
CREATE
DISCOVER
BECOME
MYSTIC EMPYREAN
CORE GAME BOOK
A ROLEPLAYING GAME
BY D. BRAD TALTON JR

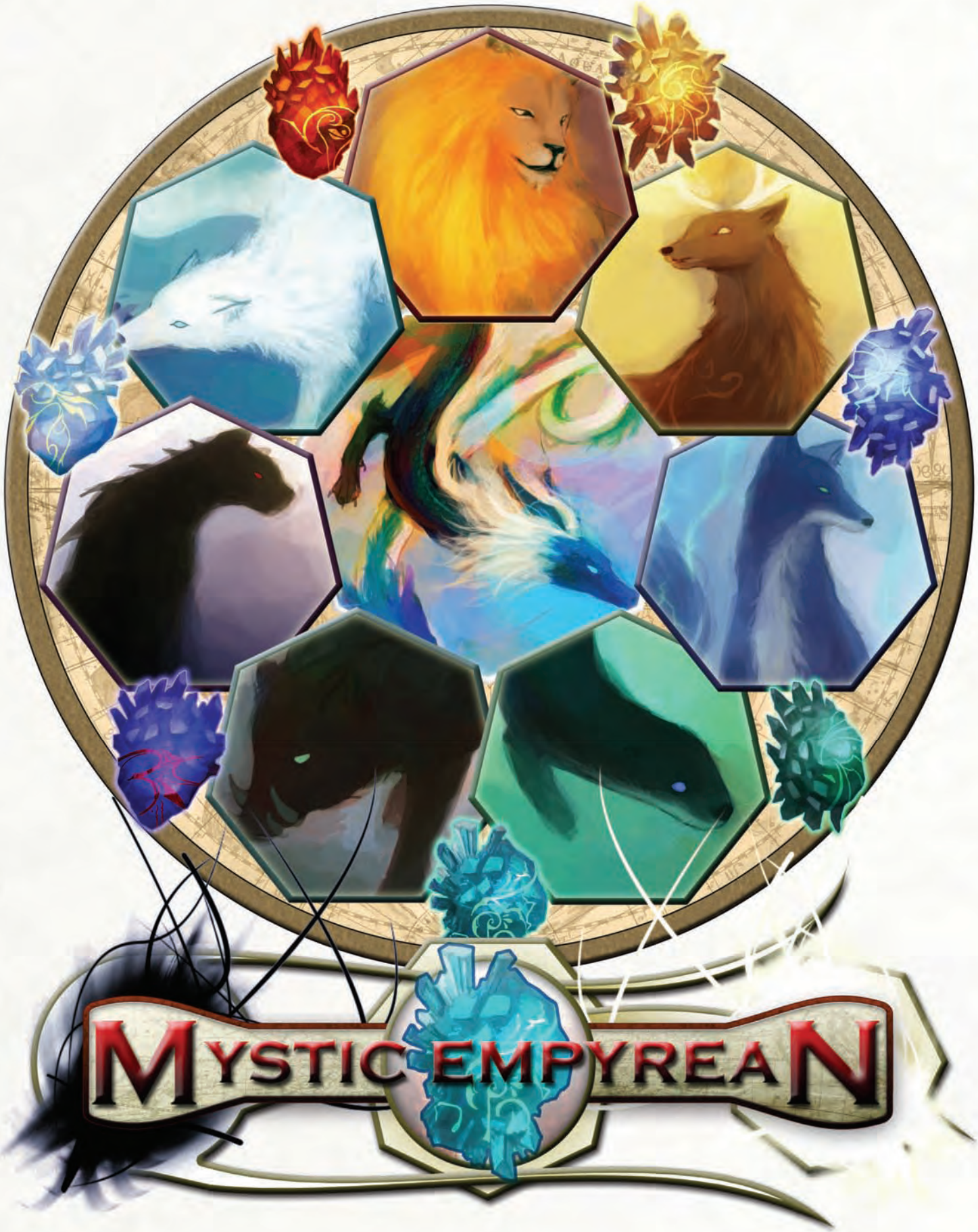

MYSTIC EMPYREAN

Table of Contents

Chapter 1 - Empyrean 1
- Empyrean 2
- Eidolons 2
- Anima 3
- Cornerstones 3
- The Balance 4
- Persona Traits 5
- Becoming 5
- Realms 6
- The Nascent 7
- Life in Empyrean 8
- The Great Spirits 8
- Heritage Sites 9
- Aether 9
- Colossi 10
- The Great Calamity 10
- The Factions 11
  - Librarium Omnibus 12
  - Order of the Seven Heroes 13
  - Utopian Society 14
  - Servants of Balance 15
  - Brilliant Dawn League 16

Chapter 2 - Game Basics 17
- Nature of the Game 18
- Ownership 19
- The Balance 19
  - Fire 22
  - Light 22
  - Electricity 23
  - Water 23
  - Stone 24
  - Darkness 24
  - Air 25
  - Aether 25
- The Worldbook 26
- Seed Worlds 26
- The First Game 27
- Other Materials 27

Chapter 3 - Character Creation 29
- Basic Rules 30
- Persona Traits 31
- Five Steps of Character Creation 32
  - Concept 32
  - Traits 33
  - Balance 34
  - Background 34
  - Creed 35

Chapter 4 – Gameplay 37
- Context 38
- Establishing Questions 38
- Resolution 39
- Closure 39
- Encounter Types 40
- Rotating Game Master 41
- Escalation 41
- Resolving Actions 42
- Character Advancement .....
- Superficial Wounds 48
- Deep Wounds 48
- Heart Wounds 49
- Becoming 50
- Treasures 51

Chapter 5 – Realms 53
- New Realms 55
- Name and Concept 56
- Realm Traits 56
  - Terrain Traits 57
  - Technology Traits 58
  - Government Traits 59
  - Wildlife Traits 60
  - Culture Traits 61
  - Societal Traits 62
  - Creed Traits 63
- Civilization 64
- Places 65
  - Heritage Sites 65
- Encounter Tables 69
- Realm Balance 72

Chapter 6 – Paradigms 73
- Free Time 75
- Drawing Power 75
- Guided Establishment 76
- Currency 76
- Plot Twist Cards 77
- Encyclopedias 78
- Masks 78
- Dice 79
- Alchemy 79
- Milestones 80
- Critical Success and Failure 81
- Technology 81
- Universal Trait 82

Chapter 7 – Conceits 83
Abundance 85
Aethermancy 85
Channeling 85
Core Values 86
Elemental Regeneration 86
Filled with Anima 86
Forgotten Treasure 86
Geomancy 87
High Summoning 87
Imaging 87
Sealed Memories 87
Surging Anima 88
Wonder Crafting 88

Chapter 8 – Storytelling 89
Scenario Owner 90
Running a Realm 90
Improvised Encounters 91
Scenario 93
Sample Scenarios 93
Personal Stories 97
Guiding Character Development 99
Special Social Encounters 101
Special Puzzle Encounters 102
Special Combat Encounters 103
Endgame 104

Appendix A – Nitar 105
Realm Traits 106
Nascent Tribes 108
Factions 108
Places 110
Important People 113
Technology 116
Trade Goods 116
Monsters 116
Realm Draw Sheet 117
Mines Dungeon 118
Old Nitar Dungeon 120
Steam Vaults Dungeon 122
Treasures 124
Encounters in Nitar 126
Adventure Hooks 128
Maps of Nitar 130

Appendix B - Persona Traits 135

Appendix C – Wonders 173
Consumables 174
Minor Wonders 176
Major Wonders 179

Appendix D - Planning Sheets 181

Appendix E - Balance Generators 191
Wonder Generator 191
Encounter Generator 194
Group NPC Generator 206
Group Realm Generator 208

Appendix F - Bonus Materials 209

Appendix G - Quick References 223

No need to justify,
No need to explain,
We are as we are,
Such is becoming.

Inscription on Grand Cornerstone

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Foreword

Welcome to Empyrean—a world of boundless possibility, endless adventure, and fathomless depth. But more than all that, Empyrean is your world. You are about to embark on an adventure of creation and re-creation. More than simply exploring and overcoming challenges, you will build the world itself as you journey, creating your own Empyrean from the ashes of the past. Your Empyrean will be a unique creation that you and your friends piece together.

Building Empyrean will require tough choices—not all problems are dragons to be slain. Some of these choices will require sacrifice. Some will force you to decide between two evils. Some will require you to go against your beliefs and convictions. Each will change you, such that your character will be as much a result of the world as the world is a result of you. Such is Becoming.

Thank you for taking the opportunity to explore this mystical world of Empyrean—a world drawn from the dreams of you and your closest friends. I hope it affords you many hours of memorable adventure and epic conflict.

D. Brad Talton Jr.

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EMPYREAN
THE SHATTERED WORLD

Empyrean

"For a thousand years I've watched the mist ebb away the foundations of Empyrean. You are not the first with hubris enough to believe you could undo the mistakes of the past, and I do not imagine that you shall be the last."

*— **Kulbaht**, Keeper of Records*

Empyrean is a shattered world. Nearly one thousand years ago, Grand Cornerstone, the root of the world, was destroyed in a terrible cataclysm. Some say it was war between Eidolons. Others believe it was unrest amongst the spirits of Anima. Others still imagine that the Aether crept in through some tear in the fabric of reality, and began to devour everything.

The mist of Aether spread over the whole world, unraveling and consuming reality, until only an endless desert of blank, white infinity remained in its wake. Now, only a few tiny islands of existence remain in a sea of oblivion. These last few remaining realms are the final bastions of civilization and life. They too will soon fall, unless something is done to repair the ravages done to Grand Cornerstone.

Eidolons

"You've heard of the Eidolons, yes? The ones who wear their souls as a skin? That is their strength, that they bear their hearts wide to the world, and drink in its experiences, and make from those their own power."

The Eidolons are the children of Anima, the inheritors of the world, and its protectors and servants as well. These immortal forces of nature are pure life energy given form and will, and live only according to their own goals and ideals.

The heart of an Eidolon is the core of his being. A stone of crystallized Anima just a little larger than a closed fist, the heart sustains the Eidolon, such that he needs neither food nor air nor sleep. An Eidolon's entire body is a construct of Anima that flows out from his heart, and the heart is capable of rebuilding the body. Thus, Eidolons can survive any physical wound or injury, so long as their hearts remain intact.

Eidolons also have a powerful and innate connection to the world around them. Only Eidolons are able to rebuild Grand Cornerstone by returning its lost shards. Only Eidolons are able to see and speak to the Great Spirits of the world. Only Eidolons have the power to reshape the lands according to their wills.

Within Empyrean, these beings are regarded with respect, both among their own kind and among the other races of the world. Even the weakest and youngest of their kind are capable and powerful beyond measure, and their requests and wills are not to be taken lightly or denied outright.

An Eidolon's heart is formed by certain traits, called Persona Traits, that grant him powers linked to his desires and deeds. An Eidolon who possesses deep curiosity is able to open a third eye and see many mysteries. One who is filled with envy can repaint his flesh to look however he desires. One with a cold, solitary heart can create ice and chill with a touch or a breath. As he lives on and acquires more traits, an Eidolon will acquire more and more power and change his face many times. Only by experiencing the breadth of emotion and deed – the highest goods and darkest evils, the purest ideals and most decadent pleasures – can an Eidolon unlock his full potential and become what he must be in order to rebuild the world.

An innate desire to restore the world rests within all Eidolons. Perhaps it is put there by the spirits of Anima, or perhaps it is a simple extension of their personal connections to the world. No matter what the case, every Eidolon wishes to see Empyrean restored to its full glory. While all Eidolons share in this desire, there are many differing views on how it must be done. Eidolons mark the lands they unlock with a tinge of their own personalities, and thus, each rebuilds the world according to his own image of a perfect Empyrean. This great power is easily coveted, and there is much dissent among the Eidolons over whose right it is to rebuild Grand Cornerstone and reshape the world.

Most Eidolons are born as Nascent, the tribal races that inhabit Empyrean, though this is not always the case. Some are formed by the Great Spirits in order to execute their bidding. Others are born directly from the land, and instinctively know the will of Grand Cornerstone in their hearts.

Anima

"Until you discover your heart, you will not find power in this world."

*— **Fargan**, Seeker of Balance*

All of Empyrean is formed of Anima, the seven base elements that combine and transform to make up every possible substance, energy, and idea within Empyrean. Eidolons are made of pure Anima, and the Nascent and the lands of the world are formed of the elements it combines to create. Anima can be distilled and repurposed into magic, electricity, life force, inspiration, and even abstract concepts like ideas and time. There is nothing that cannot be forged or formed from this pure source of raw, creative power.

However, very little of the Anima in the world is free and usable in this way. Cornerstones and Grand Cornerstone, by extension, are formed of pure, crystallized Anima, as is the heart of an Eidolon. Anima Pearls, the crystallized fragments of Persona Traits that have been outgrown and discarded by Eidolons, are the most common source of pure Anima in the world.

In the hands of an Eidolon, Anima is an unimaginable power. It gives the Eidolon the ability to act with incredible force and presence, to twist fate and reality in his favor, and to enjoy the boon of immortal life.

In Old Empyrean, before the world was torn apart, Eidolons could use Anima to create tools, weapons, and powerful relics with a thought, as well as to reshape the lands, summon mighty titans, and communicate directly with the Great Spirits. These mysteries are now lost – sealed away in the memories of Grand Cornerstone – and waiting to be found and mastered once more by those who discover them.

Cornerstones

"In every reflection of the stone were worlds, shadows of worlds that might be. Each with history, peoples, dreams, and possibilities. Every detail perfectly realized in the facets of the crystal, existing only in that moment's reflection of the flickering light."

Empyrean was once a united world, ruled in a golden age of peace and prosperity. All of this was made possible by the existence of Grand Cornerstone – the root of the world – enshrined in its sacred palace. Grand Cornerstone was a towering obelisk of pure, crystalized Anima that sustained the existence of the whole world by pouring its life-giving energy into the earth.

When the Great Calamity shattered Grand Cornerstone, sending its shards all across the world, the Aether appeared, and began spreading quickly across all the lands, burying even the shards of Grand Cornerstone beneath the mist. These shards, called Cornerstones, absorbed the vanishing lands, sealing inside the different pieces of Empyrean that would have otherwise been consumed by the mist. Realms, memories, and treasures of great power have all been sealed away in these crystals, protected from the scourge of Aether.

There are typically three kinds of things that might reside within a cornerstone.

Realms are the actual lands of Empyrean, that were sealed away after the Great Calamity. When such a cornerstone is unlocked, the crystallized Anima within it surges forth and recreates the land according to the pattern and memories locked within it. Individuals who have slept for nearly a millennium are awoken to continue life as though only a second has passed. Lost treasures and deadly dungeons, as well as the wonders of the world are recreated down to the slightest detail.

Paradigms are the secrets and wonders that once filled Empyrean. Powers such as alchemy and magic, as well as simpler ideas such as currency, and the most powerful kinds of treasures known to the world are among those sealed within these cornerstones. When a paradigm is unlocked and restored to the world, then it becomes seamlessly reintegrated into all the corners of Empyrean, and the world gains more solidity and resistance against the onset of Aether.

Conceits are singular entities and secrets sealed within Cornerstones. The secret to create matter with a thought, to command the great Titans, or to rearrange the realms according to an Eidolon's will are all contained within such stones. Even the memories, weapons, and mystic arts of the great heroes of Old Empyrean can be recovered as Conceits. Unlike Paradigms, Conceits take root within the heart of the Eidolon that unlocks them. He gains more power, and makes his own heart a vessel for the expansion of the world – more able to defend and protect it from the forces which would stand against the balance.



The Balance

"Grand Cornerstone was destroyed because we forgot the Balance. I am responsible above all others, and I shall not make the mistake again, nor allow any Eidolon to do so in my place."

— ***Lusse Mer,*** *High Auditor*

The elemental nature of Anima divides it into seven major classes. Each of the elements of Anima governs different ideas, aspects of living, actions, technologies, and more. Every thing, person, place, or idea in Empyrean is aligned with Anima in different degrees. These alignments form the foundation of natural order, called the Balance.

Eidolons, being creatures of pure Anima themselves, each have their own Personal Balance, while most animals, Nascent, and realms share a collective World Balance.

Since Anima governs ideas and actions, the World Balance (and the Personal Balance for Eidolons) determines the potential for different activities, sciences, and outcomes. In realms saturated with fire, destruction and rage run deep. In those filled with light, science and knowledge thrive. Anima permeates everything in Empyrean, even down to the minds and bodies of its inhabitants. Nascent from a realm saturated with Stone will have tougher skins and stockier builds, and may even have rocks or jewels set into their bodies. Those who live in Air-saturated realms might develop wings and learn to fly, and have fragile, hollow bones like birds.

Animals that live under high Anima saturation develop similar changes, adapting to reflect the general look of their environment and to survive whatever difficulties living there presents. Those animals who are exposed to extremely high amounts of Anima – such as from living near abandoned relics of Old Empyrean, or from eating a cornerstone – become Dire creatures. These powerful beasts guard their homes jealously and are sometimes worshipped as local spirits. Many are manipulated directly by the great spirits that govern them, giving them intelligence and cunning not unlike that of an Eidolon.

Persona Traits

"Tomorrow, I will look in this mirror, at a different man standing in my place. In that moment, I will remember the man I was yesterday, and rightfully call him a fool."

— ***Lyons**, Who Slew Regret*

Eidolons wear their souls as a skin, and the desires and morals within their hearts manifest outwardly in the form of Persona Traits. These traits grant the Eidolon great power, but when they grow too great, they may choke his heart, and grant that power only at a heavy price. Traits begin as telltale signs, gradually growing into complete features that mark the Eidolon unmistakably with the light or darkness that resides within his heart.

Despite their changing nature, Eidolons are recognizable. They seem to retain the same facial features and the same force of personality. Those who know an Eidolon will recognize him, even after several years of not having seen him. No matter what his features, an Eidolon's nature is clear – he will not be mistaken for a Nascent, animal, or Great Spirit.



Becoming

"I heard once that drinking the blood of my enemies would make me strong. I don't know if I believed it even then, but I developed a taste for blood all the same, on the off chance that it might be true."

— ***Alora**, the Ashen Queen*

Eidolons are not static creatures. Their outward appearances reflect the virtues and vices of their hearts, and they change constantly as they develop new powers and personalities. The process of changing appearances and powers is called Becoming.

The first Becoming is often a violent and strange occurrence – it is the one when a Nascent realizes his potential and is transformed from a being bound by Anima into a creature able to master and control it. The Eidolon may look quite similar to or quite different from the Nascent he was born from. He still retains all of his memories and morals from being a Nascent – in fact, it is the strength of these convictions that likely sparked the transformation in the first place.

As Eidolons grow, they develop more and more traits, and continue to change. These changes are much more gradual than the change from Nascent to Eidolon, though they may at times surprise or shock. Usually, when an Eidolon develops a trait, he finds it useful or empowering, rather than repulsive. After all, his choices of word and deed are what brought the trait on, and each persona trait accentuates the potential for the personality that it grows from.

Many Eidolons are careful of what they say, do, and think, for they know that it will determine what they ultimately become. Others follow only their wills, determined to become whatever their natures dictate.

Realms

"We are the heart of the world, the root of creation! All this Empyrean is our right to possess! It belongs to us, Eidolons, the children of Anima!"

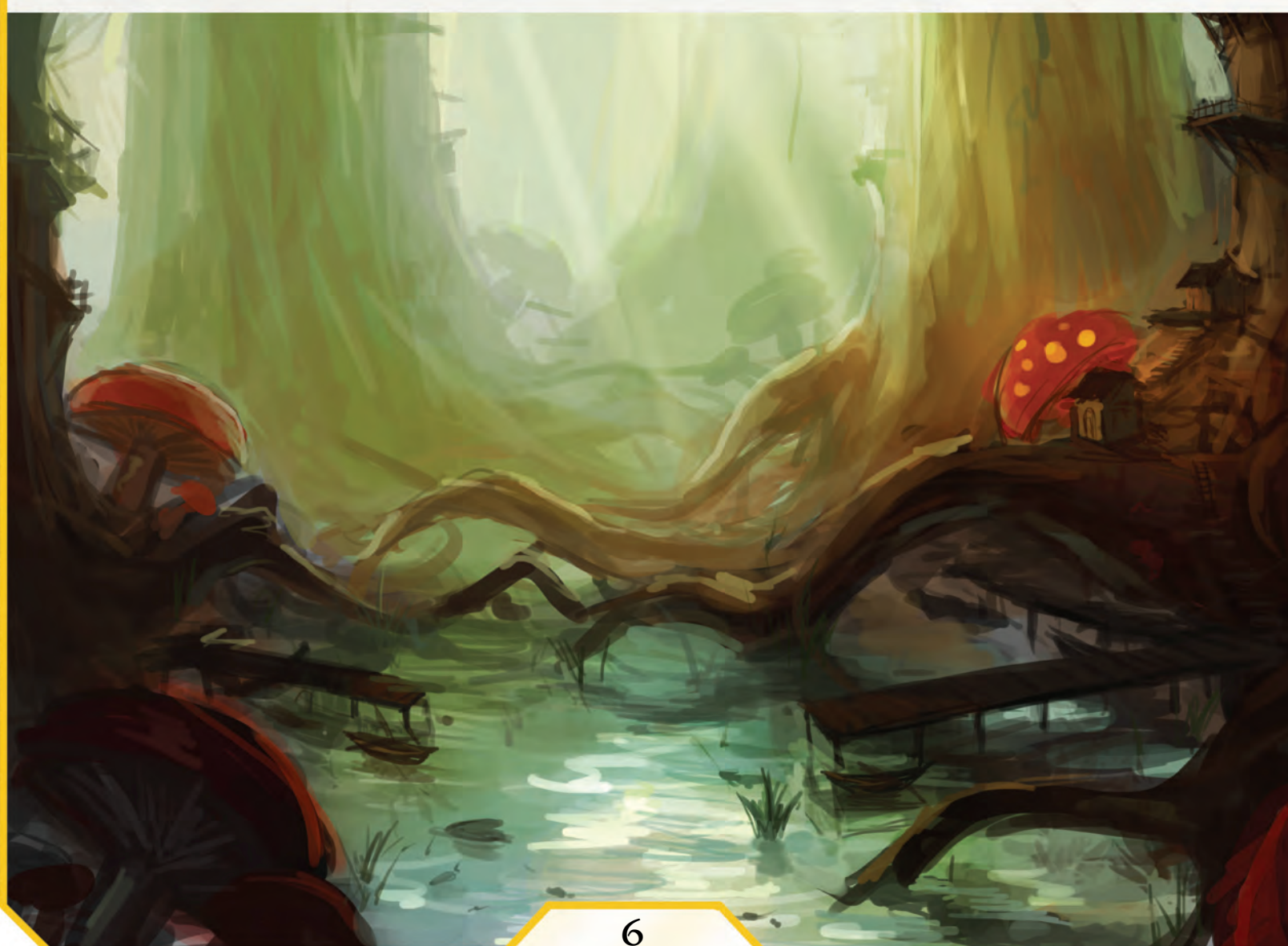
*— **Lord Gharl**, the Devourer*

The world of Empyrean is loosely divided into areas called Realms. Each of these realms has a distinct climate, culture, natural life, and features. They are filled with natural wonders, places of power, and mysteries to be discovered by the curious explorer.

The Realms of Empyrean are more than just geographic areas, however. They are each like tiny worlds, with their own conventions and possibilities. One realm might possess space-age technology, and its citizens will live among the stars rather than on the earth. Another might be a blistering desert that stretches infinitely on, no matter how far one walks towards the horizon. Yet another could be haunted by aberrant monsters and unspeakable horrors caged up within it long ago. Natural laws and potentialities such as magic, length of days, and even chemistry and physics draw their boundaries at the edges of the realms, and can work completely different in disparate realms.

Each realm possesses a different balance of Anima, and this balance determines the look of the creatures there – especially the Nascent, as well as what the weather, terrain, and natural wildlife in the area are.

Despite that all the realms are connected, they may not necessarily share technologies or cultures, for reasons listed above. Just because one Nascent race can move at the speed of light and live among the stars does not mean that they can accomplish these same feats beyond the borders of their realm. However, unlocking paradigms from Old Empyrean can spread the potential of technologies beyond these borders.



The Nascent

"When the land awakens, it finds it has no voice, no hands, no eyes, no dreams. To supply these, it gives birth to the Nascent."

— ***Kulbaht**, Keeper of Records*

Empyrean is not populated exclusively by the Immortal Eidolons. The sentient creatures of Empyrean are collectively called the Nascent, or "newborns" by Eidolons. Compared to an Eidolon's immortality, the Nascent are little more than mayflies – here today and gone tomorrow. Like Eidolons, the Nascent can take just about any form, have any powers, and master any technology or art. The Nascent, however, live in tribes. Their birth and homeland determines the way they look and what they are capable of, rather than their personal decisions.

The Nascent outnumber Eidolons hundreds and in some places thousands to one. Most villages of Nascent have at least one Eidolon in residence – usually living near enough to know and assist them when necessary, but far enough not to attract too much attention or become too involved with them.

It is not certain where the Nascent come from – certainly they can be born, just like animals can, but they seem to appear in different varieties in all manner of places, with no indication as to how they survived or came to be there before civilization discovered them. Many believe that the first Nascent were originally born from the land itself, to be its custodians and defenders.

Nascent differ from Eidolons in their physical makeup as well. The Nascent are made of elements – materials crafted from Anima, the same stuff as soil and stone. Eidolons have bodies of pure Anima, making them more similar to the Great Spirits, as opposed to the Nascent, whose bodies are more akin to animals.

The Nascent are divided into tribes, and each tribe has its own distinct features. Many even possess abilities that are normally reserved to Eidolons, such as great strength, the power to turn others to stone with a look, or the ability to grow wings at will and fly. The majority of Nascent tribes are humanlike, though slightly shorter and with sharper senses. However, there are exceptions to the rule, and many Nascent have features not dissimilar to animals, fish, the earth around them, or even inanimate objects. There are records of colonies of web-footed Nascent with gills that live in cities beneath the ocean; of cybernetic Nascent who are born half-machine, and able to interface directly with their technology; and of ghostly Nascent who have no bodies at all unless they wish to manifest themselves on this plane.

Almost all Nascent are able to intermarry and reproduce with each other, though there are a great many purists among them who shun the mixture of societies and cultures with others. The integration of the Nascent races, as opposed to their separation, is a major dividing point in all Nascent societies and politics.

The Nascent possess the unique ability among animals to become Eidolons. While not all Eidolons were once Nascent, the majority are Nascent who have changed to become what they are now. There are various things that may cause a Nascent to become an Eidolon – a particular strength of heart or character, a total devotion to ideals, the gift of a Great Anima Spirit, or the act of unlocking a cornerstone are just a few possibilities.



Life in Empyrean

"The way of strong men is balance in every sphere. Avoid all excess of drink, temper, wealth, opinions, love, and dreaming."

*— **Lyons**, Who Slew Regret*

Eidolons have many roles in the society of Empyrean, but the main task of keeping a civilization running falls to the Nascent. The common folk of Empyrean, the Nascent, live in tribes that range in size from a few hundred up to the millions. Each tribe possesses its own sciences, crafts, magics, arts, and cultures, as well as very distinct physical traits that tie them to their homeland. Nascent living in snowy climates will typically have pale features and a strong resilience to cold, while those who live in mining communities might be stocky and strong, like the dwarves in fantasy literature. While Nascent can be referred to collectively, they typically prefer to be identified by their tribes, and not collectively as Nascent.

The Nascent live in conditions according to their realms and sciences. Many have cultures that are wholly devoted to arts, or that can make secret wonders of glass or steel, or that understand amazing sciences of teleportation and magic that even Eidolons may not comprehend. Most Nascent are content to live in peace, find love, raise families, and live out their days in relative comfort. Only those with a deep desire to change the world and themselves are capable of becoming Eidolons.

Eidolons have many roles – most are wanderers, leaders, adventurers, or inventors. They cannot settle for mediocrity, and must always push themselves to the head of any situation they find themselves in. Should an Eidolon be a shepherd, he will be a legendary and elusive shepherd. Should one be a miner, he will be a discoverer of rarities and a paragon of exploration beyond any peer. There is no room for small goals or ordinariness in an Eidolon's heart.

Empyrean is a land where anything is possible. Any culture, any lifestyle, and any type of creature can live within its bounds. New government systems, dimensional boundaries, secret societies, warring cities, and unfathomable technologies are just a few of the things that you might find while exploring this strange world of endless frontier.

The Great Spirits of Anima

"What is the will of Anima? Does it wish for us to be happy? Does it wish for us to create? Does it wish for us to thrive? My friends, the will of Anima is not what we should ask ourselves. The more important question is this: What is our will? What will we create? And how will we use Anima to our own ends?"

*— **Lord Gharl**, the Devourer*

Anima is not simply a power source or a natural convention – it has a will and being of its own. The seven Great Spirits of Anima watch over the world. The Great Spirits maintain the balance of Anima. It would be false to say they do this by any kind of consent or goodwill. Rather, they are constantly at war with one another, trying to increase the power of their own domains by undermining others, using Eidolons, Nascent, and nature itself as pawns. The Spirits often express interest in the affairs of individuals, or the causes of their favorite Eidolons, or the need for justice and restraint. Despite all this civility, thousands of years of history shows that their nature is an eternal struggle for power, and little more. Of course, the balance must be maintained by someone, and the struggles of the Great Spirits – their alliances and betrayals – keep any one of the seven elements of Anima from growing too powerful and unbalancing the world.

The Great Spirits may sometimes choose champions amongst Eidolons to serve as their servants in the world. These chosen few receive nearly limitless power from their masters, as well as the power to summon massive creatures known as Titans that can lay waste to entire realms. When champions exist, they tend to hold an uneasy truce with one another, or be quickly destroyed by the abuse of their powers, or by their Great Spirit masters when their usefulness ends. To be tied to the kind of power a Great Spirit provides and then to be cut off from it will normally kill an Eidolon, or at least leave them in such a broken state that death would be a mercy.



Heritage Sites

"Some people may say that they've seen the Great Castle of the Sky Wolf floating overhead in a tuft of clouds. That's just nonsense. I know because I've been there, and I'll tell you what it really looks like..."

— ***Lamarck,*** *Treasure Hunter*

Across the world, there are ruins of Old Empyrean. Many of these ruins have been claimed by the mist and lost, but others are still operational. These monuments to the old world of Empyrean are called Heritage Sites, and each one offers a different function and possibility. The most important of these Heritage Sites is the Grand Cornerstone Shrine – the place where the ruin of the original Grand Cornerstone stands watching over the world it once sustained. Others include the headquarters of the various factions that control (or attempt to control) the development of Empyrean and the lives of its citizens. Still more are hidden beneath the roiling mist, waiting to be rediscovered by those brave enough to search them out.

Aether

"It seems to me that Aether and Anima are inextricably linked. The only difference is order. Like a cloth unraveled into thread, Aether is the stuff of our world, broken down without order or purpose. What does this mean? It means that Aether is not a demon to be fought, but a tool to be used."

— ***Alveric,*** *Keeper of the Light*

When the world became unraveled during the Great Cataclysm, Aether appeared to fill the void of existence that was left behind in the wake of Grand Cornerstone's sustenance. The Aether is not truly understood by any, though there are many theories. It is an intangible mist which is poisonous to Eidolons, and which nullifies their powers. It slowly dissolves anything it touches, creating more of itself in the process, and thus it is difficult to contain or control.

Some theorize that the Aether is not a substance, so much as a lack thereof – that it is Anima without order, the unraveled form of the tapestry of creation. Other theories posit that the Aether is another kind of Anima – another existence that is fighting with Empyrean for the same space, and that it has its own elements and order that cannot be comprehended by creatures formed of Anima, much like the sun cannot comprehend the meaning of shadow. Still others attribute Aether to some malevolent, intelligent force that wishes to sweep across and destroy Empyrean – perhaps for crimes of the past or for its own dark ends. Whatever the case, Aether is a substance that is universally feared and reviled throughout Empyrean, most especially by those who have lost their homes, families, or livelihoods to the devouring mist.

The Aether spreads out over all of the lands of Empyrean that fall outside the glow of Grand Cornerstone. As it is reassembled, the light and power of Grand Cornerstone pushes the Aether further back, restoring lands, cultures, and mysteries that were lost to time and age. Still, the mist grows, pushing forward against the boundaries of the world even as Eidolons work to restore Grand Cornerstone and destroy it forever.

At the edges of the world are areas called **boundaries**. These places where the world is coming loose – where the Anima gives way to the Aether – are half-real ghost lands. Legends say that at the boundaries can be found the spirits of those departed, as well as terrible monsters of corrupted creation and nightmare. These dangerous places ring the edges of the world, and whatever dark forces are at work in them often prove a threat to local populations.

The Aether is not an empty place. It is populated by strange, alien creatures called Aetherlings. Some have called them the Eidolons of Aether, while others view them little more than animals. These beings display a curious intelligence, a disregard for the natural laws of physics, and a hatred towards all the beings composed of Anima. Just as Aether weakens Eidolons, however, the Aetherlings are unable to venture far past the boundaries of the world's edge. They mostly hunt on the boundaries, destroying and corrupting what they can of the world.

Colossi

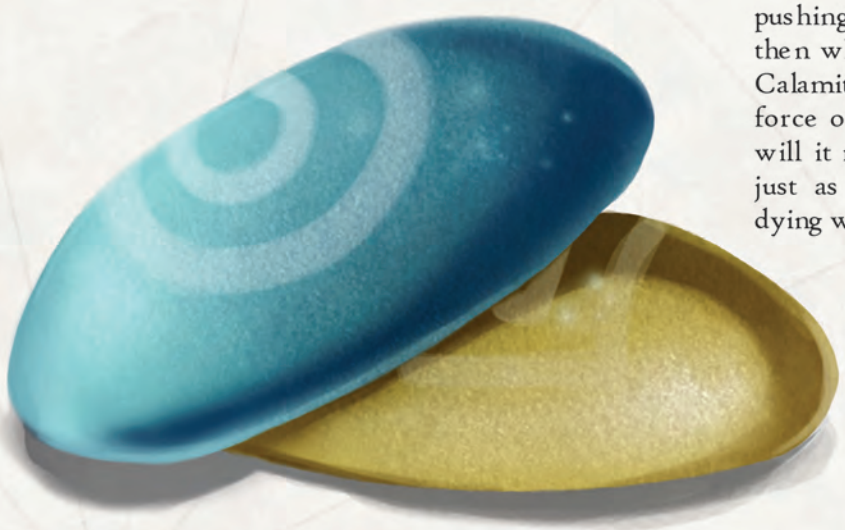
"I stood alone to face the thing as it towered over me. I looked into its glowing eyes, and saw neither mercy nor life in its heart. It was a monstrous mistake of creation, with a will only to destroy."

— ***Lyons**, Who Slew Regret*

Beneath the blanket of Aether at the edge of the world are many realms that have collapsed and fallen prey to the eerie mist. Some of these realms contain fragments of Grand Cornerstone – many with powerful memories and wills locked within them. When the Aether reaches these cornerstones, it corrupts them, fusing them to their lands and creating aberrant creatures called Colossi (or Colossus, in the singular).

A Colossus is as large as a mountain, and is formed of natural terrain. It can possess any of the traits of a realm, such as volcanoes, rivers, or deserts. It may contain great wonders of technology, cities upon its back, or even armies of animals or corrupted Nascent that do its bidding without thought or life. Within its body might be great dungeons filled with the terrors and wonders of Old Empyrean, or even more sinister alternate realities.

At the heart of each Colossus is a single cornerstone that must be freed from its place. Removing the Cornerstone from a Colossus can only be done by an Eidolon, and is the only way to defeat or even harm these creatures of terrible might. Once its heart is removed, the Colossus rapidly degenerates into an ordinary mass of land, leaving behind whatever dungeons, treasures, and creatures inhabited it, and restoring them to their uncorrupted state.



The Great Calamity

"You look out over the empty world and see only what has been lost. When I look out over that world, I see the opportunity of what might be found once again."

— ***Lamarck**, Treasure Hunter*

Little is known of the singular event that changed Empyrean forever. The Great Calamity, as it is called, tore asunder Grand Cornerstone, the root of the world, and scattered its fragments to all corners of Empyrean. No Eidolon, nor even the Great Spirits themselves, could explain what happened that day, and in time, the truth of the event was lost within the pages of history.

Aether appeared rapidly, shrouding the edges of the world and moving inward relentlessly towards the Grand Cornerstone Shrine, as though it were intent on consuming the whole of Empyrean once and for all. The Eidolons and Nascent of the world, and even the Great Spirits themselves did everything they could imagine to try to hold back the tide of oblivion that was surging into the world. Their best efforts, however, proved to be naught, for the all-devouring mist continued to consume and erase pieces of the world one by one, until all traces of the major factions of Eidolons that had maintained Empyrean were lost beneath it.

However, as time passed, the spread of Aether slowed, and the world reached a kind of equilibrium with it. The Aether now spreads only slowly, gnawing away at the edges of the last islands of existence. Like a dying creature granted only temporary reprieve, the world now waits to die a languishing death beneath the emptiness of the pale mist, unless its Eidolons can save it.

If the Eidolons do, by some miracle, succeed in pushing back the mist and rebuilding Empyrean, then what? How will they prevent a second Great Calamity, where their predecessors could not? What force originally shattered Grand Cornerstone, and will it return? These questions haunt the Eidolons just as much as the dreams and whispers of the dying world that begs for their aid.

The Factions

"Though we tread different roads, our destinations will be the same, through all time."

*— **Rhyl**, the Dual Natured*

Old Empyrean was a place of wonder, adventure, and stability. A world filled with prosperity and peace, kept in an eternal golden age by the careful stewardship of its Five Great Societies. These five factions held sway over the world – not as nations or kingdoms, but as keepers and regulators of different aspects of life and culture for the Empyreans.

The **Librarium Omnibus** was the oldest of these organizations, and was responsible for recording all the world's culture and science, and creating a permanent record of all the events in Empyrean.

The **Order of the Seven Heroes** was a decentralized military organization with the aim of protecting the citizens of Empyrean and making sure their safety and stability of life was assured.

The **Utopian Society** worked tirelessly to promote peace, equality, education, and health for the people of Empyrean, as well as to expand culture and the arts.

The **Servants of Balance** worked to maintain balance and peace among the Great Spirits, and to maintain Grand Cornerstone and keep Anima flowing freely throughout the world.

The **Brilliant Dawn League** was in charge of mapping the far corners of the world and exploring every frontier, as well as discovering the technologies and mysteries of the world to share with others across Empyrean.

Though these factions worked together a good deal and strove to keep Empyrean in balance, they were powerless to prevent the Great Calamity that shattered Grand Cornerstone. After the Calamity, they fell to casting blame and infighting, and were unable to recover the lost cornerstones quickly enough to rebuild Grand Cornerstone and save their world. In those days, the mist spread quickly, and cornerstones had not had as much time to leach out the memories and Anima of the land, making them far less powerful than they are today. Because of this, despite the manpower of the factions, they were consumed by the Aether as well, and eventually disappeared from the world.



When the Aether is pushed back and the world begins to grow once more, perhaps these ancient organizations will reappear to lend their vast reserves of resources and wisdom to the rebuilding of the world. With the formidable power of one of these organizations behind him, an Eidolon would have little difficulty accomplishing his goals for the reconstruction of the world.

Small Factions

Most of the smaller factions in Empyrean crop up in the absence of the major factions and their influence in specific realms. Once the major factions appear and become established, they tend to peacefully absorb these smaller factions into their umbrellas.

Small governments, kingdoms, and nation-states are generally not interfered with, so long as they comply with the presence of the larger factions and do not directly conflict their activities. Most of these governments and kingdoms are not large enough to consider outright resistance as a long-term option against the influence of the factions, and are forced to play politics and choose sides when rifts appear between the groups.



Librarium Omnibus

"Discovery – Understanding – Mastery"

Librarium Omnibus, or the Universal Library, is responsible for collecting all information and knowledge about the world of Empyrean. Its headquarters is Citadel Library, commonly called just 'The Citadel'. The Librarium is tasked with cataloguing and preserving the mysteries and culture of Empyrean, as well as storing all of its collective knowledge. The Librarium is guided by the ideal that knowledge is the most valuable treasure, the most useful tool, and the most sacred creation of civilization.

The Librarium does not merely collect books – they have ways of capturing entire life-records distilled into liquid form. Those who drink from these infusions are able to experience the past through the eyes of those who lived it, though they are unable to change or control what occurs there. The Librarium also stores performances of famous plays in similar fashion, and possesses vast galleries of art and sculpture.

The Librarium works tirelessly towards the agenda of educating the population of Empyrean, discovering new technologies, and preserving cultures and arts for posterity. They believe that the more educated and prosperous the people of Empyrean are, the more wonders, culture, and knowledge they will produce for the Librarium's vaults. The Citadel Library possesses a great reliquary filled with wonders, as well as jealously guarded secrets that allow the Librarians to create new wonders in the style of those made in Old Empyrean.

Eidolons should join the Librarium if:

- ✓ They are interested in the science and magic of Empyrean.
- ✓ They want to acquire and use rare and interesting gear.
- ✓ They want to experience the puzzle aspect of Empyrean by exploring dungeons and using relics
- ✓ They want to experience the culture, history, society, and arts of Empyrean.

Citadel Library

The headquarters of the Librarium Omnibus takes the form of a great library, within which many ancient treasures and secrets are hidden.

Kulbaht

Kulbaht, the sage of the Library, has the longest running memory of any Eidolon known, and the greatest collection of factual knowledge. He carries with him a heavy book, within which he stores all the knowledge and history that will not fit in his head at the present. His knowledge of the Librarium is impeccable, and he is said to have mastered every manner of craft and magic known to Empyrean, both past and present. A part of his mind is tied to the Citadel Library itself, and he seems to know everything that occurs within its walls. This ability makes him by far the most knowledgable Eidolon in the world, and perhaps second only to the Great Spirits in his understanding of its nature. By the same token, he is unable to leave Citadel Library, tethered as his mind is to its many books and treasures.

The Librarium Reliquary

The Reliquary is open only to members of the Librarium Omnibus, and is a special reward for Eidolons that choose to serve this organization to the exclusion of others. The Reliquary is filled with a thousand years of collected treasures. These treasure troves of ancient wonders are sorted into different categories of clearance, and higher ranked librarium members are able to gain access to use more dangerous and powerful relics than initiates.

Librarium task teams receive a reliquary crystal, which allows them to check in and check out relics for use on their adventures. The quantity and power level of relics the team can check out at a single time is determined by their rank within the Librarium.



Order of the Seven Heroes

"Order – Safety – Power"

The Order of the Seven Heroes was founded by a group of ancient heroes of the old Empyrean, who wanted to ensure that the people of their world would always have champions to defend them from oppression and danger.

The Order is largely decentralized, and is seen by many as a code of morals rather than a hierarchical organization. The members of the order defer to one another by military rank, and are easily organized by any single high-ranking member. This means that when trouble arises, a single Eidolon with ranks in the Order can assemble a small standing army within a day, simply by calling out all lesser ranking members within a city or outpost. Reinforcements from the Order's headquarters are optional for larger battles.

Eidolons should join the Order if:

- ✓ They want to experience the combat side of Mystic Empyrean, particularly large-scale combat.
- ✓ They want to protect the citizens of Empyrean by tackling problems head-on.
- ✓ They have a strong sense of justice and social order.

Deep Bastion

Deep Bastion is a grey fortress of intimidating size and outfitted with the mightiest weapons found in any realm.

The Seven Heroes

Since time immemorial, the Seven Heroes of the Order have fought to protect Empyrean. Once a simple party of adventurers, their fame and prestige grew to the point where they were known all across the world, and constantly receiving applications for entry into their numbers.

Determined to use this fame for the collective good, the seven heroes created an order which would work towards the stability and safety of the Nascent and Eidolons of the world. Though the heroes themselves do not fight, except in the gravest of battles, they do appear in order to teach, instruct, and offer aid when necessary.

Voll, the Great Smith - An Eidolon who has mastered the art of Imaging – creating matter from pure Anima – and who uses this skill to great creative and destructive capacity. Voll is extremely capable and competitive, and his swift action does not preclude a sound sense of judgment and perception.

Morell, Light in Darkness - A single horn of pure crystal rests upon the brow of the Inquisitor of the Seven Heroes, and her pearlescent armor glows with holy light. Adept at destroying Aether and warding off its effects, Morell's purity and faith create a shield and sword for her against all who would threaten her world, both from within and without.

Aurelimerulia, the Indigo Star - A sorceress and inventor of incredible prowess and ingenuity, Aurelimerulia is a master of all of Empyrean's many magics and lost alchemies. She spends her time devising weapons and armor for the other members of the order, as well as researching ever more potent arcane rituals.

Dram, Hero of the Wheel - Dram is an Eidolon without a body – his heart projects only a hollow image that he uses to give face to his otherwise disembodied voice and will. He is able to manipulate objects, possess Nascent and animals, and to wield many weapons with the invisible forces of his will.

Alora, the Ashen Queen - With a heart of stone and a pragmatic cruelty to rival that of the Great Spirit of Stone himself, Alora enforces order with deadly capacity. She commands absolute loyalty from her subjects, and failure to obey or accomplish the missions she dictates merits pain of death. She hides her face with Beauty, a mask that covers the corroded flesh of her body with a beautiful illusion.

Montekh Dar, the Straw Man - A conniving Mephistopheles who is adept at manipulation and reading opponents, Montekh plays a constant devil's advocate, the voice of dissent with no views or goals of his own, save to derive amusement at the frustration and consternation of others. He speaks in riddles and striking clarities, and it is often not certain which is which.

Logravs, of Gate and Key - An Eidolon who has abandoned the confines of space and time, Logravs is able to travel across the world in a second, as well as to carry others along with him. He is adept at creating both portals and barriers, as well as public speaking and diplomacy.

Militia Call

The Order of the Seven Heroes has the authority and reputation to call militias to order from the local Nascent population and from Eidolons that are on retainer in the Order's headquarters. They never have to hire or negotiate for help while on Order business.

Utopian Society

"Justice – Peace – Unity"

Devoted to the improvement of life for Nascent and Eidolons in Empyrean, the Utopian society is a benevolent organization devoted to peace and social equity.

The Utopian society erects hospitals and social institutions like schools, parks, museums, and gymnasiums, and works to improve trade relations between the Nascent tribes and between the organizations.

Players should join the Utopians if:

- ✓ They want to experience the more social side of Empyrean.
- ✓ They want to see their good deeds improve life and society.
- ✓ They want to meet and interact with a large array of interesting and influential Eidolons.

Utopian Center

A small world unto itself, the sprawling Utopian Center is a place where Eidolons live in perfect harmony with one another and with nature. There is a subtle aura of peace and goodwill that permeates the place, and discourages any mischief or violence.

Merigold, Heart Of Unity

Merigold is a peculiar Eidolon who works constantly to build unity among those around her. Her body is a patchwork of parts, each given freely by a different Nascent tribe, and expertly blended together to create a strange, otherworldy sort of beauty.

Every member of the Utopian Society must offer Merigold a drop of blood as a token of goodwill upon joining. She takes this blood inside her, making each member a part of herself just as each Nascent tribe forms a part of her body. To harm Merigold is, in effect, to declare war upon the goodwill of the world.

Universal Nobility

The Utopian society enjoys political popularity and neutrality that runs much deeper than that possessed by any other faction. Members of the society enjoy the benefits of this popularity as immediate social and political gravity wherever they travel.

Ranking members of the society are treated like nobility in any city, and the crest of the society on their clothing instantly commands respect, even in the far reaches of the world.

To not invite society members to political functions and parties is considered a grave insult to the faction as a whole, and an outright refusal of entreaties made in the name of the society is almost unheard of.



Servants of Balance

"Balance – Equality – Stability"

The Servants of Balance claim to serve the ideals of the Great Spirits of Anima by creating balance and stability in the world. The servants work to improve environmental conditions and remove Aether contamination that may remain after realms are rediscovered.

They also specialize in cornerstone location and recovery. It is not publicized, but the servants have long-term plans for the world, its arrangement, and which realms will be restored and which kept within their cornerstones. These plans are intended to circumvent the catastrophe that caused Grand Cornerstone to shatter long ago.

Players should join the Servants if:

- ✓ They want to fight exotic monsters and seek danger.
- ✓ Protect innocents from the dangers of Aether.
- ✓ Explore the original causes of Empyrean's destruction.

Heartstone Temple

Heartstone Temple is a seven-winged shrine dedicated to the balance of Anima. Each of the temple wings serves the worship of a different great spirit.

The Auditors

The driving force behind the Servants is a committee of twelve Sages of extensive power and knowledge, known as the Auditors. The Auditors' goal is to keep the world's growth in balance by regulating the placement and nature of Cornerstones within Empyrean. The Auditors typically wear similar clothing, though each is a distinct being with extraordinary power and ability. The Auditors also possess highly advanced spirit guardians, at least one of which can rival a colossus in size.

Lusse Mer, High Auditor

Appointed by one of the few unanimous decisions of the Great Spirits, Lusse Mer has watched over the balance of Empyrean since its earliest days. He was one of the few who saw the Great Calamity coming, but by that time, it was too late for him to stop it. Perhaps more than any other, he possesses vast knowledge about the nature of Anima and Aether, as well as the causes behind the original calamity and how it might be prevented once more. Lusse Mer's form is more akin to a constellation than a body, as he is made up of motes of energy connected by strange lines and angles, all wrapped in a cloak of darkness. He is able to gain control of titans with a touch, tearing them away from their masters and turning them to his own ends.

Spirit Summoning

The Servants of Balance induct each member of their order through sacred rituals in their headquarters, the Heartstone Temple. These rituals bind the Eidolon with powerful magics that allow them to summon the power of the Spirits of Anima to their aid.

