defense 14
Health 66

Actions 1
Hit 3
Damage 2d6+3
Speed 20'

Talents

Athletics (+3), Charisma (+3), Concentration (+3), Endurance (+3),
 Hermetics (+3), Notice (+3), Swimming (+3), & Taming (+3)

Magic

None

Special Abilities

Immunity: Mind Magic

Description: Changelings are unique creatures, and each one is completely different. They are combinations of one of the races of Athia with some other creature (typically another animal). Half-bull, half-ram, half-horse, half-bird, or any other imaginable combination is the reality of the Changeling. These monsters are horrid abominations, bipedal, anthropomorphic, and often crazed for battle, either due to their own blood-lust or out of a desire to have themselves destroyed.

Ecology: Changelings are the results of the failed experiments of the Slyph. When a child is taken from Athia, they are often experimented upon - twisted and warped. They are combined with other animals and creatures to create something greater. Although they may be created in Athia, they are often created in Eshelon. Those found in Athia are either the discarded failures, or those with the power and wherewithal to have escaped Eshelon on their own. They are solitary creatures, often hyper-violent, and may prey upon any creature they encounter.

COMMONER

Challenge Level 1

Family Folk	Actions 1
Fear -2	Hit 0
Defense 9	Damage 1d6
Health 12	Speed 20'

Talents

Athletics (+1), Charisma (+1), Crafts (+1),
Endurance (+1), Faith (+1), & Notice (+1)

Magic

None

Special Abilities

Talent Advantage (by occupation)

Description: Commoners make up most of the denizens of civilized Athia. Though they can be any race, the Commoners of Athia are most often human when found in civilized areas such as villages, towns, and cities. They are easily recognizable by their basic and practical clothing, and are some of the more rugged and unkempt people of the land.

Ecology: Farmers, smiths, bakers, stable-hands, potters, carpenters, masons, and the like all make up the common folk of Athia. Most Commoners hold some sort of profession, whether an apprentice to a master or an accomplished journeyman of their trade. However, there are also Commoners who are the vagabonds of civilization.

DRAGON

Challenge Level 50

Family Exalted	Actions 4
Fear 5	Hit 10
Defense 20	Damage 5d6 / 5d6 / 5d6 / 5d6
Health 702	Speed 30' / Fly 50'

Talents

Athletics (+6), Charisma (+6), Combat Rest (+6), Concentration (+6), Craft (+6), Discipline (+6), Endurance (+6), Exertion (+6), Faith (+6), Hermetics (+6), Notice (+6), Recuperation (+6), Scholar (+6), Stealth (+6), Survival (+6), Swimming (+6), Taming (+6), & Thievery (+6)

Magic

All Arcane Effects (A: 50d4 Damage, 500' Area)

Special Abilities

Damage Reduction (10), Immunity: Arcane, Immunity: Element (to the Dragon's native Element), Immunity: Fear, Immunity: Surprise, Roar (x1), Shock & Awe [Bestow State: Stunned (Area x4)]

Description: True Dragons are an embodiment of the Arcane on Athia. They are an awesome sight in every sense of the word. They are pure elemental power, made up of the winds of the sky, the waters of the seas, the fires from the depths, or even the very land itself. They are giant, graceful, powerful, ever-living, ever-present creatures. Dragons of the earth are commonly made up of the stones of the mountains, a tangle of trees and plants, or from a fabrication of sand. Dragons of the air are often made of the clouds themselves, from crackling lightning, or possibly completely invisible compositions of the air. The Dragons of fire may be composed of lava or brilliant flame. Dragons of water might be made up of the foamy surf or the pure waters of mountain springs. They are tremendously large creatures, typically measuring a hundred feet in length or more.

Ecology: To see a Dragon is a once in a lifetime event; to face a Dragon is certain doom. The Dragon are more than a race, they are arguably representative of Athia itself. It is prophesied that when the last Dragon falls, that Athia falls with it. They are everywhere and nowhere. Dragon are mystical creatures, unknown to most of the races of Athia save for only the rarest of individual. Often the Wyvern are mistaken for Dragon, people assuming that Dragon are little more than scaly reptiles flying through the skies. However, true Dragons are gods amidst the earth. The true meaning of the Dragon is all but lost within the journals of Athia. Most do not know they even exist, and those that do have no idea of their origins. Why they exist, what purpose they serve, or where their paths may lead them is unknown to the world. They are the Arcane. They are Athia.

DRaugen

Challenge Level 4

Family Faie	Actions 2
Fear 0	Hit 0
Defense 12	Damage 1d6
Health 30	Speed 20'

Talents

Athletics (+1), Charisma (+1), Concentration (+1), Endurance (+1), Faith (+1), Hermetics (+1), Notice (+1), Swimming (+1), & Taming (+1)

Magic

Art of Water (A: 4d4, 40' Area)

Special Abilities

None

Description: In truth, those who have seen Draugen always describe them as short, rotund creatures wrapped in thick winter clothing. Draugen are humanoid creatures, standing around five feet in height, with stout bodies, and red glowing eyes. They have mottled gray/white skin with a short, thick, clear hair covering them. They have flat, hairy faces with little more than slits for noses, narrow mouths, and rounded features. In contrast they have very long, pointed ears - so long that they are often tied back like a ponytail or tucked into the collars of their clothes. They have thick stubby fingers, but only three aside from opposable thumbs. Draugen live an average of 40 years.

Ecology: Believed to be some evolution or distant cousin to the Adaro, the Draugen are masters of the Arcane Art of Water. They see the Valkonin as a great sea, vast and powerful, and use their magic to protect it against invaders and interlopers. They are a reclusive lot, choosing to stay away from other races and species, but like their Adaro brothers the Draugen are a merciless lot, and will destroy those who dare find a way into their lands.

EDDERKOPP

Challenge Level 5

Family Beast
Fear 1
Defense 15
Health 78

Actions 1
Hit 3
Damage 3d6
Speed 20' / Wall Crawl 20'
 / Burrow 10'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Notice (+3), Stealth (+3), Survival (+3), & Swimming (+3)

Magic

None

Special Abilities

Acid: Splash (Moderate), Heightened Sense (Tremor Sense),
 Immunity: Environment

Description: Edderkopp are immense, spider-like creatures that live in burrows, caves, and underground tunnels. They are incredibly large, reaching up to twenty feet in height and weighing as much as 800 pounds. They are white, gray, and/or light brown in color, and have a chitinous exoskeleton that often looks melted or dripping. Their outward appearance is the result of the creature having a highly concentrated form of acid for blood. This acidic blood both acts as a sort of natural antifreeze, and as a defense mechanism for the creature. Edderkopp have four legs, many small eyes, and a large collection of spindle-like feelers that it uses to bring prey into its maw. Edderkopp spin webs but do so very slowly, creating very thick, cottony blankets over their surroundings, prey, and egg sacks. Edderkopp lay approximately 3,000 eggs, of which the first born will then eat most of its fellow unborn siblings. Edderkopp young are approximately two feet in size at the time they can break out of their eggs.

Ecology: Edderkopp are found throughout the wilds of Athia, living in the coldest norths to the warmest souths. They typically hunt by creating burrows (or using existing tunnels and caves) and covering themselves with a mix of soil, debris, and refuse combined with their thick spider silks. They then surround their burrows, tunnels, or caves with an elaborate network of silky cables. Whenever a creature attempts to pass over this silky cover or disturbs one of their silken cables, the Edderkopp bursts into action and leaps from its cover to attack its prey. Prey that attempt to defend themselves find that should they pierce the chitinous exterior of the Edderkopp, its acidic blood is exceedingly corrosive on their organic bodies. Edderkopp are solitary creatures, making one single attempt to reproduce late in their lives.

ELEMENTAL

Challenge Level 10

Family Construct	Actions 1
Fear 3	Hit 3
Defense 18	Damage 1d6
Health 168	Speed 30'

Talents

Discipline (+3), Endurance (+3), & Exertion (+3)

Magic

Element Attack (A: 5d4, 100' Area)

Special Abilities

Damage Reduction (5), Immunity: Element (to the Elemental's native Element), Immunity: Environment, Immunity: Fear, Immunity: Mind Magic, Immunity: Poison, Immunity: State (Bleeding), Immunity: Surprise

Description: Elementals represent the pinnacle of the Constructs. They are the culmination of all that the Arcane practitioner can assimilate. Whether composed of rock or fire, water or air, the Elemental is a gargantuan representation of an Arcane caster's awesome power. Elementals typically stand well over ten feet in height, are generally anthropomorphic, and are often bulky, hulking creatures. Their eyes are typically orbs of arcane energy.

Ecology: Elementals are constructs, fabrications of Arcane powers. They are not a race unto themselves. As such, Elementals that walk throughout Athia are the creations of powerful Arcane casters. Elementals do not eat, they do not breathe, nor do they suffer from their environment (hot or cold). Elementals are eternal, should their caster be so powered to give them that gift; they do not age. Elementals do not speak, but can understand the commands of their creators and the words of others.

FALLEN

Challenge Level 30

Family Exalted	Actions 3
Fear 4	Hit 6
Defense 18	Damage 4d6 / 4d6 / 4d6
Health 600	Speed 30'

Talents

Athletics (+6), Charisma (+6), Combat Rest (+6), Concentration (+6), Craft (+6), Discipline (+6), Endurance (+6), Exertion (+6), Faith (+6), Hermetics (+6), Notice (+6), Recuperation (+6), Scholar (+6), Stealth (+6), Survival (+6), Swimming (+6), Taming (+6), & Thievery (+6)

Magic

Two Arcane Arts (A: 30d4, 300' Area), or Two Divine Influences (D: 60 Favor)

Special Abilities

Alternate Form (Many), Grandeur [Captivate: Group], Immunity: Fear, Immunity: Mind Magic, Immunity: Surprise, Regeneration (5)

Description: Fallen vary in appearance from individual to individual. Once revered gods of Athia, the Fallen often appear as representatives of their former station. A Fallen who was once the God of Strength might be a large figure covered with rippling muscles. A Fallen who was once the God of Hate might be a twisted mass of barbed tentacles. The Fallen are not necessarily of any given race; they could be Dwarven, Ferox, or any of the other non-human races or of none. Fallen, in their true forms, are never of the likeness of men (Humans). The Fallen are ageless, undying from sickness or disease. They can only be stripped of their lives by someone or something else.

Ecology: The Fallen are the ancient gods of a bygone era. Having lost their once great following, their powers waned, and they fell from the heavens to Athia. They may be good and beneficent gods, or they may be horrid monsters bent on the destruction of the world. The Fallen are a powerful lot, capable of many Arcane or Divine tricks. Though they have not the unending streams of faith to power their abilities, they are certainly capable of looking out for themselves. The Fallen are most often solitary, perhaps meeting up with others of their former pantheon, but more than likely living their lives in seclusion. Occasionally they will venture out, attempt to turn other's faith back towards them, perhaps even found a cult, but otherwise live reclusively.

FAVORED

Challenge Level 2

Family Folk
Fear 0
Defense 9
Health 12

Actions 1
Hit 0
Damage 1d6
Speed 20'

Talents

Athletics (+1), Charisma (+1), Crafts (+1),
 Endurance (+1), Faith (+1), & Notice (+1)

Magic

One Divine Influence (D: 4 Favor)

Special Abilities

Talent Advantage: Faith

Description: The Favored are some of the more easily recognized people of Athia. Commonly garbed in colors appropriate to their faith, and often wearing some sort of iconography of their god, the Favored stand out among the rest of the citizenry. Favored are commonly Human, but may be of any of the other races. Favored have the ear of the gods themselves, and once that fact is known their lives are often very public as a result.

Ecology: Favored have many names: Healer, Paladin, Priest, Shaman, and even Witch. They are always seeking to spread the word of their gods, and take to anyone willing to listen. They commonly conduct rites for their home towns, and in some cases, are sought for their oracular ability. They are commonly motivated by their interest to spread their faith, or to serve their god's wishes.

FEN

Challenge Level 3

Family Beast	Actions 1
Fear 0	Hit 1
Defense 13	Damage 1d6+3
Health 72	Speed 40'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Immunity: Fear, Talent Advantage: Endurance, Talent Advantage: Exertion

Description: Horses in Athia (a breed known as Fen) are great animals, tall, muscular, and powerful. They range in color from black, to bay, to gray - often having multiple colors, especially as they pertain to manes, tails, faces, and feet. Stallions stand 17 to 20 hands tall, while mares stand 16 to 18 hands tall. Fen have long, lean heads with large eyes. Their neck is slightly arched and long in proportion to the rest of their bodies. Fen are strong animals, with wide shoulders, broad chests, short, solid backs, and wide and lengthy hindquarters. They typically have very long manes and prolific feathering on their legs. Fen live an average of 28 years.

Ecology: Fen are incredibly strong animals, with teams of two capable of pulling upwards of 45 tons. They are powerful beasts capable of traversing the most difficult of terrain. They have been bred for work as well as war, and are generally of an easy-going disposition. Stallions can be heady, and often geldings are used as workhorses. Wild Fen do run throughout the plains of Athia, but many of these now wild animals are the result of mounts being lost in battle ages ago. Therefore, many of the characteristics of domesticated Fen and those running wild are very similar.

FETCH

Challenge Level 2

Family Faie
Fear -2
Defense 9
Health 18

Actions 1
Hit 0
Damage 1d6
Speed 20'

Talents

Athletics (+1), Charisma (+1), Concentration (+1), Endurance (+1),
 Hermetics (+1), Notice (+1), Swimming (+1), & Taming (+1)

Magic

Illusion (A)

Special Abilities

Alternate Form (Many)

Description: Spies to the Slyph, the Fetch are doppelgangers - capable of taking on the appearance of any of the other races in Athia. Although their typical form is that of a humanoid creature, with smooth, featureless skin, they can assume forms up to 50% larger or smaller than themselves. Fetch, in their true form, have featureless faces, having just eyes and a slit for a mouth. They have long limbs, slender fingers, and no genitalia. In an assumed form the Fetch are extremely difficult to spot (a Notice Check at Extreme Difficulty (18) might reveal an oddity about the assumed Fetch). Fetch are masters at disguise, taking on the voice and mannerisms of their assumed role. Side by side to those they have assumed the likeness of, they are a spitting image. This is no illusion, but a shapechange so perfect that the Fetch seems to be, for all intents and purposes, an identical copy of the other individual.

Ecology: Servants to the Slyph, the Fetch are often tasked with the kidnapping of children, spying on the events of Athia, working their ways into the various Houses and courts, and even taking on roles of thieves or assassins. They are solitary creatures, only working in teams when so commanded by their Slyph leaders. Fetch must eat, breathe, and are affected by environmental extremes (heat and cold). Fetch are carnivores, but can subsist off plants, fruits, and nuts in a pinch. Fetch are almost parasitic, choosing a “host” to impregnate with their offspring. Fetch children have a 9-month gestation, allowing them to commonly be assumed to be normal children. Fetch breed but once in a lifetime, as impregnation is quickly followed with the death of the parent.