Each Eidolon is bound to a spirit of Anima, and they are able to summon that spirit to their aid. Spirits increase the saturation of their element in an area, and may offer specific insights as to the nature and history of an area. Most of these spirits appear as smaller versions of the Great Spirits, but many take different forms as well. Unlike summoning a Great Spirit, which can only be done with the spirit's explicit blessing, a spirit summoned by the rituals of the Servants of Balance is a companion which can aid the Eidolon, infuse him with Anima, and even alter the fundamental balance of the surrounding area.

Brilliant Dawn League

"Exploration – Wonder – Glory"

The Brilliant Dawn League began as a guild of mapmakers and treasure hunters who were responsible for charting the far reaches of the world and collecting information and relics for the Librarium Omnibus.

Eventually, the Brilliant Dawn League broke away from the Librarium and formed their own mission – to explore and experience all the wonders of Empyrean. They are primarily concerned with searching out cornerstones and expanding the world with more wondrous places. This view puts them at odds with the Servants of Balance, who favor a careful and calculated reconstruction of Empyrean.

Players should join the Brilliant Dawn League if:

- ✓ They want to spend their time exploring dungeons and wondrous places.
- ✓ They want a more action-packed campaign where they must survive by their own wits and mettle.
- ✓ They want to experience a vast breadth of Empyrean's world.

Dawn Lodge

The Dawn Lodge resembles a remote resort, filled with furs, trophies, maps, and plaques. It is a massive complex built from rough hewn logs and carpeted with the furs of the most exotic beasts from across Empyrean.

Jorge Jan, World Wanderer

Jorge stands as the world's oldest explorer, cartographer, and treasure hunter. Having completely explored the world of old Empyrean, he has vowed to stay in the Dawn Lodge and let the younger generation explore the wonders of the new world for themselves. Jorge is always full of stories, and is an excellent fighter, companion, and guide to the far reaches of the world. Many of the ruins of Old Empyrean were still being built when he first explored them, and so he possesses many insights into their construction and layout.

World Travel

Brilliant Dawn controls an extensive network of railroads, ships, caravans, telepoints, and more, which adventurers can easily use to reach the frontiers of their choice. Their members receive free travel across the world, as well as discounted supplies, guides, hired help, and lodgings in frontier lands.





GAME BASICS

The Great Work

The Short Version

Grand Cornerstone, the root of the world, is shattered. Without its sustaining power, the world is being consumed by a mist known as the Aether. Over nearly a thousand years, the mist has closed over the world, reducing civilizations to ruin and grand continents to mere islands.

Eidolons, the inhabitants of Empyrean, are immortal forces of nature who wear their souls as skin. Their emotions, talents, virtues, and vices each give them unique powers that shape their bodies to reflect their souls. As the mist grows closer to destroying the last traces of their world, the Eidolons must work together to reclaim the shards of Grand Cornerstone, and restore the world to its former glory. Those who succeed will be able to shape the new world in their own image. Those who fail will be lost forever in the oblivion of Aether.

This chapter will explain to you what to put together to make your game work – the things that you will need before assembling your friends to play Mystic Empyrean. It will also explain some of the basic game systems that you will need to understand when setting up a game and building the initial world that your game will grow from.

Nature of the Game

As RPGs go, Mystic Empyrean requires very little pre-game setup. Player Characters, NPCs, Encounters, and even the World itself can all be created by your players while sitting at the game table. In fact, creating these things is one of the unique charms of the game.

Players who are joining you to play Mystic Empyrean will be excited by the prospect of creating their own worlds, and will want to lead the rest of the party in exploring these places. Even if you and the other players at your table are not experienced storytellers, have no fear. This book contains information that will give you the power to generate stories and spark imagination, as well as a storycrafting process that helps players collaboratively reinforce one another's storytelling.

The rule of thumb is to follow the direction of the player who currently holds the title of GM (Game Master) and to play through situations that arise according to the GM's instructions. Avoid looking up rules or breaking into side discussions during gameplay – instead focus on the story and the characters, and let the mechanics of Mystic Empyrean fade into the background. The story is the game – the mechanics are just there to facilitate it.

The Golden Rules of Roleplaying Games

#1 Whenever the rules get in the way of the story, the story takes precedence.

#2 The GM has the final say in all disputes.

#3 When in doubt, take whatever course of action keeps the game, and the story, moving forwards.

What You Need

In order to bring Mystic Empyrean to your game table in a ready-to-play state, you'll need these things.

A Balance Tool - A system called 'The Balance' is responsible for conflict resolution and world generation. This unique tool is something that you can create yourself from scratch or purchase. Information on how to build one is included later in this chapter.

A Worldbook - This binder of information will become the atlas of the new world you create. The information you will need to create a worldbook is included in this chapter.

A Seed World - You and the other players in your group will begin your journey in a small space called a Seed World. As you explore the boundaries of the world, it will grow into a vast and exciting space.

A Scenario - The story you are going to tell will have a certain context – will you be fighting the forces of darkness at every turn, or more concerned with building wonders and uniting civilization? You may wish to consult the other players in your game and see what kind of story they are interested in participating in.

A Game Plot - Many games of Mystic Empyrean progress according to a plot that the scenario owner puts together. This process is explained at the end of this chapter.

A GM Token - A badge, button, conch shell, or the world balance deck that you create all make fine indications of who is the current GM.

An Understanding of the Game Play - You will want to explain the game to the other players, and thus should read through the third and fourth chapters of this manual before beginning a game.

Ownership

The World of Empyrean is like a play set that all of the players share. Each player at the table has his own individual toys, but all play together in the same environment. The players may borrow one another's creations to further their own stories, but when the owner demands that their creations be used in a certain way or left alone by others, those wishes have to be respected.

Every realm, story arc, and character (both player characters and otherwise) has an owner. The owner is the player responsible for maintaining, defining, and roleplaying (where necessary) that particular story element. Whenever a question needs to be answered about a person, a place, or a particular plot point, it can always be deferred to the owner of the element in question. This concept of ownership makes it possible to rotate the role of storyteller while not ruining the story itself by stepping on another story teller's toes.

Being the GM is about resolving the attempted actions of players, not defining the world or the people around them. Never be afraid to defer to the owner of an element for more information. It will make the game experience much smoother if you do.

Alignments

Every action within a Balance-based world is aligned with one of the basic elements. A fire action is aligned with light and air, and opposed by stone and water. The alignment wheel shows the relationships of each element to the others. There are four levels of alignment:

Perfect	Every element is perfectly aligned with itself and with the universal success element Pure Anima.
Outside	Every element has an outside alignment with its two adjacent elements on the wheel.
Neutral	Every element has neutral alignment with the two elements that are two steps away from it on the wheel.
Opposition	Every element is opposed to the two elements that are opposite it on the wheel, and to the universal failure element Aether.

The Balance

Mystic Empyrean uses a unique system of conflict resolution and storytelling prompts called The Balance. The Balance has two parts – one is the world, shared by all players. The other is the self, specific to each player. These are referred to as the World Balance and the Personal Balance when they need to be differentiated. Only a World Balance is represented by cards. The personal balance of an Eidolon is determined by the types of Anima recorded on his character sheet.

The Balance contains nine different suites, which are as follows:

Fire	Associated with strength, destruction, power, and force.
Water	Associated with peace, healing, tranquility, and growth.
Air	Associated with speech, business, travel, and ego.
Stone	Associated with resistance, establishment, structure, and temperance.
Light	Associated with faith, discernment, authority, and knowledge.
Darkness	Associated with secrets, deception, ambition, and death.
Electricity	Associated with creativity, mutability, inspiration, and surprise.
Pure Anima	Associated with existence, and all positive aspects of the elements.
Aether	Associated with nonexistence, and all negative aspects of the elements.

The Element Wheel



The balance guides all decisions and destinies in Empyrean. Eidolons pay close attention to the elements, what they represent, and what decisions they govern, as their interactions govern all fates within the world of Empyrean. Each element is governed by a Great Spirit, whose caprices and nature determines the disposition of that element.

Building a Balance

The Balance is a unique storytelling tool, and cannot be substituted with simple dice (if you want to use a dice-approximation of the Balance for resolution purposes, a variant can be found later in this book). You don't need to buy a balance tool – You can craft one yourself. Building your own Balance Tool can be an interesting and lightweight craft project, for those so inclined. For those who prefer a pre-made balance, one can be purchased online.

The Balance consists of a set of objects in nine different suites. The suites correspond to the seven elements in Mystic Empyrean (Fire, Water, Stone, Air, Light, Darkness, and Electricity), plus one universal success element (Pure Anima) and one universal failure element (Aether). You will need between 7 objects for the elemental suites, as well as 3 for anima and 3 for aether.

Your Balance can consist of an opaque bag, from which colored chips can be drawn. Glass drops, beads, or wooden tokens make for excellent balance tokens.

If you decide to use a card-based balance rather than a chip-based balance, you can print or photocopy the Balance Cards in the back pages of this book.

The Elements

In Mystic Empyrean, the Elements are more than their physical manifestations. Fire is not just a flame – it is anger, the sun, bravery, ambition, and aggression. Everything from materials to mannerisms to ideas is composed of elemental bases in some combination or distribution. Because of this, every action has a governing element. Understanding the interactions between these elements and what ideas and actions they govern will be necessary in order to fight, interact, and build effectively in Empyrean.

Each element also has a patron Spirit, called a Great Anima Spirit. The Great Spirit is responsible for furthering the agenda and importance of that element in the world – often to the detriment of other elements.



Fire

Fire is an element of aggression. Most aggressive actions in combat use fire as their base. Thus, Eidolons with a high concentration of fire persona traits are usually excellent fighters.

Fire governs the following ideas: Destruction, Aggression, Power, Lust, Ambition, Anger, Bravery

These actions would be governed by Fire:

- ✓ Breaking down a wall or door
- ✓ Penetrating an enemy's armor with an attack
- ✓ Tearing free from a bond by pure force
- ✓ Intimidating another

Dreiz, Fire Elemental

Possessed of limitless destructive power, Dreiz takes great pleasure in the destruction of his enemies, and is glorified when Eidolons crush their enemies in his name. He does not take sides in conflict, except against the Aether. In most battles, the battle itself is his joy, and winner a mere triviality.



Light

Light is an element of knowledge, revelation, and discernment. It separates danger from safety, and guides the way for those who possess it. Eidolons with a high concentration of Light Anima make good priests, sages, and teachers.

Light governs these ideas: Knowledge, Truth, Discernment, Religion, Order, Hierarchy, Pride

These actions would be governed by Light:

- ✓ Searching for information
- ✓ Looking for traps or hidden passages
- ✓ Attempting to find the way out of a dungeon or labyrinth
- ✓ Noticing danger
- ✓ Reading intentions and motives
- ✓ Observing an enemy to discover its weakness

Atamos, Light Elemental

Atamos, like the truth he represents, is a being of absolutes. He is the keeper of all knowledge, which he offers freely to those who seek it in earnest. Truth comes at the price of ignorance, which Atamos is quick to remind those who call upon him in haste.



Electricity

Electricity is an element of surprise and invention. Often blurring the line between genius and insanity, electricity inspires sudden actions that often succeed or fail spectacularly. Eidolons with a high concentration of Electricity Anima are excellent inventors and magicians.

Electricity is closely tied to these ideas: Excitement, Speed, Surprise, Invention, Change, Agility, Confusion

These actions would be governed by Electricity:

- ✓ Building a trap
- ✓ Trying to confuse another
- ✓ Making a split second reaction
- ✓ Running away from a conflict

Terelt, Electricity Elemental

The capricious Terelt is a creature of freedom and mutability. He rides upon the clouds and storms, giving gifts of great power or creating terrible damage and inconvenience as it suits him. Whether his caprices are part of some grand design, or if they simply tend to work out in the spirit's favor is heavily debated.



Water

Water is an element of adaptability and nature. It embodies protective and nurturing ideals. Eidolons with a high concentration of water Anima make excellent diplomats and healers.

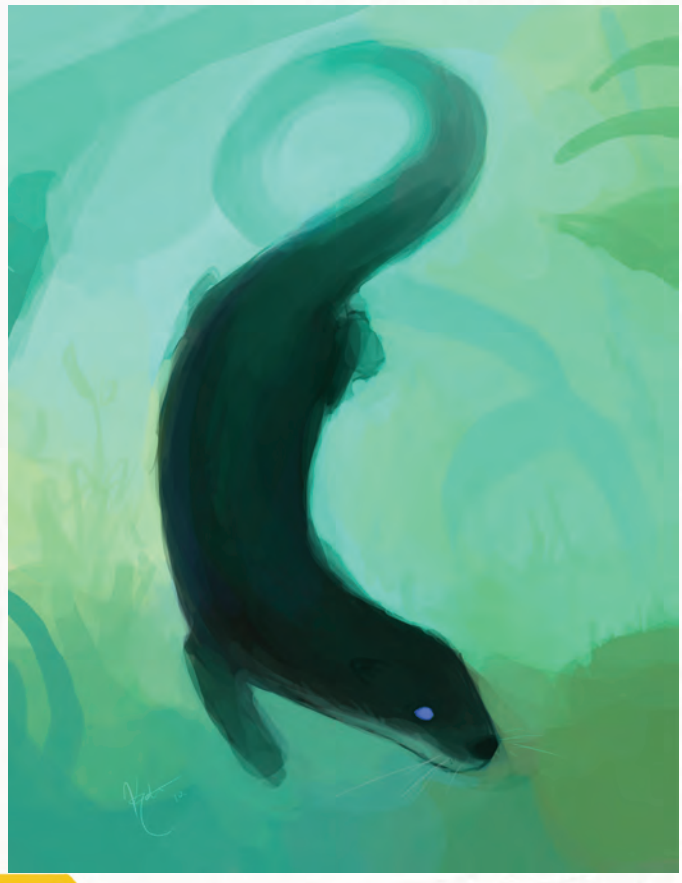
Water embodies the following ideas: Life, Nature, Plants, Kindness, Charity, Compromise, Art

These actions would be governed by Water:

- ✓ Convincing a person to calm down
- ✓ Treating a wound
- ✓ Dodging an attack or hazard
- ✓ Utilizing the surroundings of an area in combat

Lemnas, Water Elemental

The playful Lemnas approaches the world with wonder. Despite being one with all the forces of water, and possessing near limitless knowledge and resources, he takes pleasure in watching Eidolons discover, learn, and marshal their own resources for the task at hand. With Lemnas' blessing, Eidolons have all they need to overcome ordeals, even if they don't realize it.



Stone

Stone is an element of strength. Unlike fire, however, Stone's strength is resistive and passive. It is unyielding, vigilant, and immovable. Eidolons with a high level of Stone Anima make good teachers and soldiers.

Stone governs the following ideas: Stubbornness, Resistance, Selflessness, Support, Obedience, Stoicism

These actions would be governed by Stone:

- ✓ Holding a door shut
- ✓ Standing your ground against an assault
- ✓ Resisting mental influence
- ✓ Defending another

Brigantin, Stone Elemental

Slow and immutable, Brigantin is the ultimate foundation of order and solidarity in the world. He gives Eidolons the strength they need to endure hardship, often in a much less roundabout way than Lemnas. Brigantin's blessings always resist change, and he primarily aids Eidolons in maintaining their strength, not increasing it.



Darkness

Darkness is an element of secrets and silence. Eidolons who are closely aligned with this element make excellent spies, assassins, and thieves.

Darkness is closely tied to these ideas: Conspiracy, Secrets, Treachery, Lies, Envy, Crime, Sabotage

These actions would be governed by Darkness:

- ✓ Hiding or sneaking
- ✓ Disguising oneself
- ✓ Lying
- ✓ Keeping a secret
- ✓ Intimidating another

Orelk, Darkness Elemental

Orelk is cunning and vicious. A lover of treachery and conspiracy, he often plays Eidolons against one another to achieve his ends, manipulating their vices and virtues in a grand game of shadows and proxies. When Orelk chooses to aid Eidolons, there is always more to the gift than appears on the surface.



Air

Air governs speech, trade, and society. It is an element of sound, force, and communication. Eidolons with a high concentration of Air Anima are excellent merchants and politicians.

Air embodies these ideas: Trade, Talk, Boasting, Begging, Intimidation, Cooperation

These actions would be governed by Air:

- ✓ Trying to sell a piece of gear
- ✓ Convincing a person to help you
- ✓ Talking your way out of a sticky situation
- ✓ Rallying troops

Kinado, Air Elemental

The wily Kinado loves games and riddles. A creature of inherent trickery and cutthroat deception, Kinado often strikes bargains and exchanges with Eidolons, but only if those bargains meet his own ends. He prefers to use Eidolons to fight his battles and settle his disputes for him, rather than engaging in direct conflicts.



Aether

Oblivion, unbeing, and the essence of all that is not – Aether is not an element, but the absence of Anima itself. Eidolons cannot control Aether; in fact, it breaks down their bodies on contact, much like a kind of anti-matter. In the mist, however, are the Aetherlings, creatures composed of this substance in much the same way that Eidolons are composed of Anima. The Aetherlings are devious and dangerous, and would love nothing more to cover the world in mist entirely.

As a symbol, Aether represents a terrible, utter emptiness and is an idea that is feared throughout Empyrean. Many believe it was the Aetherlings that first destroyed Grand Cornerstone, but there is no written record to confirm this, only stories. Still, Aether is a force that is hated and reviled all across the world, and for good reason.

Aetherlings

In the murk of the Aether, spirits of Anti-Anima coalesce and gain a semblance of intelligence. They embody terrible impossibilities of form and angle, and can destroy almost anything with a touch. Anima-saturated beings like the Eidolons have great difficulty wounding them, while they can rip through the skin of Eidolons and shatter their hearts with ruthless efficiency and cunning.



There are many types of Aetherlings, from the cunning infiltrators and overthrowers of society to parasites that take root in an Eidolon's heart and consume his free will. Others are simply massive brutes, on a scale to match the Colossi, but with infinitely more destructive force.

The Worldbook

Since the world of Empyrean is created by yourself and your friends, you will need some way to keep track of the place you are building. The worldbook is an atlas of your new world of Empyrean, complete with realms, characters, monsters, adventures, and more. Creating and expanding upon the world contained in your worldbook is one of the major aspects of Mystic Empyrean, and provides an exciting solo play aspect to the game (though it can be done at the table by the group as well). Most of the world development is done by individual players outside of the actual game sessions, and consists of trait selection and background development, much like character creation.

Since many players may want to work on different pieces of the worldbook between games, one player should act as the owner of the worldbook, and loan out the pages to players who request them – much like a librarian. Though each player owns different aspects of the world, the worldbook owner is responsible for keeping tabs on the different pieces of the book.

Worldbook Pages

The pages that you will need to fill the worldbook are contained in Appendix D of this guide. It is suggested that you acquire a three ring binder with some tabbed dividers in order to better organize the information pertaining to your realms and their inhabitants. A binder also makes it easy to add and remove pages as players create them or request to update them.

It is most common to divide your worldbook into realms, with each section being a different realm and the background, maps, wonders, dungeons, and treasures that exist there. A catch-all section in the back of the worldbook can serve for characters and other elements that span multiple realms or the whole world.

Dividing Up World-Building

Not all players will have equal interest in creating all parts of the world, but it is likely that each will have an interest in some different aspects. One may enjoy creating characters, while another could have a passion for developing exciting monsters or challenging puzzles. Still another might be more interested in making amazing treasures or fleshing out the politics that govern the world. A single realm contains many different elements of the world. Rather than giving all aspects of a realm to a single individual, it can be much more interesting to give one player the monsters, one player the places, one player the geography, and another the wonders and stories. Let each player design according to his preference, with the realm owner having the final say on realm specifics. Doing this lets many players experience the realm both in-game and outside of the game, and also gives each player some surprises while exploring.

Building the Seed World

Before you begin your first game, you'll need to set up the basics of the world. The first realm you create is called a seed world – it is the starting point from which players will grow the world. The seed realm is where the story begins, and it is where players will have lived their lives before discovering the mysteries of Cornerstones, Eidolons, and the world beyond.

The seed world is an island of existence in a sea of emptiness. By necessity, it is walled off or defended, either to keep the rolling mist of Aether out, or to keep its citizens in. Great cities, walled outposts, islands, plateaus, or the like make excellent seed worlds. Prisons, universities, fortresses, or the like can make for more tightly knit and varied seed worlds. The important point in the seed world is that your players have lived their entire lives there without seeing the outside world.

A sample seed world can be found in Appendix A at the back of this book. This is a good starting point if you want to use a ready-made starter world. Otherwise, it can be scrapped and retooled to fit your designs.

The First Game Premise

Your first game session will be about discovering what is beyond the edges of this small world, discovering a cornerstone, and learning of the task to rebuild the world that was destroyed long ago.

If this is the first time you are playing Mystic Empyrean, it is recommended to stick to this basic campaign premise, which provides a wide open license for players to build and explore the world. If you have already completed a campaign under this premise, the Advanced Options section in Chapter 8, Storytelling, contains a section on ways for you to alter the game's basic premise and create new and fantastic campaigns using the basic rules and concepts of Mystic Empyrean.

Other Materials

Before you head to the gaming table to start building your story, you'll also want to get some materials ready for creating your game world.

Photocopy Character sheets for every player, including yourself, from the back of this book.

Photocopy NPC sheets, in case you need to create any NPCs during play that could be useful later.

Photocopy at least five realm sheets. Make sure to fill in one of them with the seed realm you created. Alternatively, you can photocopy and use one of the seed realms within this book.





Planning the First Game

Photocopy one of the plotting sheets from the back of this book in Appendix D. You will use this to loosely plan your first game session, and sheets like it to plan other sessions to come. Experienced Game Masters who have played other RPGs should feel free to use their own planning techniques – the session planning sheet is intended as a convenience, not a rule.

In the initial game, decide on the seed world that you will be using, and pencil it in as the game's primary location. The players will have different ideas about their roles and histories even within the context of this sandbox world, so make sure it is large enough to accommodate a number of different personalities and people. In the initial game, the players are going to discover something that will change the world around them forever – a cornerstone that will allow them to unlock the world that has been lost to Aether. The goal of your first game is to find this stone, and to discover how to use it.

There are a number of different approaches to this basic plot:

#1 The players have the stone already (or acquire it quickly), and the question is mainly how to use it. They accomplish this by reaching a specific place (Grand Cornerstone Shrine) or by finding and translating some kind of instruction. This lends to a more puzzle-oriented game.

#2 The authorities of the world possess the stone, but do not know how to use it. The players have discovered how, and must gain access to it, either through espionage or by building enough reputation and clout that the authorities of their world will entrust it to them. This lends to a more social game.

#3 The stone is lost in a deep dungeon or natural, undisturbed sanctuary – perhaps with a guardian of some kind. This lends to a more action-based game.

There are plenty of other approaches to discovering the stone, but these three embody the three major types of event that your players will face. Each encounter in Mystic Empyrean will fall into one or more of these categories: puzzle, social, or conflict.


CHARACTER CREATION
THE ARCHITECTS

As beings forged of the raw stuff of creation, Eidolons are granted power by wearing their souls as a skin. Their personalities, talents, virtues, and vices each grant them specific powers and abilities, as well as transforming their forms in unique ways. No two Eidolons—even those who share identical sets of traits—will be quite alike.

Some Eidolons are very particular about how they act, and what they desire to become. Others ignore the consequences that their actions have on their abilities, resolved to become whatever fate makes them. This section will tell you everything you need to know about Eidolons and how to create your own for adventuring in Empyrean.

Character Creation

Before creating a character, there are a few basic concepts in Mystic Empyrean that you will want to be familiar with. Take a moment for every player to read these pages before starting to build a character.

You are What You Act

In Mystic Empyrean, characters grow and evolve rapidly. **Persona Traits** define the abilities of a character, while his **Individual Balance** determines what kinds of actions he will be most proficient at.

Persona Traits are a result of the way your character acts and what you do and say in-character. If you act recklessly, you will gain the Persona Trait **Cartwheel**, which allows you to turn your body into a weapon that you can only loosely control. If you are friendly and use diplomacy to solve your conflicts, you will develop **Silver-Tongued**, which lets you control the thoughts and actions of others with your words. If you are cruel to those around you, you will acquire the **Touch of Dust** persona trait, which allows you to kill living things with a single touch.

Thus, it is as important to think about your character's personality as their powers, since the two are inseparable for Eidolons.

Your Individual Balance is a result of the Persona Traits that you develop. Each persona trait is tied to an element, and whenever you develop a new persona trait, the corresponding element will be added to your Individual balance. Elements determine the success of certain kinds of actions you will make. So if you develop a number of aggressive, fire-based personalities (bloodthirst, wrath, recklessness, scornfulness), your Individual balance will be heavily skewed towards fire. This means that aggressive actions, such as fighting, destroying, and risk-taking will become easier to succeed at, while opposing-elemental actions like diplomacy, first aid, stealth, and information gathering will become more difficult for your character.

In other words, as an Eidolon develops more persona traits of a single alignment, it becomes harder and harder to fight against his own nature. The Eidolon will gain a momentum of development towards one or two or three elemental alignments, thus determining his skills, powers, and abilities.

When thinking about personality and which persona traits to gain at the game's outset, it helps to take a look at the seven elements, and decide which ones suit the role you wish to play in the party.

About Eidolons

"You would be surprised to see what an immortal force of nature can live through."

*— **Montekh Dar**, the Straw Man*

Eidolons are creatures of Anima. Composed of the raw stuff of creation, they follow different rules and physics than ordinary humans. For example, an Eidolon's only mortal weakness is his heart. Having one's head lopped off is an inconvenience, but does not mean instant death to an Eidolon. Even when wounded to the point of disability, an Eidolon can instantly repair his body by channeling a portion of the Anima stored in his heart into physical material once more.

Conversely, words and deeds can hurt an Eidolon far more than wounds. Hatred corrupts, regret rends, sorrow deadens—Eidolons who accept abuse or who cannot overcome their own shortcomings begin to develop negative persona traits that can ultimately destroy them from within.

An Eidolon's form is mutable—it can take on a drastically different look than any other Eidolon. In Empyrean, it is generally understood that each individual looks different, and no one pays an odd physical appearance too much mind. With this in mind, you have the freedom of developing a character that can look like anything at all—they may be hollow, missing dimensions, walk on four legs, have animal features, be partially composed of energy or spirit, or anything else at all.

Many persona traits will dictate certain physical transformations that Eidolons have as a result of wearing their souls as skin. With all but a few exceptions, these physical transformations are normal and accepted in Empyrean's society as "just the way people are." The exact descriptions in the persona traits guide need not be followed to the letter, either. Adapt them to best suit the way your character is developing.

Persona Traits

Persona Traits are the pieces of an Eidolon's heart that are powerful enough to emerge as abilities and physical changes. An Eidolon may develop many personality traits, but only the most pronounced of these will become a deep enough part of him to emerge as usable power.

Each Persona Trait consists of three parts

- ✓ A linked personality. When this personality develops in the Eidolon to a great enough extent, he develops the given Persona Trait.
- ✓ An elemental alignment to one of the seven elements. This determines how the development of the trait will affect the Eidolon's Individual Balance.
- ✓ An ability that is divided into three tiers.
- ✓ On the superficial tier, the persona trait is only skin deep, and its powers are relatively weak or limited.
- ✓ On the deep tier, the persona trait is deeply ingrained enough that the Eidolon gains use of it to a stronger degree.
- ✓ On the all-consuming tier, the persona trait has grown so much that is chokes a significant portion of the Eidolon's heart. The Eidolon has great use of these powers, but they also come at great consequence, as each all-consuming trait has a drawback built into it.

How Persona Traits Develop

Over the course of the game, you will gain **Emergence** in various personalities. After conflicts and encounters, and in a few other situations, your fellow players will take your character sheet and pencil in which personalities you exemplified during these ordeals. If a personality is already on your character sheet, those players will increase its emergence rating by 1 point. The process for this is explained in more detail later. (Pg 50)

- ✓ Once a trait reaches seven points of emergence, it is considered **Superficial**.
- ✓ Once a trait reaches fourteen points of emergence, it is considered **Deep**.
- ✓ Once a trait reaches twenty-one points of emergence, it is considered **All-Consuming**.



Character Creation

Use the following steps to build your personal Eidolon character. NPC characters can be created using the generators in Appendix E (page 206) or according to your whims, and do not require the same level of attention to detail as Eidolon Characters.

Step 1: Concept

"Before I was Merigold, I was a dream in the hearts of the people of Empyrean. I chose to exist in this form so that I might make that dream a reality."

*— **Merigold**, Heart of Unity*

Ideas are the root of an Eidolon's heart. Outward appearance, skills, powers, and goals all stem from the personality and are the foundation for the entire being of the Eidolon.

The first and most important part of creating your Eidolon character will be defining his or her concept. The concept is the general idea of the character. Will your Eidolon be a valorous inquisitor who fights against the tide of Aether with all his might? Or a scholar who wishes to master the technologies and magics of Empyrean? Or a great explorer who seeks to understand the infinite mysteries of the land?

The concept that you devise may be as simple as a few words, like "Fiery Mercenary" or "Dragon Scholar", or it might be as complex as "Silver-haired angelic priest who has survived the Great Calamity by being sealed within a Cornerstone for a thousand years, and has only recently been released."

The concept forms a foundation for your character. If you aren't certain of your concept at the outset of character creation, then you may wish to browse through the list of available Persona Traits and see if there's anything that sparks your imagination.

Once you have your concept plotted out, you can move on to actually assigning traits.



Step 2: Persona Traits

Persona Traits are motes of Anima that grow within the hearts of Eidolons and grant them their incredible powers. Each Persona Trait grows based upon the actions and desires of the Eidolon who possesses it, becoming stronger when he acts in a manner aligned with the Trait's linked Personality. As a trait's Emergence grows, it becomes more pronounced in the features and actions of the Eidolon. When one grows too large, however, it becomes a cancer that can destroy him from within.

Depending on the trait selection process your group has selected, you will either choose your own traits, or have them chosen for you by the rest of your group. In either case, you should select traits from the Persona Traits list on page 136, either for yourself or for the other players in your group.

Traits that are selected in this way all begin with seven points of Emergence.

Selecting Traits

There are three different methods of creating characters. Choose the one that best suits your party.

Constructed - The most traditional method of character creation. Players choose their own traits, with access to the entire trait list. Best for players who enjoy a high degree of character control.

Draft - Other players choose your initial persona traits based on your personality, or on what they think it would be fun to see you play out. This is best for groups of close friends that know each other well.

Scenario - The players begin the game without persona traits. During the first game, they gain traits more rapidly than normal. Best for origin story games with experienced roleplayers.

Constructed Character Creation

Each player follows the steps of character creation as normal. Optionally, you may specify that players must pick one trait from each of the following categories: virtues, vices, personalities, drawbacks, and talents. These they write down on their character sheets, and set each at emergence level 7 (rank 1). Typically you should select 4 traits for your Eidolon to start with.

Draft Character Creation

If you decide to draft traits, then perform step 1 of character creation, the concept step, after drafting. The drafting process replaces step 2 of character creation.

Each player gains a blank character sheet and places his name at the top of it. Then, sitting in a circle, each player passes the character sheet to his left.

Each player writes down a trait that they feel matches the personality of the player who owns the character sheet in front of them (or just chooses a trait which seems interesting to play).

After marking down a trait, the players all pass the sheets in front of them to the left again.

Continue this process until there are nine traits written down on every character sheet.

Depending on how much control you wish for players to have during the character creation process, players may choose one, two, or three traits of their own to write down before the drafting process begins.

The player then chooses four traits from those listed on his character sheet, and sets each of these at emergence level 7 (Rank 1).

Scenario-Based Creation

If you decide to do scenario-based character creation, then skip step 2 of character creation.

Scenario-based creation is intended for players who are experienced role players. The players start with no traits. At the end of the first game session (or at some pivotal moment during the game session), their three traits with the highest emergence are automatically improved by 7 points apiece, raising them to superficial level.

If you are building characters with the scenario method, be sure to include in your first game session at least one each of social, puzzle, and conflict encounters, so that players can bring to light all the traits they wish to. You may also include several opportunities for free time, so that players can act as they wish to bring out traits that are difficult to express in the midst of conflict.

Step 3: Balance

Each Eidolon possesses a personal balance of Anima. This balance determines how successful he is likely to be at different types of actions. A balance is based upon the concentrations of different kinds of Anima within an Eidolon's heart—namely upon the kinds of Anima his persona traits are aligned with.

Each Persona Trait is tied to a different elemental Anima. For every seven points of emergence a Trait has (called a rank), he gains one additional point of elemental Anima of the type associated with the trait. If an Eidolon loses this trait, he also loses all the Anima associated with it.

Eidolons begin with one anima of each elemental type in their personal balances, and one pure anima. Add an appropriate amount of Anima to your character sheet based on the traits you selected in step 2. Whenever you gain or lose traits, your balance should be adjusted accordingly.



Step 4: Background

Eidolons come from many places. Some are Nascent who have developed such an affinity for Anima that they have awoken to a new Eidolon nature. Others are created directly by the world, for reasons only they can understand. A few are formed by the Great Spirits of Anima, expressly for the purpose of doing that spirit's bidding.

The life of an Eidolon is not bound to the immediate, either. Some Eidolons are thousands of years old, despite any apparent age, while others have sprung up from the earth only recently. Some were formerly Nascent and may have families, friends, or other acquaintances, dependents, and debts. All of these should be considered when creating the background for a character.

Background does not need to be fully developed right away, but you should have a strong sense of where your Eidolon's origins are and what he holds important. This will be of paramount importance when developing the Eidolon's Creed.

The players may also agree that they wish to begin the game with specific gear, wonders, or relics. In this case, they should create these things by hand or via the gear generator and integrate them into the backstory.

You can use Establishing Questions to determine your Eidolon's background and relevant information, if you wish. Just follow these simple rules.

Take a moment to tell everyone about your character and his or her concept. Tell them what you already know about the character. Then look to the person to your left and ask them a question about your character. 'What is my favorite food?' 'Why did I develop a sense of helpfulness?', 'Why do I own this item?' The player gives a short answer, which may be as specific or vague as he wishes, but he should try to stay in the spirit of the character you are creating. He may also reply 'you don't remember'. In either case, fill in the answer and the reason, or record that you don't remember. The things you have forgotten may come to light later on in the story. Ask questions to each player in turn about your character, until you have learned about ten things about him or her. Afterwards, each other player in turn will ask one question to you about your character, which you should answer and record in the same manner.

Step 5: Creed

"Having weighed all the options and having considered the pros and cons of each, I decided that it was the most expedient and prudent course of action for me to devote my life to the pursuit of evil."

— ***Montekh Dar,*** *the Straw Man*

The Creed is a basis for an Eidolon's moral decisions and ultimate direction. It is a sacred code that is invested in the Eidolon's very soul, and is the foundation of his heart upon which his traits and being stem.

Creeds vary from Eidolon to Eidolon in fact almost no two will have the same set of beliefs and goals. The Creed takes the form of three or more statements, in order of importance, that exemplify what the Eidolon values and feels it is his purpose to accomplish. For example:

#1 Protect and serve those who rely on me.

#2 Trust must be earned.

#3 To save a life merits any price.

These three tenements make up the core of the belief system of one Eidolon. They act as guidelines for how he will act and what is important to him. Players may change their creeds as they change their natures, but this happens much more slowly than the acquisition of traits, if it happens at all. To go directly against one's creed causes an Eidolon's heart to fracture (see Heart Wounds, pg 49) so it is very important that a creed be chosen carefully.

All Eidolons, including NPCs, should possess a Creed of some type. This is especially important for NPCs, as it helps various players to play them accurately.



Creeds Are Made to be Tested

Every creed provides the possibility for a hard choice. Good storytellers look at the creeds of their fellow roleplayers and look for opportunities to force them into hard choices. Perhaps a player's creed is "Justice must be served without prejudice"—then have someone he cares about do something that demands harsh justice, and then force the player to decide between his friend and his creed.

Players will grate at having their creeds tested in these ways, but the hard choices are what will make your character stronger, make your games memorable, and make your development poignant. If you are stuck in a situation where you must violate your creed or make a choice that you could come to regret, put yourself in your character's shoes and make the decision that they would make. That is what roleplaying is all about.

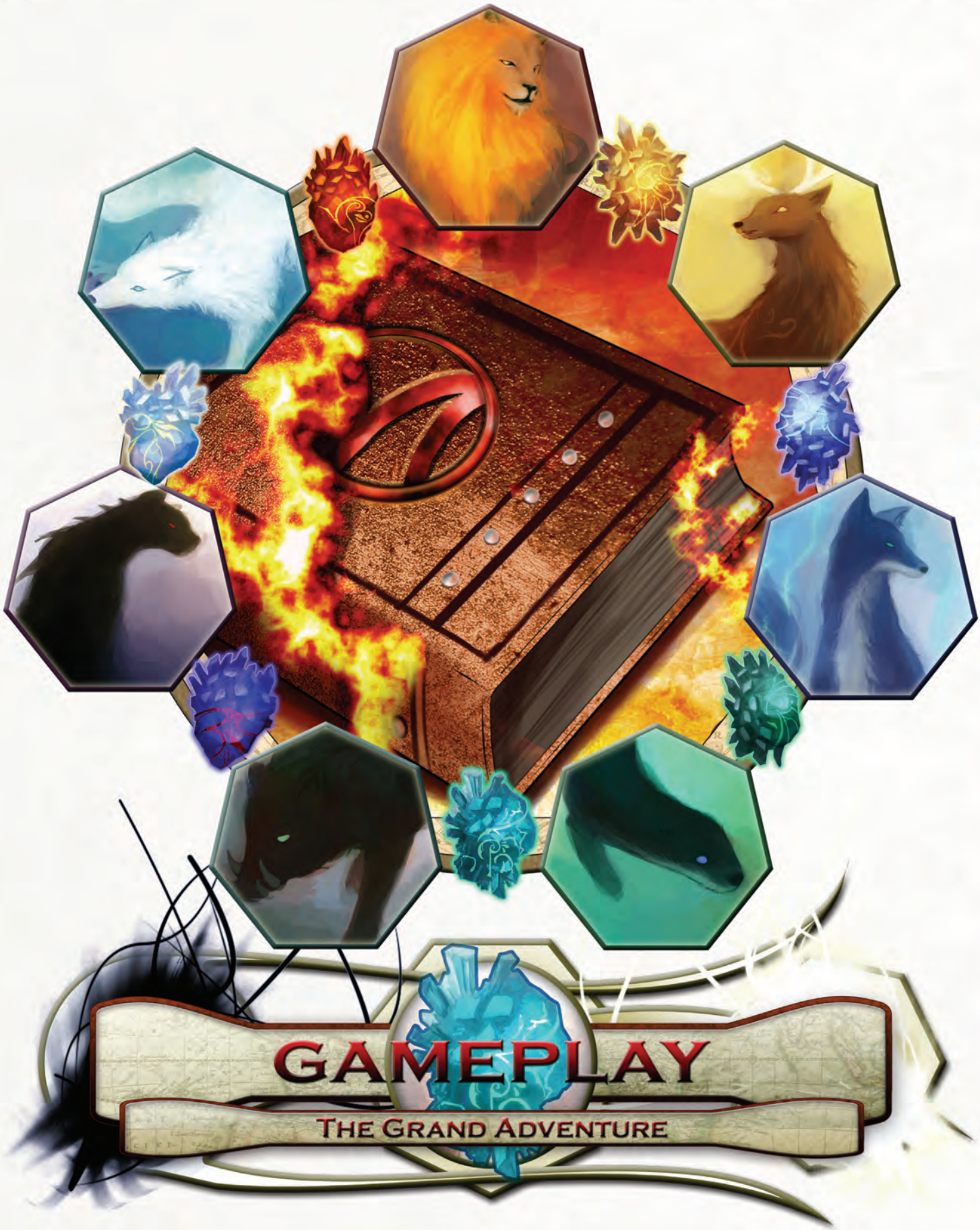
Another strategy for interesting storytelling is to look for situations which will set multiple players' creeds against one another. This forces the party to deliberate and decide—forcing multiple parties to make a hard decision and further define their characters.

Sample Creed Tenets

If you have trouble coming up with creed tenets for your Eidolon, check this list for potential inspirations.

1. Acceptance of variety is the root of stability.
2. Act first, clean up later.
3. Any means necessary must be taken to restore the world.
4. A dream can be worth defending.
5. Eliminating evil is a part of the task of rebuilding the world.
6. Free will is an illusion.
7. A good deed is never wasted.
8. Honor must be proven. Respect must be earned.
9. Hostility and intimidation are a final resort.
10. I am a servant of the world.
11. I am worthy to judge right and wrong.
12. I deserve to be first.
13. I don't have to act if others will act for me.
14. I must take responsibility for the results of my actions.
15. It is not enough that I succeed. My enemies must also fail.
16. It is not the place of others to question me.
17. Justice must be served without prejudice.
18. Knowledge is the most valuable commodity.
19. The life of another is more important than my life.
20. Limitations exist to be overcome.
21. My vision of the world is the best one.
22. The Nascent are sheep to be led.
23. The Nascent deserve our respect as much as we deserve theirs.
24. Nascent Tribes should be left to govern themselves.
25. The new world must be molded carefully.
26. No compromise. Ever.
27. No individual or way of life is more right or wrong than any other.
28. No one is more important than me.
29. Others must be made to see the world my way.
30. Others' problems are theirs to fix.
31. Peace is the only way to truly resolve conflict.
32. People must be governed by consent.
33. A prize belongs to he who seizes it.
34. A secret is a valuable treasure, so long as it is kept.
35. The strong have a natural right to dominate.
36. There are no moral absolutes.
37. There is an absolute good and an absolute evil.
38. Those who wish to restore the world are my allies.
39. To kill is the gravest sin against existence.
40. Truth is sacred.
41. Uniformity is the root of stability.
42. We are responsible for the world we create.
43. We are the stewards of the earth
44. We must live in harmony with the world.
45. Wealth is a means of freedom.
46. The will of the Great Spirits is absolute.
47. The wise and powerful have a right and duty to direct the world.
48. Words belong with the weak. Strength is in action.
49. The world and the Nascent are tools to be used.
50. The world must be made right at any cost.




GAMEPLAY
THE GRAND ADVENTURE

Mystic Empyrean games take place as a series of scenes, also called **Encounters**. It is in these encounters that the players will be called upon to act, and through which their personalities will come to the surface and grant them new powers.

Encounters generally come in three flavors—puzzle, social, and combat. The Balance you've created can be used as a tool for creating, moderating, and resolving these encounters.

This chapter explains the basic structure of an encounter, then describes how to resolve the individual conflicts within the encounter. Afterwards, it looks at ways to use the balance to create and expand encounters mid-game, and how to advance characters through a process called **Becoming** once an encounter is complete.

Part 1: Context

The first part of any encounter is context—A brief description of the situation. The player who is establishing the encounter should give the context of the situation at hand—a clear description of what the basic situation is. For example:

> GM: You come across a cart that has been tipped over in the middle of the road. Beside it is a pile of ruined goods, and a small, round man who looks like a merchant. The merchant seems more worried than upset as you approach.

This would be a reasonable context to give players for an encounter. It is enough to form a mental picture, and it contains seeds for speculation. Why is the man worried? What tipped over the cart? Can we help? Is there any danger? These questions can be answered in the next step of the encounter.



Part 2: Establishing Questions

"If you cannot understand, then it is because you decided what to see before opening your eyes."

*— **Enciyo**, Eye of the Librarium*

The Establishing Questions phase is where the party's situation is fleshed out in greater detail. In the order they are seated, each player asks a question about the current situation to the player on his left, moving left. These questions can be yes/no questions or simple questions that are facts or details the players would be able to know immediately by observation. The player who is answering the question should make up an answer that he feels fits the situation.

The answers given to the questions serve to build the scene and help others think about their options. Establishing questions can continue on until all players pass on asking a question. Once this occurs, group resolution begins.

Notes on Establishing Questions

Theoretical questions are not allowed. In the example Fargan asks "any chance of deceiving them?" this kind of theoretical question isn't allowed, since (as Lieselotte mentions) Fargan wouldn't be able to know that for certain without trying it. Only things that the party can know from simple observation of the scene are allowable establishing questions.

Establishing questions can grant the party simple gear and resources. Do we have common tools? Are there any henchmen in our employ? Do we know the way back to the exit? These are all allowed questions.

Establishing questions cannot grant the players new powers, magical gear, or character changes. For example: Are we elder gods bent on the destruction of the world? Do I possess a tactical nuclear weapon? Have I developed all my traits to their maximum level? These would all be illegal establishing questions.

Answers to questions that break the conventions of the realm can be vetoed and corrected by the Realm Owner.

Fargan: *What time of day is it?*

Lieselotte: *Night. That's probably why security is higher. How many guards are on duty.*

Lyons: *Two. Probably easy to overpower. How high are the city walls?*

Enciyo: *They tower up to the clouds. This is a big city. Do we see any other ways in?*

Fargan: *There's a sewer system that probably gives access somewhere. Do the guards appear to be tired, drunk, or uneducated? Any chance of deceiving them?*

Lieselotte: *They're tired, but you have to try it and see if tricking them works. Do we have some basic tools for spelunking? Like a crowbar, rope, et cetera?*

Part 3: Resolution

The encounter begins with one player taking the role of **GM**. The player to his left becomes the first **Active Player**. Normally, the player who created the encounter context will take on the role of GM first.

The Active Player's role is to narrate his actions for the turn. The Active Player may work with his allies (if his allies consent), and should decide on one thing he wants to accomplish during the course of the turn. The Active Player shares this goal with the GM, and outlines a course of action he wants to use to accomplish it. Then, he makes an **attempt** to try and achieve the goal. (The rules for resolving whether the attempt succeeds or fails are on pg 42.)

The GM controls the world and narrates the results of actions the party takes, using the World Balance if necessary to resolve actions and answer questions. He can participate in the discussion of what the party should do if he controls a player character, but he should leave the ultimate decision on what the party's actions are to the Active Player.

Active Player-ship rotates every time an attempt is resolved, be it successful or unsuccessful. If the party is acting as a group, then the GM may need to make multiple resolving actions as part of the same attempted course of action. Whenever the Active Player and the GM would be the same person, the GM makes a turn for the world (called an Escalation, and explained on pg 41). GM-ship should then rotate to the right. A player should never take an Active Player turn while he is the GM.

If the encounter is a scenario-based or pre-planned encounter, then the scenario owner may wish to remain the GM for the entire encounter, with the Active Player rotating clockwise around the table. In this case, the GM can never become Active Player, and Active Player-ship skips over his seat when passing. If the GM controls a player character, his character may assist other player actions by spending Anima or acting according to the direction of the other players, but never by directing the group.

Once the current GM determines that the encounter has been resolved to a sufficient degree, he may move on to the closure phase.

Part 4: Closure

Once the encounter has reached a conclusion where the players' actions no longer affect its outcome, or the context is sufficiently resolved such that further actions are mere trivialities, then the player who established the encounter's context should give a short summary of what happens in the aftermath, adding closure to the event. If the party escaped narrowly from a collapsing ruin, then describe how the ruin fades beneath the earth to sleep for another millennia. If the party successfully bargained for an item they needed, say a few words from the one who gave it to them, either wishing them well or muttering about how he feels cheated. If a puzzle was solved, then give a satisfying description of how the party is able to continue on their way by solving a riddle or challenge which would have be insurmountable for others. If things were gained, or significant story progress was made, a summary of relevant events may be prudent to insert as well.

After the encounter reaches closure, the player who established the encounter should determine its difficulty and the amount of **emergence** that players are awarded. This process is explained at the end of this chapter section (see Becoming, pg 50).

Resolving Actions with the Balance

The **Active Player's** turn consists of making a single attempt. An **attempt** is broken down into the following steps.

1. The player announces what he wishes to accomplish, and how he wishes to accomplish it.

2. The GM determines what element is most closely aligned with the player's action (or determines the alignment for each of the actions, if the attempt involves multiple actions).

3. The player makes a draw from the World Balance.

3a. For each anima of that type the player possesses beyond the first, he may make one re-draw from the world (permanently discarding his previous results). He continues this until he draws Aether, runs out of draws, or decides to keep his result.

4. Based upon how closely aligned his draw is to the action's target, the GM interprets the results.

5. Repeat steps 3 and 4 until all actions within the attempt have been resolved (or until something happens that prevents the rest from resolving, such as a failed action).

6a. If the player committed an action that provokes retaliation, or failed in his attempt, the GM narrates the results of the failure, optionally drawing from the world to determine an action for a retaliating monster or natural hazard.

6b. If the player succeeded in his action, and did not provoke any kind of retaliation from the world (or survived retaliation successfully), then the GM narrates the effects of his success.

The Balance should be re-shuffled whenever a new encounter begins or whenever it is empty.

Resolution is Always Optional

Using random resolution with the Balance or with dice is an excellent way to make a game unpredictable. However, there's no need to introduce resolution where it doesn't make sense. If a challenge is insurmountable, you can declare it a failure without drawing. If a player comes up with the perfect solution to a problem, you can declare it a success without drawing.

The GM's responsibility is to the story. Whatever makes the best story is the best move in a given situation.

Resolving a Draw

Every time a check is made against the World Balance, it is called a **draw**. There are several possible kinds of draws.

All draws have one of the following four results. These results are measured based upon the distance between the element drawn and the alignment of the action being committed:

Perfect Success – When the card flipped for resolution is exactly aligned with the element of the action (ie: A flip of fire on a fire action). This typically signifies success above and beyond what was required, or an otherwise exceptional success. This is also called **"Success, And..."** since the action succeeds AND something else good happens.

Outside Success – When the card flipped for resolution is closely aligned with the element of the action (ie: a flip of light or air on a fire action). This typically signifies success that is sufficient but may have some mitigating factors. This is also called **"Success, but..."** since the action succeeds, BUT there are potential loose ends still to clean up.

Neutral Success – When the card flipped is neither aligned nor opposed with the element of the action (ie: a flip of darkness or electricity on a fire action). This signifies an incomplete failure—some ground was gained, but not enough to be considered a success. This is also called **"Failure, but..."** since the action failed, BUT there were some good consequences.

Failure – When the card flipped is opposed directly with the element of the action (ie: a flip of stone or water on a fire action). This signifies an abysmal failure—the action failed, and potentially even made things worse. This is also called a **"Failure, and..."** since the action failed, AND there were additional negative consequences.