FOMOR

Challenge Level 5

Family Faie
Fear 0
Defense 16
Health 78

Actions 1
Hit 2
Damage 4d6+2
Speed 20'

Talents

Athletics (+1), Charisma (+1), Concentration (+1), Endurance (+1),
 Hermetics (+1), Notice (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

Immunity: Fear, Immunity: Mind Magic, Regeneration (2)

Description: Twisted, humanoid forms, the Fomor vary tremendously from individual to individual. Modeled by the Slyph, the Fomor are typically crafted with a specific purpose in mind. They might serve as warriors, guards, spies, assassins, or trouble-makers to be unleashed upon Athia. Each one varies in size, look, and composure. The Fomor are horrid gallimaufries, created by the Slyph, and unleashed upon Athia with little or no care as to what chaos they inflict.

Ecology: Unlike the Changeling, where the Slyph twist the make-up of an infant child, the Fomor is a creation unto itself. Comprised of various parts of other creatures, blended together through alchemy and magic, the Fomor become something altogether different. Although not a race unto themselves, there are enough various Fomor creations that their presence is not uncommon. It is believed that the Fomor are the results of the Slyph attempting to create the likeness of humankind.

FYRBEN

Challenge Level 1

Family Reptilian	Actions 1
Fear -2	Hit 1
Defense 12	Damage 1d6+1
Health 18	Speed 30'

Talents

Athletics (+1), Endurance (+1), Notice (+1), Stealth (+1), Survival (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

None

Description: The Fyrben are the smallest of the Reptilian races. They typically stand four feet in height and have green, scaly skin, and yellow slit-like eyes. They commonly have spines beginning on the tops of their heads and running down their backs towards stubby tails. They have three fingers and a thumb, and three toes with a single heel digit extending from the backs of their feet. Their teeth are bony extrusions extending from their jaws and are not covered by lips. They are usually slight, skinny creatures, with reasonable vision and hearing. Fyrben typically live 15 to 20 years.

Ecology: Fyrben commonly live in the more arid environments in Athia, though they are known to also frequent the swamps. The bulk of their numbers are in the warmer regions across the lands. Fyrben are social creatures, organized by the most formidable and intimidating of their kind, existing in small villages that may neighbor several other Fyrben villages. Although known to build small dwellings, they are also cave dwelling creatures. Fyrben are carnivores, hunters, and fight utilizing sheer numbers to overtake larger (and perhaps smarter) prey.

GIANT

Challenge Level 15

Family Savage	Actions 1
Fear 3	Hit 5
Defense 16	Damage 6d6
Health 300	Speed 20'

Talents

Athletics (+6), Endurance (+6), Exertion (+6), Hermetics (+6),
Notice (+6), Survival (+6), Swimming (+6), & Taming (+6)

Magic

None

Special Abilities

Beat Ground [Bestow State: Prone (150' Area, x1)], Massive Attack (x2),
Talent Advantage: Exertion

Description: Giants are huge creatures, standing twenty-five to thirty-five feet in height. They are very humanoid, having much the same features as any other race in Athia. Giants, as savages, often use hides, bone, and other natural components in their apparel and in the upkeep of their appearance. Having no clothes, weapons, or other such items made to their size, Giants typically fashion their own items from the things they can scavenge around them. Weapons might include clubs made from giant trees, and armor a breastplate made from the bed of a wagon. Giants typically live for 120 years.

Ecology: It is unknown if Giants have always existed within the lands of Athia. Today they are singular entities that tuck themselves away in the far corners of the land. They try not to draw unnecessary attention to themselves, and as such often live their lives far away from civilization. There are very few Giants that roam Athia, and those that are left are either very hidden, or are powerful enough to have stood against all threats. Each spring the Giants look for mates. They do so by setting forest fires, sending smoke signals up into the skies to summon forth the neighboring ladies. Following their courtships and mating, the Giants then return to their solitary lives.

GOLEM

Challenge Level 7

Family Construct	Actions 1
Fear 1	Hit 3
Defense 16	Damage 4d6
Health 132	Speed 20'

Talents

Discipline (+3), Endurance (+3), & Exertion (+3)

Magic

None

Special Abilities

Damage Reduction (3), Immunity: Environment, Immunity: Fear, Immunity: Mind Magic, Immunity: Poison, Immunity: State (Bleeding), Immunity: Surprise

Description: Golems are Constructs created by wielders of powerful Arcane magic. They are typically summoned as protectors, guards, or warriors. They are towering creatures of solid stone, metal, minerals, or any other durable material. They commonly stand 12 feet in height, weigh several tons, and are otherwise anthropomorphic. Their eyes are orbs of arcane energy, as is typical for most Constructs. They may have odd forms, multiple limbs, or any other feature their master might desire. Although they are generally similar in appearance, each is unique unless specifically duplicated by their creator.

Ecology: Golems, as Constructs, have often been the protectors of their Arcane masters. They are not a race unto themselves. As such, Golems that exist throughout Athia are the creations of Arcane practitioners. Golems do not eat, they do not breathe, nor do they suffer from their environment (hot or cold). Golems are eternal, should their caster be so powered to give them that gift; they do not age. Golems do not speak, but can understand the commands of their creators and the words of others.

GREMAIN

Challenge Level 1

Family Logryn
Fear -1
Defense 6
Health 6

Actions 2
Hit 0
Damage 3d6-2 / 3d6-2
Speed 10'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1), Stealth (+1),
 Survival (+1), Swimming (+1), Taming (+1), & Thievery (+1)

Magic

None

Special Abilities

None

Description: The Gremain are small creatures, commonly found in small bands. They are mischievous, heartless, and lethal creatures. They stand around two and a half to three and a half feet in height, and weigh between 30 and 45 pounds. They have beady white eyes, large, pointed ears, gray leathery skin, clawed hands and feet, rows of pointed teeth, and a bat-like head. Gremain live for around a dozen years.

Ecology: The Gremain are cousins to the Goblin, a relation the Goblin like to keep as distant as possible. They dwell in areas all over Athia, but prefer the caves of the hills and mountains if not the deep woods. They are pack creatures, often led by an Alpha-male. Unlike the Goblin, they are a patriarchal society, very war-like, and very territorial. Gremain are carnivores, avid hunters, and won't shy away from making anything their prey. Gremain are not especially bright creatures, but what they lack in intelligence they make up for in dedication.

HAALU

Challenge Level 6

Family Beast	Actions 1
Fear 1	Hit 1
Defense 13	Damage 2d6
Health 222	Speed 30'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Notice (+3),
Stealth (+3), Survival (+3), & Swimming (+3)

Magic

None

Special Abilities

Talent Advantage: Notice

Description: Haalu are ancient and giant creatures revered by the Ferox. They stand between 9 and 12 feet at the shoulder, and weigh 4,500 to 5,000 pounds. Haalu are covered in short-haired coats, typically of a mottled brown color. Although quadruped, the Haalu have longer arms than rear legs, and as such have a slightly down-sloped back from head to rear. The Haalu have no tails, and have a face and mouth primarily composed of exposed bone. The Haalu have no teeth, just a stubby beak-like mouth with which they eat various plants, fruits, and nuts. Haalu eyes are very beady, forward set, and almost always jet black in color. The Haalu typically live 12 to 14 years.

Ecology: Haalu are herd animals, herbivores, and have been bred and trained by the Ferox since the beginning of time. It is believed that the Haalu were once flightless birds, giving up the strain of flight for such a large body and evolving into a quadrupedal animal. They are used as beasts of burden, mounts, and team animals. Although not especially spirited, the Haalu can be trained to be fierce guardians and war-worthy mounts. Haalu are almost always bred and maintained by the various Ferox tribes that wander Athia, but there are a few instances where wild Haalu exist.

HAMASK

Challenge Level 3

Family Savage	Actions 3
Fear 1	Hit 1
Defense 11	Damage 1d6 / 1d6 / 1d6
Health 90	Speed 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Hermetics (+1),
Notice (+1), Survival (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

Immunity: Fear

Description: The Hamask is the most primal and bestial aspects said to dwell within each person. They are savage, brutal, and relentless. As the Hamask rips through a man (or woman) they become more muscled, slightly larger, gain sharpened teeth, claws at their fingertips, and their skin turns as pale as the moon. Their eyes become solid orbs of silver, like the light of Selene herself. Otherwise the Hamask looks very much like its original host.

Ecology: The Hamask is a person (or persons) afflicted with the “Touch of Selene.” Some refer to them as Lunatics, Moon Warriors, or the Soldiers of Selene. They are cursed, or blessed, by the goddess Selene. Upon each night of the full moon, the person afflicted transforms into a beast of a figure. For the duration of the night they ravage the land, enacting Selene’s will. Some say that the Hamask are the protectors of the earth, others say they are used to thin the ranks of Athia’s populations. Whatever their purpose, they are brutal warriors, capable of destroying and killing anything in their path.

HOMUNCULUS

Challenge Level 1

Family Construct	Actions 1
Fear -2	Hit 0
Defense 12	Damage 1d6
Health 30	Speed 20'

Talents

Discipline (+1), Endurance (+1), & Exertion (+1)

Magic

None

Special Abilities

Damage Reduction (1), Immunity: Environment, Immunity: Fear, Immunity: Mind Magic, Immunity: Poison, Immunity: State (Bleeding), Immunity: Surprise, Talent Advantage: Endurance

Description: A Homunculus is a Construct created by burgeoning Arcane casters. Homunculi are typically summoned as servants, assistants, or even as pets. They are small creatures, typically 2 to 3 feet in height, have odd limbs, pinched and elongated features, and no mouths. They have long, bat-like ears, long noses and arms that look as though they would have been wings had they formed correctly. Their eyes are orbs of arcane energy, as is typical for most Constructs. They may have odd features, notable characteristics, or any other form their master desires. Although they are generally similar in appearance, each is unique unless specifically duplicated by their creator.

Ecology: Homunculi, as Constructs, have often been the assistants of their Arcane masters. They are not a race unto themselves. As such, Homunculi that exist throughout Athia are the creations of Arcane practitioners. Homunculi do not eat, they do not breathe, nor do they suffer from their environment (hot or cold). Homunculi are eternal, should their caster be so powered to give them that gift; they do not age. Homunculi do not speak, but can understand the commands of their creators and the words of others.

HOUND

Challenge Level 1

Family Beast
Fear -1
Defense 13
Health 18

Actions 1
Hit 1
Damage 1d6
Speed 30'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
 Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

None

Description: The Hound was bred from the wild wolf a millennium ago. Hounds have become the companions of many races across Athia, most especially of Humans. Male Hounds weigh around 90 to 120 pounds, while females typically weigh between 75 to 100 pounds. Males stand just under three feet at the shoulder, while females stand about two and a half feet. Colorations vary from region, being very light in color (white, gray, and golden) to very dark in color (black, dark brown, and charcoal). Hounds live somewhere between ten and thirteen years.

Ecology: Hounds are used as hunting dogs, guards, livestock herders, laborers, rodent control, and pets. They are pack animals where leadership and dominance are established by the Alpha males and females. They are primarily carnivorous, but have been domesticated to supplement their diets on plant sustenance when necessary. Hounds are very intelligent, and very receptive to training. Breeding and husbandry of Hounds is considered an art form, with successful endeavors to make the best of Hounds fetching a sizable amount of coin.

JORGAND

Challenge Level 8

Family Exalted	Actions 1
Fear 2	Hit 0
Defense 14	Damage 1d6
Health 90	Speed -- / Fly 30'

Talents

Athletics (+1), Charisma (+1), Combat Rest (+1), Concentration (+1), Craft (+1), Discipline (+1), Endurance (+1), Exertion (+1), Faith (+1), Hermetics (+1), Notice (+1), Recuperation (+1), Scholar (+1), Stealth (+1), Survival (+1), Swimming (+1), Taming (+1), & Thievery (+1)

Magic

One Arcane Art (A: 8d4, 80' Area)

Special Abilities

Immunity: Art (their Arcane Art), Immunity: Poison, Immunity: State (Bleeding), Insubstantial: Full, Sense (Mana), Talent Advantage: Concentration

Description: The Jorgand is an apparition of a creature, seemingly made from nothing more than shadows. It is wispy in nature, sometimes large while other times quite small. It often has a human-like head, with hollows or bright, glowing eyes. The Jorgand often grows when irate or angered, and shrinks when cautious or wanting to remain unseen. Its shadows can form legs or arms, or any other feature it may need to convey its messages or punishments upon its victims.

Ecology: The Jorgand is believed to be a creation of Arcane energies - perhaps solely that of the powers of the cosmos itself. They say that it was the Slyph that first created the Jorgand when they unlocked the secrets of the Arcane Arts. Others blame Humans who didn't fully understand Arcane power when they first attempted to delve into the world of magic. Whatever the origin, the Jorgand exist solely to restore the balance of Arcane power - seeking out those who have unlocked its power to eliminate them. It is believed that the denizens of Athia were never meant to meddle with Arcane powers, and the Jorgand seek out those practitioners who are vulgar in their use to rid them of their capabilities or their lives.

KOHRA

Challenge Level 4

Family Construct
Fear 0
Defense 14
Health 72

Actions 1
Hit 1
Damage 2d6
Speed 20' / Fly 30'

Talents

Discipline (+3), Endurance (+3), & Exertion (+3)

Magic

None

Special Abilities

Damage Reduction (3), Immunity: Environment, Immunity: Fear, Immunity: Mind Magic, Immunity: Poison, Immunity: State (Bleeding), Immunity: Surprise

Description: A Kohra is a Construct often created to serve as a spy, messenger, servant, or even guardian. Kohra are typically around the size of a small man, are commonly composed of stone, have bat-like wings, and clawed hands and feet. Their eyes are orbs of arcane energy, as is typical for most Constructs. They may have spines, horns, or any other number of features their creator desired. Although they are generally similar in appearance, each is unique unless specifically duplicated by their creator.

Ecology: Kohra, as Constructs, have often been the servants of the more established Arcane practitioners. They are not a race unto themselves. As such, Kohra that exist throughout Athia are the creations of Arcane masters. Kohra do not eat, they do not breathe, nor do they suffer from their environment (hot or cold). Kohra are eternal, should their caster be so powered to give them that gift; they do not age. Kohra do not speak, but can understand the commands of their creators and the words of others.

LOGRYN / LOGRYSS

Challenge Level 9

Family Logryn	Actions 2
Fear 2	Hit 3
Defense 15	Damage 3d6 / 3d6
Health 180	Speed 20'

Talents

Athletics (+6), Endurance (+6), Exertion (+6), Notice (+6), Stealth (+6), Survival (+6), Swimming (+6), Taming (+6), & Thievery (+6)

Magic

Frost Breath [Freeze (A: 5d4, 90' Area, Innate Effect)]

Special Abilities

Immunity: Environment, Talent Advantage: Stealth,
Vulnerability: Mundane (Fire)

Description: The Logryn (male) and the Logryss (female) are large humanoid creatures (together referred to as the Logryn). They have blue skin, dark hair, and red eyes. They are large of frame, commonly wear skins, and are very primitive in appearance. They stand roughly ten to twelve feet, and weigh approximately five hundred pounds. They have thick brows, deep-set eyes, and strong jaw-lines. Although they can use tools and weapons they are commonly unarmed. The breath of a Logryn will freeze a man solid and cover their surroundings with a thick layer of frost.