Simple Draw

A simple draw is appropriate for unopposed actions that a player may take, such as climbing a wall, bracing himself in defense, or singing a song.

In a simple draw, the GM checks to determine how close the alignment of the draw is to the alignment of the action, and interprets the results as follows.

Perfect Success - The action was very successful, and the result is more effective than the player intended.

Outside Success - The action was successful without any difficulty, but its success may be incomplete.

Neutral Success - The action was successful, but only barely, and there may be mitigating circumstances. It may not be as effective as the player intended.

Failure - The action failed, and there may be negative repercussions to its failure.

Lyons: *I'm going to attempt to break down that door in front of us.*

Fargan (GM): *Alright. That will be fire.*

Lyons has 4 levels of Fire in his balance. He makes a draw from the world, and gains Water, a failure.

He can re-draw up to three times, so he decides to draw again, this time getting Light, an outside success. Since he is wary of failing again, and of pushing his luck and not getting another draw that would succeed, he decides to keep Light rather than try to draw again.

Fargan (GM): *So outside success.*

Lyons: *I throw my shoulder into the door as hard as possible.*

Fargan: *The door creaks under the first assault, then shatters, taking part of the hinges and the archway above it down with it. You manage to reach up and brace the arch just in time, but as soon as you stop holding it, everything above is going to collapse.*

Lyons: *Hurry through, everyone! I can't hold this thing for long.*

Opposed Draw

An opposed draw represents the forces of the world or other Eidolons at work against the Eidolon. Attempting to strike another creature who is attempting to defend; attempting to climb a wall that is slick with running water; or attempting to find apples in a market that is short on fruit; these are all examples of opposed draws. An opposed draw is appropriate whenever the success of the Eidolon's actions are not only contingent on himself, but also on the actions or conditions of the world around him.

For an opposed Draw, the GM should make two draws from the world. The first world draw determines the kind of response or hazard that the world presents. Alternatively, the GM may simply declare an element and a hazard, if he wishes, and skip the first draw. Then, both the GM and the player make a draw, the GM drawing against the chosen element, and the player drawing against the alignment of the action.

If the world's result is better than the player's (or if there is a tie of Neutral Success or Failure) then the draw is considered a failure.

If the player's result is better than the world's (or if there is a tie of Outside Success or Perfect Success) then the draw is considered a success.

Action - Reaction

Sometimes actions from the player draw immediate response from the world. A heated close combat duel, attempting to disarm a trap, or trying to intimidate another are all examples of attempts where the world would respond in kind to the player's actions.

In this case, the GM should completely resolve the player's attempt up to the point where the world would respond to it, then interject with an action from the world. The GM may choose to simply declare what the world is doing, or he may want to make a draw for the world and interpret the results of the draw as the world's actions. The GM should then determine the alignment of the world's action and draw to resolve it, narrating the results. If the world's action directly opposes a player (such as a player rushing forward, and the monster attacking him on approach), then the player's simple draw is changed to be an opposed draw against the world.

Resolving Difficult Attempts

Success on a resolution check does not always guarantee success on the feat being attempted. When an Eidolon jumps off a high cliff, success is surviving the fall and being able to pick yourself up off of the ground, not discovering that you can suddenly fly. If the attempt the player is making is impossible or ridiculously difficult, the best they can hope for, even with a Perfect Success, is to suffer as little damage as possible from failing. If an Eidolon attempts to revive a fossilized animal with a powerful electric shock, the act of shocking it may be successful, but the animal certainly won't come back to life. The GM's decision should be considered final in a situation like this.

For extremely difficult or lengthy tasks, the attempt should be broken down into multiple draws. Failures and Neutral successes along the way can cause a break in a complex action sequence, so any one point of failure can spell disaster for the overall action.

Niall: *I want to dash forward and shove my fist down Alora's throat.*

Enciyo (GM): *Well, there's a troop of about ten armed guards between you and her, and she sees you coming.*

Niall: *Do I look like I care? I'm going into elemental form and smashing through these guys.*

Enciyo (GM): *Alright, make a fire check to plow through the guards.*

Niall flips fire on his check, signaling a perfect success.

Enciyo (GM): *The guards set their spears into the ground, but you slash forwards with your weapons and sunder them effortlessly before smashing through their ranks. As you plow through the guards, Alora raises her sword in a counteroffensive strike, waiting to step through your charge. This is a Water action. You're using another fire action to continue forward.*

Enciyo flips Stone from the world, signaling an outside success for Alora. She then flips a Stone again for Niall, signaling a failure.

Enciyo (GM): *Eternal Rose, Alora's glass sword, buries into the center of your chest, and explodes into ten thousand slivers of glass. Suffer a deep wound.*

Niall: *Do I keep barreling through on momentum?*

Enciyo (GM): *Yeah, you do, though the deep wound causes your flames to die down momentarily. If she was prepared for a head on charge, then she's probably prepared to step out of the way.*

Niall: *So I'm trying to predict her step, not to make an offensive attack.*

Enciyo (GM): *So you need air.*

Niall flips Water, a Neutral Success. His action fails, but there are mitigated circumstances to the failure that may provide a boon to others.

Enciyo (GM): *She backsteps and spins out of your way, and you fall for the feint. You stumble by, missing by about a foot with your punch. Your body smokes and smoulders with dying embers, as her sword regenerates itself. She watches with cruel glee, unable to tear her eyes away from your suffering as you fall to the ground, leaving her back fully exposed to Fargan for a moment.*

Anima Surge

An Eidolon's Individual Balance is a representation of the forces of Anima that are stored within his body. These forces can be spent as a power source when attempting a resolving action. Whenever a player would make a draw, he can exert himself and expend his natural Anima by choosing an elemental Anima (or the Pure Anima element) from his personal balance. The player then counts the chosen element as his draw. After the attempt ends, the Anima used in this way is removed from the player's individual balance and added to the world's balance. This is called an **Anima Surge**, and takes the place of any normal draw that he would make.

The Anima Surge has a few important rules associated with it:

A player can temporarily ignore the drawbacks of an All-consuming trait by using an Anima Surge. He can also ignore the drawbacks of a drawback trait in the same way. If he does so, then spending the anima merely ignores the drawback, and does not count as his draw.

A player can utilize the Deep powers associated with a Superficial Trait by using an Anima Surge. When an Eidolon uses an Anima Surge to accomplish something, he can temporarily use the Deep powers associated with one of his Superficial Traits as part of the action.

The Anima spent in the Anima surge does not need to be the same as the type of trait being utilized. It is more advantageous to choose an Anima that matches the alignment of the action you are trying to accomplish.

Any Anima spent as part of an Anima Surge is added to the World Balance, and does not return to the Eidolon's Individual Balance until he has a chance to rest for a full night. The only exception to this is the Pure Anima elements in a player's Individual Balance. When these are used in an Anima Surge or Assist Surge, they are removed from the game, rather than being placed into the World Balance.

An Anima Surge (or Assist Surge) cannot cancel a draw of Aether from the World Balance. Players should tread lightly when they know Aether is near.

Anima Surges cannot be used if the World Balance is saturated with a particular element. The world has a limit of how much elemental anima it supports. If the world already has seven parts of a given element, further Anima Surges of that elemental type cannot be used.

Consequences of an Anima Surge

Even when you're about to be seriously wounded or set back, an Anima Surge may not be the right answer. Here are some things to consider before spending Anima as a Surge.

You weaken your own abilities for the rest of the game session when you use an Anima Surge. Fewer elements in your personal balance mean fewer re-draws when attempting actions, forcing you to be driven by the whims of the world rather than your own will.

You make actions of that element more likely to succeed for everyone. Eidolons have a natural advantage in a balanced world, since they have multiple draws from the balance, while monsters typically do not. Saturating the balance with a single element makes monster attacks more likely to draw perfect success, raising the danger level for everyone.

You make escalations more likely. Since Escalations are drawn based on the odds of any particular draw being an outside or perfect success, weighting the balance towards one element (or two aligned elements) greatly increases the odds of escalation.

Assist Surge

During a resolving action, other players whose turn it is not may opt to assist the acting player. They can do this by utilizing an Anima Surge of their own, out of turn. This Anima Surge, called an **Assist Surge** can be used at any time, either before or after the player or world make draws. If a draw causes an action to result in failure, any non-acting player may make an assist surge to step in and lend aid. The assist surge's element replaces the draw of the player, and is then added to the world as normal.

When a player makes an assist surge, he should describe what he is doing and how his interference is influencing the outcome of his ally's action.

Just like a normal Anima Surge, an Assist Surge cannot cancel a draw of Aether.

An Eidolon recovers all anima from the world when he has a chance to rest for a full night (typically between game sessions).

Encounter Types

There are three different kinds of Encounters within Mystic Empyrean, and each should be handled in different ways. The GM should establish clearly what kind of encounter the players are going to be involved in, though encounter types can change midway through resolution (for example, if a social encounter breaks down into all-out combat, or conversely, where a monster shows intelligence and attempts to surrender or stop fighting).

Puzzle - Puzzle encounters present the players with a challenge that prevents them from moving forward until they meet that challenge. Puzzles might be difficulties such as finding lost keys, opening sealed doors, answering riddles, crossing huge chasms, or meeting the demands of some guardian. Commonly, puzzles will occur in sequence. When a large string of puzzles are encountered in sequence, the result is called a Dungeon Encounter.

Social - Social encounters are the most free-form, and give players the greatest freedom to role-play. These are also the most difficult to GM in rotation. It is often useful to break a social encounter down into 'conversations' where the party meets one or more NPCs. The GM-ship only passes at the end of a conversation.

Conflict - Combat encounters directly put the players into harm as they work actively against opposing forces. Conflict is not necessarily combat—it could be large scale military conflict, a race, a contest of skill or wit, or other similar indirect confrontations. In Empyrean, conflict is a different kind of puzzle challenge—one where the obstacles directly work against the players.

Dungeon Encounters

Dungeons are a special kind of puzzle encounter that present a series of smaller challenges to the players. A dungeon is divided into a series of rooms. Each room presents a different single puzzle or challenge to the players. Unlike in a normal puzzle encounter, GM-ship only passes when a room is cleared by the party, and passes immediately, regardless of the current turn. The players should ask all establishing questions to the current GM when setting up the next room in the encounter. A series of such small puzzles are considered collectively as one Dungeon Encounter, and Closure and Becoming are only performed at the encounter's end.

Some sample dungeons are included in this book, and a planning sheet is included so that you can create your own.

Example Dungeon Encounter

Lyons, Fargan, and Enciyo explore a dungeon. Lyons is GM'ing.

Lyons (GM): *We enter a vast room with a bottomless pit looming below us. There used to be a bridge between this side of the room and the door at the far end, but it seems to have since fallen away.*

Fargan: *About how far is it?*

Lyons (GM): *Almost a hundred yards.*

Enciyo: *I think I can handle this. Can we see the ceiling?*

Lyons (GM): *Yes.*

Enciyo: *I'm going to use my Webweaver ability to build us suspension bridge across the chasm.*

Lyons (GM): *Alright. That will be a Stone check: "Build Something from Scratch." (He makes a draw of Darkness). Dark, so Outside Success. (He thinks for a moment). The work is tedious, and will take you several minutes. As you begin constructing the bridge, tiny insects begin to skitter out across the ceiling. They seem to be attempting to eat the webs suspending your bridge.*

Fargan: *I'll utilize my Inverse ability to reverse my own gravity and fall up to the ceiling. There, I'll land in a splash and turn myself into liquid with my Liquid Flesh, and try to wash all the bugs away.*

Lyons (GM): *(Considers making a draw, but decides not to). That works perfectly. Enciyo finishes the bridge with little delay, and we cross safely to the next room.*

Lyons now passes his GM-ship right to Enciyo, who will create the next dungeon room and GM that room completely.

Rotating the Role of GM

Rotating GM-ship is an option that allows you to discover new facets of your own creations by putting them in the hands of other players. This is usually the best way to run encounters, as it gives everyone, including yourself, the chance to play monsters and NPCs, as well as giving everyone the chance to try their hand at resolving whatever conflict presents itself.

This is not always the best way to run an encounter, naturally. If you have a well-defined NPC or boss battle that has a scripted solution or needs to end in a certain way to keep the story in line, then it may be necessary for only a single player to control the environment in an encounter. In this case, the player who owns the scenario or conflict in question should exclusively GM the encounter, withdrawing his own player character as much as possible from the spotlight, and acting in a supporting role.

Attempt to minimize encounters like these. As you play more of Mystic Empyrean, you will gain a feel for how to leave your narrations defined and open enough for other players to step in and pick up the reins. When a player exclusively GMs a scenario, it makes it difficult for his own character to develop, as he does not have such a prominent role in combat. The more you release control of monsters and scenarios to the party as a whole, the more opportunity you will have to face your own challenges and have them surprise you.

Non-Player and Enemy Action Draws

To determine the actions of enemies and NPCs, the GM can make draws from the Balance. To do this, just draw from the balance and look at the action table to determine the enemy's actions. This is the exact reverse of when you determine a player's element by his actions—instead, you look at the NPC's or monster's element, and determine which action he would use.



Escalation

Empyrean is a dangerous and unpredictable world, and things often go awry at the worst possible time. To represent the shifting of fate and the inherent dangers in the world, Escalation is employed. Before passing the role of the Game Master, the GM should draw two cards from the world balance, noting the element of the first card and the relationship of the second card to it.

If the result is a perfect or outside success, the GM should look on the escalation table and interpret the element of the first card (or optionally, the second card if he has no good idea for the first one). The escalation effect is incorporated into the story and the GM narrates how it effects the situation at hand.

If Aether is drawn as either card during an Escalation effect, it is treated as a success (for the purposes of triggering escalation). Consider the element of the second card, and magnify its effects to create a much more dire situation. Add an Aether to the world balance after drawing.

If Anima is drawn as either card during an Escalation effect, it is treated as a failure (for the purposes of triggering escalation). Add an Anima to the world balance after drawing.

If Both Anima and Aether are drawn during escalation, make another escalation draw. Both Anima and Aether are added to the world balance after this.

After resolving escalation, the player who is the GM should pass his or her GM status and begin a normal player turn.

The Escalation Table can be found on page 225.

Enciyo, Fargan, Lyons, and Lieselotte are heading downstream on a raft.

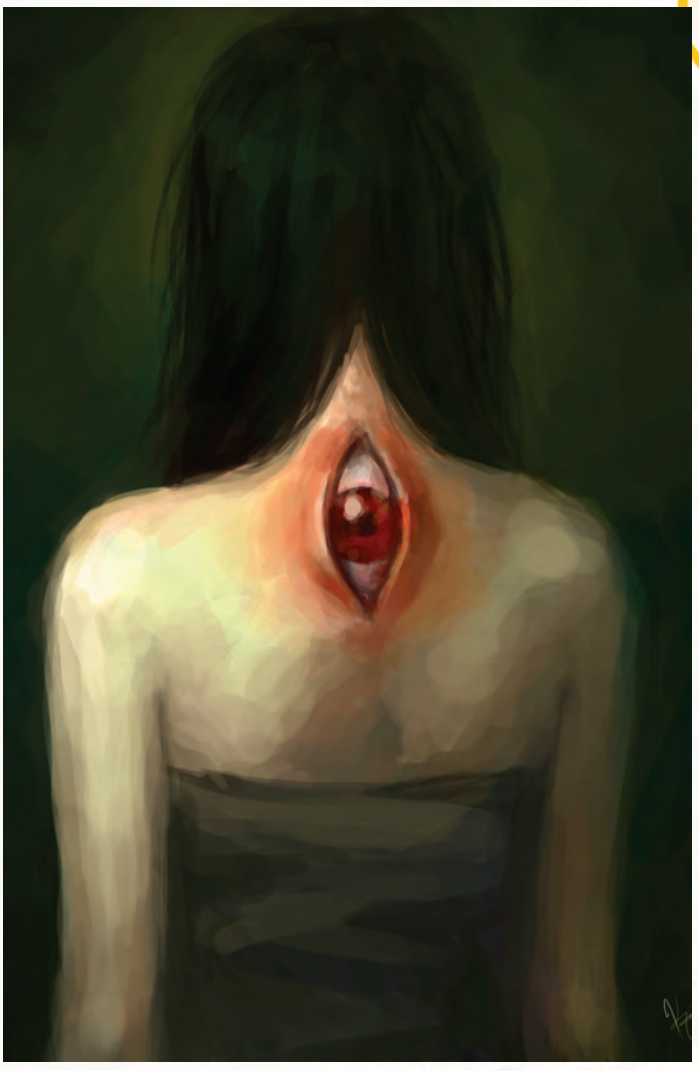
Lieselotte is the current GM, and it is her turn. She draws two cards, Fire and Air. These form an outside success, triggering an escalation. Lieselotte interprets the effect of Fire as 'a natural hazard puts the party in immediate danger.'

Liselotte (GM): *You all begin to hear a faint buzzing on the horizon.*

Lyons: *I'm going to stand up and look ahead with the spyglass I picked up a while back.*

Lieselotte (GM): *You see a wall of mist and foam, and the speed of the raft is beginning to pick up. It looks like a huge waterfall is just ahead.*

Lieselotte passes her GM status to the right (Fargan), and immediately begins her turn as a player.



Retrying Attempts

If the players attempt an action and that attempt fails, then no subsequent attempt can be made at the same action unless conditions change or some new element comes into play. For example, if Lamarck attempts to open a locked door using a small explosion generated with his 'Festival' trait (Jubilant), and this attempt fails, he cannot say 'I try it again' on his next turn. He must either decide on some other use of the power to open the lock, use a different trait, gain outside assistance, or somehow alter the door or his power.

In Mystic Empyrean, creatures do not have hit points. Continually using the same tactics, even those that appear to cause damage or inconvenience to enemies, will not defeat them with repeated uses. In combat, if a player uses a certain attack, regardless of whether the attack hits or misses, if it does not destroy the monster or adversary in question then it can be assumed that the attack will fail to destroy it on subsequent attempts. Each attack a player makes in a single encounter must be different or somehow distinct from other attempts.

Choosing the Best Action Type

Individual balances mean that each character is adept at doing things in certain ways. Their social actions, combat styles, and solutions to obstacles will all be tinged with the elements that govern their personal balances. Every Eidolon can accomplish the same things, but must go about them in different ways to have the highest chance of success.

For example, Lyons is primarily a fire-based Eidolon, while Fargan is a water-based Eidolon. In a social situation, Fargan is able to easily make friends, while Lyons is more adept at intimidation and browbeating. Fargan makes a better spokesperson if the group wants allies, while Lyons can often ensure greater concessions from NPCs at the cost of invoking their anger. If Lyons wanted to make friends with someone, he could still use fire based actions—perhaps by intimidating the NPCs enemies or using his strength to remove some obstacle for them.

In battle, head-on attacks are Fire based, while using the environment and redirecting an enemy's strength are Water based. Fargan and Lyons can both fight with an equal chance of success against enemies, but to take full advantage of his powers, Fargan must turn an enemy's strengths against it, while Lyons can meet his foe with sheer brute force. Depending on the current World Balance, Fargan's strategy may prove even more effective than Lyons's strategy in combat!

Incorporating Maps

"I'm not saying that you're lost, Morell. I just wanted to remind you that I lack your insight, and that I would be reassured if I understood exactly why we've passed this stump for the fifth time today."

— ***Montekh Dar,*** *the Straw Man*

You may be the kind of gamer who enjoys using maps and miniatures, or perhaps you appreciate the kind of gaming experience that these elements provide. Either way, when working with spatial puzzles, dungeons, and the like, bringing maps of your cities or dungeons to the game table can be extremely helpful. A roll out wet-erase mat and some simple miniatures or paper cutouts can make it much more obvious whether a player is standing close enough to reach a door or switch, as well as what kind of tactical options are available in combat.

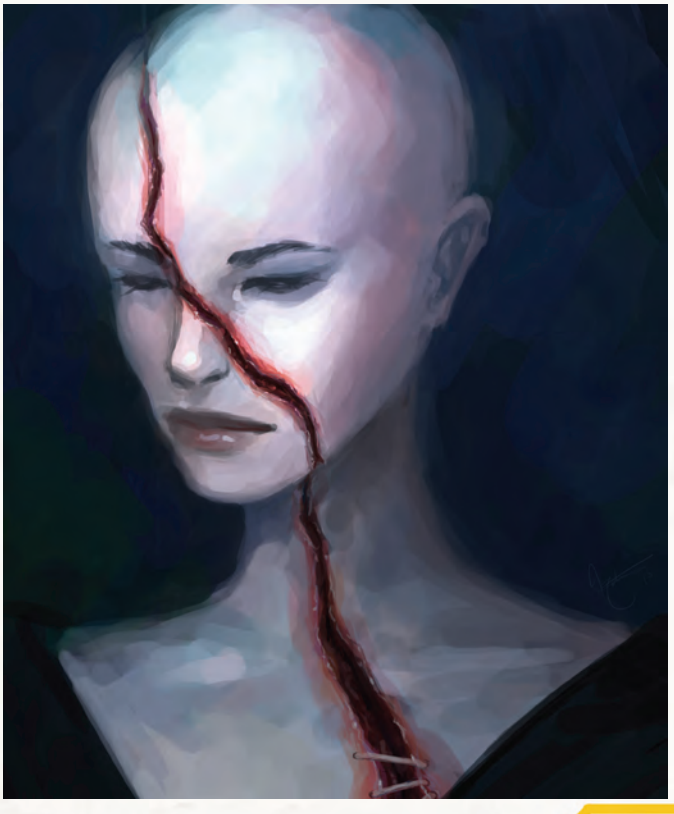
Boxes, ledges, walls, weapon racks, and even more can be incorporated more easily into your game by using maps, and the visual reminder of what kind of setting the players are in will help them to remember that these options are ready and usable for the task at hand.

This game book does not provide concrete rules for movement on a map. Instead, players should describe what they wish to accomplish as part of the resolving action on their turns, and the GM will tell them whether or not they succeed in getting from point A to point B as part of their success or failure.

Player Questions During Resolution

Sometimes you will need information that is neither resolving nor debatable. (Ex: How high is the roof? Are there any exits? Are there any weapons around?) If these questions weren't resolved during the establishing questions phase, they go to the current GM, who can answer them as he wishes. If the questions concern the realm (ex: what kind of technology do they have?) or NPCs (ex: do I notice any unusual traits about him?) or the scenario (ex: do we know where the worlds in cornerstones actually come from?) then those questions should be directed to the realm, NPC, or scenario owners respectively.

No questions asked at this point should alter the party state or the encounter state. If an answer could give the party additional leverage or opportunities, then it must be answered in a way such as not to do this. For example, to the question like "Are there any weapons around?" the answer "yes, a dozen high powered energy cannons" about halfway through a fight would drastically change the situation. It's unrealistic to imagine that the party or their enemies have simply ignored those weapons up until this point. However, if a player breaks open a crate or smashes open a weapons locker that was already established to exist, it is reasonable to find such things.



Types of Wounds

Three types of wounds can befall an Eidolon.

Superficial Wounds are inflicted by successful enemy attacks and mundane causes such as falling a great distance, being burned, or being caught in an explosion. These wounds tend to mar an Eidolon's features, temporarily disabling some of his traits.

Deep Wounds are inflicted less commonly by enemy attacks and mundane damage, and more commonly by wonders. Any action performed with emotional investment (ie: love, hate, jealousy, etc.) can cause a deep wound, even if it is not a physical attack. Deep wounds cause the Eidolon to lose one anima of any type he chooses. If the Eidolon has no more anima in his personal balance, then the Deep Wound becomes a Heart Wound instead.

Heart Wounds are the rarest and deadliest wounds. An Eidolon suffers a heart wound when his heart is struck or damaged directly, when he makes a conscious decision to violate his creed, or when he is exposed to a powerful source of Aether. These debilitating wounds can permanently alter an Eidolon's traits and physical features, or even imbue him with new, alien traits.

Taking Wounds

Immortal forces of nature aren't necessarily indestructible—in fact, you'll be quite surprised at what you can live through. It's the natural instinct of players to try to protect their characters from harm, as well as to argue with the GM when your character is hurt. The GM has the absolute final say in these cases, so players should look for ways to use wounds to their advantage rather than arguing with the GM over whether or not they occur.

For example, if a mortal Nascent stabs a sword through your back during a negotiation, rather than shouting "No way, I would have sensed him coming! I want to get a resolution draw!" You might instead say "I look down calmly at the sword sticking through my chest, then grab it and pull it the rest of the way through, disarming the enemy behind me. 'Now, where were we?' I say, as I begin regenerating flesh."

Avoid stepping back and breaking the flow of the story as much as possible. Instead, try to use the wounds you take as a chance to bring out your personality and make your character's immortal nature even more awe-inspiring.



Superficial Wounds

Superficial wounds affect an Eidolon's features. Each kind of Persona Trait has a linked physical attribute. If that physical attribute is damaged or broken, then the Eidolon loses the power granted by that trait temporarily. For example, Eye of Flame lets an Eidolon light fires with a gaze. If his eyes are put out, blinded with thrown sand, or blinded by a brilliant flash, then he can no longer use them to light fires.

When an Eidolon suffers a superficial wound, draw from the world Balance. He suffers a wound that disables or distorts one of the traits associated with that element. If he has no traits associated with that element, then the wound is considered minor and does not disable him.

A wound does not always disable a trait—sometimes it distorts it or causes it to lose control. For example, a character with 'Eye of Flame' who is struck in the eye may not have his eye disabled—it might instead flare out of control and cause great destruction. There is no hard and fast rule to when a trait should be distorted instead of disabled—the GM should rule in a way that best serves the story.

Recovery

On his turn during resolution, or anytime outside of resolution, and Eidolon may spend one Anima of any type from his Individual Balance (though he cannot spend his last Anima of any elemental type). If he does, then he is healed of all superficial wounds.

Superficial wounds also heal anytime an Eidolon rests for a night.

Deep Wounds

Deep wounds cut below the surface of the Eidolon's soul and leave marks upon his heart. These wounds cannot be delivered through ordinary means. They can only be caused under one of the following two conditions.

1) The weapon or tool used to harm the Eidolon is a wonder, or otherwise imbued with the powers of Anima.

2) The attack that dealt the wound was delivered with an emotional weight, such as hatred or love, directed personally at the target.

Deep wounds can also be dealt by a creature imbued with the powers of pure Anima or Aether, such as a Colossus, Anima Spirit, or Aetherling.

When an Eidolon suffers a Deep wound, he loses one Anima of any type of his choice. If he has no anima remaining when he suffers a Deep Wound, then he suffers a Heart Wound instead, and is knocked unconscious for the rest of the encounter.

Whenever an Eidolon suffers a Deep Wound, he also suffers a superficial wound.

Recovery

An Eidolon recovers from all Deep Wounds whenever he rests for one night and one day.

Heart Wounds

Heart Wounds are the rarest and deadliest type of wounds an Eidolon can receive. When an attack directly strikes into the center of his being, his heart, strange things can happen. A heart wound can only be delivered under the same conditions as a deep wound. Unlike a deep wound, however, both conditions must be met (using a wonder, and with emotional weight behind the attack). An Eidolon also suffers a Heart Wound when he willfully and directly violates the tenets of his Creed to a severe degree.

The Eidolon draws twice from the World Balance. If either draw is linked to a trait he possesses, choose the highest-emerged trait the Eidolon possesses whose element matches the first draw (if no trait is linked to the first element, use a trait linked to the second draw's element instead). That trait is corrupted in one of several ways:



If the trait was a Drawback, it is eliminated immediately, regardless of the second draw. Otherwise:

If the second draw was Anima, the trait immediately becomes All-Consuming.

If the second draw was Aether, then the trait is eliminated altogether.

If the second draw was an element, then the wounded Eidolon chooses a trait of the reversed type and of the second element drawn (vice is the reverse of virtue, personality is the reverse of talent). The trait is changed to become the new type, but retains its current emergence. *(For example, Niall takes a Heart Wound and has his Handy Trait [virtue, air, helpful] reversed with a draw of darkness. He loses Handy and gains a vice / darkness trait from among the three traits that fit that criteria [Ashen Flesh, Deathly Grin, or Man in the Box]. He chooses "Man in the Box" because its linked Personality, Reliant, seems like the most fitting reversal of Helpful.)*

If a trait was changed in this way, then the Eidolon does not begin to feel its effects until the end of the current encounter. He does, however, lose the use of the eliminated trait immediately, and becomes knocked unconscious. The trait gained from a heart wound always comes with the drawback that is normally reserved for All-Consuming traits. (So if an Eidolon gains a trait at Superficial level through a heart wound, he still suffers with the same burdens as an Eidolon who has developed it naturally to all-consuming).

Whenever an Eidolon suffers a Heart Wound, he also suffers a Superficial wound along with it.

Recovery

Heart wounds cannot be healed. Instead, Eidolons must work to overcome the damage they have caused. Some have even been known to embrace these artificial and fractured traits, leading to a sharp personality shift.

Becoming

Eidolons are constantly changing and developing new personality traits and powers. After each encounter, regardless of its type, there will be a short break for Becoming. Becoming is how Eidolons gain new traits and powers, and is distantly related to experience points in most role playing games.

The players **collectively** decide how difficult the encounter was. If the encounter was a scenario encounter, then the scenario owner should decide how difficult it was. Alternatively, you can time encounters and use the time spent to decide the difficulty rating. Use the chart below for quantifying an encounter's difficulty rating.

After determining the difficulty rating of the just-finished encounter, each player takes his character sheet and passes it to the left (or right, if you're of the persuasion—so long as all players pass the same way, it doesn't matter). The player takes the character sheet in front of him and considers the actions of its owner during the encounter. He then adds one point of emergence to the trait that he feels best exemplifies that player's actions. If the trait is not present on the player's emergence grid, then he adds it. If the trait is not present and the player's emergence grid is full, then he must pick a different trait that is already present on the grid.

Continue this process once for each difficulty rank of the encounter. For a rank 4 encounter, there will be four new points added to a player's emergence grid. This process of adding emergence points is called Becoming. Players do not give themselves emergence points during rotation. A player skips over himself if it takes multiple laps around the table to reach the allotted number of emergence points added.

Once the rotation has ended, each player receives back his character sheet and awards himself one additional point of emergence in any trait he wishes. This trait that the player adds himself does not need to be relevant to the way he roleplayed during the encounter, but it may be if he chooses.



Difficulty Rating

1 - Trivial - The players did not come into any danger, and did not need much effort to resolve the encounter. The encounter is resolved in a matter of minutes, in most cases. (less than 30 min)

2 - Mild - The players were not in much danger, and certainly not mortal danger. The encounter took some effort, but not enough to be considered challenging. (less than 1 hour)

3 - Moderate - The players may have encountered some reasonable danger, or required particular ingenuity or NPC interaction to succeed. (less than 1 and a half min)

4 - Tough - The players faced real difficulty, and at least someone was injured in the ordeal. The episode may have required heroic reserves of skill, power, or grace to resolve. (less than 2 hours)

5 - Difficult - The party faced real and significant danger that threatened to destroy them or utterly end their adventure. (less than 2 and a half hours)

6 - Deadly - The party lies beaten on the floor, only barely surviving the terrible encounter that tested their mettle to its very limits. (less than 3 hours)

7 - Epic - Pivotal encounters in the story, battles against Colossi, Aetherlings, and important villains may fall into this category. Most Epic encounters take at least two hours to resolve (typically 3 or more hours).

Trait Ranks

Every seven points of Emergence allotted to a trait increases its rank by 1. If a trait's rank increases during Becoming, then the Eidolon should immediately add Anima to his Personal Balance to reflect the new trait ranks. He can start using the abilities associated with his new rank (and start suffering the drawbacks) immediately during the next encounter.

Outgrowing Traits

An Eidolon's heart is only large enough to contain so much, and once one develops too many persona traits, it can overfill. Persona Traits that grow too large begin to negatively impact the Eidolon, and if they grow beyond even this size, they may cause his heart to shatter completely. An Eidolon realizes when a trait is growing too large for his heart, and is able to exorcise it through meditation. The Eidolon spends a little time between game sessions concentrating on the trait and purging it from his heart. The Persona Trait then crystalizes in his hands into a pure mote of Anima, called an Anima Pearl, which the Eidolon can keep and use. Anima Pearls are very valuable, and can be used to create mystical items and weapons, if the proper paradigms have been unlocked in the world (see pg 88).

An Eidolon's heart has enough room for ten **ranks** of persona traits. Superficial traits take up one rank. Deep traits take up two ranks. All-Consuming traits take three ranks. If an Eidolon develops a new persona trait that would cause him to exceed this limit, he **must** eliminate his existing persona traits as an Anima Pearl at the end of the current game session until he has ten or fewer ranks. If an Eidolon develops an All-Consuming trait to rank 4, then it threatens to shatter his heart if it is not purged very soon. A trait with this level of Emergence must be purged at the end of a game session. The particular eliminated trait and its rank will affect the size, value, and types of items that can be created with the pearl produced, so remember to record this information as well.

An Eidolon can only support one All-Consuming Trait at a time. If he gains a new All-Consuming trait, then he must eliminate one of them at the end of the current game session.

An Eidolon can meditate to eliminate any traits anytime between sessions and for any reason. Only if he exceeds the limit of two All-Consuming Traits or ten total trait ranks does this course of action become mandatory. A trait with twenty-eight ranks of Emergence must also be eliminated between sessions.

The Treasures of Empyrean

GMs should introduce treasures into a game session whenever they seem appropriate, but should avoid flooding the party with treasure. Minor wonders should appear at about a rate of one per session, while major wonders may appear only once every four or five sessions. Treasures can be created on the spot by the GM, or created by drawing on a realm's treasure tables (see pg 191).

Wonders

Wonders are powerful artifacts that Eidolons may come across in their travels. By definition, wonders are imbued with mystical powers that are beyond the limits of ordinary tools. They may be forged from magic, technology, or the same quintessence that fills the hearts of Eidolons. Whatever their nature, wonders are highly sought after and not easily obtained.

Unlike mundane gear, which has no special effects or powers, wonders can only be acquired by adventuring. They can only be brought into a story by the direction of the scenario owner, and cannot be created via establishing questions. Unlike technological goods, wonders work everywhere in Empyrean, and are not bound by the limits of the realm where they were created.

Wonders are often discovered while exploring, or given to the party as a reward for completing tasks or quests for interested parties.

Consumables

Consumables are a class of wonder that can only be used a limited number of times (usually once) before becoming unusable. Some examples are magic wands with a limited number of charges, potions that have a limited time duration, or weapons loaded with extremely rare ammunition that cannot be readily replenished.

Consumables are more easily obtained than most other wonders, as they can be created by specially trained Eidolons, and usually require low quality ingredients as compared to greater wonders. Because of their limited usage, consumables can often have very potent effects despite the quality of their ingredients.

Weapons and Gear

Weapons and gear are powerful permanent wonders that can be equipped or wielded by Eidolons. They come in two flavors—minor and major.

Minor wonders have localized effects that directly surround the normal use of the gear. A shield that reflects energy might be a minor wonder, as would be a sword that radiates fire when swung.

Major wonders have mystical powers that extend beyond the normal usage of the tool and beyond mere limits of locality. A glass eye that compels others to obey your commands once per encounter would be considered a major wonder, as would a sword that slays a named victim when swung, regardless of how distant he is.

Minor wonders are rare, and are still much more common than major wonders. Some major wonders are so powerful, acquiring them may become the entire focus of the story.

Technology Goods

Some technological devices are so powerful they may be indistinguishable from wonders. These may be inspired by real technologies, or informed by the various technologies that a realm possesses. These wonders may only work within the realms that support their given kind of technology. A massive robot created within a space-age realm (possibly in order to fight a Colossus) will likely cease to function once it leaves the boundaries of that realm or wanders into the mist. Most kinds of technology will function in realms with similar technology, so the same giant robot would function in a different realm if that new realm also had space-age technology. Some bizarre types of technology (such as Pandoran or Thaumic) may operate on different fundamental principles in each realm, and thus not operate even in realms that have the same category of technology as the places they were created.



Inventory

Eidolons can only carry so much. While there is no strict limit to encumbrance, players should consider the realistic possibility of how they can manage and carry their possessions. An Eidolon with the Treasure Box (Secretive) trait can store all of the party's inventory within his body, and one with the Always Prepared Trait (Organized) can retroactively decide to bring along gear 'for just such a situation.'


REALMS
THE WORLD REBORN

Once an Eidolon acquires a cornerstone, it can be unlocked to restore a portion of the world which has been lost within the Aether. For some cornerstones, what is revealed is a literal portion of the physical world—a realm lost beneath the mist and to time. What the mist reveals when it clears will be a new land that is partially dependent on the acquired cornerstone, and partially reflective of the Eidolon's heart.

For players, the opportunity to create new regions of the world and populate them represents something unique and exciting. Imagine visiting a world of your own design—meeting the people that inhabit it, experiencing the culture, discovering the perils and treasures that are hidden within it. Discovering another player's world is exciting, but discovering your own can be just as enchanting. This section of Mystic Empyrean contains information on how to create a world that grows and evolves with your characters and backstory.

Creating a realm is a delicate balance of definition and abstraction. A realm's architect should take care to provide enough detail to make the world believable and deep, but not so much as to choke out the creativity of the other players. This section provides guidance to achieving this delicate balance.

Releasing a Realm

When a cornerstone containing a realm is planted, is grows rapidly outward, like ink painting a landscape on canvas. This mist of Aether rolls back under the tidal wave of life and existence that spreads from the seed, and a new realm takes root and comes into being almost instantly.

Realms that emerge from cornerstones have the appearance of age. They come fully populated with ancient cities, inhabitants of all ages, ruins, orders of scholarship and religion, and long established guilds, customs, and governments. The citizens of the realms may realize that they have suddenly been reconnected to a world—or perhaps they imagine that they have been cut off from society and are only now reemerging into the greater world and reestablishing trade and communication. The beliefs and attitudes of the people in a realm as a whole are ultimately at the discretion of the Realm's Owner, and there is no need for all realms to have the same general attitude towards appearing suddenly from the earth.

What is a Cornerstone?

There is a great deal of speculation among the scholars of Empyrean as to what is actually inside a cornerstone. Some believe they contain the shadows of the world that existed before the destruction of Grand Cornerstone, frozen and preserved within crystalized Anima. Others speculate that they contain only design patterns, which are reassembled out of trace Anima that lies dormant within the Aether. There are any number of explanations as to what a cornerstone really is. Regardless of their perceived nature, their uses are clear.

A cornerstone contains a definite realm, conceit, or paradigm that will be unleashed when it is used. The Eidolon using the stone has no power over what he finds inside, but it does manifest in a way that subtly reflects his heart, no matter what it is.

Making Room for New Setting Conventions

Empyrean is a huge world, and its has no hard and fast rules on things such as heaven, ghosts, monsters, alternative races, other planets, dimensions, or the like. Just about anything that you and your friends feel is appropriate and fun can be worked into the world. Plenty of realms will introduce new kinds of conventions to the world. These should not be avoided.

For example, if you want to create a realm that is a kind of limbo for departed souls, then the question of afterlife, judgment, and good and evil becomes introduced into your Empyrean. Who judges these souls? On what criteria? Can they be rescued and resurrected? These are all questions that can vastly alter the way the game plays. If players can be reincarnated from this spirit world, perhaps they die often, and are resurrected with new traits and abilities.

Another example might be a realm that has the technology for space travel. Does all of Empyrean share the same space? Are there other creatures living in the space? Are different planets just other realms or parts of the same realm? Perhaps Empyrean is not just one world, but a galaxy to be rebuilt from many tiny planets.

When a realm such as this is created and explored, make sure all players understand what kind of conventions the realm offers, and give them ample opportunity to explore all the implications and contingencies that a situation like this might provide. What if a villain was killed early on, and suddenly the above ghost realm is discovered? Maybe there could be a plot to resurrect this villain by his remaining followers. What if a realm is discovered where sentient lizard people are the dominant race instead of Eidolons? Now the players will need to contend with the question of how this other race is treated in foreign realms, and issues of equality and citizenship.

Ideally, each realm makes its own mark on the world and changes the entire game in some subtle way. If your realm doesn't affect the whole of Empyrean by its very existence, you may want to reevaluate and restructure it so that it does.

Mapping the Realm

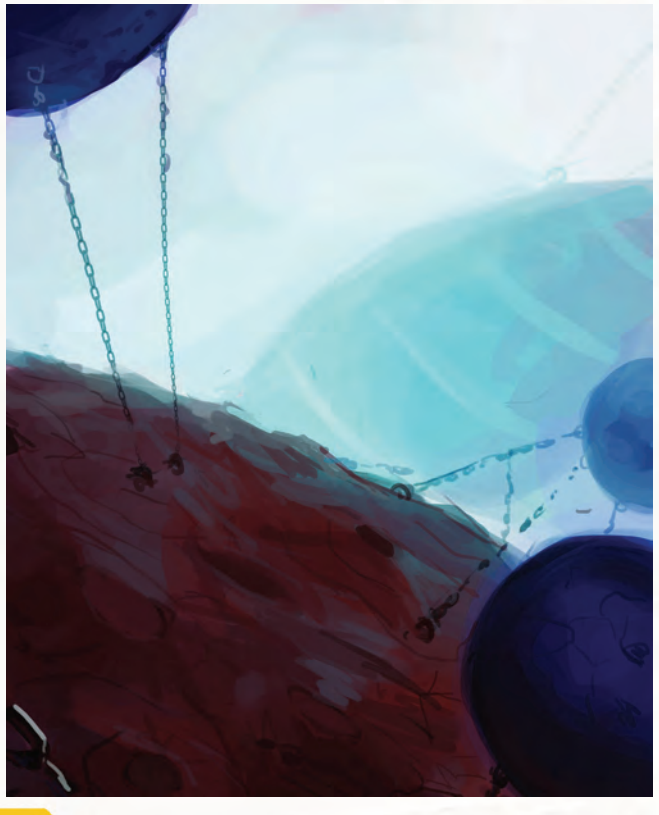
Creating a visual aid or map for your realm can greatly aid in storytelling, and is strongly encouraged. If you can find visual aids, such as artworks of photographs, that accurately or nearly portray your realm, it is useful to print these and bring them along to your game, so that players can visualize the place they are exploring.

If you want to bring out your realm's personality even more, you might devise a soundtrack that exemplifies the culture or feel of that realm to play unobtrusively in the background.

The realm planning sheet in this guide contains a space for you to draw your map. Important locations and amenities should be clearly marked on your realm map. Most realms are only large enough to contain one major city and a few small towns. Some smaller realms may be nothing more than a single city and its outskirts. The important thing is for the party to be able to plan journeys and understand where they are in relation to other important places within the realm.

Building a Realm

The following steps should be used in order to create a new realm, if you are building one from scratch by yourself. In the back of the book (pg 208) are instructions for developing a realm at the table using the input of all players together.





Step 1: Name and Concept

Every great realm begins with a great idea. Many of the sages posit that cornerstones themselves contain only the idea of the realm, and that the physical manifestation of it is carved out of the Aether, rather than emerging from the stone. Whatever the true nature of the realms sealed in cornerstones may be, they are invariably shaped by certain ideas.

When designing your concept, consider the kind of realm that you wish to visit. Will it be a paradise on earth? A harsh land of perpetual winter? A metropolis filled with sentient machines? The basic idea that makes up the realm is the foundation of your new piece of the world, and everything else grows from this initial concept.

Name your realm, and jot down a few notes on its concept. Imagine what Eidolons entering it for the first time after a thousand years will think and see, and what they will want to do there.

Step 2: Choosing Realm Traits

If the realm's concept is its heart, then traits are body that give it form. There are several kinds of traits that must be selected for each realm—terrain, technology, culture, society, creed, government, and wildlife. Each trait type has several options for the builder to choose from.

Creating Your Own Realm Traits

The realm traits listed here are used later on by the generators in the Appendices to create treasures, encounters, and other features of the realm by random draws. While it is encouraged to create your own traits to describe a realm, keep in mind that doing so will make many of the generators unusable during play. For this reason, customized traits are recommended only for parties who are comfortable creating every aspect of the realm themselves and not using random generation to explore.

Terrain Traits

The majority of the lands that make up the realm will fall into one or more biome types, called terrains. The terrain of a realm determines a great deal about the cultures that develop there, as well as the animals that might live there and the natural resources that are available in the area.

Desert (Fire)

Deserts are harsh places of extreme temperature. Between the searing heat of the day and the cold emptiness of night, the one constant is a dearth of water that forces all manner of life to conserve and innovate to survive. Desert peoples are usually nomadic, and any city that does spring up is built on the foundation of a renewable water source that is intertwined inseparably with every aspect of life.

Plains (Light)

Wide rolling plains make a region easy to traverse and idea for civilized living. Trading posts, cities, farming villages, and even more can fill the grasslands of Empyrean. Animal life can vary from the mice and horses of the prairies to exotic animals like zebras and giraffes, or anything in between.

Mountain (Electricity)

Towering mountains provide an excellent refuge for airborne creatures, as well as mountain cities and monasteries—many of which are carved right into the heart of the rock. The tops of mountains are difficult to reach, and some mist-covered peaks are explored only by the stories of what wonders or horrors lie upon their peaks. Due to their remote nature, most mountain settlements are sparse and self-contained. Many may be wary of outsiders, or have strange and foreign customs. Mountain creatures are usually hardy and tough, able to withstand the harsh elements that come to bear atop the mountains.

Forest (Water)

The deep forest is host to life and civilization in endless varieties. Large creatures stalk the forest floor, roaming in packs or herds and seeking food, while smaller creatures bound and fly among the canopy provided by the cover of trees. Small towns spring up in groves or near sources of water, primarily hunting villages that move with the seasons. Other cultures make their homes in the hollows of the oldest and greatest trees in the forest. Living in harmony with nature and attaining balance is a key to survival for these forest cultures.

Swamp (Darkness)

Swamps and bayous are stuffy, sultry places where the heat of the day is locked beneath a humid canopy of air and trees, and the waters stand at knee level all throughout the area. Small islands rise above the misty bog, often connected by bridges of rope, wood, or stone. Towns are built on stilts to stand above the muck, or float upon boats, forming a mobile community whose geography changes every day. The swamp is filled with beautiful and dangerous creatures, such as snakes, frogs, birds, and alligators.

Caverns (Stone)

In the eternal darkness within the earth, cavern creatures and societies are adapted to eking out an existence with the merest resources, most especially light. Many search for mushrooms or algae that do not need light to grow, while others fish from underground lakes or hunt the bats that live atop the roofs of their cavern homes. Cities within these caverns are lit day and night by great beacons, while others, inhabited entirely by the blind, forego light completely. Trade and technological exchange with those who live upon the surface differs by society, but can vastly impact living conditions for the cavern dwellers.

Seaside (Air)

Lakes and seas provide abundant support for stationary communities and for a wide variety of wildlife. Some societies live on the islands near an ocean, or near the fertile delta land created by whatever river feeds into it. More advanced societies can support cities that lie below the surface of lakes and seas, or which float entirely upon the surface. Based on the depth and size of the surrounding body of water, it may contain anything from rare fish to massive aquatic monsters. Many treasures and sunken ships can also be found beneath the surface of the water, and undersea mining is extremely profitable for many cultures.

Technology Traits

Sciences develop in different ways, and each civilization has their own take on how the universe works and how to make it work for them.

Steam (Fire)

Steam technology allows realms to build all sorts of wondrous inventions, such as trains, cars, guns, and engines. These areas usually have a distinctly industrial feeling to them. The most powerful of mundane weapons can be found in these areas, and alchemists can create wonders that bend the laws of physics and time without wholly breaking them.

Thaumics (Light)

Thaumic technology blesses a realm with wonders that are impossible to achieve with science. Medicine in these areas is especially impressive, as are destructive weapons and elemental aligned tools. Most weapon and gear wonders are created in realms that have Thaumic Technology.

Neotech (Electricity)

Space age technology is information-driven and powered by sound, repeatable logic. Often powered by clean energy such as light or the internal heat of the earth, or even the blessing of one of the Great Anima Spirits, this technology can overcome the laws of physics through ingenuity and hard science. The wonders produced by these societies are most commonly classified as tools, and allow powers such as flight, teleportation, or protection. These realms may also have space programs to explore the world beyond Empyrean, though they do not necessarily share the same cosmos.

Biotechnology (Water)

Biotechnology allows a realm to replace mechanical conveniences with living ones—creatures that perform their tasks while maintaining themselves and self replicating. These realms may tend to focus more on either the plant or animal side of biotechnology, but have marginal proficiency in both. The wonders they can create consist of reforming and self-repairing gear, as well as unique, tailor-made animals called servitors that serve as obedient pets.



Primitive (Stone)

Areas with primitive technology can create mundane goods that do not possess any kind of wondrous properties. Their technologies are often limited to stone-working or basic metallurgy. Shamans and ritualists may be able to create tribal fetishes and enchanted gear that is more in tune with the spiritual nature of the world.

Pandoran Tech (Darkness)

> *"I once believed that Empyrean should be restored as it once was, and that all parts of the world should grow back organically to their whole. However, when I saw the terrible thing they had created in that place... that defiance of all nature and sanity... then I realized that not all of Old Empyrean's secrets ought to be returned to Grand Cornerstone."*

Drawn from questionable resources and powered by dark, alien designs, Pandoran technology is a black box that offers great potential at great price. It allows its users to bend and break the laws of nature, circumventing time, gravity, life, and death. While there is no limit to what can be accomplished, there is also no limit to the toll this power source can take on the land around it and the well-being of those exposed to it.

Electronics (Air)

Electronic technology provides a realm with instantaneous communication and data storage, as well as a host of conveniences. These kinds of realms are usually driven more by information than goods. Electronic technology can create wonders that communicate instantly with any place in the world, as well as gather and store information about faraway places without ever visiting them. Cell phones, computers, the internet, and other such conveniences are common in these realms.

Government Traits

Wherever civilization goes, there too go governments. The organization of the peoples within a realm can be expressed to a great degree simply by what form their governance takes, though no form of government can make an absolute guarantee of happiness or prosperity for a people.

Plutocracy (Fire)

The rich rule over a Plutocracy, either by virtue of owning all the land in the realm, or simply by owning the people themselves. A loose coalition of barons or guild masters maintains the status quo of the realm, all the while fighting amongst themselves for additional power. Since the struggle for power in the Plutocracy is almost constant, there is ample opportunity for one of the players to assist in making the next king, or to become the next king himself if he so desires. Oppression and lack of personal liberty, as well as meager conditions for the poor, are all common staples of a plutocratic society.

Kingdom (Stone)

Kingdoms are ruled by succession, often with a charter or constitution that outlines the rules for succession and the powers of the king. A kingdom without such a constitution is effectively a tyranny (so use the Tyranny trait instead), albeit one that changes hands every generation. Within the constitutional kingdom, the absolute power of the monarch to execute the law and provide for the welfare of the people is tempered by the will of the people themselves as an assembly or parliament. These two sides are often if not always in contention with one another, and players will normally be forced to support either the agenda of the king or of the people.

Theocracy (Light)

Rule by the divine is perhaps the most ancient kind of government, and one not uncommon in Empyrean. The citizens of the realm normally answer to priests, who answer directly to the authority of some god or force of nature—perhaps one of the great Anima Spirits itself. Realms under the control of a theocracy can be subject to all sorts of strange rules. Missed sacrifices may result in rains of blood or swords, while a nationwide trend of apostasy might bring plagues and misfortune that ultimately can only be stopped by influencing the people themselves to return to their old morals.

Tyranny (Darkness)

A tyrant rules absolutely over his own domain, answering to none save himself for his deeds. A tyrant's power is absolute, giving him almost limitless resources and influence in the realm. This influence need not be negative, however. Though tyrants often cast a negative image, absolute power can be wielded for both the greatest good and the greatest evil. When a realm is ruled by tyranny, remember to create the tyrant himself as an NPC, as players will almost always want to confront this person.

Technocracy (Electricity)

In a technocracy, those who control technology reign supreme. These might be the few who have access to a society-domineering artificial intelligence, or those who control access to the fuel for the vehicles and tools that are indispensable for everyday life, or perhaps even an algorithm designed to regulate all aspects of managing the civilization. A technocracy is usually a more despotic kind of government, since control over resources provides an absolute leverage that ordinary citizens cannot hope to confront or challenge. Life in a technocracy is often convenient and affluent, but lacks individuality and personal liberty common in other realms.

Meritocracy (Water)

In a meritocracy, those most deserving of rule obtain power. What defines deserving may vary greatly on a per-country basis. It could be that the winner of an arena tournament rules for a year, or that the greatest hunter in the land becomes king, or that the most proliferant inventor is given leadership. Meritocratic leaders can vary wildly in their popularity, but the consensus among their public, either gladly or grudgingly, is that they have earned their places fair and square. This makes revolution and insurgence more difficult in these areas.

Aristocracy (Air)

A few nobles rule in coalition over an Aristocracy. While a plutocracy rules by wealth alone, the aristocracy rules by legal power, politics, and espionage. The members of the aristocracy are constantly scheming for power and gain, however, raising an army or assassinating a handful of individuals is rarely enough to make one king in such a realm, as the nobility of an aristocratic line ensures that those in power will be replaced by additional generations and descendants.

Wildlife Traits

No realm is complete without the presence of natural creatures. These ubiquitous beings form a unique ecosystem that add a certain flavor to a realm.

Dire (Fire)

Dire creatures are those touched by an over-saturation of Anima. Often these creatures are created as guardians by the great spirits or corrupted from their natural forms by the radiant energy of a cornerstone or powerful artifact.

Because of the way they are created, Dire creatures usually possess a pronounced elemental alignment, and are all but immune to the effects of this element when actions aligned with it are used against them. They may possess uncanny powers, speed, or even intelligence, depending on the nature of their transformations.

Dire creatures are more aggressive to Eidolons whose personal balances contain elements opposed to their own, and may ignore direct threats in order to pursue harmless creatures of opposing elemental alignment.

Natural (Light)

Natural creatures are the de-facto inhabitants of a realm, and are usually assumed to exist there by players, unless it is made clear that a different kind of wildlife is present. Natural creatures are usually passive, and interested in their own welfare, families, and territories. Few are aggressive to Eidolons, unless they are being hunted or feel that their food sources, homes, children, or mates are threatened. Activity in cities or by nearby settlements can provoke animals to aggression, but this kind of behavior gradually goes away as animals adapt to changes in their habitats, die off, or evolve.

Evolution and adaptation may occur rather rapidly in the Anima-saturated world of Empyrean. If living conditions change, animals change with them within a few months, or a year at the most. Animals who do not adapt to their new environment usually move, and are displaced by more well-adjusted creatures in no time at all.

Aberrant (Electricity)

Aberrant creatures are touched by the corrupting influence of Aether, and often develop twisted and impossible powers, as well as a cruel impulse to destroy any creature of Anima—most especially Eidolons. Aberrants may have almost any size, and usually possess alien or unfathomable body types that might exist as swarms, occupy different dimensions, or be unbound by time.

Aberrant creatures are extremely dangerous even to powerful warriors, and commonly inhabit the boundaries of the world. Their lifespans are short, poisoned as they are by Aether, so it is rare for one to wander too far from the world's edge.

Exotic (Water)

Exotic wildlife is usually possessed of a number of strange adaptations and talents that allow it to survive in its unique locale. Expect everything from massive creatures that hover on the horizon like mountains, to tiny insects with the venom to kill a whole village. Fighting for small ecological niches has made these exotic creatures aggressive and well able to defend their territories. They don't hesitate to strike out at anything that might try to hedge into their habitats.

Epic (Stone)

Some areas have creatures of legend and myth. Mighty thunderbirds, great dragons, krakens, and the like all qualify as Epic wildlife, if they are pervasive. Some realms may have one or two dragons, but in a realm with Epic Wildlife, dragons are fairly standard fare, and may even be a plague upon the land that needs to be controlled somehow.

Unnatural (Darkness)

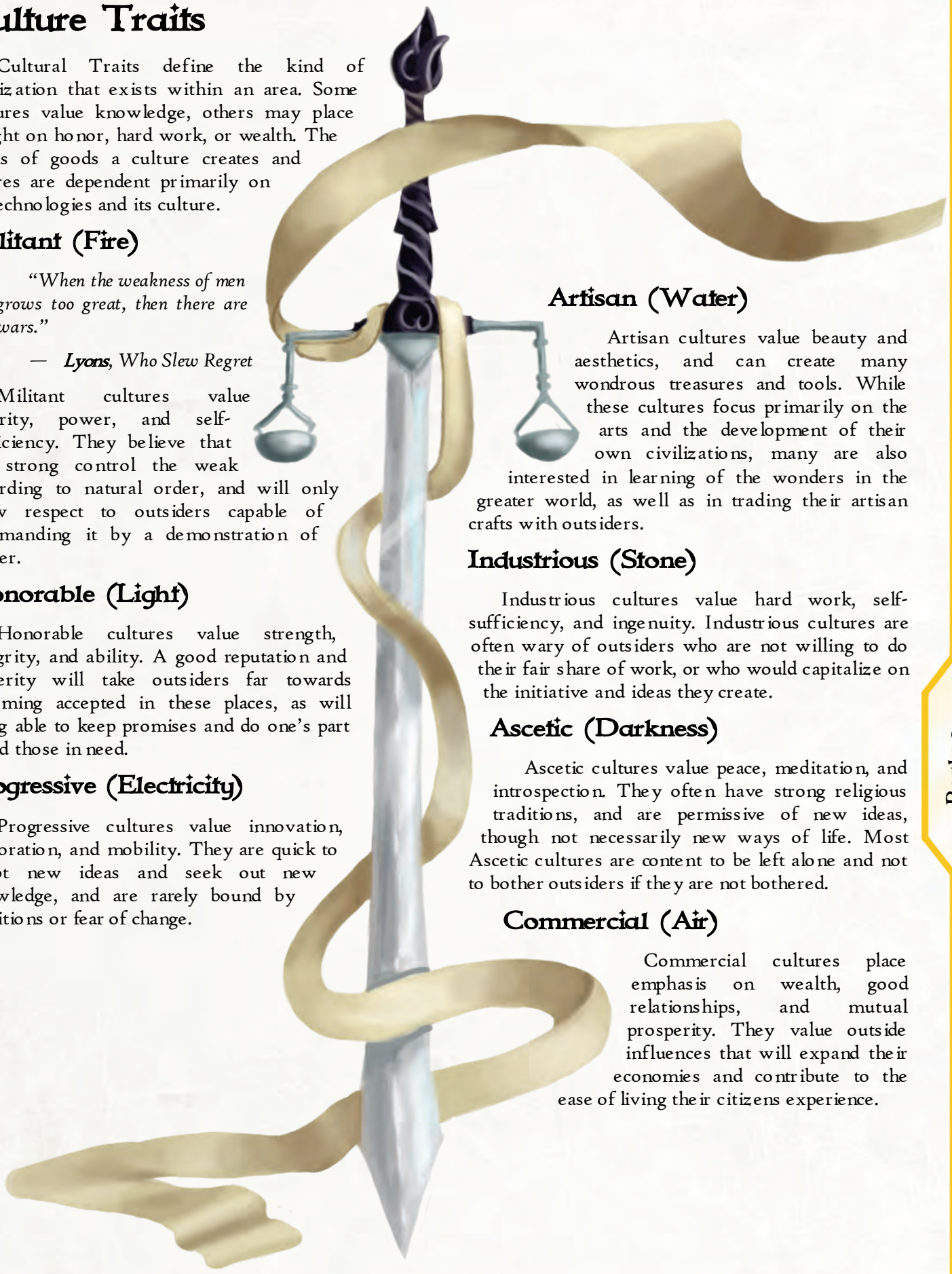
While the Nascent can use their wits to live in areas that are devoid of natural life, animals are not so fortunate. Some barren places, such as realms without air, or blasted, poisoned lands, might not contain any wildlife at all. In this case, there may still be plenty of creatures roaming the land. Undead, ghosts, elementals, and the like might inhabit the wilderness devoid of its natural occupants.

Organized (Air)

Areas with organized wildlife are rare, but it is possible that tribes of animals may attain intelligence and live in communities. Organized natural creatures muddy the lines between Nascent and animals, for though they may have societies, customs, and even technology, they still live according to their animal natures.

Culture Traits

Cultural Traits define the kind of civilization that exists within an area. Some cultures value knowledge, others may place weight on honor, hard work, or wealth. The kinds of goods a culture creates and desires are dependent primarily on its technologies and its culture.



Militant (Fire)

> *"When the weakness of men grows too great, then there are wars."*
>
> — ***Lyons**, Who Slew Regret*

Militant cultures value security, power, and self-sufficiency. They believe that the strong control the weak according to natural order, and will only show respect to outsiders capable of commanding it by a demonstration of power.

Honorable (Light)

Honorable cultures value strength, integrity, and ability. A good reputation and sincerity will take outsiders far towards becoming accepted in these places, as will being able to keep promises and do one's part to aid those in need.

Progressive (Electricity)

Progressive cultures value innovation, exploration, and mobility. They are quick to adopt new ideas and seek out new knowledge, and are rarely bound by traditions or fear of change.

Artisan (Water)

Artisan cultures value beauty and aesthetics, and can create many wondrous treasures and tools. While these cultures focus primarily on the arts and the development of their own civilizations, many are also interested in learning of the wonders in the greater world, as well as in trading their artisan crafts with outsiders.

Industrious (Stone)

Industrious cultures value hard work, self-sufficiency, and ingenuity. Industrious cultures are often wary of outsiders who are not willing to do their fair share of work, or who would capitalize on the initiative and ideas they create.

Ascetic (Darkness)

Ascetic cultures value peace, meditation, and introspection. They often have strong religious traditions, and are permissive of new ideas, though not necessarily new ways of life. Most Ascetic cultures are content to be left alone and not to bother outsiders if they are not bothered.

Commercial (Air)

Commercial cultures place emphasis on wealth, good relationships, and mutual prosperity. They value outside influences that will expand their economies and contribute to the ease of living their citizens experience.

Society Traits

Society traits are concerned with the organization and infrastructure of the realm, and go a long way towards describing what life there must be like.

Outposts (Fire)

Societies that form outposts often have scarce resources and infrastructure, leading to a lawless "wild west" sort of society that manages itself.



Wondrous (Light)

Wondrous societies build their civilizations around natural or man-made wonders. Often, the cities themselves are wonders of architecture, design, and beauty, and have deep artistic or religious significance.

Exploitative (Electricity)

Exploitative societies are built around exploiting renewable natural resources. Their settlements are built to harvest specific resources, and the quantity of the resource that can be gathered usually determines the size and grandeur of the city built around it.

Nomadic (Water)

Wandering tribes set up and break down their cities as they travel across the realm. Normally very decentralized, the tribes are united in their fight to survive, but often resources are so scarce that building cities and setting up infrastructure is impossible.

Centralized (Stone)

Centralized Societies have extremely well-developed infrastructures that originate from their capitals. The capital city is the jewel of the realm, and it is by the careful management of labor and resources from above that the civilization stays afloat.

Underworld (Darkness)

Underworld societies are driven by corruption and vast criminal networks. Rife with conspiracy and decadence, the people of these societies carve niches for themselves in a dog-eat-dog world where trust is rare and precious.

Mercantile (Air)

Mercantile societies spend much of their time traveling and working to improve their networks. Trade is important to them, because only by trading can they make sure that all of their cities and outposts receive the resources they need to flourish.

Creed Traits

In Empyrean, divinity may be as real as it is believed to be. God Kings may wield true divine power, while shamans can actually bridge the way between the spirit realm and the physical. Creed traits determine the spiritual and mystical tradition of the realm, and can add an element of wonder and mystery to an otherwise straightforward land. Creed traits are not just superstitions and beliefs—they are the way that the supernatural world actually works in the realm.



God Kings (Fire)

Many civilizations worship their rulers as divine, especially those who are bound by oppressive rule or ancient tradition. Whether the worship of the people actually confers divine power may depend on the realm itself. In Empyrean, god kings are very likely to possess actual supernatural power over their realm, or to be spiritually connected to it, in such capacity that they actually do cause the sun to rise and set, or whatever else their claims to divinity may be.

Theological (Light)

Theological civilizations have made the study of the divine into a science. Miracles are often repeatable, observable phenomenon, and the gods may walk among men and teach them directly.

Rational (Electricity)

Rational civilizations rely on knowledge, reason, and empirical observation as the basis for determining truth. While the society may still have legends, myths, and traditions, these are largely cultural, and are not ingrained in the daily lives of the populace so much as science and reason are.

Shamanic (Water)

Shamanic cultures believe in the cycles of life and an individual's connection to the living and spirit worlds. In these realms, the barriers between these worlds can vanish at a moment's notice, and the shaman is a guide to individuals seeking the secrets of the other side.

Ritualistic (Stone)

Ritualistic cultures see religion not as a path to enlightenment or everlasting life, but as a way to keep nature in balance and appease the spirits that govern the world. Rituals must be carried out with precision and delicate timing, or else the balance will fail and the consequences will be dire.

Cults (Darkness)

Cults are secret religions, whispered in the dark but never spoken of in daylight. The cults often serve a sinister or mysterious deity, with motives and methods unknown to the general populace. Unlike a typical religion, the cult is wrapped in secrecy, and even members may not know the full extent of its beliefs or intentions.

Spiritual (Air)

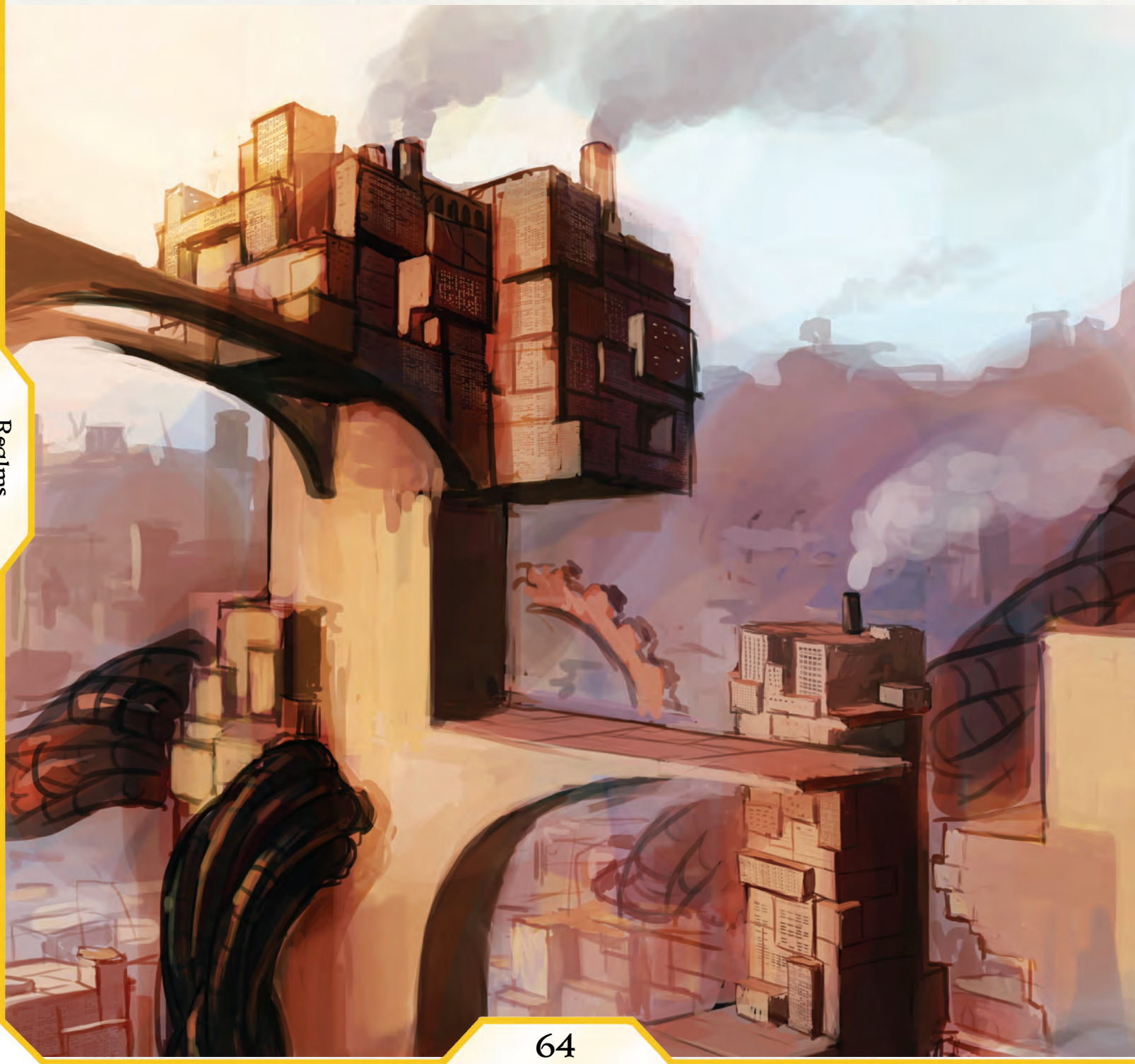
Spiritual civilizations seek enlightenment and harmony through their actions and meditations. While the religion may be either centralized or decentralized, the spiritual struggle is an individual affair, and each member of the society must make his own journey towards understanding.

Step 3: Civilization

The Nascent are the faces, voices, and hands of the realm, and work tirelessly to improve the land and their own way of life. They are capable of building great cities, discovering technologies, and constructing elaborate cultures and governments.

Every realm contains Nascent of some form or another, and they are all intelligent individuals capable of running the daily affairs of the realm. Aside from this, there is very little to guide what form the Nascent in a realm take. Most reflect the realm's traits to some degree—Nascent in snowy realms have adaptions that make them more resilient to the cold. Those in tropical realms may have longer arms or dextrous feet for swinging about in trees. There are infinite possibilities for the Nascent, but their capabilities should be well-defined for each tribe.

If a realm contains multiple Nascent tribes, then the interaction of these tribes will likely be a major part of that realm's culture and government. Consider carefully these possibilities when building your tribes and defining their cultures.



Step 4: Places

No realm is without landmarks. The most notable of these will likely be a major city or Heritage Site of Old Empyrean. Forgotten ruins, mysterious palaces, old ritual sites, creepy mountainside castles, dungeons, and the like all fall into this category.

You do not need to plan out every detail of these places—consider it sufficient only to plan what can be done at these places, what people or factions control them, and why players might want to visit them.

Heritage Sites

The Old Empyrean had many places of wonder and power that have been lost beneath the mists. These locations are waiting to be rediscovered and returned to use by the Eidolons who are rebuilding the world.

Including Heritage Sites

Each time a realm is created, a Heritage Site from those not yet included in the world should be added to the realm. These Heritage Sites each perform a specific function, and serve to build the story and the world, giving the player Eidolons more options for their campaign development.

Players may choose which heritage sites to include in the realms they create, or they may wish to randomly determine sites by the roll of a dice. Except for Grand Cornerstone, there is no specific order in which Heritage Sites may be placed. Once all of the Heritage Sites have been placed back into Empyrean, further realms need not include them.

Grand Cornerstone Shrine

This massive chamber contains the remains of Grand Cornerstone, a shattered crystal obelisk that towers up nearly ten stories into the sky. Every time a cornerstone is used to restore a realm, unlock a new paradigm, or grant an Eidolon new conceits, its physical essence returns to Grand Cornerstone.

Once a piece of Grand Cornerstone is returned, no force in the world can break it loose again. The shrine that houses Grand Cornerstone is a sacred place where no conflict may take place, and no Eidolon, Faction, Kingdom, or Spirit can claim dominion.

Haven

It is very common for parties to build a Haven as their first realm. The Haven is not an official title or designation, but it refers to the de facto location where the party returns and rests between adventures. It may also be a safe place to store treasures too large to carry, or where they can defend against enemies or withstand siege in hard times.

If your party does decide that they want to acquire a base of operations, all players should collaboratively build this site within a realm. A central palace with wings for each player, or perhaps a different palace for each player is standard fare. The realm can be populated with named NPC servants who are in charge of things like training soldiers, attending personal needs, building additions to the palace, and the like.

The Haven is a place where the party will tend to exercise a large degree of control over the lives of subjects, as well as spend a great deal of their time. Normally, the Haven is owned by all players collectively. In more politically themed campaigns, the Haven is an excellent neutral realm where different parties can meet and discuss their goals and alliances. In puzzle campaigns, the Haven serves as a base for storing treasures and arming the players with tools for their next mission. In combat oriented campaigns, it is a citadel and sanctuary for the players to gather allies and power in preparation for conflicts to come.

Citadel Library

The vast Citadel Library towers over the surrounding lands, and burrows deep into the earth. As a storehouse of innumerable ancient treasures, it is heavily guarded night and day, not only by Eidolons, but by constructs and by traps, many powered by the ancient high magic of Old Empyrean and more than capable of defeating single Eidolons, or even whole teams of Eidolons. Its walls are built with impeccable security, and the initiate librarians who patrol its halls guard the knowledge there with an almost fanatic devotion. Citadel Library is not a house of learning, it is a vault for preservation—a time capsule that will survive the ravages of millennia. The schools and universities aligned with the Librarium Omnibus serve the purpose of teaching Empyrean's population, but the Citadel itself is not open to visitors. Those who are not members of the Librarium are met with all manner of dangers, should they dare to venture into the Library's depths unaided.

Deep Bastion

The headquarters of the Order of the Seven Heroes is a place called Deep Bastion, a mighty gray castle that towers over the lands. Here, at their seven sided table, the seven heroes discuss how to bring law and order to the far corners of the world.

Deep Bastion is a safe haven for all members of the order, though it is not looked upon kindly to stay there for more than several days at a time, as there is work to be done in the world. It is also likely that the servants outrank any initiate member of the order, and can draft him or her into the mundane services and chores of the keep. For these reasons, only high ranking members typically visit, and only for a few days at a time.

Utopian Center

The Utopian Center takes the form of a series of domes, beneath which are sealed different terrains and climates. The place is a museum of endangered animal life and preserved cultural items. Utopian Center is a haven for mixed-race Nascent that may not find acceptance elsewhere. Thus, Nascent are often just as varied as Eidolons within the confines of its walls.

Heartstone Temple

Heartstone Temple resembles a lavish cathedral rather than the base of a far-reaching and highly organized order. The mystical nature of the Servants of Balance permeates the place, and their devotion to the spirits is as much a conviction as a religion.

Above Heartstone temple are the inner sanctuaries of the Servants, where rituals are performed to induct new members. Higher still beyond that is the map room, where a living map of Empyrean is kept, and where the elite of the Servants—known as the Auditors—work to maintain balance and chart the progression of Empyrean's restoration.

Dreiz's Jungle

Dreiz, the Great Spirit of Fire, lives deep within a jungle so thick that it is a fortress. Within the deep canopies of this lost world are mighty creatures forgotten to time as well as deadly hazards of nature. It is a place where the strongest survive, and where the fight to thrive and conquer is eternal.

Within the darkest heart of the Jungle, Dreiz watches over his kingdom, daring any to challenge him. Visitors to Dreiz are expected to bring an offering of bravery or to make a show of great power.

Dawn Lodge

The Brilliant Dawn League possesses many lodges all across the world, but the Dawn Lodge is the oldest and most expansive of these. It is filled with museums of findings, records of adventures, and supply outlets which serve members of the Dawn. Members can stay in the Lodge and are given mystical tools which allow them to travel instantly between it and other lodges.

The lodge is much like a resort hotel. It is filled with fine foods and drinks and decorated with taxidermy trophies and lavish furs. Older explorers in the lodge are prone to tell stories about how these trophies were acquired, as well as the wonders of Old Empyrean.

Atamos' Temple

The ancient temple dedicated to Atamos is filled with pilgrims seeking knowledge from the Great Spirit. Atamos, most proud of the Great Spirits, is also the one who is known to give audience most often to Eidolons. The temple built in his honor is filled with books and wonders of academia, including a library of unwritten books that have yet to be completed by their authors, but which are stored in their entirety in a sealed vault.

Atamos will answer any who seek him, though if he is not impressed with their questions, he may leave them with answers they cannot understand or make use of. A gift of wisdom is the expected offering of those who seek his knowledge.

Terelt's Spire

An improbably formed tower of debris, steel, and scrap rises shakily towards the sky, held together by no tangible force save the will of the Great Spirit of Lightning. Terelt is a whimsical and unpredictable spirit, and sometimes destroys and rebuilds the tower in different locations across the world, completely ignoring the presence of any who are climbing it as he does so.

Terelt is a being ruled by moods, and he will delegate any number of conditions to those who wish to see him, such as engaging in trivial quests, guessing random words or numbers, composing poetry, or committing specific acts of virtue or vice. Those who visit him are expected to offer a gift that intrigues him.

Lemnas' Tomb

Dreiz, the Spirit of Fire, arranged to have this elaborate tomb built for his rival Lemnas as a show of intimidation. Lemnas, in a gesture of his natural good humor, flooded the tomb and took up residence there, converting it into an undersea paradise of coral, majestic sea creatures, and magnificent sunken wonders.

By descending into this ever-changing submersed labyrinth, Eidolons can seek an audience with the Great Spirit of Water himself. Visitors are expected to bring a gift of entertainment to offer to Lemnas.

Brigantin's Fortress

Within the deep bowels of the earth, the Great Spirit of Earth, Brigantin, has created a massive fortress that runs down into the darkest heart of nature. Strange things live and toil at the behest of the Great Boar in his subterranean stronghold, which is ever defensing itself against the assaults of the servants of Brigantin's enemies.

The Great Spirit himself lives in the deepest cloisters of the fortress, and only those who endure countless challenges and trials are able to gain an audience with him. Those who do meet with the Stone Spirit are expected to bring an offering of respect.

Orelk's Den

In a hidden place where the sun does not rise nor the moon ever shine, Orelk, darkest and most sinister of the Great Spirits makes his den. The twisting labyrinth he resides in takes many forms—a cave filled with great monsters, or a city of thieves and cutthroats, or an alien landscape where time and gravity are beyond comprehension—nothing is as it seems in the den of the great spirit of lies and illusions.

Those who seek Orelk must ignore the truth and seek to find him within the illusions, for he is a being that is only smoke and guile, with no truth or substance. Those who wish to have an audience with him are expected to bring an offering of secrets.



Kinado's Skycastle

High up above the land, in a castle built of clouds and dreams, the sky-wolf Kinado holds his courts. The castle is solid and quite traversable by Eidolons and other heavy creatures, though it floats on the air and is carried by the winds as though it were weightless.

Kinado's court is one of debate, politics, protocols, and niceties. And only those with the proper channels and connections can gain audience. An offering of wit is required of all those who visit the Great Wolf.

Places of Wonder

Every realm should have at least one central 'Place of Wonder', be it a grand palace, a massive tower of crystal, a library that has stood for ten thousand years, or a castle that exists only in the reflection on the surface of a lake. It is within these places of wonder that Eidolons can seek adventure and treasure. It is also a landmark that defines the realm and which will stick in the memories of the visitors long after.

In the old world of Empyrean, great cities were raised, and massive temples and wonders were constructed. These fell to ruin with the catastrophe that split apart the world, and were eventually lost and forgotten in the mist of Aether. Rediscovered once again in the new Empyrean, these ruins are often filled with ancient secrets and treasures, as well as clues to the reasons behind the destruction of the old world. Explorers should enter these places at their own risk, however, as all manner of hazards, including Aetherlings, structural instabilities, and ancient traps may be found there as well.

When creating your place of wonder, it is important to write some description, draw a simple picture, or find a graphic that you can show to the other players. This will get them into the mood and context of the area you are creating, and help to draw others into your tale.

Sample Places of Wonder

If you're having trouble coming up with Places of Wonder for your realm, try starting with some of the inspirations on this list and adding details. For example, "An Inventor's Castle" might become "An inventor's castle where powerful artifacts are routinely created, staffed by a host of sentient Anima-powered robots."

1. An abandoned mansion
2. An active volcano
3. An ancient ruin
4. A bazaar
5. A casino
6. A circle of mysterious stones
7. A city built within a skeleton
8. A city buried under a millennium of ice
9. A courthouse
10. A door that seemingly leads nowhere
11. An extravagant palace
12. A factory
13. A flying castle
14. A ghost ship
15. A ghost town
16. A gigantic stone statue
17. A graveyard
18. A hidden grove
19. A hidden jungle city
20. A hidden treasure cave
21. The inside of a massive creature
22. An inventor's castle
23. A landmark that appears only at night
24. A legendary restaurant
25. A lighthouse
26. A lush garden
27. A mechanical tower
28. A military base
29. A monster's nest
30. A museum
31. An opera house
32. A palace in a mirror
33. A peculiar forest
34. A planetarium
35. A portal to an alternate reality
36. A power plant
37. A prison complex
38. A pyramid
39. A research laboratory
40. A sealed cavern
41. A secret underground complex
42. A temple
43. A tomb sealed one thousand years
44. A totem pole
45. A tower of crystal
46. A tower of indefinite height
47. A tunnel of unknown depth
48. An underwater city
49. A university
50. A war memorial

Step 5: Encounter Tables

In order to help GMs narrate events within the realm, it is useful to create a Resolution Table. The resolution table is a part of the realm sheet, and has five categories of items divided among each of the seven elements, for a total of thirty-five different possibilities.

When players are adventuring in the realm, and they need to find hooks for encounters, invoke realm-specific people, or generally just come up with something for the party to do, someone to talk to, or something to encounter, they can randomly draw from this table. Places may have their own encounter tables, which detail the hazards of adventuring in those places.

The **Places** category can be filled in with places that you devised in Step 4 of realm creation. If you do not have enough places to fill the entire chart, then you may wish to consider creating more to add more depth to your realm. If you have more places in your realm than there are spaces on the chart, you can include multiple places within one cell. Try to sort your places according to those most relevant to the given element.

Groups or People, the second category, has spaces that should contain groups, organizations, or important people within the realm. If there are enough groups and people, include one of each in each space.

The **Creatures or Monsters** category contains the kinds of life or beings that players are likely to encounter within the realm. You may want to create original creatures to fill in this category, or you may use broad categories such as 'jungle cats' or 'polar bears'. Remember to include any Nascent tribes that you create on this list as well.

Items or Trade Goods are the products that the realm creates, or natural resources that can be harvested there. Broad categories of items, such as 'spellbooks', 'meats', or 'precious stones' are acceptable as well. Generally, you should avoid specific items, and use small categories of items that are produced or harvested in a realm.

The **Culture or Events** category is a place to record local customs, recurring events, or holidays that occur in the realm. 'Technology Festivals', 'Public Executions', 'Seasonal Floods', or 'Daily Siestas' are good examples of customs or events.



Sample Trade Goods and Items

Take a look at this list for inspiration for trade goods when building your realm.

1. Alcohol
2. Ammunition
3. Blank Books
4. Boats
5. Cameras
6. Clocks
7. Crystals
8. Currency
9. Fancy Hats
10. Glasswork
11. Gold
12. Guns
13. Horses
14. Houseplants
15. Incense
16. Ivory
17. Lanterns
18. Lenses
19. Licenses
20. Lockboxes
21. Lucky Trinkets
22. Luxury Foods
23. Medicines
24. Miniature Models
25. Music Boxes
26. Musical Instruments
27. Musical Scores
28. Pack Animals
29. Pet Monsters
30. Popular Fiction
31. Portrait Paintings
32. Potions
33. Precious Ores
34. Precision Instruments
35. Preserved Foods
36. Rare Food
37. Raw Metals
38. Sculptures
39. Secret Documents
40. Silk Clothes
41. Simple Machines
42. Slaves
43. Spellbooks
44. Staves
45. Stimulants
46. Stone Tablets
47. Swords
48. Tapestries
49. Textbooks
50. Wool

Sample Creatures and Monsters

If you are having trouble coming up with creatures or monsters to include in your realm, check this list for inspiration.

1. Air Pirates
2. Aliens
3. Angels
4. Barbarian Raiders
5. Changelings
6. Demihumans
7. Demons
8. Dimensional Horrors
9. Dinosaurs
10. Doom Cultists
11. Doppelgangers
12. Dragons
13. Dryads
14. Elementals
15. Fey
16. Future People
17. Game Animals
18. Ghosts
19. Giant Insects
20. Goblins
21. Gremlins
22. Imperial Army
23. Insect Swarms
24. Jungle Cats
25. Land Birds
26. Living Fungus
27. Living Spells
28. Lizardmen
29. Maniacs
30. Merfolk
31. Mutants
32. Nanomachines
33. Nature Spirits
34. Plague Zombies
35. Poltergeists
36. Rhinoceros
37. Robots
38. Rocs
39. Sea Monsters
40. Slimes
41. Sorcerers
42. Terrorists
43. Titans
44. Treants
45. Tribal Hunters
46. Werecreatures
47. Witches
48. Wolves
49. Yokai
50. Zombies

Sample Cultural Events

If you need inspiration coming up with cultural events for a realm, try drawing from this list.

1. Arranged Marriage
2. Assassination Attempts
3. Aviation Festival
4. Awards Ceremonies
5. Book Burning
6. Bullfighting
7. Cannibalism
8. Caste System
9. Civil War
10. Coming of Age Ceremonies
11. Conscription
12. Cooking Competition
13. Daily Siestas
14. Evacuation Drills
15. Fireworks Display
16. Gang War
17. Gladiatorial Games
18. Guided Tours
19. Interpretive Dance
20. Invasion
21. Local Festivals
22. Martial Arts Tournaments
23. Mass Hysteria
24. Mass Paranoia
25. Memorial Day
26. Military Games
27. Militia Call
28. Mind Control
29. Natural Disaster
30. Olympic Games
31. Peculiar Wine
32. Pirate Landing
33. Poetry Readings
34. Poisonous Cuisine
35. Prophecy
36. Public Debates
37. Public Elections
38. Public Executions
39. Public Prayer Services
40. Recycling
41. Revolution
42. Shamanic Ceremonies
43. Slavery
44. Spy Networks
45. Storytelling
46. Strange Fashion
47. Street Fair
48. Talent Show
49. Terrorist Attack
50. Traveling Circus



Step 6: Realm Balance

There is no definite rule about how to distribute anima in the realm's balance. Consider the idea of the realm, its technologies and life forms, and cultures, and determine which elements best fit the realm. Distribute 21 points of anima to the realm's balance, giving each element with between 1 and 7 points. You can optionally add 1 to 3 points of Aether to make a realm more difficult to adventure in, and 1 through 3 points of Pure Anima to make adventuring easier.

The realm's balance determines the attitude of the realm's citizens and culture. There are seven scales of cultural balance, one for each element.

Pacifism vs. Militarism (Fire)

A realm's level of Fire Anima determines its position on the scale of Pacifism vs. Militarism. Peaceful societies are less prone to war, and also less able to defend themselves from outside influence. Militaristic nations are difficult to conquer, provide great security, and have strong laws, but also require much more upkeep.

Superstition vs. Education (Light)

A realm's concentration of Light Anima dictates where it falls on the scale of Superstition vs. Education. In more superstitious societies, teaching is accomplished by storytelling and oral tradition, as well as learning from parents and from experience in the world. In educated realms, teaching is a formal classroom affair, and mandatory grades may be imposed on students before they can become effective members of society.

Stagnation vs. Innovation (Electricity)

A realm's level of Electricity Anima determines its position on the scale of Stagnation vs. Innovation. Little changes in stagnant civilizations, and things continue on the way they have for hundreds and perhaps thousands of years. Innovative civilizations become bored quickly, and are constantly restructuring and remaking themselves according to the latest big idea or fad.

Exploitation vs. Conservation (Water)

A realm's level of Water Anima determines its position on the scale of Exploitation vs. Conservation. Exploitative cultures expand rapidly and consume the resources around them, while conservative cultures seek balance and sustainable development. Exploitative civilizations tend to be nomadic or colonial, since the land they settle does not sustain them for long. Conservative cultures are often less developed in terms of technology and infrastructure, since they must be more careful when developing their cities and other improvements.

Mobility vs. Tradition (Stone)

A realm's level of Stone Anima determines its place on the scale of Mobility vs. Tradition. Mobile civilizations are able to adopt new ideas, infrastructure, laws, and policies without difficulty, while traditional civilizations take longer to accept new ideas, or may reject them outright. Mobile cultures are often less centralized and driven to explore and innovate, while traditional cultures are stronger and less easily destabilized by rebellion or revolution.

Honor vs. Corruption (Darkness)

A realm's level of Darkness Anima determines its position on the scale of Honor vs. Corruption. Honorable societies place great weight upon the individual's sense of truth, justice, and duty, while corrupt societies value individual initiative, cunning, and ruthlessness. More honorable societies may dole out draconian justice and be short on mercy, but more corrupt societies are easily undermined and exploited.

Introversion vs. Multiculturalism (Air)

A realm's level of Air Anima determines its position on the scale of Introversion vs. Multiculturalism. Introverted civilizations shun outside contact and are distrustful of the world at large. Multicultural nations embrace the outside world with zeal and absorb as much of its culture and technology as possible. Introverted nations are less susceptible to colonization and exploitation, but multicultural nations are often more progressive and better equipped, taking the best from all of their neighbors.


PARADIGMS
THE WORLD REVEALED

Paradigms

"The foolish respect power, but the wise respect ideas. One with great power can shape the world, but even the smallest idea can transform it completely and utterly."

*— **Alveric**, Keeper of the Light*

A world is not composed solely of realms—of its physical, material components. No, it is far more than that. What of science? Of magic? Of wonders? Of arts? The ancients of Empyrean had mastered many possibilities of which Eidolons now cannot dare to dream. Whole facets of reality collapsed beneath the Aether, and were themselves sealed within cornerstones. These ideas, known as paradigms, gave stability and coherence to the world of Empyrean. Once restored to the world, they will provide great boons to the Eidolons in their fight against Aether.

Players can use cornerstones to introduce new Paradigms into the game. The Paradigm is a new mechanic that affects the way that Eidolons can interact with the world. These mechanics immediately apply to all characters, and become integrated seamlessly into the lives and societies of peoples all across Empyrean. Unlike technologies, magics, and tools, Paradigms do not give the Eidolon specific items to solve problems or resolve encounters. Instead, they populate the world with whole new kinds of treasures, give additional options when resolving encounters, and allow players the ability to bend Empyrean to their will.

It is suggested that if you wish to introduce a paradigm into your game, talk to the other players about it. If none are opposed to using the option, proceed to include it in the game. Individual Paradigms should not be added to the game if they are opposed by any of the players, since all players have to deal with the challenges and changes they present.

There is no requirement to use all or any of the Paradigms in this section. Players may decide they want to create their own Paradigms, or that they wish to include some Paradigms from the very start of the game (this is recommended for more advanced players).

All Paradigms offer an additional benefit to the Eidolon who unlocks the paradigm, so there's no downside to an individual for expanding the world in this way with his cornerstones.

List of Paradigms

- ✓ **Free Time:** Allow Eidolons to pursue their own interests outside of the game, granting additional emergence and adding a solo aspect to play.
- ✓ **Draw Power:** Eidolons become able to draw power out from the world in order to fuel their abilities.
- ✓ **Guided Establishment:** Players can use guided establishment to heavily influence encounter generation.
- ✓ **Currency:** Anima Pearls are established as a universal currency, and can be traded for goods, services, and wonders.
- ✓ **Plot Twist Cards:** Add some unique twists of fate to the World Balance.
- ✓ **Encyclopedias**: The world becomes filled with Encyclopedias that contain all manner of items and tools.
- ✓ **Masks:** The world becomes filled with Masks, which allow an Eidolon to temporarily use rare traits.
- ✓ **Dice**: Use dice-based resolution for encounters.
- ✓ **Alchemy:** Grant Eidolons the power to transmute the elements within their balances.
- ✓ **Milestones:** Milestones allow Eidolons to develop additional powers whenever they complete certain achievements.
- ✓ **Critical Success and Failure:** Raise the stakes during encounter resolution with an additional level of success and failure.
- ✓ **Technology:** Specific kinds of technology are able to work all across the world instead of just in their relevant realms.
- ✓ **Universal Trait:** Give all Eidolons in the world a special power.

Free Time

Free Time allows Eidolons to have adventures outside of their in-game activities. It allows a solo aspect to gameplay, and gives Eidolons a little bit of extra development in their personality traits as well. Free time is required for a few other paradigms to be unlocked.

Unlock

An Eidolon who unlocks Free Time gains an additional Pure Anima element in his personal balance.

Effects

At the start of each game session that does not end with a cliffhanger or in the middle of a conflict, the players each receive two units of free time. Each unit of free time represents two to three days. The player describes what his character has been doing during each unit of free time, and awards himself one point of emergence in one personality trait per unit of free time spent. Players may divide their free time in order to split this emergence between two traits, or may place both units into the same category.

A player cannot raise his rank in any personality trait using free time. For example, if a player has six points of emergence in a trait, he cannot use free time to gain the seventh point (thus raising the trait to superficial level).

Players who miss a game session can be awarded double free time. This can keep them from falling too far behind the rest of the group, and also gives them an opportunity to describe what their characters were actually doing during the previous game session.

Free time is a great place to insert story hooks for the session that's about to begin. If a player goes exploring, perhaps he stumbles upon a clue or lead that will bring him into the scenario you have planned for this particular game. Free time can be loosely role-played, just like encounters can. Resolving actions are not normally used as part of free time.



Drawing Power

Eidolons expend power into the world when they use their abilities or Anima Surges—so it only makes sense that they are able to leech from the world just as easily.

Unlock

The Eidolon who unlocks this paradigm gains an additional Pure Anima in his personal balance.

Effects

An Eidolon can Draw Power as an action on his turn. This requires complete concentration, and he cannot do it while attempting any other action.

The Eidolon takes one Anima of his choice from the world balance and places it into his personal balance. An Eidolon cannot take the last element of any type from the world balance. Then the Eidolon adds one anima from his personal balance to the world. Additionally, if an Eidolon takes Pure Anima from the world balance, he must add an Aether to the world to take its place. If an Eidolon takes Aether from the world balance, he immediately loses one Anima of his choice from his own balance instead of gaining Aether.

Guided Establishment

Eidolons, as beings of creative energy, are able to subtly influence the world around them and its formation. Using the power of Anima in his own heart, an Eidolon can subtly influence the world around around him, altering its very nature and causality.

Unlock

The Eidolon who unlocks this paradigm gains an additional pure Anima in his personal balance.

Effects

With Guided Establishment, a player can create changes to an Encounter before it begins. After explaining the context of an encounter, either before or during establishing questions, a player may spend Anima just like an Anima Surge. By doing this, he is able to alter the encounter by adding stipulations to the original context.

Fargan (GM): *You enter the Hives of Nitar, a huge housing project of irregular tunnels and stairways that ascends upwards nearly twelve stories. You are searching for Ja'ar, a Nitari mine worker who was rumored to have recovered a strange stone from the mines.*

Lyons: *I'd like to guide the establishment to add a little action.*

Fargan (GM): *That's fine with me.*

Lyons: *(He spends an anima of any type he wishes). There's been a boiler valve break, and the Hive is flooding rapidly from the inside.*

By using Guided Establishment, Lyons has turned a social encounter into a puzzle encounter, as the party now has to deal with the flood and the ensuing evacuation rather than simply with finding and questioning an NPC.

Including Guided Establishment in a campaign allows encounters to adapt to fit the players' talents and interests, while taking power away from the campaign planner to create a more streamlined plot. It is recommended for lighter campaigns or randomized campaigns.

The realm owner and scenario owner are allowed to deny a guided establishment attempt if it would upset the scenario or break the conventions of the realm. In this case, the spent Anima would be returned to the player who attempted to guide establishment.

Currency

"Wealth is a means to an end. And there are some ends that require great means indeed."

*— **Lamarck**, Treasure Hunter*

Currency is a system that allow players to reap rewards in the form of money, which can be converted into whatever tools or gear the players desire.

Unlock

All Anima Pearls in the world are immediately converted into AP. Anima Pearls in this form do not have specific traits or alignments.

The Eidolon who unlocks this paradigm gains 1000 AP immediately.

Effects

While gold works fine for buying mundane goods and luxuries, the important things in Empyrean—wonders, must be bought with Anima Pearls. Anima Pearls can be acquired in several ways.

- ✓ They can be found (usually in small quantities) in the hearts of slain Eidolons or in sites related to the old world.
- ✓ They can be traded by other Eidolons.
- ✓ They can be created by outgrowing traits.
- ✓ They can be acquired by placing a cornerstone directly into Grand Cornerstone (without activating it to create a realm, paradigm, or conceit).

Anima Pearls are often classified by weight, according to the chart below:

- ✓ Sliver (level 0 trait) - 1 AP
- ✓ Drop (level 1 trait) - 5 AP
- ✓ Pearl (level 2 trait) - 20 AP
- ✓ Crystal (Level 3 trait) - 50 AP
- ✓ Heartstone (Level 4 trait) - 100 AP (players may still wish to keep a record of heartstones rather than converting them to AP, as these materials are necessary for creating masks)

Wonders and Gear are usually priced according to the following chart. If you are not sure of an item's price, it can be rolled with dice:

1. Minor wonders - 30-100 AP or 1d100 + 20
2. Major wonders - 1000 AP (or priceless, for some) or 900 + 2d100
3. Consumables - 3-10 AP or 1d10
4. Technology Goods & Spellbooks - 5-100 AP or 1d100
5. Trade Goods - 1-40 AP or 2d20
6. Artisan Goods - 10-50 AP or 2d20 + 10

Plot Twist Cards

If working with a card-based balance, you have great freedom to expand the game and include additional mechanics by adding cards to the world balance. Each plot twist card has a very specific meaning and effect.

Unlock

The Eidolon who unlocks this paradigm may choose one of these cards (or create his own) and include it in the world balance. The card is always included in the world balance at the start of a game session.

Effect

These cards can be created and added to your world balance as needed. All of these special cards are removed from the world balance once they are drawn, and remain removed for the rest of the game session. It is recommended that no more than three or four of these be put at random into the world deck.

This paradigm can be introduced multiple times. Each time it is introduced into the game, put a new card into the world balance, chosen from the list below. When a plot twist card is drawn during resolution, it stops the resolution immediately and cannot be re-drawn, just like pure Anima and Aether draws would be.

- ✓ **The Hero:** This card has the same effect as a draw of Anima, and has the additional effect of invoking an NPC ally to assist the party. The NPC appears and assists the party as a mutually controlled NPC for the rest of the encounter. You may choose to have the hero be one specific NPC, or allow the current GM to choose one which fits the situation. This choice should be made when the card is created. Excellent for campaigns involving a team of allies or a single mysterious helper who follows the party.
- ✓ **The Villain:** This card has the same effect as a draw of Aether, and has the additional effect of invoking an NPC villain to antagonize the party. The NPC villain is a GM controlled NPC that works against the players for the rest of the encounter. Good for including a single comical antagonist, or a dedicated team of antagonists. The NPCs villains that this card can invoke should be decided at creation time, or given to the GM to decide during play.
- ✓ **Wondrous Treasure:** The effect of this card is the same as a draw of Anima. Additionally, a wondrous item is acquired somehow in the resolution of the action, and this card is removed from the world deck. The wonder will usually have only temporary use, or vanish at the end of the encounter. Great for players who are interested in puzzle-oriented scenarios and have a knack for inventing exciting treasures.
- ✓ **Escalation:** This card is the same as a draw of Aether. The GM immediately makes an Escalation Draw and interprets the results. Good for games where the players want more chaos, or are becoming complacent in their ability to overcome every situation.
- ✓ **Breakthrough:** The Eidolon's allies immediately choose a trait to assign three points of Emergence to based on the action he or she is committing. This can be a new trait or a trait already on the character sheet. The player immediately gains a brand new trait with three points of Emergence, chosen by his allies, and relevant to the action he was committing. If he already had the chosen trait, three points of Emergence are added to its existing emergence level. Adding this card to a game will force players to be more conscientious of the actions they take, as their deeds may need to be accounted for at any time.