Ecology: It is rumored that the Logryn were the first sentient creatures created by the Slyph. Which of the Slyph created these creatures has been lost by time, but long before the other races populated Athia, the Logryn and the Logryss existed. This couple, united by their heritage as well as by love, was extremely capable, intrepid, and highly intelligent. Despite their incredible success they were too smart for their own good, and proved to be more of a problem than a benefit for their Slyph creator. Before they were to be destroyed, the Logryn and the Logryss escaped their master, fleeing into the colder interior of Athia. They were hunted and while cowering in the snowy wastes of the north, became frozen in solid blocks of ice. Legend has it that the Slyph left the Logryn frozen where they hid, but returned later to seek some piece of knowledge from them. The Logryn were temporarily freed from their icy prison and asked to answer the Slyph's questions in return for their freedom. The Logryn accepted the deal, and answered the questions they were asked. Once free from the Slyph, the two lovers returned to one another's arms. The reunion was short-lived, however. The Slyph had neglected to tell the Logryn of the time limit on their freedom, which

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lasted until the next day wherein they returned to their previous glacial form. Breaking from the ice fell four shards, the children of the Logryss: Gremain, Ogre, Volat, and Wirry. Sadly, with their hearts frozen by the ice, these children were forever corrupted and turned into monsters. The final fate of the Logryn and the Logryss is unknown, but some say they have seen the two creatures, hidden in icy crevasses of the glaciers or deep within icy caves. These tales reveal that they are shy, cautious, and benevolent, leading people who have fallen through the ice back to safety and to their loved ones.

LOINEN

Challenge Level 1

Family Faie
Fear -3
Defense 6
Health 1

Actions 1
Hit Special (see below)
Damage n/a
Speed 1' / Swim 40'

Talents

Athletics (+1), Concentration (+1), Endurance (+1),
 Notice (+1), Swimming (+1), & Taming (+1)

Magic

Suggestion (A: Target)

Special Abilities

Amphibious, Immunity: Mind Magic, Implant

Description: Loinen are little more than tiny parasitic worms that are scattered across the lands of Athia. They are tiny, about the length of one's pinkie nail. They have tiny spines on their body which are used to grip and move them through wet and slippery environments. Their wormlike bodies are dotted with dark spheres that help both with sensory input as well as to connect with their victims.

Ecology: Loinen predominantly reside in watery, wet regions, but might drop onto unsuspecting victim's shoulders from greenery above. They are always looking for a potential host, apparently able to sense when a worthy subject is in their presence. They attempt to make their way into their hosts ear, either swimming in while the individual is immersed in water, or slowly crawling their way in – usually while the subject is sleeping. Once in their host they begin connecting with their mind. This process typically takes 1d4 days, but once connected the Loinen begin implanting their Arcane Suggestion: Humans must die. While under this suggestion the host is otherwise immune to any other mind magic. The Loinen are believed to have been created by the Slyph, but why they were tasked with turning the denizens of Athia against Humans is unknown. The Loinen continue to grow in their hosts ear, often unbeknownst to them. They prompt their host to confront every Human they meet, and continue to do so until their Host is slain. Once dead, the Loinen uses the warm cavity of their hosts ear to propagate their own kind, giving birth to hundreds and thousands of tiny worm children. Should the Loinen be discovered, they can be carefully removed provided the host can be subdued and a Difficult (15) Hermetics Check is successfully made.

LYSK

Challenge Level 3

Family Reptilian

Fear 1

Defense 14

Health 60

Actions 1

Hit 2

Damage 2d6

Speed 20' / Swim 20'

Talents

Athletics (+1), Endurance (+1), Notice (+1), Stealth (+1),
Survival (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

Regeneration (1)

Description: Lysk are large lizard-like creatures. They stand about the same height as a man, but are larger, bulkier creatures. They use tools, weapons, and armor to the best of their ability, and are dangerous in combat. They have thick, scaly skin, slit-like eyes, claws, and row upon row of sharp teeth. Lysk also have thick, long tails that they can use as both a means of balance as well as a weapon. Lysk live an average of 25 to 35 years.

Ecology: Lysk have been a constant threat to the outlying areas of Athia for as long as anyone can remember. They live amidst the swamps and marshes, as well as in the rocky and arid terrains of Athia. Although they typically reside away from civilized areas, they have made several incursions into the interior of Athia, often being stopped or slowed by the efforts of their Goblin and Orc neighbors. They are social creatures, led by the greatest warriors, and organized into tribes and villages. They are hunters, seeking out any prey to feed themselves and their families.

MAMMOTH

Challenge Level 7

Family Beast	Actions 1
Fear 0	Hit 2
Defense 14	Damage 5d6
Health 186	Speed 20'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Notice (+3),
Stealth (+3), Survival (+3), & Swimming (+3)

Magic

None

Special Abilities

Immunity: Environment, Knock Over [Bestow State: Prone (on successful Hit)]

Description: Giant wooly elephants that traverse the temperate regions on into the arctic tundra, Mammoths are great beasts standing anywhere from ten to fifteen feet in height, and weighing as much as fifteen tons. They have thick fur hides and large amounts of fat that allow them to survive in the most extreme of cold temperatures. Their coloration is typically shades of brown, but rare instances of gray coats have been found from time to time. Both males and females have tusks. The males sprout their tusks at six months, and they grow at a rate of six inches per year. The females sprout their tusks at one year, and they grow at a rate of about three inches per year. Mammoths live an average of 75 years.

Ecology: Mammoths are grazing animals, subsisting off herbs, grasses, larch, shrubs, and even some deciduous tree leaves. They are frequently hunted for their hides and tusks as well as their meat. Mammoths have been domesticated in the past to be used as work animals, but with limited success. A solitary Mammoth can eat approximately 350 pounds of food in a day, constantly moving from place to place to find suitable sources of vegetation. The social lives of male and female Mammoths are very different. Females live their entire lives in tight-knit matrilineal family groups, some of which are made up of multiple pairs of mothering Mammoths. These groups are led by the matriarch, often the eldest female. She remains the group's leader until death or until she no longer has the interest or energy for the role. The male Mammoth's life is very different. As he matures, a male spends more time at the edge of his group and associates with outside males or even other families. Young Mammoth males spend over 80% of their time away from their families, and as they age the females show more and more aggression towards the male to encourage him to leave the group. When a male departs they either live solitary lives, or form groups with other males.

MAN-AT-ARMS

Challenge Level 2

Family Folk	Actions 1
Fear 1	Hit 2
Defense 13	Damage 2d6+2
Health 24	Speed 20'

Talents

Athletics (+1), Charisma (+1), Crafts (+1),
Endurance (+1), Faith (+1), & Notice (+1)

Magic

None

Special Abilities

Massive Attack (x1)

Description: Clan in armor and thick furs, donning helmets and shields, and carrying well-used and well-kept weapons are all marks of the Man-at-arms. Sometimes they wear the symbol of their House, the heraldry of their Lord, or perhaps even a uniform. Other times they are non-descript, attempting to hide weapons and capabilities. Man-at-arms are typically large specimens of any of Athia's races, but it does not preclude the small and lithe from having the skills to be counted amidst their ranks.

Ecology: Man-at-arms includes a broad swath of individuals with militant skills. They include Guards, Security Forces, Bandits, Mercenaries, Outlaws, or Pirates. Anyone capable of lending their martial skills might count themselves amidst the Man-at-arms. Aside from money, Man-at-arms are most often motivated by station, power, and opportunity. They are also typically very loyal to those who share their martial burden, and wary of those who have never put their own lives on the line.

MOSAUR

Challenge Level 6

Family Reptilian	Actions 2
Fear 1	Hit 2
Defense 17	Damage 2d6 / 2d6
Health 102	Speed 20'

Talents

Athletics (+3), Endurance (+3), Notice (+3), Stealth (+3),
Survival (+3), Swimming (+3), & Taming (+3)

Magic

None

Special Abilities

Damage Reduction (2), Talent Advantage: Exertion

Description: The largest of all bipedal Reptilians, Mosaur are some of the most feared creatures in all the outlying lands. Mosaur stand 10 to 12 feet in height, and weigh in at around a ton. They are covered in very thick, plate-like scales, have squat heads, broad hands with sharp claws, and are incredibly muscled. They have long, thick tails like their Lizardfolk cousins, but have serration barbs running down the sides of them. Mosaur color patterns are typically browns and reds, with their plate scales being the darkest shades and their chests, bellies, and the underside of their tails being lighter in color. Although the Mosaur can use weapons and armor, their natural hides are often more than enough to protect them. Mosaur live an average of 20 to 25 years.

Ecology: The Mosaur are few, and typically live with their Reptilian brethren. They often serve as the greatest of warriors, guards, and in rare cases leaders of local villages. Although not especially social creatures, they understand the value of working together with the other Reptilian races. The Mosaur are also prized by the Naga, used as personal guards and generals of the “lesser Reptilian” armies.

NAGA

Challenge Level 9

Family Reptilian	Actions 1
Fear 2	Hit 2
Defense 16	Damage 2d6
Health 132	Speed 30'

Talents

Athletics (+6), Endurance (+6), Notice (+6), Stealth (+6),
Survival (+6), Swimming (+6), & Taming (+6)

Magic

Electric Blast (A: 6d4, 90' Area)

Special Abilities

Heightened Sense (Tremor Sense), Poison: Spray (Deadly, 90' Area)

Description: Naga are impressive creatures, large, regal, and graceful. The Naga have the upper bodies of Lizardfolk with a thick and long tail in place of legs. They are anywhere from 15 to 35 feet in length, with the longest Naga considered as the most powerful among them. They have dark coloring, typically in a blue-green to blue color. Naga males also have large and elaborate head crests - a combination of spikes and spines with flaps of skin interconnecting them. Naga have serpent-like heads, fangs, and powerful upper-bodies. Naga can live for as long as 200 years.

Ecology: Sovereigns of the Reptilians, the Naga are the living gods of the lizard-people. The Naga breed only once every century, so as such make every effort to make their mating rituals a priority. Because of these reproductive limitations, the Naga are very few. Naga might live in complete seclusion, or head up villages of other Reptilians. Naga are powerful creatures, and all Reptilians, almost as if ingrained into their very make-up, revere the Naga as their leaders. Naga are social creatures, very intelligent, and exceptional domestic and military leaders.

NESHORN

Challenge Level 5

Family Beast	Actions 1
Fear 0	Hit 2
Defense 14	Damage 4d6
Health 138	Speed 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Immunity: Environment, Massive Attack (x1)

Description: The Neshorn is a giant, woolly, rhinoceros. The most notable characteristic of Neshorn are the horns atop their long snouts. The horn closest to the tip of their nose can grow up to four and a half feet, but a secondary horn, more at the bridge of the nose, can grow as long as a foot. Females have smaller horns that are roughly half the size of their male counterparts. Neshorn are covered in a thick, dark fur that affords them the warmth they need to live in the harsh northern climates. Neshorn are an average of 12 feet in length and weight in at about 6,000 pounds. Females are slightly smaller in size, and have slightly longer snouts. Neshorn live an average of 45 years.

Ecology: Neshorn are social animals, led by the largest of the males. Herds can include as many as five or six families. Alpha and other dominant males are often run from the group, leading to some solitary instances where Neshorn males live independently. They are grazing animals, existing from the open plains into the harsh northern areas. They are sometimes hunted for their fur, horns, or their meat. As the horn of the Neshorn is often used to attract a mate, it is believed that the horn of the Neshorn has aphrodisiac application and can cure impotence.

NOBLE

Challenge Level 3

Family Folk	Actions 1
Fear 1	Hit 1
Defense 11 (18 in armor)	Damage 1d6+1
Health 18	Speed 20'

Talents

Athletics (+3), Charisma (+3), Crafts (+3),
Endurance (+3), Faith (+3), & Notice (+3)

Magic

None

Special Abilities

Talent Advantage: Charisma, Talent Advantage: Discipline

Description: Nobles in Athia vary from House to House and land to land, sometimes openly displaying their splendor, and sometimes maintaining a rather reserved and conservative appearance. They typically have access to the best finery and craftsmanship their lands have to offer, displayed in their clothing and the items they carry. The highest of Nobles might wear head chains, metal headbands, circlets, or even crowns. Every Head of House, Regent, and Lord has their own heraldry, and is likely to wear something that displays their station. Though Nobles may be of any Race in Athia, they are predominantly Human.

Ecology: Most of the nobility throughout Athia are the Lords, Regents, Heads of House, and their families. Some Houses have a far more distinct aristocracy than others, having long lineages recorded throughout history. Others are more circumstantial, placed in positions of power more reluctantly. The Nobles hold some of the most extensive wealth, lands, and power throughout Athia, having access to nearly any means within their reach. Nobles range from the tyrannical and the cruel to the sensible and the just, and varying from generation to generation, age to age.

OGRE

Challenge Level 6

Family Logryn
Fear 2
Defense 16
Health 108

Actions 2
Hit 3
Damage 2d6+2 / 2d6+2
Speed 20'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Notice (+3), Stealth (+3), Survival (+3), Swimming (+3), Taming (+3), & Thievery (+3)

Magic

None

Special Abilities

None

Description: Ogres are the largest of the Logryn races. They stand between 12 and 15 feet in height, are large, well-muscled creatures, and weigh five times as much as a man. They are humanoid, with pointed ears, blue-gray skin, and small tusks jutting from their lower jaws. Ogres use weapons and armor when available, but are plenty capable on their own. Ogres typically live 30 to 35 years.

Ecology: Ogres are neither social, nor solitary creatures. Often, they will reside with family or others in very small groups if they are not otherwise pursuing a solitary lifestyle. Some Ogres might find themselves part of the Red Orc armies, while others might maintain a lifestyle of king over the Gremain. Ogres are carnivores, but have been known to eat other things as necessity demands. Ogres prefer the secluded environments of the forests and hills, but can be found in nearly any part of Athia.

ORJA

Challenge Level 2

Family Folk
Fear 0
Defense 10
Health 6

Actions 1
Hit 1
Damage 1d6
Speed 20'

Talents

Athletics (+1), Charisma (+1), Crafts (+1), Endurance (+1), Faith (+1), & Notice (+1)

Magic

One Divine Influence (D: 4 Favor)

Special Abilities

None

Description: The Orja can be difficult to single out from the rest of Athia's citizenry. They often hide amidst the rank and file denizens of their villages and towns. Depending on who it is they worship they might wear something that shows their devotion to their veiled god: rings, amulets, and tattoos are the most common. In extreme cases the Orja might be overt, openly displaying their worship with uniforms of robes, cowls, or other raiment. They might have specific headgear or other ornamentation that depicts their station within their cult.

Ecology: Orja are fanatic devotees to a Fallen. At their inception they are few and small in power. If left unchecked, they can spread across the land like wildfire. They are particularly vengeful against anyone displaying Divine connections to the Triad, and actively work to undo and destroy anything and anyone associated with the True Gods they feel cast their Fallen from the heavens. The Orja are not mindless, but they are reverent in their faith. As such, many of the Orja are still contributing members of their towns and cities, but some have become so overzealous that their faith has become blinding - leaving them focused solely on serving their Fallen and destroying all related to the Triad.