Encyclopedias

Encyclopedias are powerful relics from the old days of Empyrean. These mystical tools use Anima to compress innumerable objects into the pages of a book. An Eidolon can reach into the book and draw forth any item stored in its pages. Encyclopedias were penned by type, so the Encyclopedia 'swords' contains every manner of sword imaginable. One need only open the book and reach in, and he could equip an entire army.

Unlock

The world becomes populated with Encyclopedias. Though these books are rare and precious, some can be found, purchased, or stolen from important places or people. The player who unlocked this paradigm gains a free Encyclopedia of his choice.

Effects

When an Eidolon uses an Encyclopedia, he must spend one Pure anima. Then, any item or items imaginable of the type the Encyclopedia holds are released from its pages. Encyclopedias can never contain other wonders, as objects infused with pure Anima (as wonders are) do not compress the same way mundane items do. The items that come from an Encyclopedia are bound to the Encyclopedia, so destroying it or closing it will cause them to vanish. It should also be noted that Encyclopedias were created as catalogs of items, not storehouses. Because of this, an Encyclopedia will only contain one copy of an item. If an Eidolon draws 10,000 different swords from the 'Swords' Encyclopedia, each one will be unique.

Notes

Encyclopedias are incredibly useful tools that can provide endless entertainment to a party of Eidolons. Because of the relative usefulness of these tools, they must be included sparingly in a campaign—perhaps one or two being shared by the entire party. They are best incorporated into games where puzzles and obstacles feature heavily.

When choosing an Encyclopedia to include in your game, try to think of one that has few obvious uses. 'Weapons' is far too useful to be very interesting after a single game. 'Tableware' could be a far more interesting thing to try and repurpose for puzzle solving. 'Minions' is almost impossible not to abuse, but 'Chickens' could be utilized effectively in many of the same situations and provide more fun for the party while doing so.



Masks

Masks are among the rarest of wonders. A mask must be carved from a single massive Anima Pearl—one grown from an All-Consuming trait that has been developed to the point where it has been expelled forcefully from the heart of an Eidolon. When worn, the mask confers the trait linked to that Anima pearl at Deep Level.

Unlock

When this paradigm is unlocked, all of the masks that were previously sealed within the cornerstone are returned to various places in the world, and must be discovered. Eidolons also gain the ability to carve masks from Massive-sized Anima Pearls (level 4).

The Eidolon who unlocks this paradigm is granted one mask of his choosing.

Effects

Donning a mask requires the spending of one Anima of any type from the Eidolon's personal balance. While he wears a mask, an Eidolon gains the powers of the persona trait associated with the mask at the Deep level, though he may not necessarily display the mask's linked personality.

Normally, Eidolons can wear only one mask. An Eidolon with the trait Many Masks (Insecurity) can wear an additional mask for every rank of that trait he possesses.

Dice

Dice-based resolution is often faster and more varied in numeric results than balance based resolution. While dice cannot replace the storytelling functions provided by the balance, they can be used during the resolution segments of the game to move play along faster.

Unlock

The player who unlocks this paradigm gains an additional point of Pure Anima in his personal balance.

Effects

During resolution, an Eidolon will use dice instead of balance cards to resolve actions. Roll one 10-sided dice for every point of anima an Eidolon possesses in the element relevant to his action. If the result of any single die, plus the current world balance of that element, is equal to or greater than 11, then the result is an outside success. Otherwise, the result is a failure.

If at least two dice are rolled, then two or more results greater than 11 make a perfect success, while one result greater than 11 makes an outside success and zero results greater than 11 make a failure.

If Dice Resolution is to be used in an encounter, it must be used for the entirety of the encounter by all players and the world.

A Balance Tool should still be used to resolve escalations, context generation, monster actions, and other storytelling tasks.



Alchemy

"That we are separate is an illusion to be overcome."

*— **Rhyl**, the Dual Natured*

Alchemy allows an Eidolon to transmute the elements of Anima in their purest forms.

Unlock

The Eidolon who unlocks this paradigm gains an additional Pure Anima in his individual balance.

Effects

Any Eidolon may choose to use a transmutation during his action. He chooses one Anima from his personal balance, and one Anima from the world, and swaps those two elements. An Eidolon may swap any number of elements in this way as a single transmutation. However, all the elements must be of the same type. For example, an Eidolon could transmute three fire anima into three water anima, but he could not transmute three fire into two water and one electricity, or a water and a stone into two fire. Eidolons cannot transmute pure Anima or Aether.





Milestones

Eidolons are constantly changing and growing. However, there are many events which have a profound effect on them and define them in ways even deeper than traits. These important events, called **Milestones**, give an Eidolon the strength he needs to face challenges, and the wisdom to act and react with greater efficacy.

Unlock

The Eidolon who unlocks this paradigm gains a Pure Anima in his Individual Balance.

Effects

An Individual Balance normally begins with no Pure Anima, but every time an Eidolon accomplishes one of these milestones, his Personal Balance gains a Pure Anima permanently. An Eidolon can only accomplish each milestone once. Accomplishing the same feat a second time is not considered reaching a milestone.

Milestones

- ✓ The Eidolon completes his personal story (see Personal Stories on pg 97)
- ✓ The Eidolon uses a cornerstone to create a new realm
- ✓ The Eidolon outgrows an All-Consuming Drawback Trait
- ✓ The Eidolon acquires the blessing of an Anima Spirit or other being of power (see Summoning on pg 87 and Channeling on pg 85)

Critical Success and Critical Failure

Eidolons cannot settle for mere mediocrity, and are by their very nature epic beings of phenomenal power. It is only logical that their triumphs and failures be of legendary proportions as well.

Critical Successes and Critical Failures add an additional level of suspense to resolution draws, by allowing the possibility of extreme success and extreme failure.

Unlock

The Eidolon who unlocks this paradigm gains an additional point of Pure Anima in his personal balance.

Effects

Whenever a draw results in a Perfect Success for a Player, he makes an additional draw immediately. If the second draw is also a Perfect Success, then the result is upgraded to a Critical Success. The Critical Success is a wildly successful attempt that exceeds even the effectiveness originally imagined by the Eidolon (but is never beyond his control or intentions).

Whenever an Eidolon draws a Failure, he must immediately make a second draw. If the second draw is also a Failure, the result is downgraded to a Critical Failure. A critical failure represents a fumble or failure of epic proportions, such as an Eidolon tripping in the heat of battle and landing on his own sword, or gravely misjudging a jump and falling down into a deep chasm.

Technology

It is possible for Eidolons to master the different kinds of technology that exist in realms across Empyrean, but most technologies draw their borders with the realms. With the Technology Paradigm, one kind of technology can become widespread around Empyrean. While the new technology may not be adopted everywhere, it will be functional anywhere in the world.

Unlock

The Eidolon who unlocks a technology paradigm immediately gains mastery of that technology. He can build devices, invent spells, or create new tools based upon it as though he were a master artisan in that craft.

Effects

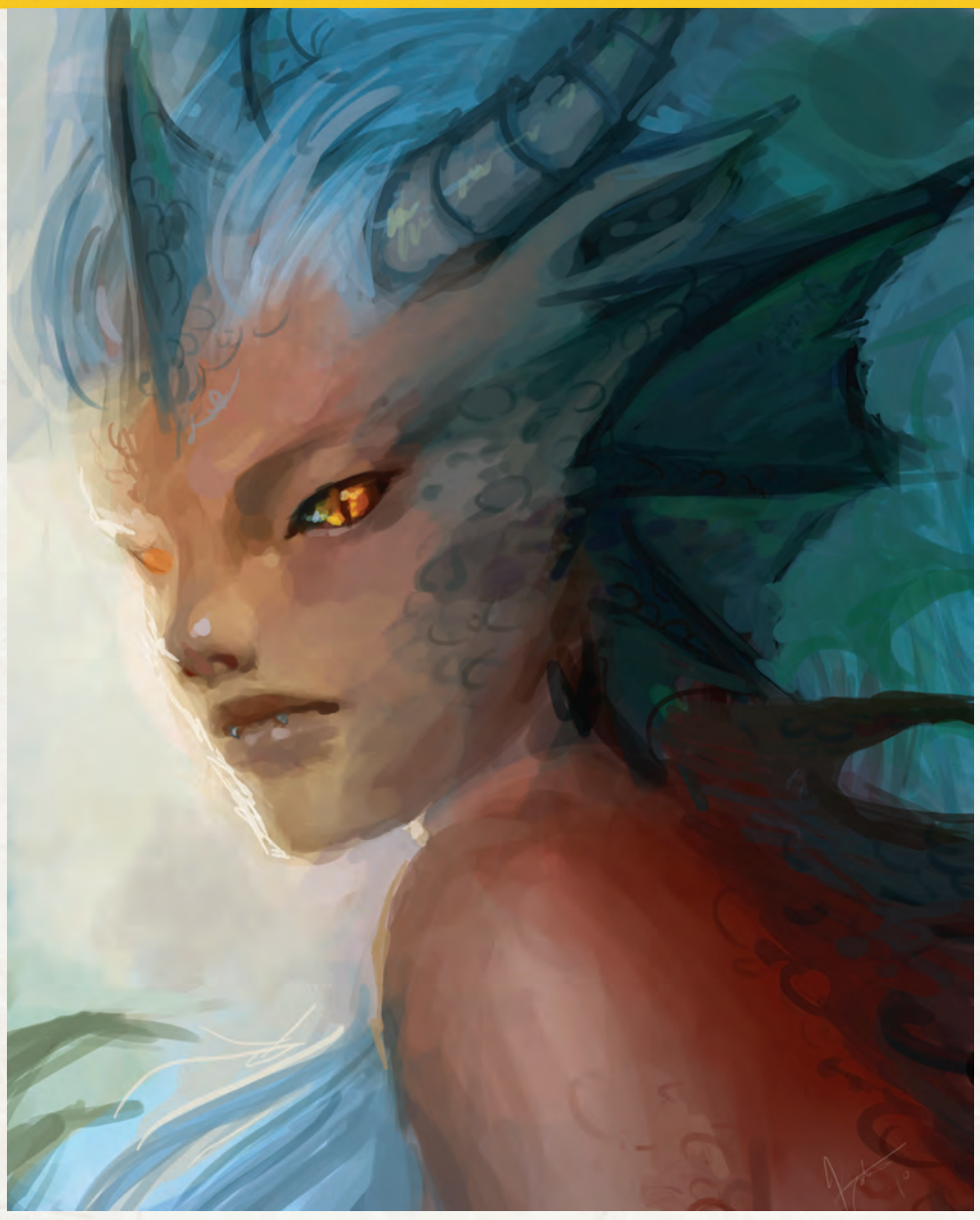
The player who unlocks this paradigm should choose one type of technology possessed by any realm in the world. That technology becomes available all across Empyrean. Realms surrounding the 'founding realm' may begin to adopt the technology, but most realms will continue to function according to their old ways. The main advantage is that the technology is universalized—it will work everywhere in the world, and not just in the lands surrounding its founding realm.

The technology paradigm can be instituted multiple times with a different technology each time. A single player should not master two technologies, and no two players should ever master the same technology.

Possible Technologies

Players are encouraged to create their own technologies, but here are some examples:

1. Animal Domestication
2. Astral Projection
3. Ballistics
4. Biotechnology
5. Chemistry
6. Clockwork
7. Cloning
8. Cryogenics
9. Cybernetics
10. Dimensional Travel
11. Divine Magic
12. Druidic Magic
13. Electronics
14. Elemental Magic
15. Forensics
16. Fortune Telling
17. Genetic Engineering
18. Golem-Building
19. Medicine
20. Metallurgy
21. Nanotechnology
22. Necromancy
23. Robotics
24. Space Travel
25. Spirit-Channeling
26. Steamtech
27. Summoning
28. Time Travel
29. Transmutation
30. Wireless Communications



Universal Trait

Perhaps in bygone days, all Eidolons possessed powers that are now given to only a select few. The Universal Trait paradigm gives a new power to every Eidolon in the world, including all of the party members.

Unlock

The Eidolon who unlocks the universal trait paradigm may utilize the Deep and All-Consuming powers of the trait he chooses without experiencing any drawbacks.

Effects

When this paradigm is unlocked, choose a trait. All Eidolons in the world gain the powers associated with that trait at either the Superficial or the Deep level (this is at the discretion of the unlocker). Eidolons cannot increase the emergence of this trait, nor can they lose or gain it. It becomes an innate ability which all Eidolons have.

Those who already possessed the trait before it was granted to everyone in the world gain an Anima Pearl to replace the trait that is now no longer available for them to grow.

Note

Some traits make better Universal Traits than others. Here are a few suggestions:

- ✓ Achilles' Heel
- ✓ Cosmopolitan
- ✓ Living Weapon
- ✓ Patchwork
- ✓ A Weapon for the Strong


CONCEITS
THE WORLD REALIZED

Conceits

"Have you considered the possibility that a whispered secret might carry more weight than all the world?"

— ***Lieselotte**, Who Sees Beneath*

Many cornerstones contain neither new lands nor world-changing ideas. Instead, they contain specific secrets, memories, instructions, or relics. The weight of these specific facets of the world was so great that they solidified into their own cornerstones. These single, powerful elements of reality are compact enough that they can have only one master. They are known as conceits.

Eidolons, Cornerstones, and Realms are all made of the same basic stuff—Anima. It is simple for an Eidolon to unlock the secrets within a cornerstone for himself, granting access to unfathomable and forgotten powers of which only the legendary masters of Old Empyrean had knowledge. The Anima contained in the cornerstone is returned to Grand Cornerstone, and the element of Empyrean that he releases from within the cornerstone is kept within his heart—a piece of the world and also a piece of himself.

Conceits are specialized mechanics that Eidolons can gain access to on an individual basis. They are typically different than Persona Traits in that they do not grant the Eidolon specific problem-solving powers. Instead, they expand his abilities with new options for changing the world, interacting with it, and utilizing its conventions. Unlike Paradigms, only the Eidolon who unlocks a Conceit is able to use it. Other members of his party do not gain access to the Conceit unless they unlock it through their own use of cornerstones.

Note: Using a cornerstone to release a conceit is not considered a selfish or evil act. In game, Eidolons do not decide what their cornerstones hold. The cornerstone has contained the unique power since it was fractured from Grand Cornerstone. The Eidolon is only discovering it and putting it to use, making himself a vessel for the restoration of an element of the world. Eventually, when he passes on, the power that is held within his heart will return to the root of Empyrean once more.

List of Conceits

- ✓ **Abundance** - Gain 2,000 AP. This conceit is only available if the currency paradigm has been unlocked.
- ✓ **Aethermancy** - Your understanding of Aether allows you to utilize an Anima Surge to cancel a draw of Aether.
- ✓ **Channeling** - You may choose an elemental spirit to be your master and gain its permanent blessing.
- ✓ **Core Values** - Allows an Eidolon to keep a trait permanently.
- ✓ **Elemental Reconstruction** - When healing from wounds, you become a construct of elemental power for a short time.
- ✓ **Filled with Anima** - You have an additional pure Anima in your Personal Balance at the start of each game session. This can be taken up to 3 times.
- ✓ **Forgotten Treasure** - You may gain a Major Wonder of your choice.
- ✓ **Geomancy** - Utilize the powerful rituals of geomancy to rewrite maps. With this power and with the right tools, you can change the terrain of realms, move whole cities, or lay waste to them without leaving any trace behind.
- ✓ **High Summoning** - You gain the ability to summon a **titan**, one of the most powerful servants of the great elemental spirits. Titans are nearly as large and powerful as Colossi.
- ✓ **Imaging** - You gain the power to convert Anima directly into matter, creating absolutely anything you need with a thought.
- ✓ **Sealed Memories** - You may gain a new trait at any level of emergence you wish (or create your own trait).
- ✓ **Surging Power** - You can spend any kind of Anima when using an Anima Surge.
- ✓ **Wonder Crafting** - You are able to craft wonders using Anima Pearls, as well as to break down wonders you find into Anima Pearls.

Abundance

Not all cornerstones contain ideas or realms—some contain only the pure energy of creation. Such a stone shatters when used, becoming a large collection of Anima Pearls.

Effects

The Eidolon gains 2,000 AP. These Anima Pearl fragments are only usable if the currency Paradigm has been unlocked.

Aethermancy

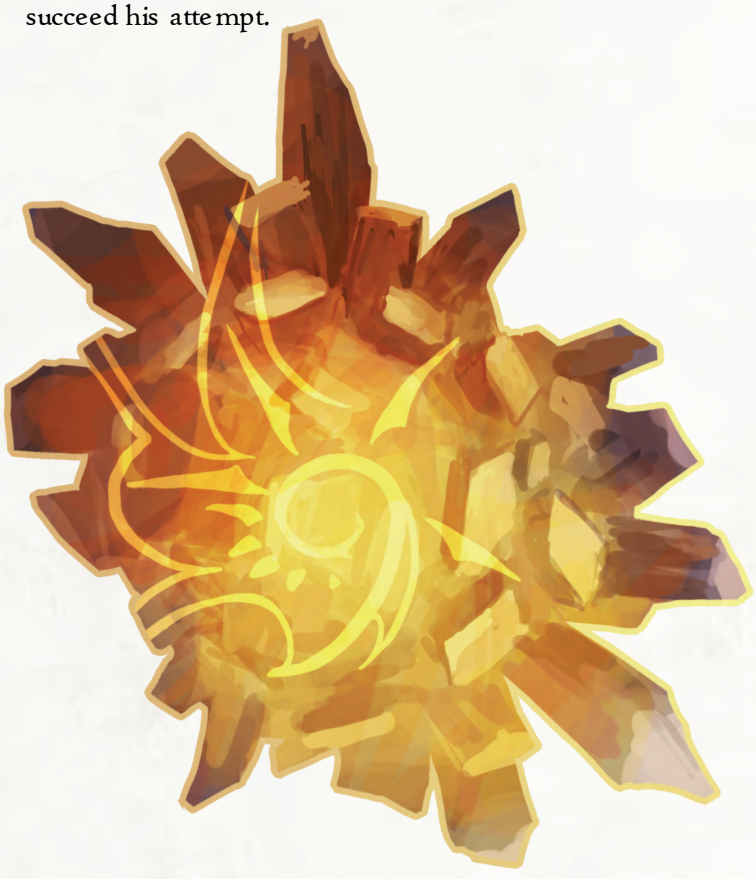
Within the cornerstone is sealed an innate understanding of the nature of Aether that cannot be explained or quantified. With this understanding, an Eidolon is more resistant to the effects of Aether, and can even manipulate it to his advantage.

Effects

The Eidolon is able to use an Anima Surge even when he draws Aether.

Usage

Whenever the Eidolon draws an Aether from the world, instead of immediately failing his attempt, he is able to utilize an Anima Surge to succeed his attempt.





Channeling

A different kind of blessing from the Great Anima spirits allows an Eidolon to channel an Anima Spirit. During Channeling, the Eidolon himself becomes a spirit, and is able to completely control his actions. By becoming an incarnation of one of the spirits, the Eidolon gains great power over that Spirit's element.

Effects

The Eidolon meets one of the Great Anima Spirits, and is awarded with a blessing. The blessing leaves a brand on his body, and allows him to channel the power of the spirit as his own.

Usage

To channel a spirit, the world must contain at least three of that spirit's elemental Anima. Take all Anima of the spirit's type from the World Balance (or as much as will fit into your individual balance without exceeding the limit of 5), and place it into your Individual Balance. For the rest of the encounter, you are considered to be channeling that spirit.

When the world balance would be drawn from in conflict resolution and you are channeling, you may use an Anima Surge of the type you are channeling in place of the world's normal draw. Anima used in this way is returned to the world balance.

You can only invoke a channel blessing once per game session.

Core Values

Sometimes a trait becomes so important to a character that it is a major part of him. In this case, he may not want to relinquish it when it grows too great within his heart, and would instead like to retain it forever in its present state. When an Eidolon uses a Cornerstone that contains a Core Value, a trait that previously occupied a place in his heart becomes fused to it, permanently fixed as a part of his being.

Effects

The Eidolon chooses a persona trait he possesses at rank 2 or higher to become a Core Value. That trait is removed from his Personal Balance (or marked in such a way that it is locked from further change). The Core Value trait always contributes only one elemental anima to its owner's balance. However, the Eidolon who possesses it is able to use all of its inherent abilities (Superficial, Deep, and All-Consuming) without the drawbacks associated with the All-Consuming Trait. The Core Value takes up only 1 rank towards his limit of Persona Traits.

Elemental Reconstruction

When an Eidolon spends Anima to recover from wounds that he suffers, he must use one kind of Anima or another from his personal balance. With Elemental Reconstruction, an Eidolon can form his body not out of its ordinary flesh, but out of pure elemental matter.

Effects

An Eidolon becomes a pure elemental for some time, with all the powers and weaknesses that confers.

Usage

Whenever the Eidolon recovers from wounds using elemental Anima, note the kind of Anima that was used. Until the end of his next turn of the encounter, the character's body is wreathed in elemental energy, and he can act as though he were a construct of pure elemental power of whatever type he recovered with. The Eidolon gains the power to control, manipulate, and fuse himself with other materials made of the same elemental type for a few moments--effectively becoming one with a single facet of the environment while he draws in its energy to rebuild his body.

Filled with Anima

The pure energy of creation contained within the Cornerstone takes hold within the Eidolon's heart, granting him an additional Anima in his personal balance at the start of each game session or extended rest.

Effects

The Eidolon's personal balance has one additional Pure Anima.

Forgotten Treasure

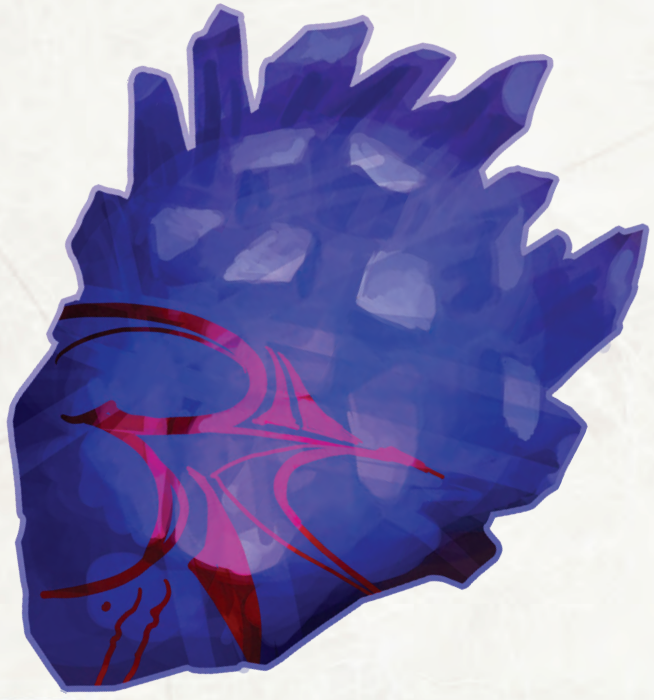
Many of the most powerful tools of Old Empyrean were so mighty, they were sealed up within individual fragments of Grand Cornerstone. Their power and complexity was of such a magnitude that a single cornerstone—a piece of the root of the world that might contain an entire realm—was required to contain them. By unlocking a Cornerstone containing a Forgotten Treasure, the Eidolon claims one of these legendary artifacts for himself.

Effects

The Eidolon gains a major or legendary wonder of his choice, at the discretion of the rest of the party.

Usage

The Player should describe what this wonder is and does, as well as what its role was in Old Empyrean.



Geomancy

Geomancy is a powerful form of magic that allows Eidolons to reshape the world according to their whims.

Effects

A Geomantic ritual allows an Eidolon to change the terrain of a realm—dredging up lost ruins beneath the surface, turning deserts into lush forests, draining lakes, and leveling whole cities.

Usage

To perform a Geomantic ritual, you will need the help of several other Eidolons, and a powerful source of Anima, such as a cornerstone or large Anima Pearl. In a three day ritual, Anima from the power source is used to create new terrain features, which are integrated either seamlessly or violently (at the Geomancer's discretion) into the makeup of the realm. The Geomancer can also rebalance the realm's Anima levels, though this may cause unexpected results on natural creatures and on the local Nascent population.

High Summoning

Use the power of Anima to call upon a titan, the most powerful servants of the elemental spirits. Titans are living disasters—volcanoes, blizzards, hurricanes, and earthquakes, that can come alive and aid the summoner. Titans can even be formed of clockwork, magic, or spirit, though their scale is every bit as imposing as natural titans. Each titan is tied to one of the seven elements. Design and name your titan when you gain this power. The titan is spiritually bonded to a single Eidolon, and an Eidolon always summons the same titan.

Effects

While a titan is summoned, the summoner can control the creature through a direct telepathic link with the creature. The Titan and Eidolon can act together, or the Titan can act alone under the Eidolon's direction. A Titan and Eidolon cannot perform two separate actions, however. If the Eidolon becomes incapacitated or suffers a Heart Wound while the Titan is active, it goes berserk, laying waste to everything it can reach.

Usage

Summoning a Titan requires the use of a powerful source of Anima, or of three levels of Elemental Anima aligned with the titan, taken from the Eidolon's personal balance. The titan appears on the turn after it is summoned, and obeys the summoner without fail or question as long as it is needed. Titans are so large that they are only effective in large scale battles and against colossi—or in situations where you just want to destroy absolutely everything within a one mile radius.

Imaging

In the old world, Eidolons were able to use a technique called "Imaging" to create the tools they needed from the raw Anima that saturated the world. Since the fall of the old world and the coming of Aether, this technique is no longer possible. However, Eidolons are able, with careful study, to recreate this art in their own way.

Effects

Using fragments of Anima Pearls, Eidolons can create tools and gear they need from thin air.

Usage

Anima Pearls can be divided into AP via the currency table on page 76. A single AP can create up to twenty pounds of solid matter, or one cubic yard of matter, whichever is smaller. As a single use of Imaging, an Eidolon can Image one AP per level of Pure Anima in his personal balance. (For example, if his balance contains 3 Anima elements, then he can image up to sixty pounds or three cubic yards of matter in whatever shape or form he wishes). Aside from the Anima Pearls that are consumed in the process, there is no other cost for this ability. Also, as part of an Imaging action, the Eidolon can also make use of the tool or device that has been created.

Sealed Memories

Sometimes ancient Eidolons' memories and emotions are sealed within Cornerstones. When the cornerstone is used, the Eidolon who uses it is forced to relive and experience these memories, and instantly develops persona traits as though he had committed the actions remembered within the stone.

Effect

The Eidolon gains a new trait of the player's choice, at any level of emergence desired.

Usage

The player should describe what he has experienced and why it has affected the Eidolon in such a way. The player may choose to alter the Eidolon's personality or creed as a result of this traumatic experience.

Surging Anima

The cornerstone contains ancient knowledge of the nature of Anima, and reveals to the Eidolon the way to transform elements from one into another. The ancient Empyreans used similar principles to shape their world through Geomancy, and to create powerful artifacts.

Effects

Whenever the Eidolon makes an Anima Surge or Assist Surge, he may spend elemental anima as if it were Pure Anima instead of its elemental type.

Wonder Crafting

The secrets to crafting wonders were forgotten long ago, and sealed within a cornerstone. Once this cornerstone is unlocked, and these secrets are once again returned to the land, Eidolons are able to create their own gear using Free Time. Enterprising Eidolons will want to craft their own weapons and armor, to get the exact look and feel they wish for. Mundane items can be acquired quite readily in any civilized area, but finding craftsmen to make wondrous items with special properties can be difficult.

Effects

The Eidolon is able to create relics and Anima-powered wonders. These are capable of a wide variety of abilities.

Usage

During Free Time, Eidolons have the opportunity to build weapons or gear. They should discuss with the Scenario Owner what kind of gear they wish to create, and the Scenario Owner should dictate that it will take between 3 and 7 units of free time to complete the project. For extremely difficult or strange projects, the Scenario Owner may also stipulate that certain materials or reagents must be collected in-game to complete the task.

When an Eidolon is working on a project, he may spend free time on the crafting project instead of to gain emergence levels. Instead of describing adventures or activities during free time, the Eidolon should describe what project he is working, and what lengths he has gone to gather the materials and parts required to make it happen. Once he has spent an adequate amount of free time as dictated by the Scenario Owner, the craft is complete and he may freely use it.

Anima Pearls are the main power source for wonders. Eidolons can use these jewels to imbue special powers into ordinary objects, or to craft new wonders from scratch. The kind of wonder that can be created and its power level are dependent on the size and number of the pearls that are incorporated into its creation.

There is no set formula for a given wonder. Instead, players should consider what traits are most closely linked to the properties they wish to imbue. To create a sword that burns with undying flame, for example, a Pearl grown from Wrath (Hotheaded) or Zeal (Eye of Flame) would be an appropriate core. The Scenario Owner has the final say on whether or not materials are adequate for the effect the player wants to achieve.

Wonder Rank Guide

- ✓ **Consumables (1 unit free time) -** Consumables are easy to make, and not all may even require Anima Pearls. Exotic trophies like the blood of Colossi or Eidolons, or even the captured breath of an Anima Spirit may be enough to create a power source for these items.
- ✓ **Minor Wonders (3 units free time) -** Minor wonders are non-consumable wonders with limited, localized effects, such as elemental weapons, enchanted gear, and protective charms.
- ✓ **Major Wonders (5+ units free time) -** Major wonders include powerful gear and weapons that can have vast-reaching effects such as mind control, instant death, and summoning and binding Anima Spirits.
- ✓ **Legendary Wonders (7+ units free time) -** Masks and Encyclopedias are among the Legendary wonders that can be created in Empyrean. The Mask or Encyclopedia paradigms must be unlocked before wonders of these types can be created.


STORYTELLING
THE NEW LEGEND

Storytelling

Storytelling is what Mystic Empyrean is all about, and this section will give you tips and information about how to run a successful story and keep the game moving effectively, as well as ideas for the Scenario Owner about how to move the game and resolve conflicts.

Scenario Owner

The Scenario Owner is the player who is responsible for determining the rules of the setting, the conventions of the world, and the overall story that ties games together. This player is also responsible for having the final ruling on in-game disputes, advising the others on how their realms will fit into the rest. When disputes arise during the course of the game, the Scenario Owner is the one who must be the voice of reason and maintain order.

As the scenario owner, you must form a contract with your players, whether written or implied, about how the game will be run and how disputes will be resolved, as well as what kind of behavior can be tolerated in-game by the player characters. For example, an Eidolon that starts fights everywhere he goes and won't be reasoned with may make sense in a more adventure-themed campaign, but this character will quickly be booted out of a social campaign. Eidolons can develop traits associated with vices and more sinister traits, but players may decide to ban overtly evil or depraved player characters from their campaign—if players don't feel comfortable with their own characters and the rest of the party, the story will suffer as a result.

Mystic Empyrean is a game that can focus as much on the social issues of building and managing a world as it can on combat and puzzle solving. If your players have strong moral feelings about certain societal issues, and are not willing to have those views challenged or overturned, then you should take this into consideration when planning your stories.

Here are some questions to keep in mind:

- ✓ How is the question of good and evil dealt with in the world? Are the players necessarily good, and the villains necessarily evil? Or are they just clashing ideologies?
- ✓ Are the citizens of Empyrean best fit to govern themselves, or is it alright for Eidolons, stronger and wiser creatures, to dictate how they should live? Can Eidolons interfere with the culture and practices of the Nascent, even if it is for their benefit?
- ✓ Will modern-day social issues be brought into the game world? Differing opinions on how these issues are best resolved can easily divide a party, and should only be undertaken if players understand that their characters' opinions and actions do not reflect directly on them.

Hierarchy

Whenever storytelling disputes arise, as they inevitably will, players should keep a calm head. These disputes should be resolved as follows:

If two players have a dispute → The current GM decides which is right.

If the current GM and a player have a dispute → The current GM's word takes precedence.

If the current GM and the realm/element/scenario owner have a dispute in relation to the realm/element/scenario → The owner's word takes precedence.

Players are advised to remember that the cards are primarily a storytelling tool, and that using them for resolution is purely at the GM's discretion. The GM also has the power to overturn card results as well, or to interpret success or failure as loosely as he or she wishes. Remember this is a game about storytelling—if something doesn't work out exactly the way you planned it, then roll with the punches and try something different next turn. After all, without the occasional taste of failure, a hero cannot put his successes in the proper scope.

Running Your Realm

So the party is coming to your realm for the next game, and you want to prepare what you will need to make the game run smoothly. Here are a few things you will want to do.

- ✓ Make sure you have completed all six steps of realm creation (pg 56).
- ✓ Plan a two or three sentence blurb about the realm, so that you can tell the players what they see as they enter it for the first time.

Defining Just Enough

There is a delicate balance to running a realm and realm ownership. If you specify too much before the game begins, then your players will not be able to effectively use establishing questions to set up encounters. If you establish too little, the context of your realm will be so vague that the players will not be able to see the realm in their mind's eye.

The most important line to draw is that as a Realm Owner, your job is to define the world—not specific situations or people. If an encounter begins with '*A cart has turned over in the road.*' And the realm's owner immediately bursts out "*but there are no roads in this realm!*" it just destabilizes the narration and forces the GM to correct himself. A better policy is to leave the realm open enough to incorporate these elements. An example of a better response would be "*roads are rare in this realm, so the real question might be 'who built this one' and 'why'. Perhaps that would give us a clue as to who the cart owner is?*" Instead of correcting the Game Master and spoiling the narrative, the second option opens up an even greater mystery for the players to explore.

This careful balance is a skill that you will develop and hone over time, and players are encouraged to be patient with new game masters and new realm owners. There are plenty of good game-mastering advice columns and books out there, so look into these if you want extra guidance.

The First Encounter

Plan a social encounter in the realm that is going to be your group's first encounter. The players should meet and interact with people in the realm, who are going to tell them what this area is like and what kinds of things there are to do here. Make sure that at least two or three story hooks get offered to the players during this encounter, and take the opportunity to wave as many of the realm's legends, places of wonder, and conventions as possible in front of the players. You may also want to drop the names of important NPCs that could be encountered later, or talk about famous events and festivals ("*tomorrow is the public execution festival! Don't you want to stay and see it?*"). You will probably be GM for this entire encounter, since you understand more about the place than anyone else. The main goal of this encounter is to give players a taste of what people, conflicts, and culture exist in this realm, so that they can decide where they want to go or what they want to do here.

Usually during this first encounter, you will answer all establishing questions. Keep in mind that you are allowed to answer any establishing question that regards the nature of your realm (even in later encounters). It is a good practice for players to defer to the realm's owner preemptively whenever a question is asked about the lifestyles, people, trades, places, or similar in the realm.

Leaving the Nest

As early as possible, try to get players into an encounter where they can use rotating game mastery. Usually, this will be a puzzle or combat encounter—either heading off to a dungeon, fighting a villain in the town, or something similar that does not rely too much on the definite establishment of the realm.

Improvised Encounter

You do not need to completely plan out every encounter that will occur in the game. Often, there will be some filler time in between the events of a particular game's scenario. The players may traverse a dungeon, or encounter a social conflict in town, or need to build or design some machine or strategy. These three types of encounters, combat, social, and puzzle, can be improvised mid-game using draws from the World Balance.

It may sound like a bit of a paradox, but you can and should plan to include improvised encounters in your game. Even exciting stories can become monotonous if every event the characters encounter is critical to the story and carefully guided by the scenario owner. Improvised Encounters give players a chance to stretch their wings and explore their characters in a less structured environment. It is recommended to include space for at least one improvised encounter per dedicated story encounter. A ratio of two or three improvised encounters for each major scenario encounter is typical.

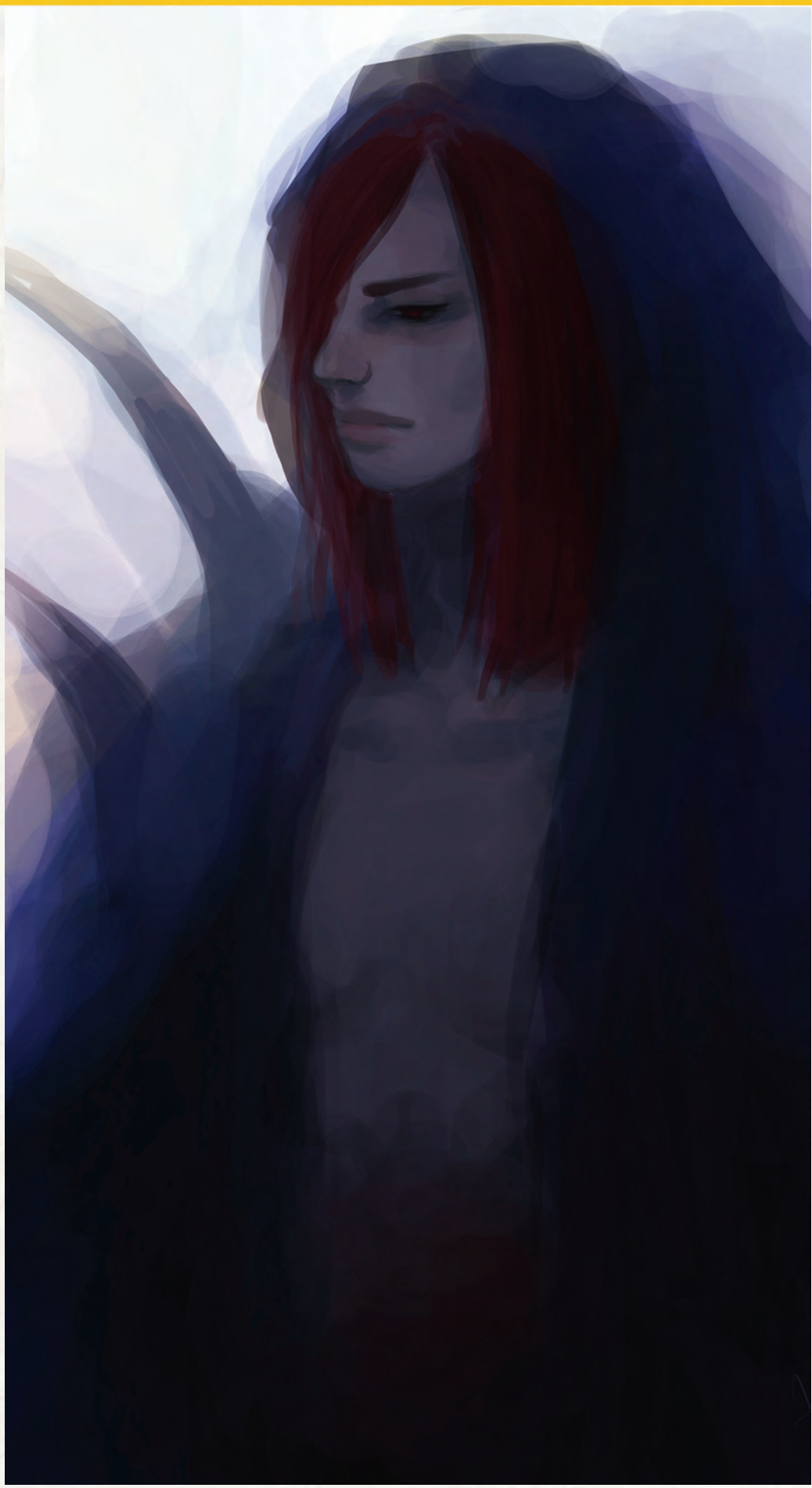
Collaborative Storytelling

Improvised encounters are the best place to use collaborative storytelling, and they are the place where rotating GM-ship can really shine. Many of the most notable moments of your adventure will doubtless occur in the collective stories told through Improvised Encounters.

There is one important thing for all players to remember in a collaborative storytelling environment—the goal is the story, not the resolution. The encounter can carry on as long as all players are enjoying it and interested in its outcome. Players are not working against the scenario builder, but rather working together to build an interesting encounter. It's easy for a player who has received rotating GM-ship to say "the monster dies as you impale it cleanly on your sword with little effort. Well, that's that. Let's move on." However, what kind of encounter would that be? Not one that awards any emergence points or is at all memorable.

When resolving encounters, give the party the maximum opportunity to use their equipment, talents, and powers. If one player loves to play with fire, provide explosives during the establishing questions. If one has an item that notifies him in advance when he is surprise attacked, use surprise attacks against that player more often than others. Run encounters such that you bring out your friends' strengths, not exploit their weaknesses. If you do, your encounters will be much more epic and memorable.

When you are playing the role of GM, remember that the more interesting and fanciful your narration, the more excited and involved the party will become. This will give you a better chance to play out character traits (thus gaining more emergence and thus more power) as well as the opportunity to craft memorable narrative moments.



Scenario

The overarching story of the campaign is called a Scenario. Scenarios have vastly different rules or conventions. Some are straightforward enough that they can even be combined to create more complex and layered stories. The player who is the scenario owner is generally the last word as to what the conventions of the world as a whole are, and should be intimately familiar with the game systems presented here.

The scenario determines not only the flavor of the game, but its power level and options. Some games will take players head to head with the forces of Aether that threaten the world, and give them the power to triumph. Others may make them underdogs fighting against evil Eidolons shaping the world to a dark vision, and they will have very little power—but a great pool of resources—to draw on. Whether encounters tend towards social, puzzle, or conflict types is mostly at the whim of the scenario owner.

A Scenario typically has three parts:

The Main Characters, also called the PCs or Player Characters, around whom the narrative revolves. The Main Characters each tie integrally to the scenario via their fates. Often their pasts and ultimate goals are intertwined with the story as well.

The World the Player Characters live in. This includes its inhabitants, its conventions (like magic, time, and technology), and the politics that govern it. The players will have to work within the boundaries of the world in order to accomplish their goals.

The Conflict that the Player Characters must resolve. If all is right in the world, then there is little reason to adventure. However, if there is something the players want, some aspect of the world they feel is unjust, or some force that threatens what they love, then they must fight to thwart those forces or accomplish those goals.

Scenarios are Optional

Scenarios are an option that you can use to add structure and narrative flow to a continuous story. Mystic Empyrean is built to encourage exploration and discovery, and can be played just as well without a main narrative as it can be played with one. You do not need to decide whether or not there will be a scenario for the first game—in fact, if a scenario does develop, it will likely occur organically as the party progresses.

If the group does wish to incorporate a scenario into the Mystic Empyrean game, consider making only every second or third game session directly related to the main narrative, and allowing the players to explore the world they are building and exercise their characters' whims without the long-term repercussions for their actions that a more continuous narrative can introduce.

Basic Scenarios

The following example scenarios all fall within the basic premise of Mystic Empyrean: Grand Cornerstone is destroyed, and it is up to you and your allies to rebuild the world. It is recommended to play with the scenarios here to get the most out of this book and your game.

Scenario: A Conflict Of Interest

Perhaps your PC party isn't the only one on a quest to rebuild the world—there may be other organized groups or individuals with the same goal in mind, be they sinister, idealistic, or simple rivals with a different idea of the way things ought to be. To hold cornerstones is to have power over the reshaping of the world—a power which is easily coveted.

Building this Scenario

Create one or more parties of NPCs, each with their own ultimate vision for the world. Try to make these visions conflict with the party's vision of the world, to create appropriate tension. The conflict does not always need to be direct—there can be subtle flavors of difference and varying ideologies that are conflicting in the creation of this world.

Game Ideas

To introduce your alternate party, it can be interesting to place the players into a realm this alternate party has created, or even to give them a glimpse of such a realm without allowing them to enter. This serves two purposes. One is to let the party realize that other forces are working in a loose collaboration with them to create the world. The other is to give them an idea of the kind of people who have created this realm and whether or not they should be trusted or thwarted.

If the PC party is working against the "alternate" party, it is good to occasionally pit them against one another in various races for cornerstones, government favors, treasures, and the

like. These conflicts need not always be combat. Perhaps a cornerstone is awarded by a guardian to the party that proves themselves most worthy, or who possesses the most popular support, or even for winning a sporting competition.

The PC Party and one or more of the Alternate Parties must work together to stop a powerful threat like a colossus. Of course, afterwards, they must divide the spoils of the battle, and cornerstones are not easily divided.

Scenario: The Old World

What caused Grand Cornerstone to be destroyed in the first place? What force or disaster caused this terrible cataclysm that wrapped the world in Aether? And when the world is reassembled, will it return to threaten the world again? As the PCs come closer and closer to the goal of rebuilding the world, this question begins to become more and more pressing, potentially culminating into a final battle with the forces that originally shattered Grand Cornerstone.

Building this Scenario

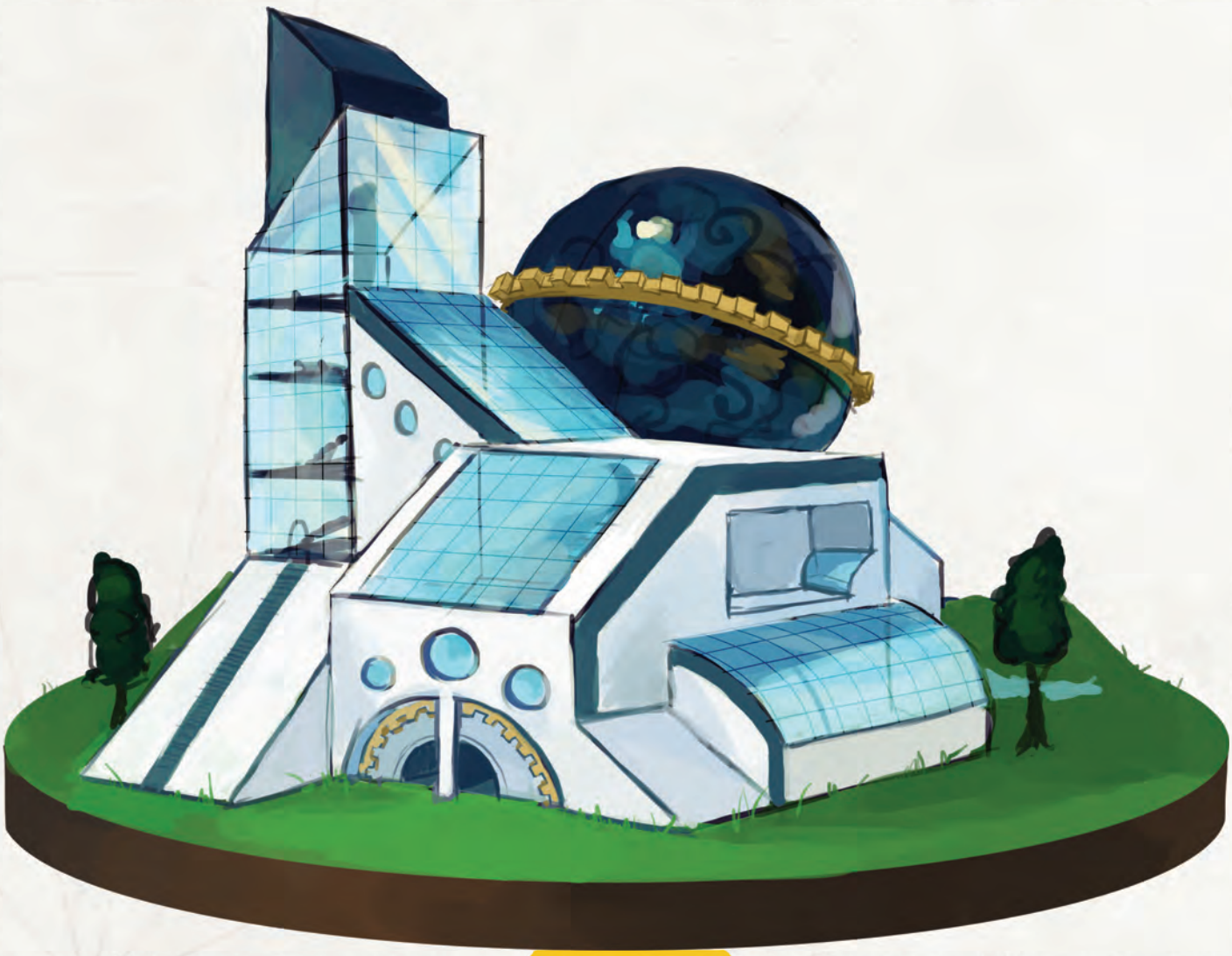
Secretly decide what force it was that split the Grand Cornerstone, be it the forces of the Aetherlings, the mistakes of society, a dissatisfied god, the spirits of Anima disagreeing, or some other being or reason of your choice. Drop subtle hints at the existence of this force, and perhaps even work them into your backstory.

Game Ideas

The players meet a sage who relates to them the story of the actual destruction event.

The players confront a monster or NPC who is hunting cornerstones down with an intent to actually destroy them. This character can become a recurring villain, or may even be part of a larger villain party.

The forces of Aether actually 'steal' an entire region of the world by trapping it within another cornerstone, and begin a plot to either ransom or destroy it.



Scenario: The Chosen Ones

The Eidolons have been told—either by a sage, a dream, a master, or some other form of revelation—that in order to achieve their destiny, they must travel to the far ends of the earth and consult the seven great Anima Spirits. Each will bless them with a powerful gift that they will need to overcome their final trials.

Building this Scenario

This scenario is straightforward, and provides a campaign with a very epic feel and deterministic direction to it. Often the players will need to fight the great spirits or their guardians in order to receive the promised blessing. In a more comical campaign, the spirits may not be aware of the prophecy, and treat the players as deluded lunatics whom they give gifts to in order to appease and get rid of. In either case, the ultimate conflict does come, and the players must be ready to fight a powerful and sinister foe, using the relics given to them by the spirits.

Game Ideas

The great foe at the campaign's end may be the spirit of Aether, or even a whole army of Aetherlings.

The relics given by the Great Anima Spirits need not be weapons or armor—they may be trinkets that can be used to solve puzzles, overcome dangerous social conflicts, or even unite the greater forces of the world into one larger army for the coming battle.

The Great Anima Spirits may have palaces full of traps and puzzles that the players need to complete in order to prove themselves 'worthy' of receiving an audience.

The Great Spirits may bind themselves to individual Eidolons, and be accessible as summons (see channeling rules on pg 85).

Give the Anima Spirits extreme or eccentric personalities and voices. They are the ultimate embodiments of a diverse set of extreme persona traits, after all.