POSSESSED

Challenge Level 7

Family Exalted	Actions 1
Fear 2	Hit 2
Defense 14	Damage 4d6
Health 78	Speed 20'

Talents

Athletics (+3), Charisma (+3), Combat Rest (+3), Concentration (+3), Craft (+3), Discipline (+3), Endurance (+3), Exertion (+3), Faith (+3), Hermetics (+3), Notice (+3), Recuperation (+3), Scholar (+3), Stealth (+3), Survival (+3), Swimming (+3), Taming (+3), & Thievery (+3)

Magic

One Arcane Art (A: 7d4, 70' Area) or One Divine Influence (D: 14 Favor)

Special Abilities

Damage Reduction (2), Immunity: Fear, Immunity: Mind Magic, Immunity: Poison, Immunity: State (Bleeding)

Description: Possessed look much like their Sick relatives, save for an intelligence in their hollow eyes. They attempt to dress much like they would have in life, cling to possessions, and unlike their Sick brothers, can form wicked vocalizations as if from beyond the grave. They may be completely skeletal, or have the look of one freshly slain - whatever the case the Possessed still cling to a great deal of their former prowess in their new, immortal form.

Ecology: The Possessed are the mightiest of the Sick. They are those vessels who have been taken over by the most powerful of restless spirits. Great warriors, powerful wizards, and ruthless priests are but a few examples of the types of spirits that become one of the Possessed. As one of the Sick, and possessing all their sentience, the Possessed are commonly the leaders of the Sick. Heading vast armies in years gone by, they were responsible for countless deaths of the various races within Athia. Each of the Possessed is different, having lived varied lives, and now residing in the decaying corpse of a recently fallen member of society. The Possessed are often solitary, but can control the other mindless Sick around them. Each of the Possessed have their own goals and motivations, unique to their own desires; be they seeking revenge for their deaths, or simply wanting to lay waste to all who would oppose them.

ROC

Challenge Level 12

Family Beast	Actions 2
Fear 3	Hit 4
Defense 16	Damage 3d6 / 3d6
Health 258	Speed 20' / Fly 50'

Talents

Athletics (+6), Endurance (+6), Exertion (+6), Notice (+6),
Stealth (+6), Survival (+6), & Swimming (+6)

Magic

None

Special Abilities

Grab and Hold, Wing Flap [Bestow State: Prone (x2, 120' Area)]

Description: Gargantuan eagles, Rocs have wingspans of 100 feet or more. Capable of picking up a fully-grown elephant in its claws and carrying it off into the skies, Rocs are incredible sights to behold. Rocs are commonly gray in color, with white undersides. They have powerful claws, and beaks that can crush the necks of prey with little effort. Rocs live an average of 75 years.

Ecology: Rocs, also known as Thunderbirds, are believed to exist deep within the mountains, as well as in the arctic north. They typically pick prey from the various ranches and farms throughout Athia. Some Rocs are revered, seen as good omens and protectors. Some villages offer up sacrifices to Rocs in hopes that they may keep an eye out over their village. Not strictly carnivores, Rocs have also been known to eat vegetables from gardens and farms in areas close to their nests.

SCOUNDREL

Challenge Level 2

Family Folk	Actions 1
Fear 0	Hit 2
Defense 14	Damage 1d6+2
Health 18	Speed 20'

Talents

Athletics (+1), Charisma (+1), Crafts (+1),
Endurance (+1), Faith (+1), & Notice (+1)

Magic

None

Special Abilities

Talent Advantage: Stealth, Talent Advantage: Thievery

Description: The worst of Scoundrels might be identified by their weasley demeanor, wicked smiles, and unscrupulous behavior. The best of Scoundrels appears as nearly any other denizen of Athia: clean, behaved, and educated. The Scoundrel's true mark is that of their own self interests, conveyed early in the best of instances, and perhaps not at all in the worst. All races of Athia are represented in the circle of Scoundrels, as are all ages and skillsets.

Ecology: Thieves, Charlatans, Pickpockets, Swindlers, and Hooligans are all counted amidst the ranks of Scoundrels. They are most often interested in other's money, and will use any means possible to acquire it for themselves. In larger cities they can be organized, headed by masterminds who coordinate their efforts and see that their spoils are distributed amidst their members. Some Scoundrels work in groups, while others work independently. Some are creative, others charismatic, and in some cases, rely on simple intimidation or violence.

SERPENT

Challenge Level 2

Family Beast	Actions 1
Fear 1	Hit 2
Defense 11	Damage D6-1
Health 18	Speed 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Heightened Sense (Tremor Sense), Immunity: Surprise,
Venomous Bite [Poison: Inject (Minor)]

Description: Serpents in Athia vary greatly from area to area. All Serpents are long, legless, carnivorous reptiles. Many Serpents are venomous, capable of either injecting their poisons into the systems of their prey through long and sharp fangs, or in some cases by projecting (“spitting”) their poison onto their targets. They have no eyelids, no ears, and are covered in overlapping scales. Their coloring can range from bright colors (common for the most venomous of the Serpents), to colors and patterns serving as natural camouflage (common for the constricting Serpents). Serpents can range in size from just 8 inches to over 45 feet. Constrictors are typically the longest of the species, weighing up to 10 pounds per foot. The average lifespan of a Serpent is 12 to 28 years.

Ecology: Serpents live in nearly all corners of Athia save for the more arctic regions. They are often dormant during the coldest months and most active during the warmer months. Serpents are lone animals, leaving their nests soon after they are born to fend for themselves. Serpents have an incredible sense of smell, often used in hunting and tracking of prey. Though a Serpent’s eyesight is not sharp, they do have infrared sensitivities that allow them to register thermal images of their prey. Serpents are also very sensitive to vibrations and can track movements of prey both through the ground as well as through the air.

SICK

Challenge Level 2

Family Exalted	Actions 1
Fear 0	Hit 0
Defense 12	Damage 1d6+2
Health 30	Speed 10'

Talents

Athletics (+1), Charisma (+1), Combat Rest (+1), Concentration (+1), Craft (+1), Discipline (+1), Endurance (+1), Exertion (+1), Faith (+1), Hermetics (+1), Notice (+1), Recuperation (+1), Scholar (+1), Stealth (+1), Survival (+1), Swimming (+1), Taming (+1), & Thievery (+1)

Magic

None

Special Abilities

Damage Reduction (2), Immunity: Fear, Immunity: Mind Magic, Immunity: Poison, Immunity: State (Bleeding), Festering Wounds: Minor

Description: Much of the Sick's appearance depends on how long they have been deceased. Early on, one of the Sick might look exactly like a regular person, though gaunt and pale. Their body continues to decompose much like it would in death, eventually giving the Sick a zombie-like appearance. As decomposition continues, the flesh and tissue eventually rot completely and falls from the skeletal frame of the creature. Finally, left with little more than their bones, the Sick continues, undying, kept alive by some other-worldly means.

Ecology: No one knows how the Sick appeared. Some believe it was a curse from the Gods, others say it was the dying wish of the Old Gods to purge the efforts of man. And yet, others think it is a disease. What is known is that any who die within Athia will rise again as one of the Sick. A tradition of cremation has been the only means to thwart the deceased from rising as one of the undead. As such, nearly every single race across the lands of Athia now uses cremation for their dead. As for the Sick themselves, the shorter they have been Sick, the more they have understandings of the things they did in life (like using tools, opening doors, or understanding the worth of armor). The further the Sick's brain deteriorates the more primal and simplistic the creature becomes. The Sick seem only interested in senseless killing. What it is they are searching for, or what it is they are attempting to do, no one knows.

SKELFING

Challenge Level 4

Family Beast
Fear 0
Defense 15
Health 72

Actions 1
Hit 2
Damage 2d6+3
Speed 30' / Wall Crawl 30'
 / Tunnel 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
 Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Poison: Spit (Moderate)

Description: The Skelfing is a six-legged creature with large, powerful front arms, tiny secondary arms, and sturdy rear legs. It has a shell-like back covered in wide, thorn-like spines. It has close-knit eyes, a mouth of endless teeth, and a long wispy tail. On either side of the Skelfing's face are exposed, leathery poison sacs. It is typically gray in color to blend in with its cave surroundings, and has cloudy, white eyes. Its front arms have broad hands tipped with incredibly hard claws. It uses these claws to burrow, while its secondary arms are used to move debris back and out of the way. A Skelfing lives for an average of 15 years.

Ecology: The Skelfing exists exclusively underground. Here it hunts and feeds upon any kind of creature it stumbles upon. Skelfings hunt in different ways: some choose to use their long tail as an enticement to lure curious creatures towards it, while others prefer perched positions from which to spit their poison. Skelfings are solitary creatures, but do travel in small families when reproducing. They live at all depths underneath the surface, and beneath all the various lands of Athia.

SLYPH

Challenge Level 10

Family Faie
Fear 2
Defense 16
Health 156

Actions 2
Hit 3
Damage 2d6 / 2d6
Speed 20'

Talents

Athletics (+6), Charisma (+6), Concentration (+6), Endurance (+6),
 Hermetics (+6), Notice (+6), Swimming (+6), & Taming (+6)

Magic

One Arcane Art (A: 10d4, 100' Area)

Special Abilities

Immunity: Art (the same Arcane Art they possess),
 Talent Advantage: Concentration

Description: Slyph are an awesome, beautiful, and frightening sight. They are regal, refined creatures, calculated as much in their actions as they are in their thoughts. They stand an average of six feet in height, have lithe, sculpted bodies, and have pristine pale white skin. The Slyph men have great horns atop their head, jutting upwards and stretching behind them. Males typically have longer horns, sometimes reaching a total length of three to four feet. Slyph females commonly have much smaller horns that are rarely longer than half a foot or so in length. Slyph have eerie eyes that are either liquid blue, flickering red, ghostly white, emerald green, or jet black. Each color denotes a specific element and a lineage the Slyph descends from. Slyph are always beautiful, having decorated hair, toned figures, and elegant features. They are immortal, and may only have their physical forms slain while in Athia. Slyph are truly immortal while within the confines of Eshelon. Only in the lands of Athia can a Slyph be truly killed – but even then, their spirit lingers on.

Ecology: It is believed that the Slyph are the original race and the true heirs to the lands of Athia. The Slyph are Arcane masters, capable of creating spectacular magical Effects, far greater than any creature in Athia could ever produce. The Slyph attempted to mold the world in their image, creating the beautiful rivers, the majestic mountains, and the august woods. They experimented with life, creating countless creatures, some of which grew into full-blown species. From the Slyph came the Bantam, Dwarves, Elves, Ferox, Goblin, Orc, and countless others. However, those races revolted against their masters, seeking freedom from the tyrannical Slyph. The early races drove their masters from Athia, forcing them to retreat to Eshelon. Today, the Slyph see their home world scarred by war, plagued by the Sick, and their created races weak and scattered. They send out

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spies and scouts, learn what they can, and bide their time for whatever opportunities come that they may capitalize upon. The Slyph are very intelligent, having seen and experienced more than any human could ever understand. They are also very organized, having various lineages much like the Humans have Houses. They are social creatures, but can be ruthless in times of war as well as in the courts.

STAG-MOOSE

Challenge Level 4

Family Beast	Actions 1
Fear 0	Hit 1
Defense 13	Damage 3d6
Health 132	Speed 30'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

None

Description: Stag-Moose are large specimens of moose with giant racks of complex palmate antlers, broad shoulders, a large hump at the top ridge of their back, and a deer-like muzzle. They have muscular legs, two-toed feet, and males possess a second set of antlers sprouting from the back of their jaw. They are predominantly brown in color, with dark or black highlights on the head, face, neck and back. They reach a typical height of eight feet, and weigh an average of fifteen-hundred pounds.

Ecology: The Stag-Moose resides predominantly in woodlands, bogs, and marshes, sustaining itself on the prevalence of their edible plants. Stag-Moose are predominantly solitary from an early age. Adult males live alone, and adult females rear their young for the first few years before the family segregates. Stag-Moose are hunted for their hides and meat, as many within Athia have developed a fondness for their mild and tender meat. During mating season, both males and females are exceedingly aggressive and are given wide berths.

STREG

Challenge Level 3

Family Savage
Fear 1
Defense 15
Health 54

Actions 1
Hit 1
Damage 2d6
Speed 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Hermetics (+1),
 Notice (+1), Survival (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

Razor Sharp Claws [Bestow State: Bleeding (2)]

Description: Streg are man-sized creatures that stand between 5 and 6 feet in height. They have long arms, clawed hands, and wiry forms. They have small beady eyes, large pointed ears that stand up like that of a bat, giant teeth that jut upwards from their jaws, long necks, and manes of thick and dirty hair. Their nose is little more than two slits on their face, their forearms are gloved in bushy hair, and their feet are tipped with three large toes. Streg live an average of 20 years.

Ecology: Streg are known as baby-eaters, monsters that sneak into villages to swipe young infants and babes from their homes. They have an appetite for flesh, and find the very young a delicacy. Streg can be organized or solitary. They are very cunning, fearsome creatures, who take their time to learn their prey's routines. When they strike, it is often swift and silent, leaving families in shock as to what has occurred, and with little recourse.

STRIGA

Challenge Level 1

Family Beast	Actions 1
Fear -1	Hit 0
Defense 14	Damage 1d6
Health 12	Speed 10' / Fly 30'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Poisonous Bite [Poison: Inject (Minor)]

Description: The Striga are flying beasts that prey upon the unwary. A Striga has an almost demonic look: a pinched face, an elongated muzzle, sharp teeth, a horned nose, horns on the sides of their head, and red glowing eyes. Striga have leathery wings in place of their arms, and have long clawed legs with which to grasp onto their targets. They have long tails, also used to sting their prey. Striga are dark in color, often gray, blue, or violet. Striga have potent poison glands, and any sting from the Striga's tail can bring about an agonizing death. Striga live but 5 to 8 years.

Ecology: Striga are pack animals, hunting together, often under the cover of darkness. They swoop in on unsuspecting prey, sting them with their tails to inject their venom, and then devour their flesh as they expire. They are found all throughout Athia, but are particularly common in the forest or mountainous regions. The Striga love caves and underground areas provided there is either a worthwhile food source, or easy access to the surface for hunting.

THYRS (RED ORC)

Challenge Level 4

Family Logryn

Fear 1

Defense 15

Health 66

Actions 1

Hit 2

Damage 3d6

Speed 20'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Notice (+3), Stealth (+3), Survival (+3), Swimming (+3), Taming (+3), & Thievery (+3)

Magic

None

Special Abilities

Massive Attack (x1)

Description: Thyrs (or Red Orcs) are large creatures, standing 8 to 10 feet tall with broad chests and muscled physiques. Although they look somewhat like their Orc brothers, Red Orcs have more bat-like ears, hollow noses, and razor-sharp teeth. They often have broad foreheads, steep brows, and strong muscled frames. Red Orc coloration varies from red to brown and is typically very dark. Red Orcs live between 30 and 40 years.