Advanced Scenarios

These scenarios are more complex than those presented in the previous section, and require a skilled Scenario Owner to run them. They are presented here for players who want to take Mystic Empyrean in a completely different direction, or just incorporate Eidolons into a more traditional fantasy game.

Scenario: Tides of Time

The Eidolons possess an artifact or machine that allows them to travel between ages of the world they are creating. It moves them to specific eras between the destruction of Grand Cornerstone and some indeterminate point in the future—an undefined singularity.

Building this Scenario

In this unique scenario, the world is built in layers. There are several regions, and each has a slightly different manifestation in each era. The players must not only recreate the world (by rebuilding Grand Cornerstone in the distant past), they must also guide it to a point where it can stand against the coming singularity which threatens to destroy it again in the distant future.

World Conventions

Cornerstones are timeless—thus it does not matter in which era a piece of the world is restored—it is permanently restored in all eras.

The singularity may have agents of its own, working to ensure the downfall of the world throughout history. Though these antagonists are not able to move through time as the players can, they are present to thwart the players (or to be thwarted) at every age.

Sages and Anima spirits will remember the players and are immortal, so they will prove to be long-term allies.

The party may eventually come into possession of a time traveling fortress or ship of some kind that allows them to bring a city's worth of allies and amenities with them on their adventures. This can provide stability and social development in the midst of a constantly shifting campaign.

Scenario: Before the Fall

The world is united and strong, built upon the foundation of a united Grand Cornerstone. An age of peace, exploration, and prosperity is upon the world. However, dark creatures form a growing tide within the mists at the edge of the world, working their plots to unravel society and strike at the heart of Grand Cornerstone.

This scenario is appropriate for players who want to experience the full world of Empyrean, but do not want to deal with creating and managing the realms themselves. Instead, these details are delegated entirely to the scenario owner. This model provides a more traditional role-playing experience in the vein of traveling, seeking fortune, fighting monsters, and attempting to save the world from evil. Can you change history and save Empyrean from destruction?

Scenario: Astral Reflections

In a world much like our own, Eidolons are but a dream—inhabiting a realm that intersects with our own only in the slightest corners of the mind. A few humans, called Astrals, have uncovered the power to tap into this collective dream and summon forth Eidolons of their own reflection.

In this scenario, the players develop Eidolons, but are not Eidolons themselves—they summon their Eidolons from within their hearts by force of will when needed. The Eidolons appear as guardians under the control of their masters.

This scenario setting is best for games that want to use the mechanics and abilities of Eidolons presented in this book, but would like to do it in a more modern setting completely detached from the one presented here. Players in an **Astral Reflections** scenario can live in a modern world, a supernatural anachronism, a fantasy setting, or anything similar. In an Astral Reflections scenario game, all mechanics work exactly the same as those presented in this book, though any world-specific information can be safely ignored.

The existence of wonders in this campaign is at GM discretion. Commonly, wonders in an Astral Reflections game will be ordinary objects that are overlaid with a tinge of the supernatural, and only provide their mystical benefits when wielded by an Eidolon or Astral.



In another Variant of Astral Reflections, the Astrals actually become their Eidolons, rather than summoning them. The Eidolon is like a skin or suit that appears and is dismissed at will.

Setup Questions

- ✓ How are Astrals regarded in this world? Are they known, or secretive?
- ✓ Have the player characters been Astrals since birth? Have they recently discovered their abilities? Was there some breakthrough or catalyst that brought this on?
- ✓ What kind of technology level exists in this world? Are Astrals considered a scientific anomaly, or a norm? How do Astrals interact with magics or psionics (if those exist)?

Personal Stories

There are a number of common story elements that bind a scenario together. But what about the individual characters and their stories? Every person has their own story to tell, and their own conflicts to face. Personal stories are the goals and destinies of the player characters as individual—goals and destinies that may or may not be shared by their peers.

Personal Stories are an optional game system where each player in the party is responsible for running a miniature scenario that fleshes out and resolves the past of another player's Eidolon.

After the player characters have had a few adventures to establish themselves is a good time to introduce the concept of personal stories to your group. Each player is given the name of another player (make sure no one gets their own name!). Then, each player should consult with the player whose name he drew in order to get a feel for where that character is heading.

Even though you are telling a personal story, it's not your story—it's the story of the player whose character is experiencing it. Ideally, you and that player need to collaborate to find a story that you are comfortable with telling and that they are comfortable with playing out.

The best way to choose a story that fits the character is to take a look at that character's creed and motivations (if your characters have not created creeds yet, then this is a good time to do it). See what the character wants and if there are any inherent flaws or quirks in his moral system that can be exploited as story points. Once you know what he can be tempted with to get involved in a story, then you're ready to begin planning the plot.

If you pick the wrong story for a player, then they won't bite the hook, and all your plans will come to naught. Usually, it's a good idea to at least discuss the premise of the story with the relevant player before it happens in-game, so at least they know what to expect and you can get an idea of what choices they will make.

If at all possible, involve the other party members in the Personal Story you are crafting. Getting everyone involved with a Personal Story also gets them involved in the development of the character the story revolves around, allowing for different relationships to develop and different traits to shine.

All personal story owners should begin to consult with the Scenario Owner (or owners) as their personal stories begin to draw to a close. Personal stories should somehow integrate into the scenario, in order to lend weight to the development of the characters, and make this development relevant to the final narrative. By out-of-game discussion, you can create a tightly coupled story where the characters and their Becoming are integral to the success of their ultimate quest as a group.

The personal stories presented in this section are possibilities that can be easily tapped to create a number of interesting stories that speak directly to a player's motives and past. Personal Story owners should feel free to create their own personal story types if so inspired.

Personal Story: Torn by Regret

The Eidolon did something foolish in his past—something he regrets horribly. The regretted action may even occur during a game session. The nagging, gnawing despair in his heart manifests as the trait 'Torn Apart' at a superficial level. This trait does not count towards a players maximum trait ranks when conferred by this personal story.

Until the player can find solace for his sins, the regret for his misdeed continues to tear at him. At the end of every game session, he gains 1 point of emergence in the Regret trait. Once his regret progresses beyond all consuming, he will be destroyed by it, and so must come to terms with his grief and atone for his sins before the weight of regret becomes too much for him.

Personal Story: Power at a Cost

A patron approaches the player, offering him power to aid on his quest at seemingly no cost. However, as the Eidolon comes to rely on the power of his patron more and more, it becomes apparent that the cost is greater than he thought. Perhaps the patron is an Anima Spirit that is slowly turning the Eidolon into a spirit like himself. Perhaps it is an Aetherling that is subtly corrupting all the realms the Eidolon creates through their shared bond. Perhaps the patron is corrupting the morality of the Eidolon, turning him into a being of similar values and desires, or making him a thrall dependent on power. Ultimately, the Eidolon will need to break free of the hold his patron has on him, or find a balance between power and cost.

Personal Story: Dependent

Over the course of the story, the Eidolon comes into contact with an NPC whom he has vested interest in protecting. Be it a lover, a child, a close friend, or some other related role, the NPC needs protection, and is a common target of the Eidolon's enemies. The Eidolon will be torn between protecting this person and performing their duties, and must eventually make a choice between doing what is best for this individual or doing what is best for the greater good and his own dreams.

Personal Story: Vision Quest

Possessed of a dream or vision of a greater destiny, the Eidolon has a definite task to complete that only he knows about. He may undergo an allegoric journey, where the end treasure is not some magic sword or great power, but is Becoming the person he needs to be in order to achieve his destiny. Of course, real magic swords and relics of power are an option as well.

Personal Story: Shattered Faith

The Eidolon has put his will and heart into the cause of an organization, only to learn that his trust was misplaced. Perhaps the organization itself is not evil, but somewhere within its ranks, the ultimate cause that was supposedly just has been perverted and corrupted by a human element. The Eidolon may decide to purify the organization, or try to separate from it with those still faithful to the cause. However, he is prevented from simply leaving outright and abandoning the cause.

Personal Story: Becoming Oneself

The Eidolon desires some persona trait and the power it brings. He can force himself to become a certain way, thus gaining the trait, but things begin to go awry—the persona trait works against him, or begins to consume him, fighting against his goals and perhaps even corrupting his personality to a point where he is no longer able to work together with his former allies. In the end, the Eidolon must come to terms with the disparity between who he is and who he wishes to be, and overcome the persona trait that has consumed him.

Personal Story: Becoming the Mask

The Eidolon acquires a mask or other powerful relic through some chain of events. The power of the artifact is great, but it begins to corrupt him, and slowly alters his personality into that of the previous owner. It becomes apparent that it was not the previous owner, but the artifact itself which is evil. Thus, it falls to his allies to defeat the spirit of the relic and rescue their friend, before he is consumed by this dark power. May also culminate in a spiritual confrontation between the owner of the artifact and the evil spirit trapped within it.

Personal Story: Rival

The Eidolon has a personal rival who dogs his every step—either from a sense of personal vendetta or out of conflicting ideals. Perhaps the player character is wrong, or deserves this unwanted attention. In either case, he must ultimately defeat this rival on his own—with or without using the help or resources of his allies, depending on wether your story is about the value of teamwork or personal valor. Ultimately, the defeat of the rival should show what separates him from the player Eidolon.

Personal Story: Clouded Past

The Eidolon's past is shrouded in mystery, and he is on a personal quest to discover his own place in the world. He will have opportunities to search out this information in ancient libraries and by seeking out sages. He may even come into contact with NPCs that love him, hate him, or recognize him due to events in the past that he has forgotten. Or perhaps he will recognize someone, with no idea why, and be compelled to chase down this person for whatever information they have.

Personal Story: Old Debts

The Eidolon owes allegiance to an individual or organization whose goals conflict with those he now follows. He is bound to complete some quest or boon for this group, and perhaps even several, before he can be free of their influence. If he tries to dodge or defer this duty, it comes back to haunt him—either in the form of assassination attempts, some magical geas, or by manifesting as the trait 'Bound' in a greater and greater emergence.

Guiding Character Development

Making sure that your Eidolon develops the powers and persona traits that you want him too is an exercise in both roleplaying and ingenuity. Below are a few tips that can help you bring out the life in your character, and help both you and your friends get a deeper sense of immersion into the world of Empyrean and its characters.

Embellishment

Ensuring that your allies get the right impression of your character is the best way to make sure that your Eidolon develops the traits and powers that you want. There is a little skill to this, and a little exercise in roleplaying as well. The more skilled a role-player you become, the more quickly your characters will develop the traits you want, and the more fun you will have with Mystic Empyrean.

Roleplaying is all about bringing out your traits in every possible instance. Consider a combat scenario. Your character has a gun, and the monster is charging towards you. The unskilled roleplayer says:

"I fire the gun and then roll out of the way."

The skilled roleplayer says:

"I brace myself, waiting until the thing is only feet away. As it charges in, I step forward, with a laugh 'hahaha' and unload the gun into its skull, vaulting up and over its back as it charges through."

A few more turns pass in the same style, and eventually the encounter ends. The skilled roleplayer will receive emergence in Cartwheel (Reckless) from almost every member at his table. The unskilled roleplayer will leave the others at his table scratching their heads as to what trait he deserves. He may even end up acquiring drawbacks, such as Grey (Apathy) for being uninteresting or Spiral (Unstable) for being wishy-washy.

When making an action, consider which trait you are trying to gain emergence in and bolster, and try to incorporate that trait (not the linked power, but the personality) in your attempts. This takes a little practice and ingenuity, and not every trait can be integrated into every action, but with practice, you'll become a better roleplayer and a more powerful Eidolon.

Reversing Drawbacks

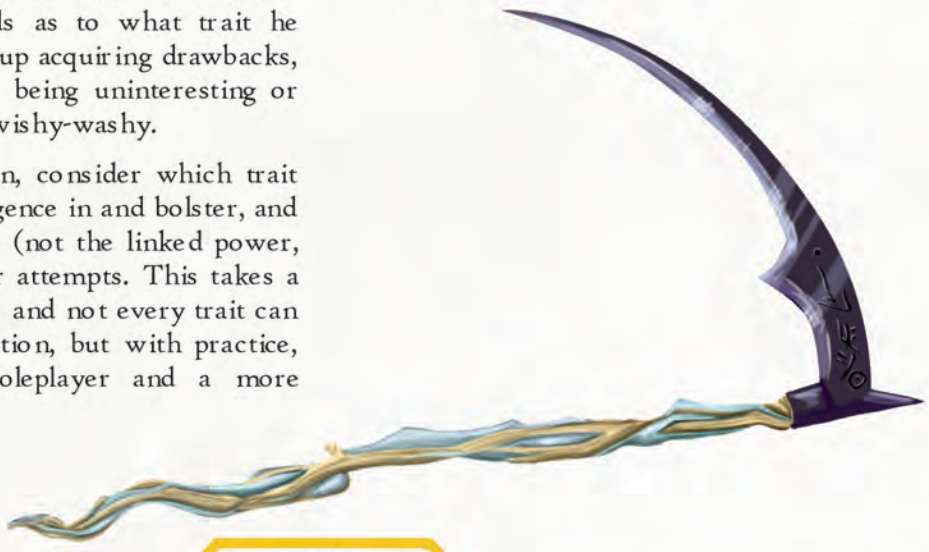
Drawbacks are tied to traits that make for uninteresting roleplaying. If a character is apathetic (never part of the action), collusive (he gives in to enemy demands without a fight), unstable (he can never decide what he really wants to accomplish), or the like, he will develop these negative persona traits which hold him back.

Drawbacks should not be considered as a punishment, but they are a signal as to areas where one's roleplaying might be improved. If a player improves his roleplaying and consciously works against a drawback, he can reverse that trait and turn it into a positive trait.

Reversing a drawback usually happens in conjunction with a major plot point. If a Cowardly Eidolon stands his ground against old fears, or a Collusive Eidolon shows backbone when his beliefs or loved ones are threatened, or when a Grey Eidolon discovers some cause about which she can truly become passionate, a reversal may occur. These situations are usually built up to, and do not happen all at once.

The owner of a player's personal story should be responsible for what developments can trigger this change. When a player subverts or reverses his drawback, it vanishes. At the start of the next game, (or immediately if the situation in his personal story calls for it), he gains a different persona trait of the same element, usually one that is strongly opposed to the linked personality of the drawback.

Experienced roleplayers can also use drawbacks to add depth to their character and take them on as a roleplaying challenge. At the highest levels of emergence, these traits actually offer powerful boons and can be quite interesting to play out for a skilled player.



Difficult Traits

There are some persona traits that are difficult to acquire. How exactly do you roleplay a character with a sense of entitlement, or with a lucid mind, or whose manners are odious? Below are a few techniques that you can use to guide the emergence of your character towards the traits that you want to develop.



Pre-fill Your Character Sheet

If there are unused slots in your character sheet, use free time to put a single point of emergence into traits that you want to develop. These developing traits will serve as hints to other players as to the aspects of your character that you are trying to build upon.

Talk "Over the Top"

In roleplaying games, you can say whatever you like in-character, as pretentious or extreme as you wish. Try to minimize out-of-character speech, so that everyone knows you're speaking for your character when you talk. If you make memorable, strongly characterizing quotes like many of those found in the sidebars and the persona traits list, then it will be easy for the other players in your group to characterize your Eidolon with the traits you want. In order to assist in characterization, you may want to acquire a printed picture of your character, and hold it up when you are speaking in character. This lets the other players associate your character with the words being spoken, and makes characterizing easier.

Create Opportunities for Characterization

When GM'ing, try to give the players as much opportunity as possible to do what they wish. In cities, it can be useful to include in-game free time. The benefits of this are multiple—players can characterize, you have a few moments to plan what comes next, and the players' actions may provide a hook or lead in for the next encounter, as well as giving you the opportunity to embellish some of the culture of the region you are in.

Special Encounters

For important plot points in the story, the Scenario Owner may wish to use special encounters that fall outside the norm that the party is used to. In these kinds of encounters, the rules and conventions of the game may change drastically. It is up to the Scenario Owner to make sure that the contexts and rules of these encounters are explained clearly to all the players, and to moderate the rules if any disputes or disagreements come up.

Special Political Encounters

Here are some examples of special political encounters.

Temporary Powers

Influential friends of the party may have their own errands, quests, or concerns to attend to. In these cases, they often leave their responsibilities to the party by proxy. As proxy guild leaders, store owners, or even rulers, the players must make all the decisions and face all the problems that come with the position they have been placed in.

Favors

Rewards need not always be material. Favors received are common rewards for succeeding in political episodes, and should be recorded just like items.

Favors can be called to gain extra assistance in other encounters. In important encounters, like dungeoneering, large scale battles, or making a political power play, favors can be of pivotal importance.

Minor Factions

Factions are groups larger than individuals or cities—they are organizations that reach as far as across the world, and wield great power over large groups of people.

Being a friend of an organization means neutrality on their part, along with some favors and perhaps hospitality. Being an active member of one confers additional favors, but at the cost of responsibility as well. Leading one is a lofty position that gives an individual extensive power to shape the world's ideologies and society. On the flipside, however, becoming an enemy of one faction (which is usually as easy as aiding or joining another), can subject an Eidolon to baseless scorn, maltreatment, and even persecution, depending on the locales he visits.

If you are building a game that leans heavily on the political aspect of managing a world, then you will almost certainly need a collection of smaller factions to put your party in the midst of.

The core of a faction is its ideology, stated as a Creed, just like an individual Eidolon's Creed. Sometimes the tenants of the creed are very basic, such as "Lord Gharl should be king." Sometimes they are more complex, like "people deserve equal rights and privileges of the law." When stated, they're often combined, such as "Lord Gharl should be king, because he believes in giving all people equal treatment under the law." Different people within the organization may believe in one half of the creed more than the other, but for the most part, those who subscribe to a faction will believe in the whole thing.

The important question is what order the tenants fall in. Is the throne more important, or is the faction willing to sacrifice it for the sake of the equality they believe in? Under pressure, the real goals of the organization rise to the surface, and its leaders can be seen for what they truly are.

Power Play

A political episode where one party is attempting to gain significant leverage or power by using all of their weight and resources is called a 'Power Play'. If the play succeeds, then the one who initiated it stands to gain unstoppable influence, perhaps coupled with access to important secrets or technology. It is the political equivalent of putting all the eggs in one basket and going for broke.

Power Plays can be considered the political equivalent of a final battle—if the villain's power play succeeds, he can become king (or president, prime minister, pope, or whatever else), and have his enemies exiled or executed as it suits him.

Players need to circumvent a power play, often through calling favors, negative propaganda, thwarting the villain's own intrigues, and revealing his true motives to the masses. Unlike a climactic battle where the players face the villain head on, they may instead spend several smaller encounters collecting evidence and making allies, then use all of these against their opponent in a direct verbal confrontation, often in a courtroom, parliament, or public debate.

Special Puzzle Encounters

Here are some examples of special puzzle encounters, or conventions you can introduce to make puzzles more compelling.

Indestructible Objects

High technology has created an indestructible substance made of pure Anima called *Permate*. Permate cannot be destroyed or separated from other pieces of Permate with any amount of force. It can be moved, however, given enough force.

Untouchable Objects

Pandoran Technology has harnessed Aether in order to create *Aetherium*. Aethereal objects are toxic to the touch of an Eidolon, and burn away his flesh when contact is made. They also project a weak aura for several inches that repels the use of Persona Traits. Trapping an Eidolon in a box lined with Aetherium prevents him from leaving the box, and also from using his traits to destroy the Aetherium.

Espionage

Players will often need to move without detection. Darkness is the governing element for stealth, Electricity for distraction, and Light for finding hidden things.

For each kind of preparation the party makes to sneak into an area, add one Darkness Anima to the world balance. If they are sneaking at night, remove one light and add an additional Darkness. In areas that aren't governed by day and night (such as subterranean areas), this bonus is applied during the non-active portion of the day, when people sleep or when business is not being conducted. It can be reversed during periods of high alert, such as in times of statewide emergency or when the security of an area is expected or forewarned of infiltration.

Fighting a War

Planning and executing a battle strategy is one of the most interesting kinds of puzzle. The players may choose to make a limited number of preparations. Equipment strength and warrior skill are determined by Fire. Morale and team capability are determined by Air. Ability to hold a position against attack is governed by Stone.

For each preparation the players make (such as developing a superior weapon, hiring a legendary warrior, or providing additional troop training), set aside an Anima of the relevant type in a 'war council' balance.

When the battle is taking place, players may spend Anima from the War Council Balance just as though it were in their personal balances.

Tool Based Puzzles

Some of the most interesting puzzle opportunities arise from the use of relics with very specific functions. In a typical puzzle of this type, the Eidolons find themselves in a room with some obstacle that their traits cannot be used to solve. In the room are a number of tools, or perhaps one specific tool. The Eidolons must then use this tool in conjunction with their own powers in order to overcome the obstacle and move on with their adventures.

Aether Saturation

Some areas are permeated with Aether in its natural, mistlike form. While shrouded in the mist of Aether, Eidolons are unable to use their traits without spending Anima.

Especially thick Aether is toxic to Eidolons. Not only can they not use their traits at all in this mist, but they will wither die if exposed to it for more than a few hours.



Special Combat Encounters

Here are some examples of special combat encounters, or elements that can be incorporated into combat to create more exciting or tense scenarios.

Using Pets and Minions

During combat, pets and minions may try to assist. It is best to think of these characters as movie extras. The minions or pet will act ineffectually against enemies, firing weapons enough to hold ground, or looking for an opening to attack, or the like. The minions will never actually affect combat or cause damage on their own. Instead, a player uses his action to direct them or assist them, using these NPCs much like he might involve the environment or a weapon. The elemental alignment of directing minions or coordinating a group is Air. With the direction of a player, minions are capable of pushing back foes and doing real damage.

Involving NPCs in Combat

If NPCs are aiding or working against the party, then these can be involved in combat indirectly. Rather than receiving turns like players do, the NPC receives a special token or card with his name on it, and is placed into the world balance. If the NPC is drawn and is working with the party, then his token is considered a success (or pure Anima) when drawn. If the NPC is a villain working against the party, then his token is considered a failure (or Aether) when drawn. If multiple NPCs are aiding or interfering with the party, multiple tokens or cards may be placed into the world balance to reflect this.

The Balance of Power

When villains or monsters gain advantage over the players in combat, this can be represented by placing Aether cards into the World Balance. Advantages gained by the players over their enemies can be acknowledged by placing a Pure Anima into the World Balance.

Situational events that are neither beneficial nor deadly, but can have an influence of the World Balance can be represented by placing one, two, or three elements of that type into the Balance. For example, another battle occurring on the battlefield around you makes it much more likely for someone to get hurt or for something to be destroyed. In this case, it would be prudent to add two or three fire elements into the World Balance.

Eidolon Battles

The players may do battle with NPC Eidolons. Like the players, these characters possess a pool of Anima that they can draw from to fuel their abilities. Each NPC should have a collection of Anima that represents their Individual Balance. Before the fight begins, place these elements in the center of the table. The player who is GM'ing can spend these elements instead of making a World Draw, to represent the influence and interference of the villain. After being used in this way, these elements are placed into the World Balance.

Colossi Battles

Cornerstones lost in the mists of Aether sometimes become Colossi. Colossi are legendary beasts that inhabit the Realms. Usually dormant, they can awaken and wreak terrible havoc. Their size ranges from that of a small village to that of an entire mountain.

Nearly indestructible, Colossi can devour the earth to restore their damaged flesh. Many possess living creatures that serve and protect them via subconscious instinct or conscious worship. The only way to kill one is to remove the cornerstone that forms its heart. Without this central part, the creature will collapse once more into dormant earth.

Fighting Colossi is never easy, and such a battle is always rife with casualties and wounds. However, tangling with these creatures is the surest way to acquire new cornerstones.

Aetherling Battles

Battling with the forces of Aether is a difficult proposition for Eidolons, as any substance or power forged of Anima cannot harm them, and is consumed upon contact with their bodies. No weapon, physical substance, or energy can harm or even affect them.

Instead, battles with Aetherlings take on a slightly different style, as Eidolons must come up with ways to trick the Aetherlings, use their own weapons against them indirectly, or somehow trap them or bury them.

Aetherlings can have any of the traits of ordinary monsters. Some fly, some have intelligence and tools, some are amorphous, and others are as tall as mountains (though these are especially rare).

Dueling

Duels may be declared between two Eidolons with a personal vendetta. The duel is a sacred rite among Eidolons, and is not to be taken lightly. A duel must be justified in that it settles some slight or wrongdoing—a duel cannot be declared simply for its own sake.

Fleeing from a duel or backing down immediately confers the persona trait Shatters Like Glass (Cowardice) at a Deep level, possibly eliminating some of the Eidolon's other traits. Cheating during a declared duel confers the persona trait Featherweight (Dishonorable) at Deep level.

The duel continues until one party admits defeat, or is battered into submission.

When GM'ing a duel, every round of the duel will result in a wound to either one party or the other. If the player fails to succeed in an attack or action, then he is considered to have been hit by his opponent, and wounded accordingly.

The loser of the duel suffers a Heart Wound inflicted by the mystical bond of the duel itself (See wounds on pg 49), and must concede whatever favor or vendetta was originally contested by the duel. Against some crueler Eidolons, this concession may mean the life of the loser.

Endgame

Mystic Empyrean campaigns are open ended. There is not always a need for the end of a scenario or main plot arc to signal the end of the game. The world can be built as large as your imagination, and there is always more adventure to be had. If you are trying to find a good way to close a game of Mystic Empyrean, this section will give you some tips as to how the game might end, and how to bring a dramatic close to the building of the world.

The exploration and building of the world does not necessarily end with a final battle, of course. If the players wish, they may continue to explore and build, or even let a new group of Eidolons inherit their world and begin a brand new quest, using one of the alternate advanced scenario options.

Loose Ends

The important function of the Endgame scenario is to tie up all of the loose ends. What is the relationship between Anima and Aether? Why was Grand Cornerstone destroyed in the first place? What role do the factions play in all this? How about the Great Spirits? Where do Eidolons and Nascent come from? All these questions that were asked early on in the campaign should be answered before the final conflict begins, or as a reward for succeeding in the final conflict.

Concluding Questions

Much like establishing questions, concluding questions can be used to determine what happens after the end of resolution and even how loose ends tie up at the end of a scenario. Players ask questions to one another in exactly the same manner as they would ask establishing questions, except that the restrictions on what kinds of questions can be asked are removed, and the questions should pertain to what happens in the aftermath of the situation, and not to its set-up.

The World Recast

When the players finish building the world, it's a good signal that the endgame is beginning. When exploring a new realm, if the party encounters not mist at its edge, but one of their own realms, known to exist far across the world, then they have discovered that the world is round, and that only a few pockets of mist must remain to be sealed away. There is still plenty to explore in the world the players have built, but things are starting to come to a close, and it may be time to rally allies, gather weapons, and make a final assault on the strongholds of the Aetherlings (or whatever other villains inhabit the mist or the world).

The Final Battle

When the final battle begins, some kind of ultimate, climactic conflict is usually necessary. This conflict doesn't necessarily need to be a combat encounter. More commonly, it is a succession of various kinds of encounters. A social one to gather your resources, allies, and weapons, followed by a puzzle or military conflict as the players assault the enemy's base and thwart his minions or powers, and a combat encounter where the final enemy or monster is challenged in a head-to-head duel. This is just one possibility for what a final game might take shape as. There are as many possibilities for the end of Empyrean as there are for its creation.


NITAR
THE CITY OF STEAM

The sun rises high over a towering monolith of steel and stone, cutting through the smoke that billows from the chimneys and finally capping the tip of the great city in a blaze of light that makes it seem as if a fire has kindled upon the roof of the place.

However, the fire is much deeper. Within the heart of the city, a massive boiler devours coal and refuse, creating the blistering smog that keeps the wheels of the great city turning. The trains run, the elevators lift, and the gates open to the world, as Nitar, a city built in the fashion of one gargantuan machine, grinds to life and begins to operate for another day.

The stratified city operates in many layers, from the ruling and regulatory bodies above to the miners working deep below. Each individual does his part to keep the thriving city alive, each for his own benefit and for the collective whole. It is a city of unity and solidarity, but also one of great distance and division, for the lower tiers must support the higher, and what will the higher give back to them for this service?

As the sun rises, the city thinks of its people and their purpose, and what their destiny must be—to toil forever as gears in the belly of a great machine.

Nitar is a small realm that is comprised almost entirely of one massive city that towers upwards above the surrounding lands. It is a place filled with technology and convenience, but stagnated in an unhealthy and unsustainable industrial revolution.

The majority of the citizens of the city, the Nitari, live in the lower tiers of the city, working the mines and factories for meager wages, while the aristocrats, the rich, and the privileged live in the upper tiers, ruling and regulating the operation of the city.

Below even the mines are the ruins of a more ancient Nitar, upon which the present city was built, destroyed by a little known calamity many centuries ago.

Nitar is a fortified city, nearly unassailable, built as a haven to protect its citizens from the colossi that roam the world. Less deadly creatures prowl the underground caverns that are hidden beneath the city, and these catacombs still hold many secrets waiting to be discovered by adventurous Eidolons.

Nitar is an excellent realm for social games, as there are many conflicting factions that can be explored and interacted with, as well as a volatile political climate.

Realm Balance

Fire	****
Light	**
Electricity	****
Water	**
Stone	**
Darkness	**
Air	*****

Terrain: **Caverns.** Most of the realm that is not taken up by the city is encompassed by the network of caverns that run beneath it.

Technology: **Steam.** Conveniences in Nitar are powered by large boilers situated beneath each district. Cars fill the upper city streets, and tramways link the various parts of the city. Elevators can provide easy access between the various levels of the city, which are otherwise separate from one another.

Government: **Plutocracy.** Recognized guilds have seats on the senior council of the Guild of Law, with more successful guilds being awarded more votes. The guild of law publishes laws that help enforce public safety and keep citizens out of the more dangerous and lawless portions of the city.

Wildlife: **Aberrant.** Terrifying creatures formed from pollution and death live in the caverns beneath the city.

Culture: **Industrious.** The Nitari make machines, factories, and a wide assortment of manufactured goods. They value exquisite craftsmanship and elegant design.

Society: **Great City.** The population of the realm lives almost entirely within the walls of the single Great City.

Creed: **Ritualistic.** The Nitari must be laid to rest within the heart of their great boilers, or their spirits rise again in torment. As long as the city functions, it maintains balance with the world, but interfering with its operation may have dire—perhaps even mystical—consequences.



Nitari

The average citizens of the city are a tribe of Nascent called the Nitari. While Eidolons are very common in the city, the Nitari are by far the dominant populace. These beings appear as petite, rotund humans with tanned skin and milky white eyes. They generally have dark hair, and wear clothing adorned with all manner of jewelry and anything else that will shine.

The Nitari have a magpie-like love of jewels and gold, and adorn their structures with grand statues, gold leaf overlays, and beautiful ornaments. Though few of their goods, clothing, and tools have real value or practical use, all products developed within the city have an exquisite and expensive look.

The Nitari have sharp ears and eyes for detail, though they cannot see well at long distances, and many use glasses, binoculars, or spyglasses in daily life. They are an industrious lot, and value individual initiative and creativity. Most of the jewelry and clothing in Nitar is created by the Nitari themselves, working out of their homes and trading with their neighbors. Because of this, each district of the city has its own fashions and styles.

The Nitari have strict rituals for marriage, birth, and burial, all revolving around their massive city. It is said that Nitari whose bodies are not fed to the great boiler beneath the city will rise again, discontent not to do their final service to their homeland.

Downcaste

Unknown to even the Nitari, they share the deepest depths of their city with the Downcaste, a race of cavern dwelling Nascent who are perhaps descendants of the original citizens of old Nitar. The Downcaste have a decent grasp of thuamic technology, and inhabit the sewers beneath the undercity—the deepest reaches of Nitar.

The Downcaste are blind, and light burns at their skin. They subsist primarily on cultured mushrooms and on the Prakk, which they also farm. Despite the best efforts of their leaders, the Downcaste society is dying out, and there are perhaps a hundred or so of these left, living in small villages of twenty or thirty together.

Librarium Omnibus

The Librarium Omnibus shares an outpost within Nitar with Brilliant Dawn, as both parties have an intense, shared interest in the catacombs beneath Nitar. The Librarium's primary interest is in discovering what calamity befell Old Nitar, and making certain that it does not recur again in the future.

The Librarium also has strong ties to the Burning Tower University, whom they support with equipment, materials, and lecturers.

Order of the Seven Heroes

The Order of the Seven Heroes sees Nitar as an important stronghold that can use its walls and cannons to protect the citizens of surrounding realms from danger and to manufacture the equipment needed to support an army that can keep peace and maintain order. They often have a hard time convincing the rulers of Nitar that the causes of the outside world are more important than their own pursuits, however.

Utopian Society

The Utopian Society runs clinics and welfare programs in the lower areas of the city, and hosts grand charity events in the upper tiers. Many believe that it is the hard work of the society that keeps revolution from sweeping over the city. While the society strives for a better lifestyle for the majority of citizens, they do not support the use of violence or coercion to achieve these goals.

Servants of Balance

The Servants of Balance are interested in the mining and operations of Nitar, and in the city's trade with surrounding realms. They work to regulate mining operations and introduce alternative power sources into the city, lest the mines eventually run dry and leave the city an empty shell.

Brilliant Dawn League

The Brilliant Dawn League works with the Librarium Omnibus to search the vast network of caverns below the city and to discover the secrets of Nitar's past. While the Librarium is more interested in the actual history of the place, the Brilliant Dawn is more concerned with recovering treasures and relics from the vaults of the ancient city, which was renowned for its thaumic technology.

Coalition of Guilds

The major guilds of Nitar form a coalition that rules over the city affairs. Chairman Gharl of the Guild of Law presides over this coalition, which makes policies that determine how the city will be run. The guilds subsidize food and water, pay for public housing, and even support entertainment for the citizens of the first tier, while the upper tiers live primarily by their own vast wealth.

Black Guild Counsel

There are many guilds within Nitar that are not invited to join the ruling coalition. Guilds such as Information Control, Thieves, and Assassins keep the city running and carry out the duties too dirty for the official guilds to handle. While these groups are not a part of the coalition, they collectively gather in secret to influence the decisions and direction of the city.

The Nitari Mint

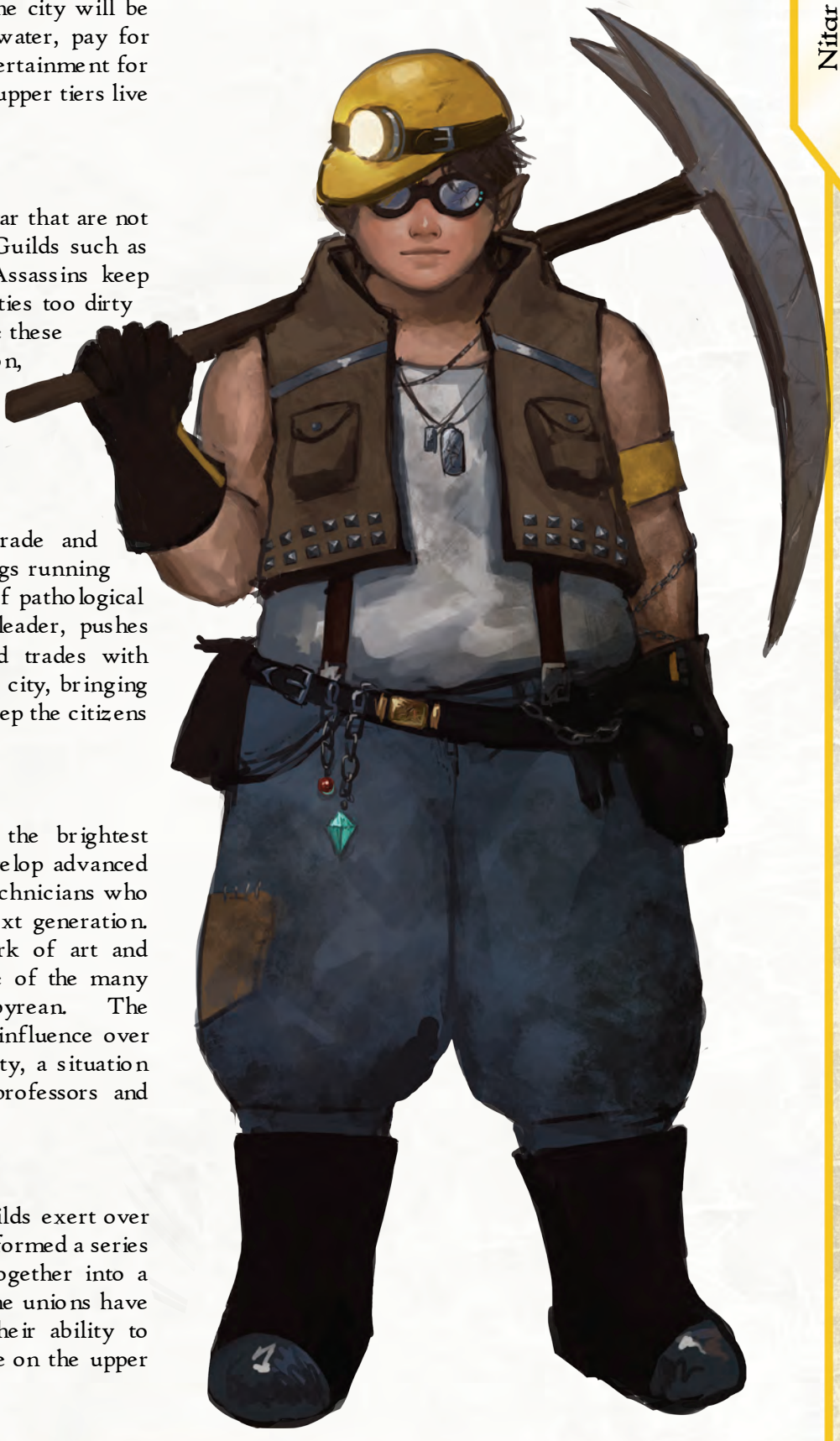
The Nitari Mint controls all trade and production in the city, and keeps things running smoothly according to a philosophy of pathological self-interest. Arc Salle, the Mint's leader, pushes production at a breakneck pace and trades with outside realms at a great profit to the city, bringing in and producing enough wealth to keep the citizens fed and protected.

Burning Tower University

The Burning Tower is where the brightest minds in Nitar work tirelessly to develop advanced steam technology and to train new technicians who will maintain the city during the next generation. The tower itself is a beautiful work of art and craftsmanship that is considered one of the many architectural wonders of Empyrean. The government of the city exerts great influence over the operations and research of the city, a situation which causes great stress for the professors and researchers there.

Coalition of Unions

In response to the control the guilds exert over the city's daily life, the workers have formed a series of unions, and these have formed together into a loose coalition of their own. While the unions have much less power than the guilds, their ability to rally the people and to exert pressure on the upper tiers of the city is undeniable.



The Strata

First Tier

The first tier of Nitar is composed primarily of slums and housing projects for the working classes and the poor. Those who work in the city mines and in industry are guaranteed housing in the city's vast public housing system, called the Hives. For others, private homes, or the solace of the Warm District, a heavily populated slum which sits above the city's main boiler, are all they can return to at the day's end.

The Hive

This massive social housing project is so named because of the resemblance of its hexagonal windows to a beehive. Inside the Hive are amenities such as public baths, schools, and produce markets, though these facilities receive little funding and are sometimes ill-maintained. The Hive ranges between ten and twelve stories all throughout, and its twisting staircases and irregular, curving halls make it easy to become lost within for those unfamiliar with its interior.

Black Guild Assembly

An organization rather than a place, the Black Guild Assembly meets every few nights in a different location. This assembly is made up of the guild masters of guilds that are not recognized by the city's administration guilds that the city's administration requires but would not dare to acknowledge. Representatives from the higher guilds that require the assistance of the so called 'Black Guilds' attend these meetings as well.

Second Tier

The second tier houses professional soldiers and workers that keep the city operating. The largest structure in this layer is a Military Citadel which trains recruits. Along the walls are various Barracks that operate the city's defenses, as well as the operation hub for the Strata Elevator, the most reliable means of transportation between the tiers.

Strata Elevator Hub

Documents granting passage or detailing executive orders are required for visitors wishing to advance beyond the second tier. Though checkpoints are present at every landing for the elevator, the hub is the most stringent of these.

Nigelline Citadel

The military stronghold of Nitar and training ground for its soldiers, Nigelline is built directly into the city's central support structure, and thus is the safest building for residents to flee to if the city's higher levels begin to buckle.

Nitari soldiers are constantly trained here, and experiments in military technology are also carried out. The Nitari military is famous for steam powered heavy armored units, which are very similar to the mining robots used beneath the city, but militarized and with weapons to match their carrying capacity. These and other mechanized vehicles are stored in the citadel.

The Citadel also has direct access to any tier of the city, utilizing its own private elevator system.

Third Tier

The third tier is primarily devoted to commerce and regulation. Those who live in this layer are affluent, but much less so than those who occupy the fourth tier of the city. A mint in this tier is responsible for regulating currency in Nitar and the surrounding realms, and the Nitari stock exchange coordinates the influx of resources needed to keep the city powered and fed.

Stock Exchange

The stock exchange is the bureaucratic center of Nitar. It serves primarily as the headquarters of the guild of City Affairs, which is in charge of managing supply and demand within Nitar. While the Merchant's Guild deals with distributing conveniences and commodities to the city's individual citizens, the guild of City Affairs is responsible for importing and managing the massive amounts of food, fuel, and currency that are necessary to keep the city running like a well-oiled machine.

The stock exchange sets prices and tariff rates for metals, luxury goods, and produce that are imported in quantity from the outside. The cost of individual items within the city can change at a daily flux based on the carefully managed rates set in this building. For this reason, merchants and enterprising Nitari watch the building's announcement board closely for price changes that can make or lose fortunes in a moment.



Treasury and Mint

The Treasury of Nitar is a nondescript building that resembles a dome and rests on the north side of the city's third tier. Nitari currency is minted here, and citizens can exchange gold, silver, and gems directly for currency. The building is designed with state of the art mechanical traps, which make venturing into its depths a deadly proposition for any who do not carry the keys which disable these traps.

Citizens may store their personal wealth in private vaults within the treasury, which are rented at a high price from the city. Officially recognized guilds within the city are each granted their own guild vault.

Fourth Tier

The Fourth Tier of Nitar is primarily the estates of the wealthy and influential class. Those who live here enjoy amenities such as theaters, public baths, museums, and schools.

Steam Gardens

The Steam Gardens are an artificial wonder of steam technology and botany. This corner of the fourth tier of Nitar is a natural zone that is heavily watered by hot steam that disperses from vents below. This constant supply of hot steam allows plants to grow here which are commonly only found in Rain Forests.

Byproducts from coal and industrial waste float up from below in small quantities on the steam updrafts, and these foreign substances have caused many of the natural plants in this area to take unnatural turns in their development. Botanists from the University above use this area to study the effects of these substances on natural life, and herbalists often enter this district of the city in order to collect herbs which cannot be found anywhere else in the world.

Opera House

The Opera House is an architectural wonder that hosts dramatic performances for the upper-class citizens of Nitar. The Opera House serves as a headquarters for the guild of Arts and Culture, since Nitar's culture revolves primarily around dramatic performance, particularly the areas of set and costume design.

Nitari performances are known for their use of chemical and mechanical special effects. Transforming stages, volcanic bursts of flame, and controlled electric discharges are common sights of the theatre. Costume designs are generally gaudy and heavy-laden with jewels and gold, while the foci of the most popular narratives is romance between citizens of different tiers in the city.

Fifth Tier

The administrative bodies of Nitar occupy the lofty fifth tier of the city, where they govern the lives of the citizens below. On this tier can be found legal institutions, a university, and the great guild assembly hall.

Guild Assembly Hall

This massive monument of architecture and design stands proudly in the center of Nitar's highest strata. Guilds officially recognized by the city meet here in order to manage their affairs and discuss new regulations.

A short list of the most important guilds in the city is as follows: Law, Mercantile, Scientific Development, Defense, External Affairs, Health and Welfare, Industry, Arts and Culture, City Affairs

The Burning Tower

The Burning Tower, Nitar's University, is the scientific and educational center of the city. It is called the 'Burning Tower' because the dark metal that forms the central clock tower's body reflects the sunset over the city and appears as though it has caught fire from the lower tiers.

Nitar's sciences focus on metallurgy and mechanics, with a smaller focus on agriculture. The Burning Tower is primarily a research institution, with no formal classes. Nitari who wish to receive higher education must do so by working at minimal wages as gophers and assistants to the Tower's senior staff, slowly working their way upwards through the ranks. For many, entering the Tower at a young age is the most promising way to climb out of the slums and establish oneself in the higher strata.

Undercity

The Undercity beneath Nitar is a vast network of caverns that connect the upper layer to Old Nitar and the city's coal mines.

This Undercity is filled with boiler lines, sewers, and municipal maintenance tunnels that make it a truly boggling labyrinth.

Ordinary citizens are barred from entering the Undercity because of three primary dangers:

- ✓ The possibility of becoming lost within the caverns.
- ✓ The monsters which proliferate in the old city and sometimes climb to the higher layers of the undercity.
- ✓ Sensitive machinery, such as the great boiler, which could be sabotaged by intruders.

Main Boiler

Nitar's main boiler, T-12, is a monolithic chamber about the size of an underground reservoir. Water in this boiler is kept at a steady temperature, and is piped as needed to various smaller boilers. The smaller satellite boilers each serve a different strata of the city, and pump steam up through massive vents that are integrated into the city's construction.

Old Nitar

The sewers of Nitar are built atop the streets of what was the highest strata of old Nitar. The old city had three strata, and a sewer system of its own beneath these. The old city was built with grand architecture and huge rooms, which supported great plates that separated the tiers.

Coal Mines

The Nitari working class typically spends its days mining coal to feed the boilers and fuel the city. While scientists in the top tier are constantly maintaining and improving Nitar's boilers to improve efficiency, the boiler system still demands an extensive amount of coal to run.

The mines are large and cavernous, having been dug primarily with steam-driven machines. There are few records of what caused the destruction of the old Nitar and buried it beneath miles of stone and soil. However, scholars worry about what might be unearthed within the mines, should they be dug too deep or too recklessly.

Caverns

Natural caverns within the undercity and coal mines are indicative of a sudden, catastrophic burial of the original city beneath massive stones the size of mountains. Underground lakes and water-carved tunnels link the gaps between these colossal rocks, and provide homes to some of the unsavory creatures that stalk the undercities.



Important People

Nitar contains a vast array of NPCs which the players may encounter. From guild masters to hired muscle to politicians, everyone in Nitar has something they want, and something to offer in exchange for it.

Lord Gharl, the Devourer

"His noble robes split apart as his whole body opened like a hinge, devouring the hapless victim whole."

Gharl is the leader of the Guild of Law within Nitar, and is a collector of cornerstones with ambitions to build his own world. As a collector, Gharl would happily sponsor any excursion to acquire a cornerstone, so long as the stone reaches his hands in the end. Gharl believes that the Great Spirits of Anima are responsible for the destruction of old Empyrean, and has banned worship of the spirits within his city.

Though sympathetic to the plights of the people of Nitar, Gharl's increased control over life in the city, even for the better, has drawn sharp criticism from political rivals.

Creed:

1. The world must be rebuilt without interference by the Spirits of Anima.

2. Eidolons are more important than the Nascent.

3. With hard work and sacrifice, we can build the ideal world.

Traits:

Living Trap (Entitlement)

Insatiate Jaws (Gluttony)

Treasure Box (Secretive)

Lady Belanya, Mistress of Blades

"Heavy chains bound her to the tablet behind her, upon which were written all the laws of the city."

Belanya is the guildmaster of the Nitari guild of defense and security. Her soldiers are in charge of the yearly culling of dangerous creatures in the sewers. For this event she commonly hires adventurers to head down into the depths of the undercity to deal with the creatures there when they grow too numerous.

Though well-liked by her soldiers, Belanya is viewed with disdain by the lower classes of Nitar, since her job also includes dispersing riots and enforcing order.

Belanya is bound with heavy chains, which are strung with hundreds of knives of every shape and description. She can wield these chains with deadly efficiency in combat, and her body is completely indestructible.

Creed:

1. My duty to the city supersedes all else.

2. Security is the maintenance of the status quo.

3. Safety is more important than happiness.

Traits:

Bound (Dutiful)

Endless Knives (Relentless)

Indestructible (Determined)

Lamarck, Ubiquitous Merchant

"His clothing was adorned with gold and jewels, and little sparks of light and color crackled around him as he smiled."

An enterprising merchant with an eye for opportunity, Lamarck is well known within the mercantile districts of Nitar and in the surrounding areas. He sees the possibility of more realms in the world as a business opportunity, and would gladly sponsor any effort which might increase the affluence of his city, family, and guild.

Lamarck can turn things that he touches to gold, and can create fireworks with a snap of his fingers. He loves to party, throws lavish festivals for no reason at all, and is well liked by just about everyone in Nitar, except political rivals who seek to curb his wealth and influence.

Though once a renowned treasure hunter, he has settled into a quiet life and changed his demeanor considerably from what it once was.

Creed:

1. Freedom is the highest virtue.

2. Wealth is a guarantor of freedom.

3. A life's worth is measured by the joy it brings others.

Traits:

Gilded (Greed)

Festival (Jubilant)

Edible (Collusive)

Arc Salle – Master of the Mint

"I could read the ebb and flow of trade and currency flashing across his skin. He took off one eyepiece, revealing an empty socket, and replaced it with another, through which a red, condescending eye looked at me."

Arc is the leader of the guild of internal affairs in Nitar, and perhaps the most influential person in the city, outside of Gharl himself. Arc controls currency value and the cost of raw materials within the city, carefully controlling these to maintain status quo and keep the city thriving.

Arc has only one natural eye. To cover his missing left eye, he wears an assortment of different eyepieces, each one of which allows him to see with a different property. He also wields an endless array of knives, which turn the blood of their victims into paper money when it is spilled.



Arc has a close connection to the Burning Tower University, and he sees investment in the university as the best way to continue improving life and technology in the city.

Creed:

1. The world requires strong guidance to reach its full potential.

2. Nitar is the center of the world.

3. The Nascent are tools to be used in building our grand design.

Traits:

Endless Knives (Relentless)

Infinite Eyes (Faultfinding)

Words Within (Academic)





Ophelia, Revolutionary

"She looked up at me, dirty and discontent, her eyes blazing with a deadly fire."

An Eidolon consumed by defiance and discontent, Ophelia works tirelessly from the city shadows to improve conditions within the mines and the hive. An outspoken member of the populace, Ophelia has rallied the working class of Nitar to violence more than once, and has seen the inside of Gharl's prisons just as often. Though considered a public menace, Ophelia has managed to win some concessions from the upper classes, for the threat of citywide revolution is the one thing that the upper tiers fear the most.

It is rumored that Ophelia is the Guildmaster of Information Control (one of the city's unrecognized guilds), but these rumors are unconfirmed.

Creed:

1. The power of government must be derived from the people.

2. Ideals are more important than individuals.

3. Change should be embraced, not resisted.

Traits:

Eye of Flame (Zealous)

Light Eater (Pessimistic)

Banneret (Brave)

Technology

Great boilers beneath the streets of Nitar constantly devour coal mined from beneath the city, and an elaborate network of pipes and reservoirs releases the produced steam to power various amenities and utilities in the cities. Private homes often have a central boiler system to power their conveniences.

Robots and other industrial constructs contain their own steam boilers and act according to simple programming commands, some of which are contained on punch cards, and others which are learned by fusing Anima Pearls into complex gearboxes to create limited artificial intelligence. True simulated intelligence has not been developed yet in Nitar, and all constructs are the property of the city or of individuals.

Some Technologies that are used daily in Nitar:

Railroads - The primary method for importing and exporting goods.

Manufacturing - Nitar's industrial economy mass-produces all manner of goods.

Steam Power - Just about all power in Nitar is derived from steam in great boilers housed beneath this city.

City Planning - The upper and middle levels of Nitar are expertly designed and constructed for comfortable living and easy transportation and navigation.

Trade Goods

Nitar's artisan crafts focus mainly on utilitarian goods and industrial conveniences such as guns, household machines, and steam fueled furnaces. Plenty of these goods are highly sought after by less developed neighbors—most especially weapons, transportation, and heating (in colder regions).

Nitar does not have any of its own animal resources and very minimal agriculture, so all food is imported or hunted from the surrounded areas and bought by the city. Usually Nitar's currencies and conveniences are sought after by less developed neighbors. However, if the city is in contact with more sophisticated neighbors, it can turn its factories to the production of spare parts and refined materials that these neighbors can use for production.

Some of Nitar's Rare Trade Goods:

Powdered Steam - A chemical compound that reacts violently with water and evaporates several hundreds of gallons of it per second. Used in large-scale steam-tech projects, such as heating the city during winters, or powering artillery weapons that are not based on combustion. A fifty-pound bag of powdered steam can drain a large lake within half an hour.

Intelligent Gearbox - A mechanical brain of sorts. This box can be attuned to a master, and then implanted inside of a construct or other autonomous machine. The machine then obeys the commands of the attuned master while he or she is within 100 yards.

Assembly Servitor - A primitive and cheaply produceable construct that performs a simple task mindlessly until ordered to stop. The servitor can observe a task that takes no more than five distinct steps to complete, and then repeat the process indefinitely. Commonly used for mining, assembly lines, or household chores.

Wildlife & Monsters

Nitar's civil servants and internal security force generally keep the streets of the city clean of any kind of undesirable creature. Malfunctioning robots are the most common kinds of conflict encountered in the upper levels of the city.

Outside the city, many creatures flock to the city's sewers to dine upon refuse and offal cast out by the citizens. These creatures are sometimes corrupted or warped by chemicals they ingest or the effects of forgotten Anima-tech research. Bounties are commonly posted for creatures that are causing havoc outside the city.

Beneath the city, the ruins of a more ancient Nitar can be found. These ruins are filled with ancient constructs and dire subterranean creatures that have been living in close proximity to damaged thaumic devices left behind from Old Nitar.

Prakk

These bone-thin mongrels have long talons which they use to climb through the walls and caverns of Nitar's depths with frightening ease. They pursue intruders within the caverns in packs, and fight with relentless intensity and group intelligence, using their talons in surprise strikes to puncture and eviscerate prey, then disappearing into the darkness while their victims bleed out. Single Prakk are known to have been tamed, but groups are difficult or impossible to control.

Gutslag

Hazardous waste from the factories above and the sorrows of the underprivileged working class coagulate together with abandoned thaumic technology of ancient Nitar to create Gutslags—horrifying elemental incarnations of rage and despair. The existence of these oily masses of poison and living death is endless pain, and the kindest mercy is to show them a swift end. Their only instinct is to vent their anger upon any creature they encounter, which they do by spitting acidic venom and hurling their grotesque bodies of metal, oil, and dross towards enemies full force.

Floodsouls

Many miners die when floods and cave-ins occur within the coal mines of Nitar. The souls of those who are not properly incinerated within the city's boilers rise up in anger, attempting to drag their brethren down into the flooded reaches of the mines. Floodsouls are capable of possessing the fallen bodies of the dead, and fight with intelligence born of an deep and calculated malice.

Crystal Slag

When the thaumic technology of old Nitar was buried beneath the earth, many pieces of unstable machinery and magic were pressed together with incredible force, creating a mess of magic and refuse. This refuse eventually coagulates into something resembling life, and oozes its way out of the cave-ins and debris of the undercity.

Crystal Slags shimmer with brilliant light, and devour all forms of energy, adding to their reserves of strength. Though they appear jellylike, these creatures have flesh as hard as steel, and as fast and adaptable as quicksilver.

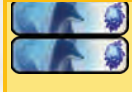
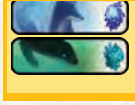
Mycotropica

Legend holds that within the depths of the undercity's sewers is a forest composed entirely of mushrooms, which give off faint glowing light. At the heart of this forest, created by the fusion of thaumic waste and concentrations of Dark Anima, a colossus of fungi lives as one with the forest. The Mycotropica controls and sees through all the fungus in this forest, and is worshipped by the Downcaste.

Element	Place or Dungeon	Group or Person	Monster or Creature	Item or Technology	Culture or Event
	The Coal Mines	Ophelia, Revolutionary	Prakk	Steam Tech	Culling the Mines
	Burning Tower University	Arc Salle, Master of the Mint	Crystal Slag	Opera Glasses	Coalition of Guilds Assembly
	Boiler T-12	Burning Tower University	Floodsouls	Service Bot	Street Riots
	Steam Gardens	Coalition of Unions	Mycotropica	Gourmet Soup	Street Festivals
	Nigelline Citadel	Lady Belanya, Mistress of Blades	Gutslag	Jewelry	Steamworker's Fair
	Old Nitar	Gharl the Devourer	The Downcaste	Alcoholic Drink	Black Guild Assembly
	Stock Exchange	Lamarck, Ubiquitous Merchant	The Nitari	Phone Tube	Opera Night

Mines Dungeon Challenges

The mines are populated by a number of dangerous monsters, and the most common reason for adventurers entering this area is to cull these and make the place safe for mineworkers. Occasionally, powerful or dangerous relics are discovered in the area, which require special talents to safely extract.

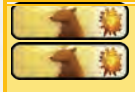
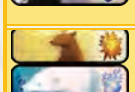
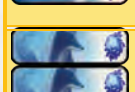
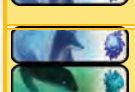
	You enter a large cavern. At the center of the cavern, a massive gutslag rears up, several stories tall, and bears down on the party.
	A disgruntled mineworker has left a series of primed explosives in the mine, and the foreman asks you to escort him down into the mines alone to disable the charges.
	A crystal slag, seemingly resilient to all attacks, blocks the path ahead with its body as though guarding something.
	A solid boulder of near-impenetrable rock blocks the expansion of the mines, resisting even explosive force. The miners have asked you to help with removing it.
	A fossilized beast pulls itself free from the walls of the cavern and attacks, driven by an ethereal, haunting light.
	In a chamber containing an underground lake, Floodsouls, the ghosts of those drowned in the mines, begin to rise up as constructs of water. Destroying their bodies just causes them to form new ones from the water of the lake.
	A pack of wild Prakk surround you, hungry for flesh.
	In a cavern, you discover a gigantic bone—large enough to belong to a colossus of some type. It might hold secrets of what fate befell Old Nitar, if you can bring it back to the University.
	Traveling in the mines, you reach an impenetrable bedrock at the lowest level. What could be beneath this stone?
	A vent in the lower mines is expelling a foul-smelling, explosive gas that is toxic to the Nitari miners. They ask you to seal up the vent so that they can purify the air and continue work.
	You enter a sealed off portion of the mines to discover the corpses of nearly a hundred miners sealed off in a cave in long ago. A haunting presence lingers.
	A piece of valuable ore has been lost in the many piles of rubble that line the cavern. You are asked to recover it.
	A tiny, glowing spirit seems to be leading you ahead. Dare you follow it?
	A broken mining robot is hacking away at the walls of the cavern with mindless abandon. If it isn't stopped, it could bring the entire roof down!
	A burst steam vent causes the mine to fill rapidly with boiling water, trapping you inside.



	The rocks at the top of the runnel begin to crack. You must brace the roof quickly, or be ground to dust under tons of solid stone.
	A glowing orange stone the size of a boulder melts the flesh of any who come close to it. You are asked by the miners to remove this obstacle.
	A series of cave-ins force you to evacuate the mines in a rush. The miners are also trying to escape, creating a bustling crowd that is difficult to move through.
	Breaking through a cavern wall, you discover an underground lake filled with eerie bleach-white plants and fish unlike anything you've seen before. An ancient thaumic device rests at the center of the lake, apparently the source of this fantastic menagerie.
	A boulder weighing several thousand tons has collapsed over a mine shaft, trapping a group of miners below. It must be moved in order to get them free.
	You enter a sealed off cavern to find a vast underground lake, with a sleeping leviathan visible beneath the water's clear surface. As you enter, it opens a great eye to stare at you.
	A cave in has sealed a group of miners in a cavern deep in the mines. There is only a limited time to reach them before they suffocate.
	In a sudden rumbling, the tunnel overhead collapses, trapping the party in a tomb of stone and rubble.
	A vent in the mines spews forth molten lava, and has flooded the lower mines with fiery rock. The miners ask you to seal off the area before the entire mine is lost.
	The miners have spoken to you of a treasure that was recently found in the mines, but lost beneath a cave in before it could be extracted.
	The mines begin to twist and wrap in labyrinthine shapes, getting you hopelessly lost. You fear that some force is clouding your senses and attempting to trap you here forever.
	A ghostly miner asks you to recover his bones, which were buried in a cave in, and return them to his family.
	The mines have dug into a Downcaste village, and the villagers are violently resisting the expansion of the mines further.

Old Nitar Dungeon Challenges

Old Nitar is filled with crumbling architecture, ancient devices, and the secretive Downcaste, all of which serve to protect its secrets. Adventurers are often sent by the University to gather data on this place, or on their own in search of treasures that may have been lost in its many vaults.

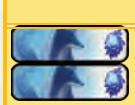
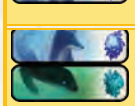
	A pack of diseased, doglike creatures leer out at you from the shadows and begin to move in, surrounding you.
	A glowing obelisk of solid metal and stone seems to be generating a barrier that blocks the path ahead.
	A boulder falls from above, and begins rolling down the long, narrow hallway towards you.
	You enter a room that is swarming with snakes. The creatures snap aggressively, and cover every inch of the floor.
	A collapsing support fixture cracks above you. You have only moments to take cover, or you will be crushed!
	A swarm of vampiric bats surround you, biting relentlessly at your exposed flesh. Hunger seems to have driven them to a kind of madness.
	A group of Downcaste warriors stand in your way, insisting that the path ahead is forbidden to all, and that you must turn back.
	You reach a sealed door covered in brightly glowing runes. The runes appear to contain some message or clue about how to open the door, but you have no idea how to read them.
	Before you is a great vault door, powered by an ancient Thaumic device which is dilapidated and broken. Only by repairing the device will you be able to move the impenetrable door aside.
	You find a hall with hundreds of doors. Many of them seem to lead only to dead ends, or to nowhere at all. How will you proceed?
	You enter a chamber with vaulted ceilings of shimmering, smooth white stone. There is no apparent exit—except for through the chamber's roof. No obvious way to climb the walls presents itself to you.
	You reach a wide hall with a dead end. You know there must be some kind of passageway or door here, but nothing obvious catches the eye.
	A door before you is sealed with a mystical password. In order to proceed, you must convince the Downcaste in a nearby village to teach you the password.
	As you cross a wide, empty room, the ground under your feet begins to give. Even the slightest move will send you all tumbling down into an unknown abyss.
	A vast chasm, spanned only by a crumbling bridge of natural rock, stands before you.



	You discover a key which obviously belongs to some kind of vault or reliquary by its design. If you were to search the area around here, perhaps you might find something of value...
	The path ahead is completely dark, and light seems not to penetrate beyond a mystical barrier at its entrance. Navigating the labyrinthine tunnel will be no small task.
	A strange, elegant, and eerie music floats up hauntingly from a corridor below. Could it be that someone is still living down here in the undercity? Perhaps this being could guide you in your search.
	A small tunnel in the wall seems to be the only way forward through a dead end. However, the tunnel is far too small for even a child to fit through.
	You reach a subterranean chasm, probably a thousand meters across. A cable car system is evidently designed to cross this chasm, but it appears to be broken.
	A deep pool of icy cold water is the only way forward from where you stand. A few minutes in this pool will freeze you solid, but you must dive deep beneath it to find the way forward.
	The path ahead is completely dark, and light seems not to penetrate beyond a mystical barrier at its entrance. Navigating the labyrinthine tunnel will be no small task.
	A heavy stone door blocks your path, controlled by a strange machine with no obvious control panel.
	A powerful barrier blocks the path ahead, but light seems to weaken it slightly. It will take a light as bright as the sun to break through the barrier.
	Before you stands a stone double door nearly five stories tall. It appears to be sealed by a great bar, which can be removed by turning a crank whose handle is itself two stories tall.
	You encounter a dead-end room filled with skeletons and mummified corpses. There appears to be no indication of how to proceed from here, but maybe some clues are hidden within...
	You find an old urn set upon a dais in the middle of one of the rooms of the undercity. It seems to be sealed shut. However, some kind of creature is clearly inside, and speaks to you, begging to be released.
	You find a wounded Downcaste lying alone in the mines. He begs you to help him back to his village, in exchange for a map that will show you the way through the undercity.

Steam Vaults Dungeon Challenges

Technicians routinely enter the Steam Vaults, and can always use help with maintenance. The suits they provide will shield an Eidolon from the scalding steam in the air, but are not strong enough to withstand the boiling water, and will melt under that amount of heat. Players must be cautious in their use of force within the steam vaults—a misplaced attack can often burst pipes and create more problems than it solves. The hallways and chambers of the vaults are pipes and reservoirs themselves, and may be flooded or emptied at any time as the city needs, making coordination with the technicians important for adventuring inside the area.

	A maintenance mech has malfunctioned and is advancing on you to attack.
	A ball of waste and unfiltered garbage is clogging a major pipeline. You must remove the hardened clog, but without causing damage to the pipes around.
	A maintenance mech has malfunctioned and is causing damage throughout the pipe systems.
	An explosion seals the players together with a number of steam technicians in a room rapidly flooding with boiling water.
	A corrosive, rapidly-growing algae has spread all throughout the pipes, and you must find some way to eradicate it all at once, before it spreads.
	A gigantic plant has grown in one of the pipes of the steamworks, and is blocking your path forwards.
	A boiler ahead is over-pressurized, and its pressure must be reduced immediately or it could explode.
	You find a technician's badge in one of the pipe's and suspect that a steamworker has become lost and needs your help.
	The mechanical control for the gate before you appears to be broken, and the gate will not open until it is fixed.
	The room beyond is filled with water, and must be drained before you can safely open the gate ahead.
	A blockage somewhere in the system is causing pressure damage throughout the pipes. Of course, its dangerous to remove a blockage from the inside of the pipes.
	You discover what appears to be a recent sabotage in one of the pipes, and the technicians ask you to track down who must have caused the problem.
	You step out onto a tiny platform overlooking the giant boiler's reservoir. Scalding hot water and blistering steam fill the air. Across the vast reservoir, you can see another platform with a door that will allow you to proceed onwards.
	A corridor with a series of boiler valves rapidly open and shut at different rates, slicing with enough hydraulic force to divide anything that stands between them.
	A steam powered lift leads to the next area, but the boiler is not directing enough heat to this area to raise it.



	A jammed gate is flooding the room ahead, and it must be sealed before the way forward is opened.
	A technician contacts you and explains that a bomb has been threatened within the boilers. He asks you to find it and disarm it.
	Leaks are springing rapidly in the room, and a steam technician asks you to stem the flow of boiling water long enough for her to cut off flow to this section of the boilers.
	The smooth, vertical pipe you are in is gradually filling with water. You must find some way to rapidly reach the top, or be boiled alive in the rising tide.
	A rapidly-regenerating grey algae has grown over the boiler's filtration system, shutting off water flow.
	The path ahead is submerged beneath a pool of boiling water.
	A mis-communication with the technicians has caused the pipe that you are sealed in to be flooded with boiling water. You have only a few moments to protect yourselves, and no way out.
	The gate ahead of you seems to be sealed tight, but simply breaking through it would damage the steamworks.
	A steamworker cries out for help ahead. He appears to be sealed in a rapidly flooding room, with only a few moments left before the water reaches him.
	The structure of one of the reservoirs is beginning to deteriorate due to heat. It will burst soon unless its walls are reinforced in some way.
	The room you are sealed in is flooding, and you must find the shutoff valve from among fifty unmarked valve handles on the wall.
	A rushing sound signals that that the pipe you are in is about to be flooded with boiling water.
	In order to repair a control mechanism in the chamber ahead, you need the assistance of a steam technician, who you must guide safely to the area.

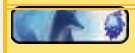
Treasures

The Nitari use mechanical technologies that can sometimes bend and defy natural law as we know it. Their devices involve excellent workmanship and ornamental design, with special attention to comfort and durability.

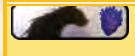
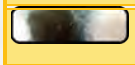
The Nitari have created many treasures over their thousand year history. Depending on the area in which one searches, he may find technological wonders in the Steam Vaults, Thaumic gadgetry in the Undercities, or mysterious natural treasures in the mines.

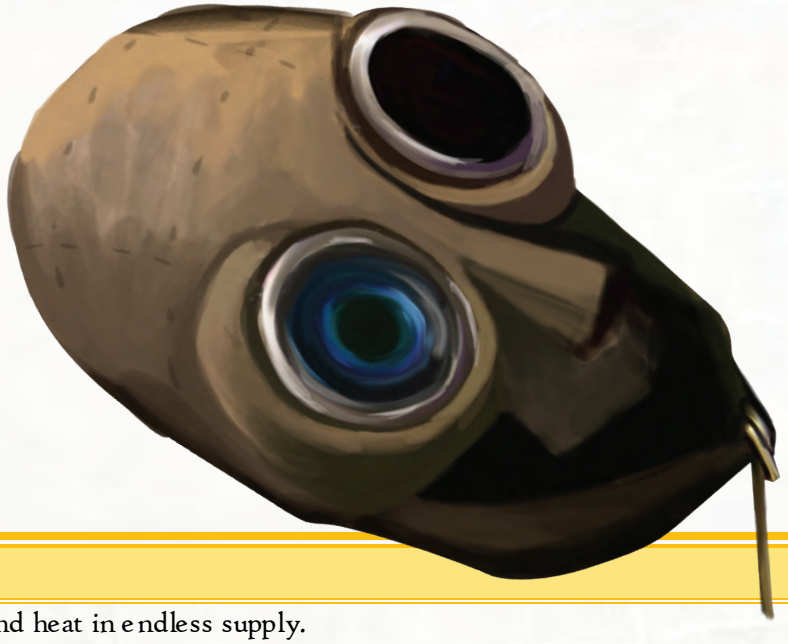
These treasures can be generated by drawing two cards from the world Balance, and follow the format of: "[draw 1] that [draw 2]". For example, a draw of Fire and Darkness in the Mines would create "A glowing ruby that attracts ghosts and lost souls."

Upper City Goods and Treasures

	Treasure	Power
	A Pair of Gloves	Returns when thrown.
	A Spyglass	Causes a bright flash.
	A Gun	Unleashes a burst of static electricity.
	A Vial of Liquid	Seals cracks in metal.
	A Pair of Boots	Magnetizes anything it touches.
	A Monocle	Reveals hidden treasures.
	A Musical Instrument	Grapples into walls and ceilings easily.
	A Vehicle	Unleashes incredible force.
	An Advertisement for a Tool	Emits an annoying sound

Steam Vaults Treasures

	Treasure	Power
	A Metal Rod	Vaporizes metal.
	A Set of Capsules	Controls a miniature robot.
	A Remote Control	Magnetizes metal objects from afar.
	A Chemical	Instantly freezes anything it touches.
	A Glove	Puts out fires.
	A Jar	Has a retractable chain and grappling hook.
	A Fine Cloth	Dehumidifies the air completely.
	A Pocketwatch	Creates a bubble of cool, temperate air.
	A Broken Tool	Unleashes a scalding burst of steam and liquid metal.



Mines Treasures

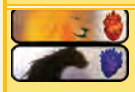
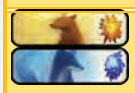
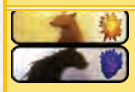
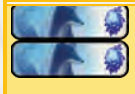
	Treasure	Power
	A Glowing Ruby	Creates light and heat in endless supply.
	A Torch	Prevents cave-ins.
	A Mining Robot	Disintegrates stone.
	A Pool of Water	Grants exceptional vision in the dark.
	A Chunk of Ore	Is extremely heavy.
	A Carved Symbol	Attracts ghosts and lost souls.
	A Fungus	Frightens away spirits.
	An Altar	Restores Anima energy when destroyed.
	A Skull	Is highly volatile and could explode without warning.

Undercity Treasures

	Treasure	Power
	A Sword	Sunders metal on contact.
	A Book	Glows with brilliant energy.
	A Pair of Goggles	Allows one to see through others.
	A Potion	Turns things to ice.
	A Glove	Summons objects from a distance.
	A Sheet of Fabric	Makes its user invisible.
	A Crystal	Opens a portal in space.
	A Mask	Confers ancient knowledge to its bearer.
	An Idol	Possessed of Malevolent energies.

Random Encounters in Nitar

Use this chart to generate random encounters in Nitar by drawing two cards and interpreting the results. Ignore draws of Aether and Anima.

	A colossus approaches Nitar, and has just been spotted off in the distance, closing in rapidly.
	The players are asked to build a weapon which will help protect the city from colossi in the future.
	A terrorist bent on starting a revolution in the city threatens that he has built a bomb that will collapse the upper tiers of the city.
	A big game hunter from the upper tiers asks the party to take him on a 'safari' of the lower tiers so that he can find the legendary Mycotropica.
	A burst water valve in T-12, the city's main boiler, is rapidly flooding the mines with boiling water.
	Invading armies from another realm are laying siege to Nitar, camping outside the city's walls and waiting for a chance to invade.
	Pirates with airships have landed in the fifth tier of Nitar and taken the various guild leaders as hostages.
	An incredibly powerful weapon has been developed in the Burning Tower~~.~~ one which can destroy cities in far away realms. The guilds plan to use this weapon to exploit their neighbors and exert even greater trade pressures.
	A thaumic device from Old Nitar is rumored to be recovered. The University wants this device and worries it may be dangerous, but the miner who found it has not come forward.
	A new kind of plant which extends life and grants health has been discovered to grow in the Steam Gardens. Now the gardens have been flooded with hysterical visitors clamoring to acquire some.
	An upstart scientist devises a machine that converts wind power into energy, potentially obsoleting the boilers and putting the miners and steamworkers out of business.
	A professor from the Burning Tower has disappeared into the undercity and has been lost several days.
	An expedition to recover thaumic technologies from the undercity has brought back a relic which could become either a weapon or a power source, depending on what the guilds decide to do with it.
	A collapse in the mines causes all of Nitar's walls to fall in sequence, killing the majority of the military and police, and leading to massive panic and a breakdown of civil society.
	A malfunction in the central boiler, T-12, has flooded the boiler control room. The city has shut down until the problem is fixed.
	A researcher in the Burning Tower develops a fully autonomous mining robot, and moves to have the robots mass-produced to replace live mineworkers. The miner's guild opposes violently.



	A collapse in the mines has created a large pit in one of the central squares of the city. Monsters from the undercity and below are escaping out into the city through this fissure.
	Rumors of a settlement of Nascent living deep in the ruins of Old Nitar have come to the attention of the city officials, who wish to make contact with these individuals.
	Fueled by the strange chemicals and pollution that have run off from the city, fungus are beginning to rapidly spread over the lower tier, forcing people out of their homes and causing widespread sickness.
	Food shortages in the surrounding realms are impacting Nitar, and many citizens are starving in the streets.
	Reports of a terrible ghost that haunts the mines have become more prevalent, and the party are asked by the Miner's union to investigate.
	A miner has contracted a deadly contagion in the mines which is quickly spreading throughout the lower tiers.
	A revolt in the lower city gains momentum and threatens to flare into full revolution. The guild leaders instruct the military to institute martial law and restore order.
	A notorious criminal has escaped prison and fled into the undercity. The party is asked to track him down and bring him back to justice.
	A large portion of the wall of Nitar has collapsed, and citizens have begun using this area to trade with the outside realms ignoring tariffs and regulations, upsetting economic balance.
	A band of well-organized criminals have broken into the treasury and have taken a number of hostages.
	A worker riot has broken out in the first tier, and the military of the city are drafting Eidolons to help them restore order.
	The players are put in charge of Nitar's guild of Tourism, and are tasked with the hard job of making the city more profitable and improving its public image.

Adventure Tracks

In addition to general adventures, the players may choose one of these adventure tracks that they wish to follow. These tracks give the Scenario Owner a set of fixed encounter contexts which they can use to create a running narrative in the city.

Revolution!

This scenario leads the players in a revolution to overthrow the plutocracy and establish a democratic government in Nitar. If you follow this Scenario, Ophelia will be the major ally of the party, while Lady Belanya and Gharl the Devourer will become major villains.

1. The players are asked by an underground movement to free a political prisoner from the prison on the Second Tier of Nitar. This prisoner is Ophelia, the leader of the revolutionary movement.

2. With Ophelia rescued and back in the lead of the revolution, she asks the players to procure enough weapons and gear to arm the revolutionary force.

3. Lady Belanya orders a raid of the revolutionary headquarters.

4. The Revolution begins! Ophelia leads the primary force of the revolution to secure the first tier, while the party is sent in advance to secure the strata elevator hub in the second tier.

5. At the top tier of Nitar, Gharl and Belanya face off against Ophelia and the party, while the forces of the city clash with those of the revolutionaries.

The Heart of the Earth

This scenario enlists the party members as peacekeepers who are working to maintain safety in the caverns beneath Nitar, as well as to discover what secrets lie beneath the surface.

1. The party is hired by Lady Belanya to clear monsters from the mining tunnels beneath Nitar.

2. The party is hired by Lady Belanya to protect an expedition from the Burning Spire to explore the ruins of Old Nitar beneath the city.

3. Within the ruins of Old Nitar, links to a new civilization have been found. The party is asked to explore the depths beneath Old Nitar to find out what became of this civilization.

4. On the previous expedition, evidence was found of a massive creature living beneath the city. The party journeys with Belanya into the deepest depths to find and destroy this monster.

The Big Machine

This scenario invites the players to become involved in managing the Oligarchy and improving the life of the citizens of Nitar. Any NPCs may become the players' allies in this scenario, but others are doubtless to become enemies based upon your actions.

Since this is a political-focused scenario, the goals of the major NPCs are especially important.

Gharl the Devourer: Maintain Nitar's independence from foreign influence and increase its influence on neighbors. Improve the quality of life in all stratae. Increase the exercisable power of the ruling classes.

Gharl controls the legal system of Nitar, and has the power to veto policy changes instituted by others.

Arc Salle: Improve production output and sciences of the city. Increase the influence of the wealthy classes. Channel as much of the city's disposable wealth as possible to the Burning Spire University.

Arc controls the flow of money and resources within Nitar.

Belanya: Improve security and safety for citizens and workers. Regulate Guilds. Institute mandatory military service for citizens.

Belanya controls the military and safety regulations within Nitar.

Lamarck: Increase wealth and standard of living in all stratae. Increase the influence of the middle classes. Create dependencies between Nitar and nearby realms to build up trade routes.

Lamarck controls foreign affairs and guild regulations within Nitar.

Ophelia: Improve social programs like welfare and education. Increase the influence of the lower classes. Regulate Guilds.

Ophelia controls propaganda and overall happiness within Nitar.

1. The party members are invited to a party at Lord Gharl's mansion, where they are able to meet Gharl, Arc, Belanya, Lamarck, and Ophelia.

2. Belanya is at odds with Arc over whether to allocate funds from the treasury to improve safety in the undercity and the mines, or to improve research and grant more scholarships for the university.

3. Gharl asks the party to do whatever is necessary to improve education in the lower strata,

and gives them a writ of permission to allocate whatever resources they need in order to do so.

4. Lamarck asks you to convince Gharl to open the city to foreign trade.

5. The country is divided over whether or not to increase regulations on the guilds. Gharl asks you to investigate the issue and give your recommendation to him.

6a. If the party has sided with the wealthy classes, the Lamarck and Ophelia lead the lower tiers in a revolution against the upper tiers, intending to set up a representative government.

6b. If the party has sided with the lower classes, a cornerstone is found in the mines, and Gharl sends Belanya to interrogate and bully citizens until it is brought to him.

The Burning Tower

This scenario focuses on the Burning Tower, Nitar's university, and focuses less on the class divides and politics of Nitar. It also provides the players with an option to build up a force to defend the city.

1. The players are invited to a scientific expo at the Burning Tower, where they meet Arc Salle, and are able to participate in a contest to design a mechanical device.

2. The players are invited to assist in the production of a powerful weapon that will be used to defend the city from danger.

3. A power source is rumored to be hidden in Old Nitar, but is held sacred by the Downcaste tribes within the old city. This device would give a great power boost to the party's weapon if they can recover it.

4. A great colossus is sighted in the distance and is soon to descend upon the city. It falls to the players to use their knowledge and connections to prepare the city for the assault, as well as to carry it out.



MYSTIC EMPYREAN: TOWER OF NITAR



Fifth Tier (Administrative District)

The administrative bodies of Nitar occupy the lofty fifth tier of the city, where they govern the lives of the citizens below. The guild assembly hall is here, along with the Burning Tower, Nitar's University.

Fourth Tier (Cultural District)

The fourth Tier of Nitar is primarily the estates of the wealthy and influential class. Those who live here enjoy amenities such as theaters, public baths, museums, and schools. Most of the culture and primary education in the city happens here.

Third Tier (Trade District)

The third tier is primarily devoted to commerce and regulation. A Mint is responsible for regulating currency in Nitar and the surrounding realms, and the Nitari stock exchange coordinates the influx of resources needed to keep the city powered and fed.

Second Tier (Military District)

The second tier houses professional soldiers and workers that keep the city operating. The largest structure in this layer is Nigelline Citadel which trains new military recruits. The strata elevator hub, which is most easily accessed here, provides the most reliable means of transportation between the tiers.

First Tier (Industrial District)

Those who work in the city mines and in industry are guaranteed housing in the city's vast public housing system, called the Hives. The lower district is filled with factories and street markets.

Undercity

Nitar is built upon the ruins of old Nitar, and the sewers and catacombs of the upper city are the old streets and buildings of the lower city, which was buried in a sudden, violent catastrophe.

Mines

The mines are large and cavernous, having been dug primarily with steam-driven machines, and are worked at all hours of the day, to supply the boiler's insatiable demand for coal.

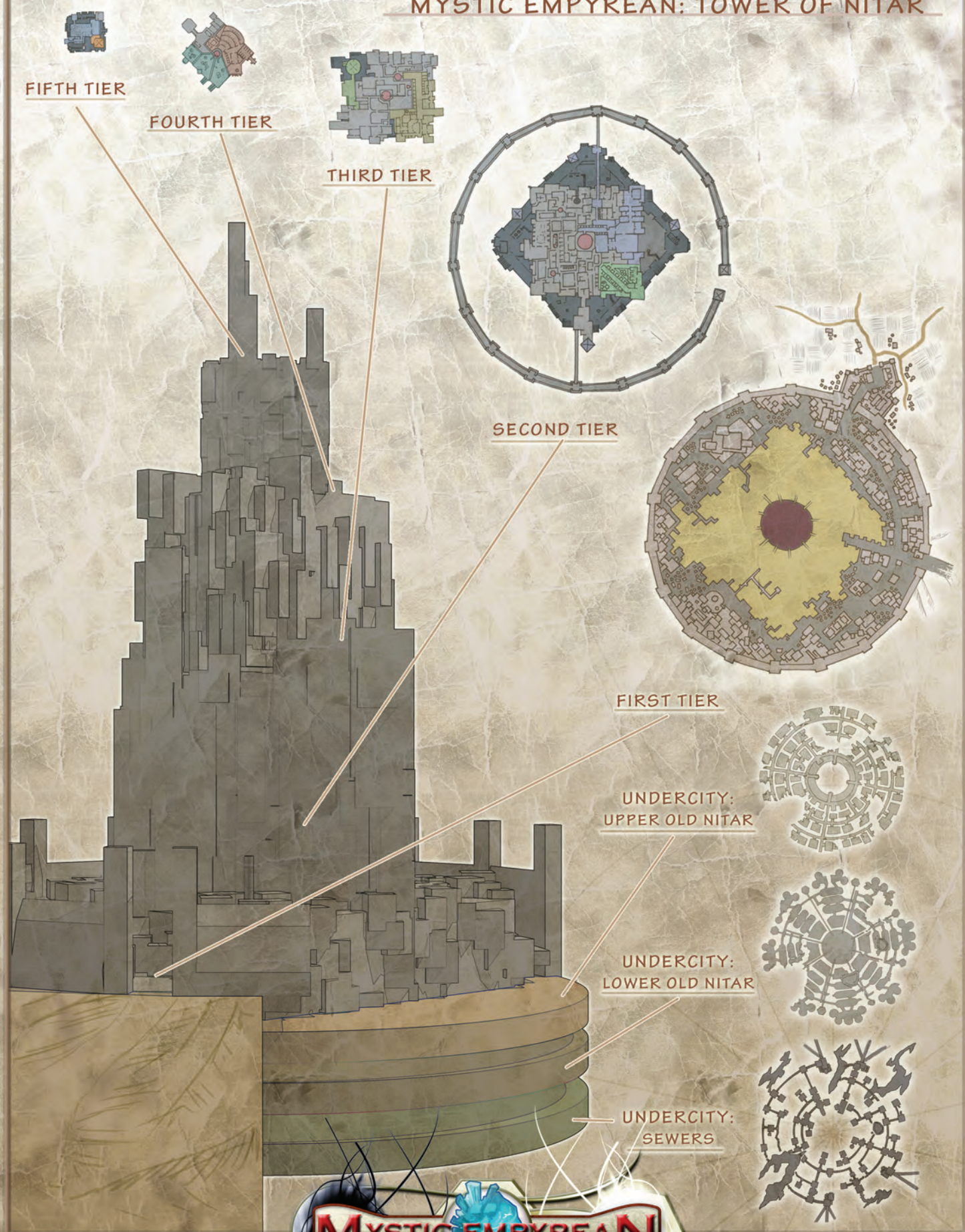
Caverns

Underground lakes and water-carved tunnels link the gaps between these colossal rocks, and provide homes to some of the more unsavory creatures that stalk the undercity.

MYSTIC EMPYREAN

Cartography by Devin Night 2011

MYSTIC EMPYREAN: TOWER OF NITAR



MYSTIC EMPYREAN

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MYSTIC EMPYREAN: TOWER OF NITAR

FIRST TIER



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MYSTIC EMPYREAN: TOWER OF NITAR

UNDERCITY: UPPER TIER



UNDERCITY: MIDDLE TIER



UNDERCITY: MINES & CAVERNS



MYSTIC EMPYREAN

Cartography by Devin Night 2011

MYSTIC EMPYREAN: TOWER OF NITAR



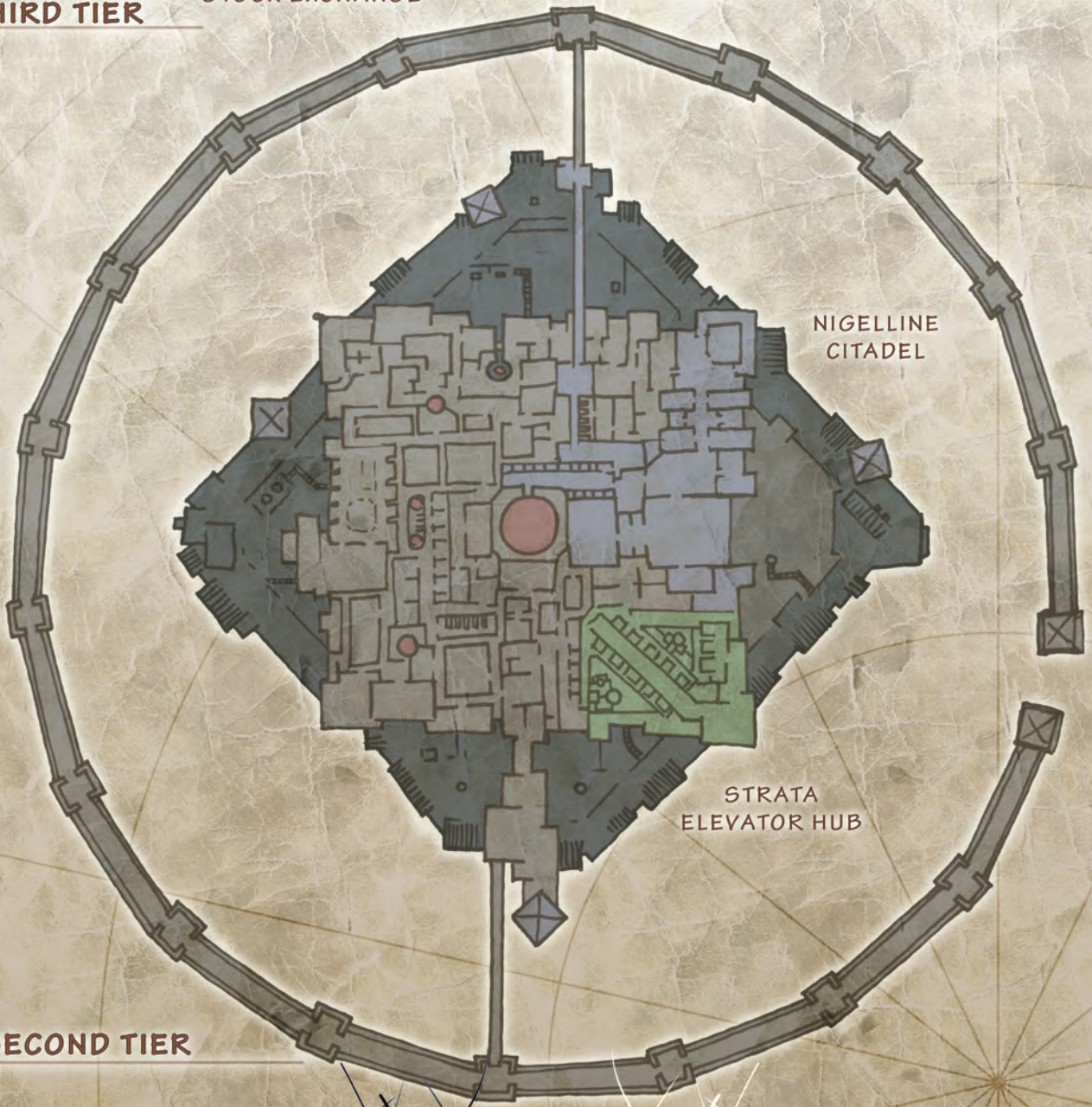
THIRD TIER



FOURTH TIER



FIFTH TIER



SECOND TIER

MYSTIC EMPYREAN

Cartography by Devin Night 2011











PERSONA TRAITS

Persona Traits Listed by Name

Name	Group	Anima	Personality
A Weapon for the Strong			Obedient
Achilles Heel			Boastful
Always Prepared			Organized
Arclight			Ingenious
Art Cast Living			Artistic
Artificially Sustained			Obsessive
Ashen Flesh			Callous
Babbling			Verbose
Banneret			Brave
Barrier			Courteous
Bastion			Selfless
Beast Form			Competitive
Beast Master			Controlling
Blissful Gaze			Optimistic
Bound			Dutiful
Carapace			Gruff
Cartwheel			Reckless
Clockwork			Meticulous
Compass			Faith
Cosmopolitan			Fashionable
Crystalline			Lucid
Deathly Grin			Malice
Dragonlike			Pride
Duskwalker			Furtive

Name	Group	Anima	Personality
Edible			Collusive
Endless Knives			Relentless
Energized			Athletic
Explosive			Vindictive
Eye of Flame			Zealous
Eye of Truth			Honest
Featherweight			Dishonorable
Festival			Jubilant
Fist of Stone			Slothful
Forked Tongue			Duplicitous
Frozen Heart			Solitary
Gilded			Greedy
Graven Eye			Scornful
Grey			Apathy
Hand Cannon			Headstrong
Handy			Helpful
Healing Hand			Kind
Heart of Iron			Sorrowful
Hollow			Detached
Hotheaded			Wrathful
Illusionist			Exhibitionist
Immovable Object			Steadfast
Indestructible			Determined
Indeterminate Size			Excitable

Name	Group	Anima	Personality
Insatiate Jaws			Gluttonous
Inverse			Contrarian
Kinetic			Fair
Lantern			Demagogue
League Sprinter			Flighty
Life in Footsteps			Charitable
Light Eater			Pessimistic
Liquid Flesh			Acrobatic
Living Trap			Entitled
Living Weapon			Bloodthirsty
Magnetic			Lustful
Man in the Box			Reliant
Many Masks			Insecure
Mimic			Adaptable
Music Box			Minstrel
Of Many, One			Gossiping
Omnidextrous			Opportunist
Painted			Envious
Patchwork			Wheedling
Phased			Mischievous

Name	Group	Anima	Personality
Polluted			Odious
Portal			Wandering
Radiant			Vain
Sandshaper			Resourceful
Shatters Like Glass			Cowardly
Silver-tongued			Amicable
Simulacrum			Reputed
Spiral			Unstable
Sure of Foot			Confidence
Third Eye			Curious
Torn Apart			Regretful
Touch of Dust			Cruel
Towering			Boisterous
Treasure Box			Secretive
Twin			Empathetic
Unihorned			Pure
Webweaver			Brooding
Wellspring			Humble
Windborne			Capricious
Words Within			Academic





Achilles' Heel

Personality | Air

Boastful: "None can dare to challenge my might!"

An Eidolon displays Boastfulness if:

- ✓ He inflates his own reputation at the expense of others.
- ✓ He makes claims and bets which are beyond his capability.
- ✓ He demands recognition for his deeds from others.

"His strength was apparent from his imposing figure. Only the reddish crystal in his forehead displayed the slightest weakness, for I could see slight cracks formed in it from battles past."

Superficial: A small patch of vulnerable skin, perhaps the size of a fist, appears somewhere on the Eidolon's flesh. The rest of his body becomes as tough as hardened oak, but this patch of skin remains soft and vulnerable. A strike to the vulnerable area, wracks his body with extreme pain, disabling him temporarily and returning his defenses to normal.

Deep: The weak point of the Eidolon grows slightly and becomes more obvious to those who see it. He also gains great strength to match his tough exterior, becoming not wholly invulnerable to wounds, but very close. A strike to the vulnerable area severely debilitates him, negating his physical defenses temporarily and reducing his ability to move and act.

All Consuming: The Eidolon's weakness becomes more prominent, often glowing or pulsing—perhaps even taking on the form of his exposed heart. His body is completely indestructible, and possessed of great strength. However, a single solid blow to this weak point will completely debilitate him.

Always Prepared

Talent | Light

Organization: "Don't worry, I know exactly what the plan is."

An Eidolon displays Organization if:

- ✓ He needs to know and plan out every detail of an activity or schedule.
- ✓ He remembers tiny details about things that were said or done.
- ✓ He keeps a large assortment of tools and items.

"I was dismayed when I saw the obstacle before us. We hadn't brought what we needed, and so there was no obvious way to proceed. I was surprised when my friend reached into himself and withdrew exactly the tool we would need to continue."

Superficial: The Eidolon's body conceals a secret compartment within her heart that can hold almost any object or tool without it taking up space. Drawing and placing things into this compartment takes careful concentration. By spending a point of Anima, the Eidolon can draw any small-sized mundane object, tool, or device from this compartment (presumably because she placed it there ahead of time in preparation).

Deep: The Eidolon's internal compartment is larger, and can contain and disgorge larger objects and tools, some as large as herself. Though living things can never be stored in this way, organic objects like food can be. The Eidolon does not need to spend Anima to draw things from this compartment.

All Consuming: The Eidolon's internal storage can contain even rare and magical treasures. By spending a point of any kind of Anima, the Eidolon can draw wonders from her internal storage as well. For each item the Eidolon draws from her internal storage and does not replace by the end of an encounter, she loses 1 Anima or suffers a deep wound that disables this ability (she must lose Anima if possible before taking the wound). Any items that are not replaced into her storage will vanish in several hours.

Arclight

Talent | Electricity

Ingenious: "I think I have a plan..."

An Eidolon displays Ingenuity if:

- ✓ He discovers new but effective uses for the tools at hand.
- ✓ He is interested in repairing, using, and improving technology.
- ✓ His plans for overcoming obstacles and enemies display remarkable insight.

"Coils rose from his shoulders and crackled with powerful electrical charge. He raised his hands, and let out a cry, and the night sky was lit like day with the bolt of thunder that reached down to meet his call."

Superficial: Small fixtures in the Eidolon's body are capable of releasing electric current that can be

channeled to activate electronic machines, shock enemies with a touch, or form small magnetic fields.

Deep: The electric fixtures on the Eidolon's body become more pronounced, and capable of producing a more deadly electric shock. Furthermore, the Eidolon can 'sync up' with machines and control or speak to them in mysterious ways.

All Consuming: The Eidolon's body constantly brims with electric power, and it is sometimes difficult to contain. He can extend bolts of electrical force like tentacles of magnetic power to grapple and manipulate metal, and can blast with the power of a thunderbolt. When grounded, however, he loses all of these powers, making rubber shoes indispensable.

Art Cast Living



Artistic: "You can't just rush in—It has to be done with some semblance of style."

An Eidolon displays Artistic Tendencies if:

- ✓ She is interested in the presentation of her actions, describing vividly how she looks, acts, or sounds.
- ✓ She is interested in the art and culture of Empyrean (or of Old Empyrean).
- ✓ She spends her time working on artistic or cultural endeavors.

"She existed only as color and sound, painting herself into the air with each action and word. She appeared as a watercolor painting on the canvas of the world, and could recast herself to any image her heart desired."

Superficial: The Eidolon can flow and move as though a liquid. When standing still, she retains their ordinary shape and look, but when moving, she can dart effortlessly through the arms or legs of clumsier foes without a thought. Climbing and acrobatics are also unnaturally easy for an Eidolon with this ability. Water is especially dangerous to the Eidolon, and dousing her with water temporarily removes these abilities and returns her to a normal, static form.

Deep: While standing still, the Eidolon's dimensions vanish, and she appears to become a painting on a wall or a part of the scenery. She can alter her exterior colors to match those of her surroundings, becoming invisible with an ever-shifting camouflage.

All Consuming: The Eidolon can freely change her appearance to anything she wishes, though she must be careful to suppress her body of flowing colors and sounds if she is to be passable as another being. While these Eidolons can easily frighten, inspire, and seduce others, they are more fragile, and flake away at a touch—just like an oil painting.

Artificially Sustained



Obsessive: "Sorry, I was just thinking about it again... I just can't seem to get it off of my mind."

An Eidolon displays Obsessive Tendencies if:

- ✓ She talks continuously about one thing, or becomes fixated on that one thing.
- ✓ She cannot abandon a proposed course of action or a plan until she has tried it.
- ✓ She pursues habitual courses of action when presented with the opportunity or during free time.

"She coughed discreetly as she reached again for the vial of medicine that hung at her side. It was the source of both her strength and misery, for without it, she would have been free."

Superficial: The Eidolon gains a dependence on some substance. While that substance is readily at hand, he never grows tired, and can heal superficial wounds easily by consuming it. There is no withdrawal or downside to running out of this substance at the superficial level. Also, the substance need not be a consumable—it could as easily be an object, a feeling, or a person.

Deep: While the Eidolon is in possession of his sustaining substance, he is slightly faster and stronger than normal, and can regenerate superficial wounds easily by consuming a portion of the substance. Without it, he becomes lethargic, and more susceptible to wounds than usual.

All Consuming: The Eidolon's need for his artificial sustenance supersedes any other need. While he has it, he gains proficiency in most mundane skills, and is much stronger than normal. However, his sustaining force must constantly be replenished, as having it near is no longer enough—it is constantly being whittled away by his use. Without the substance, he becomes catatonic, and unable to act at all.

Ashen Flesh



Callous: "How do I feel about killing you? Hmm... Do you feel a pang of guilt when burning your garbage?"

An Eidolon displays Callousness if:

- ✓ He does not feel any compunction or grief when watching others come to harm.
- ✓ He ignores pleas of help from others.
- ✓ He appears to be emotionless or otherwise disconnected from the pathos of those around him.

"Her skin was grey and burnt, and flecked away as she brushed a hand to her cheek, as though it were made of ash. She shrugged calmly and pulled the sword out from her breast, tossing it to the ground as the wound closed painlessly."