Ecology: Kral Tarkhan Krullus was no normal Orc. Being half-Ogre and half-Orc, Krullus was altogether something different. Krullus began a rampant breeding effort to spread his spawn throughout much of the Orc population. His children were all given liberties with the Orc tribes they conquered to rape and spawn with all the defeated. As a result, the rise of a whole new race of Orc occurred - the Red Orc. Termed for their bloodlust craze in battle, the Red Orc is a ferocious and merciless opponent. It is believed that the few remaining Red Orc tribes are led by the direct descendants of Krullus himself. Only the strong hold power and those who get on in years or are otherwise unable to perform their duties are soon usurped if not assassinated in overt coups for leadership. Today the Red Orcs are commonly referred to as the Thyrs by the Orcs of society. Wanting to drive a wedge between the monstrous Red Orcs and the honorable Orcs of today, the Thyrs title has slowly been gaining acceptance as a term to describe the menacing Red Orcs.

TRAUG

Challenge Level 2

Family Reptilian	Actions 1
Fear -2	Hit 0
Defense 10	Damage 1d6
Health 24	Speed 10' / Swim 10'

Talents

Athletics (+1), Endurance (+1), Notice (+1), Stealth (+1),
Survival (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

Amphibious, Disease: Water Illness (when in proximity),
Festering Wounds: Minor

Description: Traug are often smelled long before they are ever seen. The Traug constantly oozes a mucosal film to keep its reptilian body moist. This mucosal ooze is especially pungent, reportedly smelling of something between rotten body odor, rancid fish, and putrid flesh. Traug have smooth reptilian bodies dissimilar to the Lysk, and are smaller (5 feet in height), have thinner bodies, are covered in slimy green skin, have hard boney bumps along their upper backs, and have very long fingers and toes. Traug mouths are lined with tiny, pointed teeth, and they have long frog-like tongues. Traug live an average of 15 years.

Ecology: Traug are the bastard children of the Reptilian family. Although very capable, their stench alone is enough for their reptilian brothers to give them a wide berth. Only in times of need are the Traug called upon by the Fyrben, Lysk, or the Naga. Otherwise, the Traug live in small villages or as large families in the swamps, marshes, and wet caves of Athia.

TROLL

Challenge Level 7

Family Faie	Actions 2 (0*)
Fear 1 (-3*)	Hit 3 (0*)
Defense 15 (15*)	Damage 3d6 / 3d6 (0*)
Health 96 (192*)	Speed 20' (0**)

* Stats while in stone form (see below)

Talents

Athletics (+3), Charisma (+3), Concentration (+3), Endurance (+3), Hermetics (+3), Notice (+3), Swimming (+3), & Taming (+3)

Magic

None

Special Abilities

Alternate Form: One (Stone), Damage Reduction (10 - only when in Alternate Form), Regeneration (5 - only when in normal form), Vulnerability: Mundane (Sunlight - turns them to their Alternate Form)

Description: Trolls are giant creatures, towering between 10 and 15 feet in height. They have incredibly thick hides of pebbled skin. These stony protrusions are usually smoothed but angular if not pointy. They have broad chests, lipless maws of sharp teeth, and small pointed ears. Trolls have yellow-green skin, lighter on their chests and darker on their backs, and have small yellow eyes. They use weapons but only wear simple symbolic apparel. Trolls are nocturnal, but not necessarily by choice. The light of the day turns them completely to stone. When transformed, Trolls look like giant boulders, having vague humanoid shapes as they tuck into a somewhat fetal position at the rise of the sun. Trolls live for an average of 35 years.

Ecology: Trolls are the warriors of the Slyph. They exist both in Athia as well as throughout Eshelon. These giant monsters make up the bulk of the Faie armies, though they might be accompanied by various Fomor or Changeling. It is said that Trolls are the embodiment of hate, lashing out at anything they come across. Although Trolls are not inherently bright, they are not stupid creatures. They live both independently as well as with others of their own kind.

TROW

Challenge Level 6

Family Savage	Actions 2
Fear 2	Hit 2
Defense 15	Damage 3d6-2 / 3d6-2
Health 108	Speed 20'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Hermetics (+3), Notice (+3), Survival (+3), Swimming (+3), & Taming (+3)

Magic

None

Special Abilities

Heightened Sense (Heat Vision), Immunity: Environment

Description: The Trow have a yeti-like appearance; they are tall, bestial, and covered in a coat of thick white hair. They have flat faces with large, curved tusks jutting out from under their upper lips. They have animalistic noses and thick, pointed ears. Their eyes are stark white, staring out from under their large brows. They have powerful arms and legs, and their hands and feet are tipped with large claws. Trow stand 14 to 16 feet in height, and have a howl that can carry across the arctic. The Trow have a typical lifespan of 55 years.

Ecology: The Trow are but a legend, as it is said that no one has ever seen one and lived. The truth of the matter is that the Trow live in the deepest parts of the Valkonin. The Trow are constantly battling for territory with the Villtur, a bloody endeavor that the Trow are winning even though they are greatly outnumbered. Trow are social creatures, forming villages of elaborate snow-caves. They do not stand for intruders and attack on sight. As food and resources are especially limited in their arctic home, the Trow are not keen on sharing with anyone.

ULDA

Challenge Level 4

Family Exalted
Fear 0
Defense 13
Health 42

Actions 1
Hit 1
Damage 1d6
Speed 20'

Talents

Athletics (+1), Charisma (+1), Combat Rest (+1), Concentration (+1), Craft (+1), Discipline (+1), Endurance (+1), Exertion (+1), Faith (+1), Hermetics (+1), Notice (+1), Recuperation (+1), Scholar (+1), Stealth (+1), Survival (+1), Swimming (+1), Taming (+1), & Thievery (+1)

Magic

None

Special Abilities

Attribute Damage (Constitution), Captivate: Individual (Automatic),
 Catatonia [Festering Wounds: Major]

Description: The Ulda look like the common people of Athia. They may be Human, Elven, Dwarven, or any other race. They have no markings to distinguish them as anything special, but they do have an eerie air about them. They are often believed to be witches, hags, shamans, warlocks, or mystics. As the victims the Ulda has preyed upon increases, so do their powers and capabilities.

Note: The Ulda's Catatonia special ability applies to the Attribute Damage done and not to the Damage they inflict in their Melee attacks. When an Ulda drains their victim to a -4 Constitution Modifier, the victim enters a sort of comatose-fugue state. They remain Down, Incapacitated, and forever sustained in a state of suspension, feeding the Ulda with their spirit. Any Ability Damage done by the Ulda cannot be recovered until the Ulda is slain. Also, for each point of Constitution Modifier their victim loses the Ulda gains in creature Creation Points. For example, if an Ulda drains a victim from a +1 Constitution Modifier to a -4 Constitution Modifier, they would have 5 creature Creation Points to add to their statistics (which might be used to add 20 more points of Health, or Regeneration (1) and 8 points of Health). Powerful Ulda would have numerous victims feeding them their spiritual energy and granting them countless powers and capabilities.

Ecology: Some believe that the Ulda were a creation of the Old Gods, others say that they were people so bent on immortality that they conducted a dark ritual that forever changed them. The Ulda are undying people whose immortality is contingent on feeding upon the souls of the living. The spirits of others empower theirs, allowing them to live on until eternity. With the spirit being the last

connection between an individual and their body, the Ulda can withstand a great deal of punishment before having their own spirits separated from their bodies. The Ulda are a mystical bunch, sometimes teaming together, other times living a hermit's life. As the Ulda have had an eternity to hone their skills, they are often very capable warriors, casters, or craftsmen. Ulda sustain themselves by finding worthy prey, getting them alone, captivating them, and then slowly draining their spirit (Constitution). When completely drained, the Ulda's prey descends into a comatose state, forever incapacitated, unaware of their surroundings, and unaging until the Ulda is slain.

URSI

Challenge Level 8

Family Beast	Actions 2
Fear 2	Hit 2
Defense 16	Damage 2d6+3 / 2d6+3
Health 162	Speed 30'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Notice (+3),
Stealth (+3), Survival (+3), & Swimming (+3)

Magic

None

Special Abilities

Talent Advantage: All Strength Talents, Roar (x1)

Description: The Ursi, or great bear, is one of the most revered and feared animals in Athia. Ursi females range from 550 to 650 pounds in weight whereas males can weigh in at a stunning 1,500 to 2,500 pounds. Standing at its full height, the Ursi male can rise to intimidating 15 feet. Ursi are often a dark brown color, but are known to have blonde striations, mottling, or collars. They are large, powerful animals, capable of pushing over trees, outrunning a man, or swimming for great lengths at a time. Ursi typically live 20 to 25 years.

Ecology: Although monogamous, Ursi males only stay with their partners through the mating season up to the first year or so. Mothers stay with their cubs until the last has departed (first 3 to 5 years), at which time she will find another mate and begin the cycle again. Ursi are most active during the day, but have been known to be nocturnal when feeding is easier for them during the cover of night. Ursi den through the winter, choosing caves, mines, or other natural shelters to get out of the elements. Ursi are most commonly found in the hills, forests, and mountain regions.

VILLTUR

Challenge Level 5

Family Savage	Actions 2
Fear 2	Hit 2
Defense 16	Damage 2d6+1 / 2d6+1
Health 90	Speed 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Hermetics (+1),
Notice (+1), Survival (+1), Swimming (+1), & Taming (+1)

Magic

None

Special Abilities

Immunity: Environment

Description: The Villtur is a hairy, horned mess of fang and claw. They stand between 6 and 8 feet in height, have vacant white eyes, short muzzles like a dog or wolf, three jointed legs, and are covered in tribal tattoos. Villtur have two sets of horns that sprout from the sides of their heads. They have exposed teeth, having no lips to cover the giant fangs that jut from their maws. Villtur have been known to fashion weapons and armor, both of which are typically large, thick, and fearsome looking. Villtur typically live between 20 and 30 years.

Ecology: Villtur are most commonly found in the northern regions of Athia, immersed in the arctic lands of the Valkonin. They are incredibly hearty creatures, capable of withstanding the harshest of cold weather. They are the only known race to have seen the Trow and lived to tell the tale. As their villages push further and further north, the Villtur constantly must fend off the threat of the Trow. Villtur villages host anywhere from half a dozen families up to 40 families or more - all are carefully hidden away and are always heavily guarded. Villtur are hunter-warriors, fully at home in the arctic, and employ brutal tactics to their advantage.

VITTRA

Challenge Level 5

Family Beast
Fear 1
Defense 17
Health 30

Actions 1
Hit 4
Damage 1d6-2
Speed Swim 40'

Talents

Athletics (+3), Endurance (+3), Exertion (+3), Notice (+3),
 Stealth (+3), Survival (+3), & Swimming (+3)

Magic

None

Special Abilities

Bestow State: Lame (on successful Hit), Heightened Sense (Thermal),
 Immunity: Environment, Poison: Inject (Major), Vulnerability: Mundane (Fire)

Description: Very wormlike in appearance, adult Vittra are white in color, and reach a length of three or four feet. They are generally lithe and light, with bodies that taper from a thicker middle to thinner ends. Their body is leathery, with several antennae like appendages sprouting from their forward halves. Their head is little more than a beak-ish mouth with razor sharp teeth, with no evidence of eyes, ears, or any sensory organs whatsoever.

Ecology: Living underneath the snows the Vittra move through the arctic like an eel might swim through the water. They search for warm bodied hosts where they hope to lay their eggs. Vittra attack from under the safety of the snows, biting feet, ankles, or anything else that plunges into the snow. When their target dies from their lethal poison the Vittra chews into its body to lay its eggs. The Vittra needs warmth for its eggs to become fertile, even if only for a short time. Later as the eggs become larva worms, they excrete gasses as they feast on their hosts innards. Eventually their host bursts, sending forth hundreds and thousands of the baby Vittra scattering.

VOLAT

Challenge Level 2

Family Logryn
Fear 0
Defense 14
Health 24

Actions 1
Hit 1
Damage 1d6+1
Speed 20'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1), Stealth (+1), Survival (+1), Swimming (+1), Taming (+1), & Thievery (+1)

Magic

Arcane Blast (A: 1d4, Target), Earthen Shield (A: 10 Damage Reduction)

Special Abilities

None

Description: A Volat stands slightly shorter than a man, averaging around 5 feet in height. They have wide, drooping, pointed ears, flat noses, wide mouths with small tusk nubs jetting from their mandibles, and gray/blue skin. They have small, dark eyes, thick nails, and are completely hairless. They wear a variety of clothing or armor, use all weapons and tools, and often decorate themselves with elaborate tattoos. Volat live, on average, 35 to 45 years.

Ecology: The Volat are a secluded race of Logryn known for their high intelligence. In the age of Krullus the Volat were used as advisors, messengers, spies, and were best known as the Orc's greatest contingent of Arcane casters. The Volat typically live independently of the other Logryn, preferring their own isolation over getting caught up in the affairs of the other races. The Volat are very territorial, ensuring that interlopers have a clear understanding of the dangers they are putting themselves at by entering their lands. Volat are very adaptable, and as such often frequent the areas other races are less likely to reside within.

WIRRY

Challenge Level 2

Family Logryn
Fear 0
Defense 13
Health 36

Actions 2
Hit 0
Damage 1d6+1 / 1d6+1
Speed 40'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1), Stealth (+1),
 Survival (+1), Swimming (+1), Taming (+1), & Thievery (+1)

Magic

None

Special Abilities

None

Description: The Wirry are a distant race of Logryn, believed to have been interbred with Changeling blood. They stand between 4.5 and 5.5 feet tall, have patches of hair on their forearms, thighs, chins, and from the tops of their heads down the center of their backs. They have small, pointed ears, small tusks, and a forehead hosting two large, ram-like horns. They have flat, squat noses and eyes that are eerily bright. Wirry wear crudely crafted clothing made of hides, and armor made from natural materials. Wirry live an average of 25 years.

Ecology: The Wirry live, almost exclusively, upon the great plains of Athia. Much like the Ferox that contest their lands, the Wirry all but avoided the Great War. Some believe that Krullus did not want to risk tainting his armies with Wirry blood. Wirry are erratic creatures, unstable, and very war-like. They hunt in large groups, but have been seen traveling alone when scouting or patrolling their lands. They live in small nomadic tribes, following game or their enemies across the plains. They are led by the greatest of their kind, whether male or female, but only respect those who can maintain their authority.

WOLF

Challenge Level 3

Family Beast	Actions 1
Fear 1	Hit 1
Defense 14	Damage 2d6
Health 48	Speed 30'

Talents

Athletics (+1), Endurance (+1), Exertion (+1), Notice (+1),
Stealth (+1), Survival (+1), & Swimming (+1)

Magic

None

Special Abilities

Cripple [Bestow State: Lame (on successful Hit)], Talent Advantage: Survival

Description: Wolves vary in color from a mottled brown, to dark red, jet black, or wolf gray. Males weigh around 280 pounds, while females typically weigh approximately 200 pounds. Males stand roughly three to three and a half feet at the shoulder while females stand roughly half a foot shorter. They have strong chests, V-shaped heads, and large paws. Their eyes range from an almost yellow color, to blues, greens, and browns. They have thick coats in the winter and sleek coats in the summer. Wolves in Athia live an average of 10 years.

Ecology: Wolves are pack animals, often traveling in small nuclear families. The wolf is often top of their food chain save for humans and other organized races that might otherwise contest that fact. They feed on other animals, hunting as a group, and taking their prey down with highly developed group tactics. Wolves are typically found in mountainous regions, forests, hills, and even scattered across the plains. Although they are most active at night, they can be seen wandering about during daylight hours.

WYVERN

Challenge Level 13

Family Reptilian	Actions 3
Fear 3	Hit 4
Defense 16	Damage 3d6 / 3d6 / 3d6
Health 174	Speed 20' / Fly 40'

Talents

Athletics (+3), Endurance (+3), Notice (+3), Stealth (+3),
Survival (+3), Swimming (+3), & Taming (+3)

Magic

None

Special Abilities

Acid Attack [Poison: Spit (Deadly)],
Wing Buffet [Bestow State: Prone (Area x1)]

Description: Wyverns are often mistaken for Dragons. Wyverns are the giant flying reptiles of legend. They can be as small as 20 feet in length up to an incredible 200 feet in length. As Wyvern age they grow larger and larger. Wyverns are covered in thick scales, have reptilian faces with loads of teeth, and have wings in place of arms. Their color is a product of their environment, mountainous Wyvern being gray whereas those living in the forested hills might be green in color. Wyverns live for an average of 150 years.

Ecology: The greatest of the Reptilian species, the Wyvern are the terrors of the skies. Although few, Wyverns patrol territories of several hundred miles. They feed on livestock, wild game, or the numerous other creatures that live within the wilds of Athia. They are solitary creatures, only coming together periodically with others to perpetuate their species. Wyvern, Wyrn, and even Dragon are all common terms for Wyvern.

CREATURES BY FAMILY & CHALLENGE LEVEL

The following is a breakdown of creatures from the Bestiary, grouped by Family:

Beast: Bagot, Boar, Edderkopp, Fen, Haalu, Hound, Mammoth, Neshorn, Roc, Serpent, Skelfing, Stag-Moose, Striga, Ursi, Vittra, Wolf

Construct: Elemental, Golem, Homunculus, Kohra

Exalted: Dragon, Fallen, Jormungand, Possessed, Sick, Ulda

Faie: Adaro, Changeling, Draugen, Fetch, Fomor, Loinen, Slyph, Troll

Folk: Arcanist, Commoner, Favored, Man-at-arms, Noble, Orja, Scoundrel

Logryn: Gremain, Logryn, Ogre, Thyrs, Volat, Wirry

Reptilian: Basilisk, Fyrben, Lysk, Mosaur, Naga, Traug, Wyvern

Savage: Bogill, Giant, Hamask, Streg, Trow, Villtur

The following is a breakdown of creatures, ranked by Challenge Level:

1: Bagot, Commoner, Fyrben, Gremain, Homunculus, Hound, Loinen, Striga

2: Arcanist, Boar, Favored, Fetch, Man-at-arms, Orja, Scoundrel, Serpent, Sick, Traug, Volat, Wirry

3: Fen, Hamask, Lysk, Noble, Streg, Wolf

4: Bogill, Changeling, Draugen, Kohra, Skelfing, Stag-Moose, Thyrs, Ulda

5: Adaro, Edderkopp, Fomor, Neshorn, Villtur, Vittra

6: Haalu, Mosaur, Ogre, Trow,

7: Basilisk, Golem, Mammoth, Possessed, Troll

8: Jormungand, Ursi

9: Logryn, Naga

10: Elemental, Slyph

12: Roc

13: Wyvern

15: Giant

30: Fallen

50: Dragon

ATHIA REWARDS

The rewards for adventure can be numerous: coin, fame, magical items, and more. For those brave enough to face the risks, the rewards can be considerable. Sometimes the Players are just looking for opportunities to test their Characters, sometimes they are just looking for opportunities to develop their Characters, but it cannot be denied that material gain for one's efforts can be a wonderful blessing. In Athia, rewards typically come in three forms: Advancement, Treasure, and Magic Items.

ADVANCEMENT

Characters will change and grow as they are continued on from story to story. Just as Characters evolve in literature, Characters in Athia do much the same. Stories impact a Character, other Characters impact a Character, and as a Character grows and evolves they learn from their experiences to become better and better at what they do. They become greater heroes.

There are several ways in which a Character may advance in Athia. Each advancement system has its own unique characteristics for progressing Characters through their Class Levels. GMs should make Players aware of which advancement system is being used for their game.

Experience: The Experience system is where Players earn Experience for their Characters as creatures and encounters are overcome throughout the story. GMs can use a creature's Challenge Level as an equivalent number of Experience earned for each Character every time they defeat a creature. The more creatures the Characters overcome, the more Experience they gain. The more Experience the Characters earn, the further they progress through the Levels of their Class.

The Experience Table gives GMs several progression options for Character advancement throughout their Athia game. If the Experience advancement system is used, GMs should identify for Players what type of advancement progression they should expect for the game.

Experience Table

Progression	Experience Required for Advancement
Slow	Desired Level x 15
Moderate	Desired Level x 10
Fast	Desired Level x 5

The GM can also award Experience for any other encounter or obstacle Players have overcome. Bypassing traps, befriending an NPC, or winning over a jury of their peers might all be encounters the GM can reward. Experience Rewards are always left up to the discretion of the GM.

Destiny: The Destiny system is a very simple system where Characters advance in terms of game sessions. If the Destiny option is chosen, GMs should identify for Players the number of game sessions that will pass before Characters will advance to the next Level.

The GM may choose to have Characters advance every game session, advance every three sessions, advance to the next Character Level once a number of sessions have been played equal to that Character's Level, or advance at some other predetermined rate. Destiny advancement can be planned out and decided upon by the Players, the Players and GM, or left up to the discretion of the GM alone.

Fate: Character advancement in the Fate system is solely left up to the discretion of the GM. In the Fate system, the GM simply announces when he wants the Characters to advance to the next Level. This is the most subjective and arbitrary of the systems, but allows for the GM to control Character progression at a pace they believe is most suitable for the story they are telling. The GM announces at the end of a session, in the middle of a session, or at the beginning of a session that the Characters have advanced in Level, and the Players are then left to adjust their Characters accordingly.

TREASURE

During their adventures the Characters are likely to earn for themselves monetary rewards. Coins, precious stones, jewelry, art, finely-crafted wares and more can be discovered throughout the lands of Athia. Although Characters may find themselves lucky enough to have stumbled upon a selection of spoils, what they are able to do with their earnings may be an entirely different matter.

There are two things to consider when awarding treasure in a story. First, how likely is it that the Characters have stumbled upon it? Just because they have slain a powerful Ogre does not mean that the Ogre is carrying around a large purse of coin. Monsters, just like people, often leave their valued belongings in a safe and secure place. Endless gems spilling out of the belly of a slain Basilisk is not anywhere as likely as the carcass of an elven traveler spilling out – and on it hangs an ornate necklace.

The second consideration when it comes to treasure is what it is the Characters are discovering. Arms and armor can be just as rewarding as coin. Supplies, wares, and even a worthwhile mount can all be considered earnings for Characters. Stumbling upon a crude smithing operation by a slew of Fyrben might yield numerous iron ingots that could all be highly desired by a neighboring blacksmith. With it the Characters could have new weapons or armor forged. It may be more likely that the Characters will not have time to wait for items to be crafted, and will have to settle for trading for whatever wares they can find within his shop.

ATHIA

Money should always be tight, and a single Silver Septem should be just as valuable to a First Level Character as it is to a Tenth Level Character. Just because a Character owns a fine horse, nice armor, and carries a magic sword does not mean that they do not otherwise scramble to come up with the means to pay for their next meal. However, having such nice things will certainly make them the target of any thief with the skills to relieve them of their wares.

INCOME & EXPENSES

When considering just how much reward to offer the Characters, it might be worth stepping back and asking yourself why it is you want to reward them. We are often accustomed to tales of characters stumbling upon vast treasure troves, swimming in coins, and possessing endless gems and jewelry. Once a Character has the weapons they want, once they have the armor befitting their Character, and when they have gathered enough coin to stay in inns for months, what then is left for them to desire? It is very easy to start handing out loot to Characters to give them a sense of accomplishment, but within a world with a struggling economy, where most shopkeepers have shallow pockets and suspicion is garnered around every corner when they are flashing gold coins, what is a Character truly able to do with their wealth?

Characters may not seek to purchase land for themselves, build homes or castles, or hire on teams of warriors in their adventures. If all their expenses are made up of traveling, supplies, and staying in inns, it is not going to be difficult for them to carry on through their lives when GMs are handing them money after every encounter.

If you are planning on rewarding Characters with money, be mindful of how you are going to get it out of the Characters' hands. Bandits and thieves, taxes and travel expenses, upkeep and supply are all great means to ensure Characters are always experiencing the struggles of survival in Athia.

NON-MONETARY INCOME

There are numerous things a Character can earn through their successes that are not simply bags of Septems. When money is tight people can be very creative with their rewards. Below is a small list of possible rewards that are not monetary in nature:

Allies: Someone once said that it is not what you know, it is who you know. Allies are those people Characters have built small relationships with who, as a reward, may offer their services and skills to the Character at a discount, or even free of charge. Having an ally can provide information, goods, supplies, or even a means to meet someone else who might be able to help them.

Following: The more reputation a Character gains the more likely there will be those who want to follow in their footsteps. Sometimes they want to fight side-by-side with the Character, sometimes they just want to offer whatever help they can to the Character by traveling with them. In either case, followers can often be more a blessing than a burden.

Home/Land: There are numerous homes abandoned and lands left untended. Characters might be rewarded a place of their own, a place to make their base of operations, or even a selection of lands where they can freely hunt to put meat on the table. Having a place to call their own is always a worthwhile reward.

Information: Information is power, and often Characters are looking for some piece of information or another to help them in their endeavors. Information might be a hidden mountain pass to shave weeks off the Character's travels, a tidbit to blackmail the local Lord with, or even just the best place in town to eat and sleep for cheap.

Maps: Most of Athia's maps are small or outdated. Having a good means to know where you are going, where water or food is, or even where the nearby towns on one's journey might be can be invaluable. Maps also might be to hidden caches, lost cities, or unknown locations where other rewards might be found.

Mounts: Getting around is always a chore, and what better reward than an easier means for the Characters to do so. This might be a selection of Fen with tack, or even a boat to travel up and down the river. Mounts and the means to expedite travel can be a wonderful asset for the Characters.

Room & Board: What is better than a place where the Character can rest their head, get a hot meal, and get out of the storm? Something as simple as offering the Character a room in their home, a meal in their belly, and a chance to recover from their travels might be worth its weight in gold.

Status: Sometimes something as simple as giving a Character an official title is enough. They might become the Warden of Highreach, or the Marshall of Moram. They could gain title and station in their House, their guild, their church, or any other organization. Status can have rewards all its own.

OUTFITTING ADVANCED CHARACTERS

At times you may want to create an advanced Character. Perhaps a new Player is joining the group and the other Characters are already sixth Level. How do you outfit a new Character so that they are similarly equipped and funded as the other Characters who have been adventuring and acquiring wares throughout their travels? The Advanced Characters Table helps give an idea of what amount of money, equipment, and even magical items the Advanced Character might start off with.

Advanced Characters Table

Character Level	Money	Magic Items
1-2	75 S	-
3-4	100 S	1 Minute
5-6	125 S	1 Minor or Minute
7-8	150 S	1 Moderate, Minor, or Minute
9-10	200 S	1 Major, Moderate, Minor, or Minute

MAGIC ITEMS

The term Magic Items is a generic one, including both Enchanted Items (Arcane magic items) and Sacred Relics (Divine magic items). Magic items can range from necklaces to suits of armor, scrolls, or other trinkets. Magic items have been created by some of the most powerful and influential Acolytes and Mages across Athia. These items took considerable time and skill to create and can hold amazing powers and capabilities. Now however, many of these items have been used up in the defeat of Krullus or to fend off the hordes of the Sick. What few magical items remain have been scattered across Athia, taken by men and women powerful enough to keep them or lost to history on forgotten battlefields.

What makes an item magical depends on which type of magic is imbued within it. Arcane magical items, or more correctly, Enchanted Items are crafted using Resonance Crystals. These rare and powerful crystals have some sort of raw Mana contained within them. Divine magical items, also known as Sacred Relics, are created through elaborate rituals with numbers of the faithful gathered about to impart their combined Favor into the item. Not only must the item be worthy of the gods' attention, but there must be an adequate number of the faithful gathered to turn the item into a Holy Relic.

CREATING ENCHANTED ITEMS & SACRED RELICS

The creation of all magic items first begins with the item itself. Anything can be infused with magical power, but magic usually only takes to rare, unique, and exquisite items. Rings, amulets, armor, and weapons are often the most common magical items, but this is not to say that a rare stone, a fine branch of rare wood, or an ornate goblet could not also be made magical. Only the creators of the items themselves could truly justify why one item was made magical over another, and thus nearly any notable item in Athia can be imbued with wondrous powers.

ENCHANTED ITEMS

Enchanted Items are Arcane in origin, built upon items of rare quality, framed by the formulations of the Caster, and powered by the Mana contained within Resonance Crystals. These three components - the item itself, the formulation, and the Resonance Crystal - all go into making a mundane item into an Enchanted Item. Should any of these components change (say, the Resonance Crystal is removed), the item loses its Enchantment and returns to being little more than a mundane item. Enchanted Items are fleeting, never permanent, and have a limited number of uses.

Wielders of Arcane power are the creators of Enchanted Items. First and foremost, the party interested in creating such an item must possess the Enchanter Ability. Secondly, the Enchanter must possess an item of quality. Although this item can be anything it must be either masterfully crafted, or rare or unique. Next is a matter of time that must be committed to formulating the capabilities of the Enchanted Item. Lastly, the item itself must be powered by a Resonance Crystal – the larger the crystal, the greater the potential power of the item.

Resonance Crystals are rare and powerful objects. They vary in size depending on the level of power. Large crystals hold more energy than their smaller counterparts, and have an eerie iridescent glow that is also indicative of their power. These Resonance Crystals are believed to be a physical representation of raw Arcane power. They are extremely rare, but allegedly can be found in any part of Athia.

The Enchanted Items Table outlines the number of Power Points and Formulation Time needed for the Mage to Enchant an item based upon the size of the Resonance Crystal being used. Power Points are used to determine the powers and number of uses of the Enchanted Item. The Formulation Time is how long it takes to create the Enchanted Item.

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Before the Enchanter begins down the path of Enchantment they are going to need the item they wish to enchant. Consider the cost of an item of the kind of quality able to accept magical imbuing to be ten times (10x) the normal cost for the item. When natural items are being used, they should be unique or at least very rare specimens – likely of high value regardless of their open availability to those that find them.

Enchanted Item Table

Resonance Crystal	Power Points	Formulation Time
Minute	15	2 Weeks
Minor	30	1 Month
Moderate	60	3 Months
Major	120	6 Months
Epic	240	1 Year

Taking the number of Power Points provided by the Resonance Crystal being used, the Mage can then determine what kind of power or powers the Enchanted Item will have. The first step in empowering a magical item is to select the magical Effects to be infused into the item. Effects for Enchanted Items are identical to the Effects used in Spell creation. Players draft the Spell or Spells they want the Enchanted Item to perform. The Difficulty for the Spell or Spells is calculated as normal and becomes the Cost paid for by the Power Points of the Resonance Crystal being used. No Spell with a Cost (Difficulty) greater than the Power Points of the item can be enchanted into an item, thus limiting the item's maximum strength.

Finally, we determine the number of Uses the Enchanted Item has. Assuming the Spell to be imbued into the Enchanted Item has a Cost less than or equal to the number of Power Points of the item's Resonance Crystal, it has one (1) Use. Any remaining Power Points of the Resonance Crystal become additional Uses for the Enchanted Item.

Enchanted Items and Concentration: The powers within a Resonance Crystal are primal. Not only do they fuel the Spells imbued into the items they are forged with, but they also maintain its magic. Any Enchanted Item with an Effect that is Concentration-based lasts until it is deactivated by the wielder of the item, and does not require any Concentration Checks to maintain its Effect. This means that some Effects may last incredibly long. Other instances that may deactivate the ongoing Effects of an Enchanted Item may include: destruction of the Enchanted Item, the death or disappearance of the Effect's Target, or movement of the Target or Area of the Enchanted Item's Effect such that they become out of Range.

Enchanted Item Uses: Each Use of an Enchanted Item depletes one of its Uses. When an Enchanted Item is out of Uses it becomes a mundane item. Each Use of an Enchanted Item affects only the Targets or Area as designated by the Spell empowering it. Only the wearer or wielder of the Enchanted Item controls the

magical Effects of the Enchanted Item. Therefore, if the Enchanted Item happened to be a Ring of Flight that allowed one Target to Fly (as the Effect), only the wearer of the ring, or a Target designated by them, would be able to fly (and would be controlled by the wearer of the ring). The Ring of Flight could not be used to make three people Fly by expending three Uses of the Enchanted Item.

Example Enchanted Item: A Player is creating an Enchanted Ring of Invisibility. Having chosen a finely crafted ring for enchanting, the Player's Mage is ready to begin. The Player's Mage is Third Level and has both a very nice ring as well as a Minor Resonance Crystal (30 Power Points). The Player's Mage designed a Spell using the Invisibility Effect (Base Difficulty: 15). As the Player plans to use this ring for their Character only, they formulate and design the Spell with a Range less than 100' (+0), 1 Target (+0), and a Concentration-based Duration (+6). This brings the Spell Difficulty to 21 (15+0+0+6). As a result, the Enchanted Item would use its remaining 9 Power Points to give the ring 10 uses (1 Use for the Spell that is less than or equal to the Power Points of the Resonance Crystal, plus 9 Uses for the remaining Power Points equals 10). Assuming the Mage has 1 month of free time and the Enchanter Feat, they can create the Ring of Invisibility.

Enchanted Items and Caster Level: The Enchanter creating the Enchanted Item is the sole individual Formulating the Spell Effect to empower the item. Therefore, all Caster Level variables for the Spell Effect are considered equal to the creator's Level at the time the item was enchanted. Enchanted Items do not improve or "level" as the item's creator advances in Class Level.

SACRED RELICS

Sacred Relics are Divine in origin, are also built upon items of exceptional quality, and are powered by great contributions of Favor - often from a large assemblage of faithful devotees of a god. Once a Sacred Relic is created it is forever a Sacred Relic. Relics can be "converted" to other faiths (should that god have an interest in doing so), making them useful to a differing faith, but otherwise hold their power until the item is destroyed. Unlike Enchanted Items, Holy Relics have unlimited uses, although they may be constrained in how often they can be used.

Unlike Enchanted Items, Sacred Relics are created through long rituals conducted by numerous Acolytes. To begin with, the Acolyte interested in creating the Sacred Relic must possess the Create Relic Ability. Having that, the Acolyte must possess an item worthy enough to impress their god. Although this item might also be any number of objects, it must similarly be exceptional in rarity or craftsmanship. Finally, depending on the type of Divine Intervention the Acolyte intends the item to enact, they must have sufficient gathered Favor in their ritual to appeal to their god to successfully empower the Sacred Relic. Creating Sacred Relics is no task for a single Acolyte; it is a matter for a powerful congregation of the most faithful.

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The Sacred Relic Table outlines the total amount of Favor the assembled Acolytes must possess to create a Sacred Relic. The table also denotes the type of Sacred Relic that can be created, the number of Power Points the Sacred Relic will possess, and the amount of time it takes to enact the ritual to create the Sacred Relic.

Sacred Relic Table

Sacred Relic	Favor Needed	Power Points	Ritual Time
Minute	20	5	2 Hours
Minor	40	10	8 Hours
Moderate	60	15	24 Hours
Major	80	20	1 Week
Epic	120	30	1 Month

To begin creating a Sacred Relic the Acolyte requires the item they intend to empower. Consider the cost of an item of the kind of quality able to accept the transformation into a Sacred Relic to be ten times (10x) the normal cost for the item. When natural items are being used, they should be unique or at least very rare specimens – likely of high value regardless of their open availability to those that find them.

Having assembled the total amount of Favor needed to create the Sacred Relic, the Acolyte can determine how many Power Points they have available to empower the item. Empowering a Sacred Relic begins by determining what Divine Influence Effects the relic will have. Effects for Sacred Relics are identical to the Effects used in Divine Interventions. Players design the Divine Interventions they want the Sacred Relic to perform. The Cost for the Divine Intervention is then paid for by the Power Points of the Sacred Relic. No Divine Intervention with a Cost greater than the Power Points of the Sacred Relic can be empowered into an item, thus limiting the item’s maximum potential.

It is important to note that Sacred Relics do not possess a Holy Aura, and as such only afford the benefits (or hindrances) of their Effects to the wielders and wearers of the Sacred Relic. This means that some Effects that might otherwise be used on one’s enemies would instead affect the user of the Relic. These items are often referred to as “cursed” items, as they are commonly created to be left where one’s enemies can find them.

Finally, the Acolyte will spend the remaining Power Points to set the recharge rate for the Sacred Relic. Sacred Relics have an infinite number of uses, but they take time to recharge before they can be used again. The costs and recharge rates for created Sacred Relics can be found in the Sacred Relic Recharge Table.

Example Sacred Relic: An Acolyte is creating the Sacred Relic: Talisman of Healing. They begin with an exquisitely crafted golden pendant. Having assembled enough Acolytes to have a combined Favor of 20 for the ritual, the Acolyte will have 5 Power Points with which to create the Relic. The Acolyte then designs a Divine Intervention of Heal Battered (Cost: 3). Finally, the Acolyte uses the 2 remaining Power Points to set the Recharge Rate for the Relic at 1 month. Assuming the Acolyte has the Create Relic Ability, they can create the Talisman of Healing.

Sacred Relic Recharge Table

Power Point Cost	Recharge Rate
0	None*
1	1 Year
2	1 Month
3	1 Week
4	1 Day
5	1 Hour
6	1 Minute
7	Instant

*Once used, this Sacred Relic becomes mundane.

Sacred Relics and Concentration: The rituals that create Sacred Relics are blessed by the powers of the Divine. Not only do the god's powers empower these relics, but they also maintain its magic. Any Sacred Relic with an Effect that is Concentration-based lasts until it is deactivated by the wielder of the item or no longer in possession of the wielder. This means that some Effects may last incredibly long. Other instances that may deactivate the ongoing Effects of a Sacred Relic may include: destruction of the Sacred Relic, the death or disappearance of the Effect's Target, or movement of the Target or Area of the Sacred Relic's Effects such that they become out of Range.

Holy Relics and Devotee Level: The Acolyte creating the Sacred Relic is the sole individual praying for the Divine Intervention to empower the Relic. Therefore, all Devotee Level variables for the Divine Intervention Effect are considered equal to the Acolyte's Level at the time the item was empowered. Sacred Relics do not improve or "level" as the item's creator advances in Class Level.

ENCHANTED WEAPONS ✦ SACRED WEAPONS

As Enchanted Items are temporary magical items powered with Arcane magic and differ from the permanent powers of Sacred Relics, the same is true for Enchanted Weapons and Sacred Weapons. Along with these differences, magical weapons are crafted in a slightly different manner that allow their wielders to augment their Hit Check or their weapon's Damage during Combat in addition to the Effects that can normally be placed on them as a magical item.

Enchanted Weapons are crafted by Arcane casters possessing the Enchanter Ability. Resonance Crystals are used in the creation of Enchanted Weapons just

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as they are with Enchanted Items. When creating an Enchanted Weapon, Power Points can be spent on a one for one basis to generate Bonus Points for the weapon. These Bonus Points are used as either a bonus to a Hit Check or to add additional Damage to an attack. As such, Enchanted Weapons have a number associated with them that relates to the number of Bonus Points the weapon possesses (e.g. Enchanted Sword: 30). This number depicts the amount of Bonus Points that can be spent to augment a Hit Check or the weapon's Damage each time it is used in combat (even after the Hit Check or Damage has been rolled). Once the last Bonus Point is spent, the Enchanted Weapon becomes mundane.

Sacred Weapons are crafted similarly, made by Divine Devotees possessing the Create Relic Ability. Unlike their Arcane counterparts, Sacred Weapons have permanent bonuses, adding their magical benefits each time the weapon is used. When creating Sacred Weapons, Power Points are spent at a rate of 6 Power Points per +1 bonus to be added to the Sacred Weapon (to a maximum of a +3 bonus for any Sacred Weapon). Thus, a +2 Sacred sword could be created at the cost of 12 Power Points. Sacred Weapons apply their bonus to both Hit Checks and to Damage. The bonus of a Sacred Weapon does not require Recharging, and thus are applied to every use of the weapon. The Power Point cost for adding a bonus to a Sacred Weapon automatically assigns a Recharge Rate of Instant. However, should any other Effects be imbued into the Sacred Weapon, they will need to have their Recharge Rates paid for as described in the Sacred Relics section.

ENCHANTED ARMOR VS. SACRED ARMOR

Much like Arcane Enchanted Weapons and Divine Sacred Weapons, Enchanted Armor and Sacred Armor also have their differences from other Magical Items. In both cases, magical armor provides a mechanism for the wearer to increase their Defense Score.

Like Enchanted Weapons or items, Enchanted Armor is crafted by Arcane casters possessing the Enchanter Ability. Resonance Crystals are used in the creation of Enchanted Armor just as they are with Enchanted Weapons. When an Enchanter creates a suit of Enchanted Armor, Power Points are spent to purchase Bonus Points for that armor. Bonus Points are purchased at a rate of 1 Bonus Point for every Power Point spent. These Bonus Points are used to temporarily increase the wearer's Defense Score on a one for one basis. As such, Enchanted Armor has a single number attached that represents the armor's Bonus Points (for example, Enchanted Medium Armor: 30). The wearer of the armor may spend these Bonus Points to increase their Defense for a single Round. Once the last Bonus Point is spent, the Enchanted Armor becomes mundane.

Sacred Armor is made in much the same way, requiring that they are created by Divine Acolytes possessing the Create Relic Ability. Being permanent magic items, Sacred Armor have permanent bonuses they add to the wearer's Defense Score.

When creating Sacred Armor, Power Points are spent at a rate of 7 Power Points per +1 bonus to be added to the Sacred Armor (to a maximum of a +3 bonus for any Sacred Armor). Thus, a +2 Sacred suit of Medium Armor could be created at the cost of 14 Power Points. When a Sacred Armor is created, it automatically gains a Recharge Rate of Instant. Because the bonus of a suit of Sacred Armor does not require Recharging, it is always applied to the wearer's Defense Score. However, should any other Effects be imbued into the Sacred Armor, they will need to have Recharge Rates paid for as described in the Sacred Relics section.

ENCHANTED SHIELDS VS. SACRED SHIELDS

As shields play a slightly different role in the protections they offer than that of armor, their magical counterparts are also slightly different. Shields provide Damage Reduction (DR) to their bearer. A mundane shield has a DR of 1, reducing the Damage from every successful attack by 1 point.

Like other Enchanted items, Enchanted Shields are crafted by Arcane casters possessing the Enchanter Ability. Resonance Crystals are used in the creation of Enchanted Shields just as they are with all other Enchanted Items. When Enchanters create an Enchanted Shield, Power Points are spent to purchase Bonus Points for that shield. Bonus Points are purchased at a rate of 1 Bonus Point for every Power Point spent. These Bonus Points are used as additional Damage Reduction (DR) for the shield, spent on a one for one basis to reduce any incoming Damage to the wielder. Enchanted Shields always maintain their mundane permanent DR 1 value; when spending additional Damage Reduction points, those points should always be in addition to the base DR 1 value of the shield. As such, Enchanted Shields have a single number attached that represents the additional Damage Reduction points that the bearer can use to decrease any incoming Damage from any single attack (for example, Enchanted Shield: 30). Once the last Bonus Point is spent, the Enchanted Shield becomes mundane.

Sacred Shields are crafted similarly, made by Divine Devotees possessing the Create Relic Ability. Unlike their Arcane counterparts, Sacred Shields have permanent bonuses, utilizing their magical benefits everytime the shield is employed. When creating Sacred Shields, Power Points are spent at a rate of 12 Power Points per +1 bonus to the shield's existing Damage Reduction (to a maximum of a DR 3 total for any Sacred Shield). Thus, a DR 2 Sacred Shield could be created at the cost of 12 Power Points (DR 1 for the mundane shield, plus an additional +1 DR for the 12 Power Points spent). When a Sacred Shield is created, it automatically gains a Recharge Rate of Instant. Because the DR of a Sacred Shield does not require Recharging, this Damage Reduction value is applied every time the shield is used. However, should any other Effects be imbued into the Sacred Shield, they will need to have Recharge Rates paid for as described in the Sacred Relics section.

ATHIA CONVERTING SACRED RELICS

Not all Sacred Relics were created after the founding of the Triad; some have existed since the ageless eras of unknown or long forgotten gods. This does not mean that these Sacred Relics are powerless, just that their capabilities are otherwise locked away from today's new age faiths. Arms, armor, and other lost Sacred Relics still exist in the lands of Athia, but their powers are not so easily unleashed.

There are two ways with which to convert a Sacred Relic from one faith to another. The first, and simplest, is with the Convert Relic Ability. Characters possessing the Convert Relic Ability need only spend an allotted amount of time with the Relic to convert it to their faith. The amount of time the Character must spend with the Relic depends on how powerful the Sacred Relic is, as noted in the Sacred Relic Conversion Table.

The second means to convert a Sacred Relic is through concerted effort, concentration, and collaborative effort with one's god. Characters must possess at least a point of Favor and are required to spend an amount of time with the Sacred Relic as listed in the Sacred Relic Conversion Table. However, this means of conversion is more difficult, requiring the individual seeking to convert the relic to make a Concentration Check against a Difficulty set by the power level of the Relic. For example, should an Acolyte wish to attempt to convert a Moderate Sacred Relic to the powers of the Triad, they would need to have a point of Favor available (note that this is not spent), spend three days in meditation and focus, and succeed on an Average (Difficulty: 12) Concentration Check. Only then will the Relic be converted. Failure in any of these requirements would force the Acolyte to attempt to convert the Relic once again from scratch.

Sacred Relic Conversion Table

Relic Power	Days to Convert	Conversion Difficulty*
Minute	1	Automatic
Minor	2	Easy (9)
Moderate	3	Average (12)
Major	4	Difficult (15)
Epic	5	Extreme (18)

* Concentration rolls to convert Sacred Relics only need to be made if the Character does not possess the Convert Relic Ability.

RUNEWORX

Recording powerful Spells in a collection of carefully scribed, etched, or carved runes is something that has been done for ages. Runework is the process where an Arcane Caster makes a permanent record of a specific magical Effect (or multiple Effects) onto an object through a selection of runes, and then powers it

with a piece of their own spirit (Mana). With that piece of their own essence, the Spell recorded becomes empowered and is then ready to be released simply by saying an activation word or phrase. Characters must possess the Runecraft Ability, and have the capability to cast the Effect they wish to scribe onto the object. Unlike magical items, Runework does not require a rare, unique, and exquisite item for creation. Anything that can be etched, scribed, or carved to permanently hold runes can become Runework.

To create a piece of Runework, the Runecrafter begins by designing a Spell. The Runecrafter must be careful not to create too Difficult a Spell to cast as they have one chance to create their Runework. It then takes the Runecrafter ten minutes per Difficulty point of the Spell they have designed to create the Runework. This time is spent scribing the runes, usually the means of activation for the Runework itself (a word, phrase, etc.), on the item. Once the Runecrafter has spent that amount of time carving, etching, painting, drawing, or creating the runes they must successfully imbue the runes with the Spell they have selected. Runecrafters can only create Runework with Spells they are able to cast themselves. The Runecrafter makes an Aptitude Check against the Difficulty of the Spell. If they are successful, the Runework is completed. If they fail in this Aptitude Check, the Runework is a failure. Once runes have been carved or marked, and the Runecrafter fails in imbuing the item with the Spell (if they have failed their Aptitude Check to 'cast' the Spell into the Runework), that item cannot have its runes imbued and they must start completely over. Empowering or charging Runework requires the Runecrafter to "loan" Mana to the Runework equal to the number of Effects the Spell behind their Runework possesses. This Mana is considered invested until such a time as the Runework's Spell is discharged.

Runecrafters may choose to imbue their Runework with additional Mana to increase its number of uses. One additional Mana per Effect inscribed within the Runework allows for one additional use. For example, a Runework staff imbued with the ability to cast a Water Walking Effect could be used twice by imbuing the Runework with two (2) Mana rather than one (1) Mana. Likewise, a staff imbued with the Arcane Absence and Scrying Effects could be used twice by imbuing the Runework with four (4) Mana rather than the two (2) Mana required to power the Runework.

Example Runework: For example, a Runecrafter designs a Spell they would like to imbue into a piece of Runework. The Spell has a 17 Difficulty, has a single Effect, and will thus take the Runecrafter 2 hours and 50 minutes to prepare (i.e., 10 min x 17, equal to 170 minutes, or 2 hours and 50 minutes). The Runecrafter rolls their Aptitude Check (of the appropriate Arcane Art) to imbue the Runework with the Spell. If successful they have a piece of Runework. If they fail they must begin again from scratch. Finally, if successful, the Runecrafter spends a point of their Mana for each Effect the Spell has - in this case one (1) - to empower the Runework.

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To trigger the spells within a Runework item, any individual that is aware of the Runework's means of activation can trigger it as a Free Action. Anyone can attempt to determine a Runework's means of activation by making a successful Scholar Check against the Runework's Spell Difficulty. If successful, the individual has deciphered enough of the Runework's writing to successfully activate the runes. Rune activation is done through spoken words, reciting the meaning of the runes inscribed in the Runework.

Runework Uses: Once a piece of Runework has been activated and the Mana returned to the Runecrafter, the runes themselves remain. These runes can be recharged later with the same expenditure of Mana as was used to create the initial Runework and with an hour of time spent per Effect of the Spell (for example, a Spell with 2 Effects would require the Runecrafter to “loan” 2 Mana to the Runework and spend two hours recharging the runes). Therefore, Runework items can be used again and again so long as a Runecrafter, whether the original creator of the Runework or not, is willing to allocate the necessary time and Mana.

Runework and Concentration: Spells may be designed for Runework that have Concentration-based Durations. In these instances, the Runework can maintain its magic through any Concentration Check of Easy Difficulty. However, the moment that Difficulty increases to Average or more, the Spell the Runework enacted fails and its Effects end.

EXAMPLE MAGIC ITEMS

To help both Players and GMs understand the capabilities of Magic Items, included are a few examples for review or use. These are just a few items that should help you to familiarize yourself with the endless possibilities for Magic Items.

Item	Assassin's Blade	Type	Enchanted Item
Level	Minor	Uses	10
Range	<500'	Area	n/a
Targets	1 (sword)	Duration	Concentration
Damage	n/a	Effects	Invisibility
Description	An incredibly crafted, double-edged short blade with otherwise simplistic furnishings. By expending a Use, the Assassin's Blade (and scabbard) becomes invisible.		
History	Commissioned by the renowned assassin Beldroth, the Assassin's Blade was a means for him to remain armed while attending Winter Court in Ginther, where he was able to slay Regent Arbane of Arrowhill.		

Item	Broach of Armor	Type	Enchanted Item
Level	Moderate	Uses	37
Range	500'+	Area	n/a
Targets	1	Duration	Instant
Damage	n/a	Effects	Teleportation
Description	The broach is that of an iron beetle, masterfully crafted. When a Use is expended, a suit of armor instantly appears on the broach's wearer, donned perfectly. The armor is a giant suit of heavy plate bearing the scuffs and scars of numerous battles.		
History	Walking into what she believed was a trap, Lady Soryvar had the broach made to call forth her battle armor. Thankfully, due to her exceptional diplomatic skills, she was able to talk her way out of trouble.		

Item	Fire Twigs	Type	Enchanted Item
Level	Moderate	Uses	43
Range	<500'	Area	5'
Targets	n/a	Duration	Concentration
Damage	n/a	Effects	Creation, Minor
Description	A small leather pouch containing several oddly lacquered twigs equal to the number of remaining Uses. By placing a twig upon the ground, it transforms into enough kindling and dry firewood to fuel an entire night's campfire. Note: Fire Twigs do not create fire.		
History	Having to travel through the Wastelands from his home to the capital, the great Mage Uaris wanted to ensure that his party would have both the means to keep themselves warm at night and to cook their food.		

Item	Grass Mat	Type	Sacred Relic
Level	Minor	Recharge	Instant
Duration	Concentration	Effects	Guide Flora
Description	A small 3' x 5' mat made of straw, carefully woven, and threaded by heavy cord. When unrolled the mat reveals that it is covered with a thick, lush layer of ryegrass. If removed, the grass immediately starts to regrow.		
History	Having served out three separate quests for his church, a young knight was asked how he could be repaid. He informed the Acolytes that had it not been for his horse he would have never survived the journey. He asked if perhaps they might see if the gods could provide him with a means to ensure his horse was always well fed.		

Item	Lord Caldwyn's Horn	Type	Sacred Relic
Level	Minor	Recharge	Instant
Duration	Special	Effects	Attune Water
Description	A beautifully carved and inlaid silver horn bearing the heraldry of both House Thercer and Lord Caldwyn. The horn's top, when closed, prevents any ale spilling or leaking out. Whenever a portion of the ale contained within is consumed, it is immediately refilled. If overturned, the horn will empty, but when righted, will refill.		
History	Created as a gift and passed onto Lord Caldwyn on his wedding day by Regent Isdenal, the drinking horn that bears his name forever ensures his cup never runneth empty.		

Item	Ursine Torc	Type	Sacred Relic
Level	Major	Recharge	1 Week
Duration	Instant	Effects	Alleviate (Disease & Poison), Heal, Restoration
Description	An ornate bronze torc, capped with bear heads. When activated the torc alleviates disease and poison, heals, and restores the wearer. Note: once the torc has been placed about the neck it cannot be removed without removing the wearer's head.		
History	Fearful for his wife's life, King Thradik had the torc created by the High Priests, asking that it cure whatever harm might befall his beloved and that it could never be stolen.		

Item	Winter's Wrap	Type	Sacred Relic
Level	Minor	Recharge	1 Day
Duration	Concentration	Effects	Endure Temperature
Description	A long woolen scarf of darkly dyed wool. When activated, Winter's Wrap protects the wearer from all cold extremes.		
History	Created by the Holy Disciple Vauladour for a hasty journey through the deep winter, Winter's Wrap allowed him to comfortably travel through the worst of storms.		

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CHARACTER RECORD

Character's Name _____ Class _____ Level _____

Race _____ House _____ Faith _____ Age _____



ATTRIBUTES	EXPERTISE	HEALTH
CON Constitution	Daring VAL + Bonuses	State / Max / Current
DEX Dexterity	Favor Class + INS + Bonuses	Fatigued / Race + Con + Class No Penalty
INS Instincts	Mana / Class + STR + Bonuses	Battered / Race + Con + Class 1 Action or Maneuver
KNO Knowledge	Stamina / Class + CON + Bonuses + Armor Mod	Injured / Race + Con + Class At Disadvantage
STR Strength	Defense Armor + DEX + Bonuses	Down <input type="checkbox"/> Yes Only Free Actions
VAL Valor	Speed Base (20) + Bonuses	Damage Reduction

PERKS / ABILITIES

DIFFICULTIES	
Easy	9
Average	12
Difficult	15
Extreme	18

ARCANE APTITUDE	SCORE	EXPERTISE
Score = Aptitude Points + Attribute Modifier + Bonuses		
Air (KNO)		
Cosmos (INS)		
Earth (CON)		
Fire (VAL)		
Water (DEX)		

TALENT	SCORE	EXPERTISE
Score = Expertise Level + Attribute Modifier + Bonuses		
Athletics (STR)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Charisma (VAL)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Combat Rest (CON)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Concentration (INS)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Craft (DEX)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Discipline (VAL)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Endurance (CON)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Exertion (STR)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Faith (VAL)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Hermetics (KNO)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Notice (INS)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Recuperation (CON)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Scholar (KNO)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Stealth (DEX)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Survival (KNO)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Swimming (STR)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Taming (INS)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
Thievery (DEX)		⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

INFLUENCES	

ATTACK	
Weapon _____	
Hit _____	Damage _____
<small>Class + DEX + Bonuses</small>	<small>Base STR + Weapon + Bonuses</small>
Weapon _____	
Hit _____	Damage _____
<small>Class + DEX + Bonuses</small>	<small>Base STR + Weapon + Bonuses</small>

Ammo: ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

ARMOR	
Type _____	
Defense _____	Max DEX _____ Sta. Mod _____
Shield <input type="checkbox"/> Yes <input type="checkbox"/> No	Damage Reduction _____

Money: _____ Experience: _____

Apprentice: No Untrained Disadvantage
 Journeyman: No Double Disadvantage+
 Master: No Longer Suffer Disadvantage
 Extra: Talent Focus, Grandmaster, etc.

ARCANE SPELL DESIGN

RANGE

Distance	Difficulty Increase
Up to 50 feet	+0
Up to 500 feet	+3
Beyond 500 feet	+6

AREA

Area Size	Difficulty Increase
Tiny (5' radius)	+0
Small (10' radius)	+3
Medium (50' radius)	+6
Large (100' radius)	+9
Enormous (1,000' radius)	+12

TARGETS

# of Targets	Difficulty Increase
1	+0
Each Additional	+3

Note: You must see your Target unless noted in the Spell Effect.

DURATION

Duration	Difficulty Increase
Instant	+0
Concentration	+6

DAMAGE

Caster Level	Damage Die	Difficulty Increase
1 st – 3 rd	D6	+4
4 th – 6 th	D8	
7 th +	D10	

Note: For Area Spells with a Damage element, you apply full Damage to the epicenter of the Spell, and all other potential Targets within the Spell's Area take one-half Damage (round up). Spells with Concentration Duration do Damage every Round (so long as Concentration Checks are successful).

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MISCELLANEOUS MODIFIERS

Miscellaneous Element	Difficulty Increase
Contingency	+2
Spontaneous	+4
Additional Effects	+3 per Effect
Enchanted Item / Sacred Relic: Minute	+1
Enchanted Item / Sacred Relic: Minor	+3
Enchanted Item / Sacred Relic: Moderate	+5
Enchanted Item / Sacred Relic: Major	+7
Enchanted Item / Sacred Relic: Epic	+9

Note: When combining various Effects, Players may run into instances where one Effect's capabilities bleed into another. The GM has final say on all aspects of a given Spell, including its potential Effects, elements, or Difficulty.

DIVINE INTERVENTION AUGMENTATIONS

Augmentation	Cost Increase
Contingency	+1
Delay	+1
Make Faith	+1
Double Duration	+2
Double Holy Aura	+3

STAMINA EXPENDITURES

ADDITIONAL ATTACKS & ACTIONS

Stamina Cost	Effect
5	To take an additional Action
3	Off-Hand Attack with a Light Weapon
4	Off-Hand Attack with a Medium Weapon
10	A Regular Attack against each Target in your immediate area (using the highest Defense of your Targets as the Hit Check Difficulty)

HIT MODIFIERS

Stamina Cost	Effect
1	To gain a bonus of one (+1) to the result of a Hit Check
4	To Roll a Hit Check at Advantage, or reroll a singular missed Hit Check
10	To Automatically Score a Successful Hit

DAMAGE MODIFIERS

Stamina Cost	Effect
1	To Increase a Damage Roll by one (1) point against a Target
3	To Roll a Damage Roll at Advantage against a Target
3	To Roll an Additional Damage Die (d4) against a Target
4	To Roll an Additional Damage Die (d6) against a Target
5	To Roll an Additional Damage Die (d8) against a Target
1	To Do 1 Point of Damage on an Unsuccessful Hit Check against a Target
3	To Do ½ Damage on an Unsuccessful Hit Check against a Target
5	To Do Maximum Damage against a Target
10	Bestow the Blinded State* on a Successful Hit Check against a Target
3	Bestow the Lame State on a Successful Hit Check against a Target
4	Bestow the Prone State on a Successful Hit Check against a Target
5	Bestow the Stunned State on a Successful Hit Check against a Target
10+	Bestow the Unconscious State* on a Successful Hit Check against a Target

* See further description of these Damage Modifiers

DEFENSE MODIFIERS

Stamina Cost	Effect
1	Decrease the amount of Damage received by one (1) point
10	Cancel a single physical Attack made against you in a Round
15	Cancel all physical Attacks made against you in a Round

MOVEMENT MODIFIERS

Stamina Cost	Effect
1	Traverse Obstacle/Obstruction without impediment
3	Double your Speed for your Maneuver

MISCELLANEOUS ACTIONS

Stamina Cost	Effect
3+	Grab and Hold* your Opponent

* See further description of these Miscellaneous Actions