Superficial: The Eidolon does not feel pain, and is never debilitated by the crippling pain of even the most terrible superficial wounds. She regenerates sensitive organs like eyes, vitals, and skin with supernatural speed, though bones and lost limbs take much longer.

Deep: Large portions of the Eidolon's body may be gouged out or blasted apart, and they will simply flow back together like sand flowing back into a mold. The Eidolon no longer has vitals other than the heart—her body is composed completely of powdery dust. The ability to ignore pain allows her to push her muscles and senses beyond the normal limits.

All Consuming: Other than her heart, the Eidolon's body is completely immune to pain or harm, and will regenerate any superficial wound in moments. She can shift her cold flesh to a diamond-like hardness on limited surfaces of her body, creating a shield for her heart when necessary. In heavy winds or in water, the dust that forms her body may begin to disintegrate, however, leaving all her powers of regeneration for naught.

Babbling



Verbose: "I do suppose the possibility of success has a chance to somehow exist, in the context of this plan."

An Eidolon displays Verbosity if:

- ✓ She talks constantly, even when asked to be quiet.
- ✓ She cannot keep a thought to herself, and must speak her mind at every opportunity.
- ✓ She attempts to talk through problems and conflicts, even when other courses of action might be more expedient.

"His whole body seemed to hum and mumble in a jitter of words, even though his mouth was closed. When he did speak, his voice shifted and took on many forms, from the roar of a lion to the crash of thunder, to the whispering of a song."

Superficial: An Eidolon with this trait can speak all languages with ease. Furthermore, they speak all languages at once, and do not need to translate or repeat themselves. Every person hears the Eidolon in their own language.

Deep: Able to emulate any sound, and Eidolon with this trait can speak with the voice of a symphony or the crash of a volcano. Their shout can deafen and in some cases even daze an enemy.

All Consuming: The body of the Eidolon ripples with chittering voices, all speaking in conflicting tones. The Eidolon serves as a hub for communication, and his allies can speak to him from any distance, and he can speak to them at any distance. This comes at a price—however, as the Eidolon no longer has any internal monologue. Every thought that crosses his mind must be vocalized for the world to hear.

Banneret



Brave: "Abandon your fears and fight beside me!"

An Eidolon displays Bravery if:

- ✓ He will not stand down when threatened.
- ✓ He puts himself in danger in order to save or protect others.
- ✓ He rallies those around him to bravery by his actions.

"A myriad of flags, banners, and sigils adorned every inch of his body. He was so heavily layered with valorous commendations I could scarcely believe a man could bear their weight. I wondered if perhaps there were no man at all, and that the very ideal of courage and bravery stood before me."

Superficial: Flags and banners are a part of the Eidolon's body. When he joins a battle or endeavor, he can let out a rallying cry that, by spending an Anima, inspires all those around him who might flee in fear to turn and join the battle. Allies within sight of his banner can fight with slightly more proficiency.

Deep: The sigils and medals of valor that cover the Eidolon's body reflect his power and strength. Just as he inspires allies to courage, he can inspire enemies to fear with his charge. Though this power is weaker against Eidolons and strong minded individuals, those who are wavering on the possibility of joining the battle on an enemy's side will inevitably turn and flee at the sight of him.

All Consuming: The Eidolon becomes one with battle, and those allies at his side are imbued with the same infectious strength, each fighting with a proficiency of heroic proportions. So powerful is his link to battle that the Eidolon is unable to stop fighting until an enemy flees or surrenders. In order to retreat, he must be forcibly bound or torn from the conflict.

Barrier



Courteous: "Let me speak for my companions as well when I say that we are most grateful for your generosity."

An Eidolon displays Courtesy if:

- ✓ She offers respect to others where it is due.
- ✓ She acts in a well-mannered and well-tempered way, even when tempted to act otherwise.
- ✓ She wins the affections and favor of those with power and responsibility.

"As the avalanche closed over us, she calmly raised her hand, as if to catch that incredible flow. The air shimmered above us, and as I watched in wonder, the snow slid over us, cascading across an invisible barrier in the air."

Superficial: The Eidolon's face hardens to become much like a mask, though one that captures her features perfectly and beautifully. Her flesh is powdered pale, as though with makeup. With a flourish of the hand, she can create walls of force that will repel or redirect most assaults. The air shimmers with these forces, making them apparent to intelligent creatures, but confounding to monsters. It requires both hands to maintain these barriers, and the Eidolon cannot hold a barrier where she cannot see.

Deep: The Eidolon may use her power to create opaque, reflective, translucent, or glowing barriers. Additionally, she can maintain two separate barriers within sight, one per hand.

All Consuming: The Eidolon can create resistive barriers that redirect force back upon attackers, or spring like rubber against strong forces. She can maintain up to three of these barriers within sight at any given time—one per hand, and one with pure visual focus. The Eidolon's pale, mask-like flesh reacts violently to skin contact with any other creature, and she must keep others at a distance and wear heavy clothing to avoid contact and the pain it inflicts.

Bastion



Selfless: "How could I do nothing while others need me?"

An Eidolon displays Selflessness if:

- ✓ He puts himself in harm's way to protect those around him.
- ✓ He thinks nothing of his own wounds or inconvenience.
- ✓ He offers to others what he could rightly keep for himself.

"A sudden storm rose up as we climbed the cliff face, and I was certain we were doomed. But our guide stood like an oak before us, shielding us from the torrent of wind with his own body. When the blast had ended, he dusted himself off and continued the climb as though nothing had happened."

Superficial: The Eidolon's body becomes nearly invulnerable and is strong enough to resist direct attacks from both guns and steel. Strong forces can still knock him down or shove him aside, however.

Deep: Planting his feet firmly on the ground, the Eidolon gains great traction, and can brace against almost any force. While not completely immovable, it takes incredible force to lift him from his position. Additionally, he may grow slightly larger while using this ability.

All Consuming: The Eidolon can utilize his selflessness to become a veritable fortress, growing several sizes larger than normal, and becoming completely invulnerable and immobile. With this great power, however, comes great weight and a terrible loss of speed.

Beast Form



Competitive: "Let's settle this with a challenge..."

An Eidolon displays Competitiveness if:

- ✓ He will not back down from a challenge to his abilities.
- ✓ He feels a need to display superiority over others.
- ✓ He challenges others even when he cannot be sure of victory.

"He crouched low, waiting to strike. I braced myself to do battle with the man, but what leapt for me was not a man, but a nightmare of claws, fangs, and fury."

Superficial: The Eidolon's teeth lengthen into fangs, and his fingers sharpen into claws. With a little concentration he may transform into any natural creature he has seen or studied. He does not become an exact copy of the creature, but he does become a perfect member of its species. The size of the creature he can become must not be larger or smaller than his own natural size.

Deep: With even greater control over his form, the Beast Former can become a creature as large as four times his own size, or as small as a quarter of his own size.

All Consuming: The Eidolon can transform into even mythical or fantastic creatures, even forming his own unnatural "chimera" creatures by fusing multiple animal traits together. He is never able to take on the same form twice, and must constantly shift his physical features to match the challenge at hand.

Beast Master



Controlling: "How dare you defy me?"

An Eidolon displays Controlling tendencies if:

- ✓ He needs to be the one 'in charge' of the team.
- ✓ He takes control and gives orders with ease.
- ✓ He manipulates others by a careful understanding of their motivations and desires.

"He spoke to the earth, and it burst forth with a myriad of life, all rising to obey and serve him."

Superficial: The Eidolon has the power to speak to animals and assert some limited control over them. Since the Eidolons are creatures much akin to Anima Spirits, less intelligent wild creatures will interpret their commands as the voice of nature itself, and obey without question.

Deep: The Eidolon can bind to himself a single creature who serves him as a pet. The bound creature obeys unquestioningly his master's commands, and can speak and share its eyes with its master. If killed, the Beast Master can spend Anima to revive his pet, just as he can heal himself.

All Consuming: Using the power of Anima to give life to dust, the Eidolon can create wild beasts and creatures with a thought. These simulacra obey his orders completely before turning to dust. The Eidolon must maintain focus to hold the reigns of control over his creations. If he loses concentration or performs a strenuous activity while controlling these beasts, they will turn upon him out of spite for their forced, unnatural life.

Blissful Gaze



Optimistic: "Try to think positive—it will do us all good."

An Eidolon displays Optimism if:

- ✓ She never admits defeat or gives up hope.
- ✓ She relies on others, even when there is no evidence they will help or aid her.
- ✓ She considers the optimal outcome of a situation as a given, rather than a possibility.

"She looked at me with a serene smile, and I felt all my worries and anger melt away. My head was clouded with a giddy excitement, and I was unable to think for the beautiful calm that had settled into my mind."

Superficial: One or both of the Eidolon's eyes glows with a soft white light. With direct eye contact and an expenditure of Anima, the Eidolon can cause an artificial happiness to well up within another who is not extremely agitated or distracted. This sensation causes the target to behave much like he is intoxicated, saying or doing things that he would not otherwise, and becoming rather susceptible to suggestion. After a single dose of this false happiness, creatures develop an immunity to it that lasts a lifetime.

Deep: The Eidolon can turn her calming gaze to create a rush of excitement and optimism-fueled adrenaline as well. This inspires an ally to temporarily forget his wounds and act with full proficiency. Allies do not become immune to this boost of energy if they willfully accept it.

All Consuming: The Eidolon's gaze can send even an angry, rampaging beast to its knees for a few moments. So consumed by optimism and bliss, the Eidolon loses some sense of Empathy. She never feels urgency, anger, or despair, and is unable to actively engage in combat with any creature. Instead, she is relegated to aiding allies and fighting indirectly.

Bound



Dutiful: "Come wind or storm, it's my duty, and I'll not leave it."

An Eidolon displays Dutifulness if:

- ✓ She will not abandon a cause even when all seems lost.
- ✓ She operates according to plans and objectives, rather than desires and whims.
- ✓ She accepts responsibility and takes it seriously.

"Chains bound her body from head to toe, holding her arms fast at her sids and shackling her down to all manner of weapons and weights. We thought her helpless, but at her command, those same chains rose up and brought their weapons to bear against us."

Superficial: Chains, or some other form of bond, form on the limbs of the Eidolon. These can be used to grapple, shield oneself, or lash out at enemies. The chain's owner has some control over the physics surrounding his chains. A bound character can never escape from a bond or imprisonment without assistance.

Deep: The Eidolon's chains gain additional weights or burdens, such as books, blades, treasure chests, or the like, which can add power and utility to their movements but can prove as much of an impediment in the wrong situations.

All Consuming: The Eidolon becomes bound to a debilitating object such as a throne, heavy treasure chest, massive sword, giant rock, or some similar structure that precludes movement entirely, unless he spends Anima to pick up his bond and move it with him (or has assistance with it). The Eidolon can trap anyone who comes close to him by lashing them to the same bond he shares, debilitating them in a way similar to his own. With assistance, he can also use his massive bond as a weapon against foes, to hold ground from enemies, or provide shelter, depending on the type of bond.

Carapace



Gruff: "If you're not going to make yourself useful, then get out of the way."

An Eidolon displays Gruffness if:

- ✓ He pushes away others who would become close to him.
- ✓ He speaks to others harshly.
- ✓ He shows little patience with the failures of those around him.

"A hardened shell covered in rough spikes covered his back, making him slow but sturdy. That shell was as much a weapon as a defense, and I could smell the blood upon the barbs of it."

Superficial: A thick, plated shell covers the exterior of the Eidolon. The shell fits comfortable and is normally soft, but can be strengthened to resist heavy impacts and absorb direct attacks easily.

Deep: The Eidolon's exoskeleton is always at full strength, and cannot be cracked except by the toughest of forces. Additionally, he can adorn his shell with spikes, barbs, or hooks that cause extensive damage when slammed into enemies.

All Consuming: The Eidolon's bulky outer shell is completely indestructible, and makes a powerful weapon in addition to its capabilities as armor. It is coated with a natural oil that makes impacts slide off of it, making its spikes or barbs even deadlier. However, the grotesque shape of the shell and the smell this oil emits make the Eidolon unwelcome in most social situations.

Cartwheel



Reckless: "It's all about the rush."

An Eidolon displays Recklessness if:

- ✓ He acts without thought of the consequences to himself or others.
- ✓ He is more interested in the excitement of a plan or course of actions than its practicality.
- ✓ He plays against odds and plays against them at high stakes.

"A huge wheel of wood and stone was bound to his back, its weight and ponderousness cutting down into his flesh. As I watched in wonder, he swung the wheel down from his back and proceeded to ride upon it, becoming an unstoppable, uncontrollable force."

Superficial: A wheel or sled of some kind is built into the Eidolon's body. She can use this implement to hurl herself at great speed in any direction, usually dictated by gravity. While rushing like this, her body is protected by the wheel. However, once she drops to a controllable speed, this invulnerability fades.

Deep: The Eidolon's wheel is her preferred method of movement. While moving at great speed, she is unstoppable, able to smash through all but the strongest barriers. Those that are too strong to be broken will deflect her without harm.

All Consuming: The Eidolon is bound to her wheel, and must utilize it for all movement. While moving at great speeds, she gains some limited hovering ability, and can lift into the air like a helicopter or a boomerang.

Clockwork



Meticulous: "There's a certain way it has to be done."

An Eidolon displays Meticulousness if:

- ✓ She does things 'by the book' or according to rigid guidelines.
- ✓ She leaves things in order, and avoids disturbing others or their property.
- ✓ She cannot stand to have a job half-done or sloppily done.

"He moved with a rigid but practiced step, each footfall measured exactly to a distance from the last. His voice was like sheets of tin scraping together, and he appeared as heavy as a solid stone."

Superficial: The Eidolon's bodily is partially or wholly created from machines and synthetic parts. With mechanical precision and hydraulic strength, the Eidolon can act with great force, both on a concentrated and wide scale.

Deep: The Eidolon can graft mechanical and technological enhancements into his clockwork body, so that they have increased power or limitless ammunition. He may also require alternate sustenance, such as oil and fuel rather than food and water. As with all machines, he is susceptible to jamming and malfunction if he becomes too dirty or wet.

All Consuming: The Eidolon is predictable. Anyone who has watched him for a few minutes (or even a few seconds in combat) and has the presence of mind to consider him can predict exactly how he will move and act. The limits of his gears prevent him from doing otherwise. The Eidolon's clockwork strength is so great that once he engages in an action or attack, it cannot be stopped or sabotaged (though it may still be resisted).

Compass



Faith: "Things will work out—just try to believe."

An Eidolon displays Faith if:

- ✓ He believes in a higher power that guides him and his actions.
- ✓ He trusts others to lead him and guide him.
- ✓ He often bases decisions on uncertainties which he unwaveringly expects to come to pass.

"Her flesh was scrawled with notes and treasures and warnings like the face of a map, and her hair was black and sparkling with motes of light like a star chart. When she spoke, it was with perfect confidence regarding our next destination and what we would find there."

Superficial: With a map of the world and the heavens written down upon his very flesh, the Eidolon seems to have an uncanny grasp of the order of things around him. By fueling this power with Anima, he can reach within his soul and find the path to any destination, provided that he knows

what he is looking for.

Deep: The Eidolon has a supernatural clairvoyance which reveals the locations of things around him. He can sense even the contents of closed doors or containers. These supernatural senses flood in faster than his natural senses, and sometimes even faster than time itself, giving the Eidolon a limited pre-cognizance.

All Consuming: The Eidolon is blind and deaf, and must rely wholly on his supernatural senses for direction. He instinctively knows the architectural layout of any area he is in, and has a clairvoyant sense of who occupies space and where. However, these senses are not always easily to interpret, and make his reflexes slow.

Cosmopolitan



Fashionable: "It's the look that counts. Everything else is second impressions."

An Eidolon displays Fashionable Tendencies if:

- ✓ She worries about what others will perceive her as.
- ✓ She strives to adopt the customs, fashion, language, and ideas of whatever culture she visits.
- ✓ She takes an interest in politics, art, and culture of the realms of the world.

"Before I even saw her, I knew. This is someone that I wanted to be around. Someone worth listening to. Someone worth lending support to. When I saw her, all semblance of doubt fled from my mind. I wanted to be beside her, and hear her. I wasn't alone."

Superficial: The Eidolon possesses a jewel that looks similar to jewelry of one kind or another, but built into her body. By 'turning on the charm', the Eidolon makes everyone who gazes upon the light of this jewel consider her as a friend, even if they have never before met. This effect doesn't work on enemies or those who have renounced the Eidolon as a friend due to her actions.

Deep: Beloved of those surrounding her, the Eidolon may ask favors of those who are caught in the web of her will. These false friends are not just friendly, but loyal to the Eidolon. Even in the face of reasons to the contrary, they will continue to treat her as a friend and ally. This effect still only works in social situations—the Eidolon cannot request any dangerous or strenuous favors from her allies.

All Consuming: The Eidolon's conscriptive nature brings all those around her together to her will. She can request dangerous and strenuous favors, such as to fight in her name or to sacrifice one's life in her place. For all this, the Eidolon becomes far more delicate, and suffers deep wounds far more easily than others.

Crystalline



Lucid: "It all seems perfectly clear to me."

An Eidolon displays Lucidity if:

- ✓ He does not doubt his decisions or actions.
- ✓ He reflects carefully upon his words before speaking, and speaks exactly as he means.
- ✓ He remains calm in the face of chaos and danger.

"His whole body was covered in crystals of perfect color and clarity, reflecting the light like a prism. A calming light seemed to wash over me at his smile, and he exuded an aura of knight and scholar and sage all merged into one."

Superficial: Crystals adorn the body of the Eidolon, and these can store and release light as needed. With sufficient charge, the Eidolon can release beams of intense, burning light, or radiate like a lantern.

Deep: The Eidolon's crystalline body is resistant to damage, but is brittle and shatters with sufficient force. By drawing in light from the sun or some other powerful source, the Eidolon can restore his crystal flesh with only a few moments of concentration.

All Consuming: The Eidolon's transparent body reveals a heart encased in crystal and pulsing with glorious light. Able to generate his own powerful source of light at will by expending Anima, the Eidolon's transparent flesh makes it easy for enemies to strike out at his heart, creating an easy target for some.

Deathly Grin



Malice: "There's no point if I can't watch someone suffer."

An Eidolon displays Malice if:

- ✓ She takes pleasure in harming others or taking revenge for wrongdoings against her.
- ✓ She holds grudges for long periods, and will not accept apologies.
- ✓ She relishes in wielding power over others to their detriment.

"When I looked into her black eyes and her sinister, expectant grin, I saw a premeditated, methodical evil more profound than anything I had ever imagined. It chilled me so deeply, I could neither scream nor run."

Superficial: The Eidolon's eyes take on a pitch black sheen. With direct eye contact, they can freeze a sentient enemy perfectly in place with fear for as long the eye contact is maintained.

Deep: Any creature who sees the Eidolon's face is struck with terrible fear. After a few moments of broken line of sight with the Eidolon, beings who have been frozen in fear can break free of the power's grip and return to normal, though they may still be shaken for several minutes afterward.

All Consuming: A single look at the Eidolon's face induces blood curdling madness. Even after line of sight or eye contact is broken, a victim is often so shaken they can do nothing but curl up and whimper on the ground. If the Eidolon ever glimpses her own reflection, however, she suffers the same terror that is inflicted on others by her gaze.

Dragonlike



Pride: "You're nothing compared to me!"

An Eidolon displays Pride if:

- ✓ He talks down to others or demands undue respect from them.
- ✓ He feels that he is above law, courtesy, or morality.
- ✓ He overestimates his abilities or reputation.

"His skin was covered in scales, and he seemed to slither in a lithe, practiced way, even as he crossed the floor. Little jets of smoke escaped his mouth, and I knew on some instinctive level that I was being considered for a potential meal just as seriously as for a potential ally."

Superficial: Scales and neck frills adorn the Eidolon's flesh, making him tougher and more resilient to the elements. He is taller and stronger than average, and may also develop claws and a tail, depending on the exact manifestations of the trait.

Deep: The Eidolon can contort his body like a lizard, and slither up walls and across floors easily. He develops the ability to breathe fire, as well as to eat raw meat without fear of disease. With effort, he can grow slightly larger and shift shape to the size and form of a small land dragon.

All Consuming: With the ability to transform into a full-sized dragon at will, the dragonlike Eidolon can fly and possesses great might. However, regardless of his size, he possesses the appetite and metabolism of a full sized dragon, and is unable to sleep soundly except on a bed of gold.

Duskwalker



Furtive: "I'm not sticking my neck out there. I'll stay back here where it's safe."

An Eidolon displays Furtiveness if:

- ✓ He prefers to keep to himself and avoids attention.
- ✓ Stays out of danger and dangerous situations.
- ✓ Avoids taking risks or putting himself in situations that could become dangerous.

"I wasn't sure at first if it was a man or a shadow that approached me. He seemed to be both there and not. I know he gave me his name, and showed me his face, but in my memories there are only shadows of our conversation, and I'm certain that I would not recognize him, should I meet him again."

Superficial: The darkness seems to shift and clamor about the Eidolon's feet like a robe. The Eidolon's features and words become muddled and vague when recalled, and he blends away to near invisibility in crowds or dark corners.

Deep: The Eidolon can become a shadow, and physical forces pass through him as though he were made only of smoke. As a shadow, however, he is unable to come into direct contact with glowing objects, bright lights, or fire without being harmed. These objects are always solid to him.

All Consuming: Able to manipulate his shadow as a weapon and a shield, the Eidolon is also bound to it. Bright light sears his body, and can leave blistering scars. While in darkness or dim lights, he can form powerful weapons, blades, armor, and other tools from the very darkness around him.

Earth Whisperer



Conscientious: "You have to consider the bigger picture."

An Eidolon displays Conscientiousness if:

- ✓ She considers the larger outcome of her actions.
- ✓ She is concerned with the culture, welfare, and development of realms.
- ✓ She shows an interest in the motivations and reasons for others actions, even her enemies.

"As she spoke to the earth, I felt the whisper of a breeze and the soft settling of loam as a reply. The ground swelled to aid her, forming stairs of stone to make a way out for us."

Superficial: The Eidolon is possessed of a golden tongue that knows the secret language of the stones. By pleading for aid from the earth, the Eidolon can cause tremors, reform terrain, and raise barricades of stone. The earth is more able to hear and respond to the Eidolon in undeveloped places, such as fields or caverns, where civilization has not conquered.

Deep: The Eidolon's power of speech expands to encompass water as well. Using this gift, she can speak to oceans and streams, all of which connect and form a valuable network of information.

All Consuming: Able to speak to the sky itself, the Eidolon has almost unlimited access to information from a bird's eye view, and can call down thunder, lightning, and heavy winds in places where the air is clear and unpolluted. This mighty voice comes at the price of her ability to speak other languages. Though she can speak silently to the earth, other creatures regard her to be wholly mute.

Edible



Collusive: "Let's just give them what they want, and maybe they'll leave us alone..."

An Eidolon displays Collusion if:

- ✓ He gives up or surrenders with little resistance.
- ✓ He will quickly apologize or back down from things he has said.
- ✓ He attempts to bargain with enemies to save his own skin.

"Looking at him, a strange, alien hunger seemed to come upon me. I couldn't help myself, he just looked too delicious to resist..."

Superficial: The Eidolon's body is actually composed of some commonly edible substance, such as bread, confectioner's sugar, smoked meat, or the like. Enemies find it difficult to ignore this creature, and focus on him first whenever they would want to make a snack of any party member.

Deep: Even more edible than before, the Eidolon gives off a wonderful odor of freshly baked bread, freshly roasted meat, or other delicious foods that even civilized creatures have trouble resisting.

All Consuming: The Eidolon can lace his body with natural toxins, making his flesh deadly or at least unpleasant for any who happen to eat it. If he willfully wounds himself by tearing off a limb, or other body part, that part grows back quickly, just as it was before being torn off.

Endless Knives



Relentless: "You know I'm not going to stop until I have my way, so make this easier for us all and yield."

An Eidolon displays Relentlessness if:

- ✓ He will not stop fighting until his enemies are dead or surrendered.
- ✓ He continues to press others for information or concessions even after being told off.
- ✓ He ignores threats, injunctions, or ultimatums without considering them.

"He came at me in a stream of blades—a whirling torrent of death and blood that whipped through everything in its way and whisked toward me at

inhuman speed. I didn't have even the time to scream..."

Superficial: The Eidolon's skin takes on a silvery, metallic sheen, and he can produce metal weapons of any kind from beneath his skin with a thought. These weapons disappear several seconds after they leave contact with him. The Eidolon also gains a slight advantage to speed and perception when using these blades. The Eidolon's own weapons, created from his flesh in this way, can never harm him.

Deep: By focusing his power, the Eidolon can will the blades he creates to last longer, even after they leave his immediate sight. This allows him to arm a small force all on his own.

All Consuming: The Eidolon can eject and withdraw blades from any part of his body, making him deadly on every side. He can harden the metallic sheen of his skin to create a powerful defense against enemy strikes. However, contact with water will cause his body to rust rapidly unless he dries off and polishes his skin meticulously.

Energized



Athletic: "Let's get up and move! I'm not going to sit here all day!"

An Eidolon displays Athletic Tendencies if:

- ✓ She prefers physical action to talking or puzzle solving.
- ✓ She trains constantly to increase her ability.
- ✓ She utilizes her own dexterity, strength, and agility more than special powers, weapons, or tools.

"With a small effort of will, she charged her hand with electric power. Lightning crackled between her fingers as she touched the machine, and it whined hideously and died in a puff of black smoke."

Superficial: The Eidolon's fingertips become crystalline—looking like precious stones of various hues. With a force of will, she can fill her hands with elemental power and press that power into another object with a touch. This power can be used to create a flaming sword, to ground an electrical device, or to create a shield against elemental attacks, just to provide a few examples. The effect of this power is always localized, and generally wears off within a few minutes of activation.

Deep: With a greater infusion of will, the Eidolon can hurl blasts of elemental energy in whatever flavor she wishes. These blasts explode on contact with a target, and do not energize it in the same way that she can energize objects with a touch.

All Consuming: The Eidolon can draw out the power of Anima to create new objects forged of pure creative energy. Rather than a flaming sword, for example, she could create a sword of fire itself. The Eidolon automatically charges everything she touches with whatever type of energy she last used, making everyday life awkward and sometimes difficult.

Explosive



Vindictive: "No one talks to me like that and gets away with it!"

An Eidolon displays Vindictiveness if:

- ✓ He must have the last word in an argument, or the last blow in a fight.
- ✓ He must ensure retribution against those who wrong him.
- ✓ He reacts violently to small slights or others' mistakes.

"I could feel the temperature rising sharply as his anger grew hotter, eyes on me. His flesh turned red with rage and concentration, and I ran, unsure of what would happen, but certain that I did not want to be close when it did."

Superficial: With bright red skin that is wholly immune to fire, the Eidolon can unleash explosive force from his body. Though he does not actually explode, an explosive force washes off of him just as though he had.

Deep: The Eidolon can cause objects to charge with unstable energy and explode several seconds after touching them. This unstable energy visibly warps and deforms an object before it ignites.

All Consuming: With greater control over his power, the Eidolon can create concentrated and pinpoint explosions that lash out in only a single direction or in a cone before him. He is unable to turn down a challenge, ignore a threat, or be insulted or struck without returning the same in kind unless physically prevented from doing so.

Eye of Flame



Zealous: "Any means necessary are justified by my goal."

An Eidolon displays Zeal if:

- ✓ She pursues her goals with fanatical devotion.
- ✓ She believes in ideals and is prepared to act upon them.
- ✓ She is willing to sacrifice herself for the sake of an idea or moral.

"With eyes of smoldering flame, he looked at me, passing judgment in a single moment. As I felt the flames began to sear through my very skull, I knew I had been found unworthy."

Superficial: Burning with an eternal flame, the Eidolon's eyes glow red hot with power. With a look, he can ignite anything within sight, setting it aflame if flammable, melting it if not.

Deep: The Eidolon's flame grows in power, and can lance out as a physical beam of red-hot energy that slices through anything he gazes upon.

All Consuming: With power exceeding reason or judgment, the Eidolon's gaze burns to cinders anything it rests upon, whether he wills it or not.

Eye of Truth



Honest: "If I cannot trust my own words, how can I trust anything?"

An Eidolon displays Honesty if:

- ✓ He feels compelled to tell the truth, especially when it is inconvenient.
- ✓ He does not embellish the truth, nor detract from it in speaking.
- ✓ He speaks and acts earnestly, believing in the things he says and does.

"His glowing gaze seemed to burn through me, reading me from the inside out. I knew that every word I spoke and every move I made was being scrutinized. A single lie, and I would be undone."

Superficial: The Eidolon's eyes glow a haunting bluish color, and his gaze intimidates any whose eyes he meets. The Eidolon can instinctively tell if the words spoken by another are truth or lies, as long as he is able to meet eyes with the speaker while he speaks.

Deep: With a gaze that penetrates both word and action, the Eidolon can read another's body language and intentions almost without fail. He instinctively senses insecurity, fear, confidence, deception, and the like.

All Consuming: By gazing into the eyes of another, the Eidolon is able to read the very thoughts from another's mind. While he cannot dredge up the thoughts or memories of another, he can read their surface thoughts. So deeply ingrained in his being is the spirit of truth, the Eidolon becomes unable to lie willfully.

Featherweight



Dishonorable: "I know what I said, but the situation has changed."

An Eidolon displays Dishonor if:

- ✓ He goes back on his commitments without compunction.
- ✓ He uses underhanded tactics or cheating to get what he wants.
- ✓ He quickly abandons codes or morals when they no longer suit him.

"He stood strong and imposing in my way, but as I stepped forward to face him, his confidence wavered. I saw the worry in his eyes, and in a rush of inspiration, I charged forward. As though he weighed no more than a stone, I tossed him aside."

Superficial: Though he is as strong as any ordinary creature of his stature, the Eidolon has very little weight—only a tenth of what he would normally weigh. Others can push him about or toss him aside with little effort.

Deep: The Eidolon's weight diminishes even more, so much so that a strong wind can pull him away. Many Eidolons compensate for this by wearing heavy armor and clothing to increase their weight.

All Consuming: Completely weightless, the Eidolon has limited control over his movement. Like a ghost, he can guide himself slowly though the air, and can fly freely without external aid. Anything he wears or carries becomes weightless while in his grip as well.

Festival



Jubilant: "This calls for a celebration!"

An Eidolon displays Jubilance if:

- ✓ He spends his spare time partying or celebrating.
- ✓ He will accept any excuse to celebrate.
- ✓ He pays special attention to tradition, holidays, and festival culture of the realms he visits.

"A broad, smiling man stood before the crowd, as though ready to make a celebratory speech. He raised his hands in the air and, with a clap, an explosion of fireworks and brilliant lights erupted overhead, drawing the awe of the crowd and heralding the start of the festivities."

Superficial: The Eidolon's hands are dusted with gunpowder, and the smell of delicious food and wine follow him everywhere. With a simple snap, he can create brilliant flashes of light or sounds like fireworks. He can light candles or fuses and can send out showers of colored sparks with a flick of his fingers.

Deep: With a little concentration, the Eidolon can will rockets and fireworks into being around him. These rockets are too small to carry people, but could be used to send messages, carry small objects, or create projectiles of light and deafening sound.

All Consuming: The Eidolon can create rockets large enough to fly upon, and can send fire and sparks from his feet to hover or leap great distances with rocket power. He requires laughter and wonder much like others require food, and his powers begin to wane unless he can entertain and be entertained.

Fist of Stone



Slothful: "That seems like a lot of trouble for what it will get us."

An Eidolon displays Sloth if:

- ✓ She seems uninterested in rewards and incentives which would normally catch her attention.
- ✓ She declines quests, jobs, and chances to help others if they seem to inconvenient.
- ✓ She is interested in getting a full share of rewards while doing as little work as possible.

"One massive arm dragged the ground behind him. Though it must have weighed a ton, he lifted it with an indifferent sort of boredom and smashed through the gate in a single blow."

Superficial: One of the Eidolon's limbs is overlarge and heavy. The additional weight of this arm makes it slow to move, but nearly unstoppable once it is set into motion.

Deep: The Eidolon's heavy limb is hardened to the point of indestructibility, and his grasp is strong enough to twist metal with ease. He may adorn this arm with barbs or nails so that it causes additional damage when used to attack.

All Consuming: Weighted by his heavy limb, the Eidolon is unable to run or quickly react to oncoming danger. He can fuel Anima into this limb to increase the weight and durability of his entire body for a short time, becoming like an unstoppable golem of granite.

Forked Tongue



Duplicitous: "A little lie can take you a long way."

An Eidolon displays Duplicity if:

- ✓ He uses lies to get his way.
- ✓ He has no compunction at deceiving others.
- ✓ He accepts credit and rewards where they are not due to him.

"I didn't want to believe, but his words had that grim quality of truth to them. They were the kind of words you hope are a lie, but cannot deny deep down."

Superficial: With a snakelike tongue, the Eidolon finds it uncannily easy to weave tales and lies that will goad others into doing his bidding. Non-Eidolons will believe the speaker without fail, and Eidolons are hard pressed to ignore his words.

Deep: Even Eidolons believe the speaker's words without fail, as long as they are not presented with evidence to the contrary.

All Consuming: Even in the face of direct evidence to the contrary, those who hear the Eidolon's words can do naught but to believe them. However, the Eidolon is unable to lie, and thus must forge his deceptions through half-truths alone.

Frozen Heart



Solitary: "I don't need you or anyone else to help me."

An Eidolon displays Solitary Tendencies if:

- ✓ He keeps to himself and does not share his past or feelings with others.
- ✓ He prefers to be alone, rather than to travel or stay with the group.
- ✓ He seeks out quests, adventures, or jobs that allow him to work alone.

"Her lips were blue and icy, and little wisps of frost escaped her lips in the summer heat. As she looked at me, I felt my blood turn to ice, and everything went dark as her impossibly cold fingers brushed my eyes.

Superficial: Chilled by solitude and separation, the Eidolon is able to create ice with a touch, or harden the vapor in the air into a solid form. Immune to cold, Eidolons with this ability are susceptible to heat and fire.

Deep: The Eidolon's sphere of influence with this power increases. Temperatures drop when she enters a room, and she can freeze nearby sources of water with a look rather than a touch. Summer plants often wither in her gaze.

All Consuming: Fire flees from the presence of the Eidolon, and candles, fireplaces, campfires, and any other incandescent source of light or heat sputters out in her presence. Combustion-powered weapons and engines refuse to work in her presence, and incendiary weapons have no effect on her or those around her.

Gilded



Greedy: "If there's profit to be had, count me in."

An Eidolon displays Greed if:

- ✓ He desires wealth for its own sake, rather than its uses.
- ✓ He thinks of value solely in terms of money, rather than utility, spiritual, or sentimental value.
- ✓ He hoards money and does not spend it when he does not have to.

"His skin shimmered like the sun, and his hands glittered with outstretched treasures, offered to me with a glittering smile. As I reached out to touch them, the gold sheen of them began to cover my own skin, sinking in to the bone, turning me to gold."

Superficial: With shimmering golden skin, the Eidolon can create gold coins and other small gold baubles with a touch. These baubles can be used to tempt others, to make payments, or for any other use that a soft, highly conductive metal might find. The gold created by the Eidolon is real, and does not disappear or fade with time. Creating gold like this exhausts an Eidolon, and most cannot create more than a handful of coins without rest.

Deep: Just as creating gold exhausts the Eidolon, consuming it gives him strength. He can devour precious metals and gemstones to restore his wounds, though he cannot consume gold that he has created himself.

All Consuming: Anything the Eidolon touches becomes tinged with gold, and eventually turns to gold completely. This transformation gradually wears off on Eidolons, but is permanent when effected on other things. The Eidolon is unable prevent himself from using this ability on anything he touches.

Graven Eye



Scornful: "Someday I hope I'll understand why we put up with someone as worthless as you."

An Eidolon displays Scorn if:

- ✓ She talks harshly to others and reprimands them strongly.
- ✓ She expects more of others than is reasonable.
- ✓ She feels entitled to the service and praise of others.

"She looked at me with such derision and scorn as I had never seen—her stony eyes glinting with terrifying malice. And then, as my eyes met hers, everything was suddenly dark."

Superficial: For as long as the Eidolon's stone eyes meet those of another, that victim is turned to solid stone, and he is unable to move or act.

Deep: The Eidolon's gaze can turn another to solid stone, and even when she looks away they remain stone for several seconds afterwards. She can harden her own flesh to stone by closing her eyes for a moment, though unlike her victims, she moves freely while in this state.

All Consuming: A being turned to stone by the Eidolon's gaze remains a solid stone statue until the rising of the sun the next morning (or for 24 hours in regions with no sunrise or sunset). An Eidolon with this trait is unable to love or form meaningful relationships. None are loyal to her, and will serve her only out of fear or for the promise of a reward.

Note: Stone is chosen for classical reasons. Feel free to use glass, steel, coral, gold, or anything else that suits the flavor of your character.

Grey

Drawback | Darkness

Apathy: "Tell me why I should care?"

An Eidolon displays Apathy if:

- ✓ She seems disinterested in events around her.
- ✓ She is not moved to emotion or distress by any means.
- ✓ She has no care for the wellbeing of herself or others.

"Her form was like a silent ghost—a half being without emotion or desire. She simply sat there, rapt in her own world, without concern or care for the dangers and wonders all around her."

Superficial: The Eidolon's skin pales, and color drains from their features and clothing. She speaks in muted tones, and cannot be heard over others without expending a considerable effort of will.

Deep: Completely without color, the life and excitement seems to drain from the air around the Eidolon. She moves slowly, and no one notices her or pays her mind unless she forcibly imposes her presence on a situation. Her opinions and will often go unrepresented.

All Consuming: The Eidolon is completely impossible to notice, except when she exerts her will to become noticed. She can speak only in the tiniest whisper, and no one who sees her after can remember her features or even that she was there at all.

Hand Cannon

Personality | Fire

Headstrong: "Anyone who doesn't get our of my way had better be prepared to get hurt!"

An Eidolon is Headstrong if:

- ✓ He prefers direct approaches in situations where delicacy is expected.
- ✓ He does not bow or bend to the authority of others.
- ✓ He strongly prefers action to deliberation.

"He raised his hand and shouted, unleashing a barrage of molten energy that splashed through our best-laid defenses. All we could do was to cover our heads and pray for our lives."

Superficial: The Eidolon's palms open up into veins that connect to his heart and open into the air. With a thought, the Eidolon can send a surge of Anima through these veins, which manifests as a powerful burst of elemental energy.

Deep: With increased power, the Eidolon's Hand cannon can form its destructive energy into grappling hooks, ropes, acid blasts, grapeshot, and any other material object that can be reasonably shot.

All Consuming: The destructive power of the Eidolon's Hand Cannon increases, such that he can hurl explosive bursts of energy that spread over a wide area. He can also maintain a continuous short stream of energy that projects in a cone before him. The Eidolon finds himself unable to wield any weapon in his hands, and they blister and burn at the touch of metal.



Handy



Helpful: "To each according to his need."

An Eidolon displays Helpfulness if:

- ✓ He is more concerned about the wellbeing of his allies than himself.
- ✓ He is constantly assisting others, rather than pursuing his own initiatives.
- ✓ He is unwilling to ignore pleas for aid from others.

"His many limbs stretched and worked, lifting and freeing me from the debris with speed and skill. Before I could stand and thank him, he had already turned to save the others who were crying for help."

Superficial: The Eidolon possesses additional limbs that are just as strong as dextrous as his standard pair. These additional arms make him an expert climber, swimmer, melee fighter and grappler.

Deep: All of the Eidolon's arms can stretch and deform to a limit of five times their normal length. This can allow the Eidolon excellent acrobatic ability, as well as the opportunity to reach things that are outside the grasp of others.

All Consuming: The Eidolon can create limbs of phantom energy at will. These limbs function just as well as his standard limbs. Bound by his nature, he can never ignore a plea for help that reaches his ears.

Healing Hand



Kind: "You look like someone who could use a friend."

An Eidolon displays Kindness if:

- ✓ She gives to others what she could rightly keep for herself.
- ✓ She will not speak ill of others, even if they deserve it.
- ✓ She offers aid without being asked.

"As her hand rested on my brow, a soft glow and a cool, calming sensation fell across my whole body. As my eyes opened, I felt whole once again."

Superficial: With a touch of her hand, the Eidolon can heal any superficial wound. Although she cannot heal herself, she can repair the wounds of others, including those of animals and spiritual beings.

Deep: The Eidolon can expend Anima in order to remove all deep wounds from any Eidolon, including herself. With a simple touch, the corruption that ravages another's heart can be carried away in a puff of mist.

All Consuming: The Eidolon's touch heals all wounds, and she herself heals rapidly from any kind of wound (except a heart wound or a superficial wound that removes her healing Hand). Sworn only to heal, she suffers a deep wound every time she causes harm to another—direct or otherwise.

Heart of Iron



Sorrowful: "If only things were different..."

An Eidolon displays Sorrow if:

- ✓ She holds grudges and regrets, but does not act upon them.
- ✓ She has little will to fight back against forces that oppress or discourage her.
- ✓ She discourages others from their passions or goals.

"Her whole countenance seemed heavy and forlorn, as though living itself were a loathsome burden to her."

Superficial: With a heavy heart, moving quickly is difficult for the Eidolon. She has trouble reacting to danger, and the brittle iron in her heart makes her more susceptible to heart wounds.

Deep: The cold iron heart of the Eidolon chokes out compassion and joy. She displays little emotion, and is never shaken by appeals for mercy or pity.

All Consuming: A barbed iron heart ravages the Eidolon's insides, filling her with constant pain. With a touch, she can share this pain with others. Anytime the Eidolon causes a deep wound to another, that wound is automatically upgraded into a heart wound.

Hollow



Detached: "And what does that matter to me? Nothing."

An Eidolon displays Detachment if:

- ✓ She is unconcerned about the suffering or trials of others.
- ✓ She does not make friends or allies.
- ✓ She does not display emotional reaction to things happening around her.

"The wraithlike thing moved in a blur of smoke. Everything about him was nondescript and nebulous, held together only by his coat and hat. Without those, he would have had no form at all."

Superficial: The Eidolon's body is less substantial than usual, and is only given form by the clothing he wears. Unclothed portions of the Eidolon's body cannot exert force in the same way that clothed parts can. His gloved hand can wield a weapon, but it will fall through his naked hand as though it were a puff of smoke. Conversely, his unclothed body can pass through walls, and cannot be wounded.

Deep: Without clothing to hold him together, the Eidolon becomes completely incorporeal. He can also fold himself "inside out", for a few moments, making his clothing incorporeal as well.

All Consuming: By occupying the same space as another Eidolon, the Hollow one can control them like a puppet, wearing another's body as a suit of clothes to control. This works more reliably on weaker willed Eidolons and on Nascent. Even if the Hollow one is unable to take total control of an Eidolon, they can produce subtle influences on another's actions that make them more clumsy. Because of his closeness to nonexistance, the Hollow Eidolon has one less Pure Anima in his personal Balance at the start of a game session.

Hotheaded



Wrathful: "You cross me, and nothing in this earth will be able to help you."

An Eidolon displays Wrath if:

- ✓ He becomes extremely angry at any slight.
- ✓ He acts upon his anger without thought of the consequences.
- ✓ He takes disproportionate retribution on those who wrong him.

"The flames that wreathed her face burned white with heat, and I could feel her rage radiant and terrible."

Superficial: Glowing with living fire, the Eidolon's hair is like a flame that crowns her head. With a little effort, she can create and control flames within her immediate presence, a sphere extending about 3 feet from her body.

Deep: The Eidolon can wreathe her entire body in flames, becoming a living furnace powered by the rage in her heart. Using the flame, the Eidolon can ignite anything with a touch, melt the strongest metals, or hurl herself at enemies as a living fireball.

All Consuming: The Eidolon's mask of living flame is constant, and her body is always alight with phantom flames that burn anything touching her skin to ash. By fueling this power, she can become a colossal being of fire several stories tall.

Illusionist



Exhibitionist: "I'll bet you've never seen anything like this before!"

An Eidolon displays Exhibitionist Tendencies if:

- ✓ She always needs to be the center of attention.
- ✓ She enjoys showing off.
- ✓ She uses a complex and showy action where a simpler one would suffice.

"The beautiful form moved towards me with subtle grace, meeting my eyes and holding all of my senses rapt. When I reached out to touch her, there was nothing there but smoke, and the man with his sword at my throat."

Superficial: The Eidolon possesses a third eye that, when opened, projects illusions. Anyone who meets the gaze of this third eye can be made to see anything the Eidolon wishes. Looking away from the gaze of the Eidolon's eye breaks the spell, and reveals the falsehood of these illusions.

Deep: The Eidolon's spell of illusion lasts for several seconds after he breaks his gaze with a victim. After this point, the Eidolon no longer controls the illusions—they play themselves out in whatever actions they were carrying out when the Illusionist's gaze broke.

All Consuming: The Eidolon's illusions grow in power and depth, and they can overwhelm the senses of smell, hearing, and taste. Only a touch shows their true natures. The Eidolon himself becomes a being of image, much like his illusions, and lacks the substance and strength to lift or manipulate anything heavier than his own clothing.

Immovable Object

VIRTUE | STONE

STEADFAST: "I will not stand down!"

An Eidolon displays Steadfastness if:

- ✓ He keeps his promises and will not back down from his word.
- ✓ He sticks to his morals and ideals even when backing down would be easier.
- ✓ He resists changing his impressions or perceptions, even when presented with compelling arguments or evidence.

"The explosion rocked the earth, and the house began to fall in on itself. I thought for sure they would all have perished, but beneath the flames, I saw a single man standing in place of the central support, holding up the structure for others to escape.

Superficial: While he stands still, nothing can move or overburden the Eidolon. No weight is too heavy for him to bear, and no force strong enough to displace him. If he attempts to push back or alter his positioning at all, however, the spell breaks, and he will be overwhelmed or crushed. If the ground beneath him moves or shifts, his position is changed, and his stance is broken.

Deep: The Eidolon draws his strength from the earth, and can root himself to the ground, imparting it with the same immutability that he possesses.

All Consuming: The Eidolon can move freely and still retain his immutability, as long as his feet remain firmly planted on the ground. Cars, trains, trolleys, and other land-based transportations do not operate while this Eidolon occupies them.



Indestructible

TALENT | STONE

DETERMINED: "I will not be dissuaded or discouraged. Get in my way, and you won't like what comes next."

An Eidolon displays Determination if:

- ✓ She pursues her goals relentlessly.
- ✓ She does not consider failure an option or a possibility.
- ✓ She prefers to accomplish goals with hard work rather than cunning.

"I fired again and again, but he only laughed as the blows and bullets washed off of his skin like rain, and continued to walk toward me with that grim, steady pace."

Superficial: With a dark, steely sheen, the Eidolon's skin is impervious to mundane attacks like blades, claws, blunt trauma, and the like. This indestructible

skin will not resist Anima or Aether fueled attacks or magic, however.

Deep: The Eidolon's indestructible flesh grows even tougher, to resist Anima-based assaults that rely on energy or on the science that powers wonders and magic.

All Consuming: The Eidolon's indestructible nature grows so deep that he cannot be deafened, blinded, or unwillingly distracted from his goals. However, this strength is not without cost, as the Eidolon's weight increases significantly, making it difficult for him to move at a fast pace.

Indeterminate Size



Excitable: "Woohoo! This is the greatest!"

An Eidolon displays Excitability if:

- ✓ He displays extreme emotions, such as distress, ecstasy, or wrath, in response to trivialities.
- ✓ He has strong emotional responses to hearsay and offhand comments.
- ✓ He continues to be worked up about events long after their impact has passed,

"He took a deep breath, and stood suddenly three times my height, raising his foot above my head with a look of annoyance."

Superficial: The Eidolon is able to grow to several times his own height by drawing air into his expandable body. His shape, weight, and strength remain similar to his normal state, despite his new size. Clothing and mundane items grow with the Eidolon's body, but wonders do not.

Deep: When the Eidolon grows, he may choose to increase his mass and strength to match the size of his new form.

All Consuming: The Eidolon may increase the size of wonders he possesses along with his body. However, his normal size is extremely small, comparable to a small dog or even a mouse. The Eidolon must return to this tiny size when not actively using his indeterminate size ability.

Infinite Eyes



Faultfinding: "How do you make such obvious mistakes? Any idiot could do better than this!"

An Eidolon displays Faultfinding if:

- ✓ She is dissatisfied with the adequate efforts of others.
- ✓ She insults or demeans others.
- ✓ She is unsatisfied with the things she has or is offered.

"Her whole body opened up at once, a thousand eyelids sliding open to gaze at me from every direction. Each one glared at me with venomous disdain."

Superficial: The Eidolon can open additional eyes anywhere on her body by spending Anima. These eyes can see directly through walls and people, into locked boxes, and through doors. This vision extends about fifteen feet in all directions from the Eidolon. Even with this supernatural vision, she still needs light in order to see.

Deep: The Eidolon's extra eyes emit an eerie golden glow, and can penetrate even complete darkness.

All Consuming: The Eidolon can 'hijack' others' eyes and see through them as easily as her own. This power can extend to monsters, allies, animals, and other living beings with eyes, but not to supernatural creatures like Anima Spirits or incorporeal beings like ghosts. It has a range of about fifty yards. The Eidolon's personal field of clairvoyance is always active, but her long distance vision is lost, so she can only see past her fifteen foot sphere of vision by using another's eyes.

Insatiate Jaws



Gluttonous: "Mmmm..."

An Eidolon displays Gluttony if:

- ✓ He enjoys fine food, drink, and pleasures in excess.
- ✓ He takes more than he needs for himself.
- ✓ He complains often of being hungry or thirsty.

"His jaws opened wider and wider, baring row upon row of sharpened teeth. Backed into a corner as I was, all I could do was wait helplessly to be devoured."

Superficial: The Eidolon is never completely full, no matter how much he eats. Able to unhinge his jaws wide, he can swallow anything he can't chew up, and can digest anything at all, regardless of its material composition.

Deep: The Eidolon's jaws are sharpened and hardened such that they can slice through almost any substance with little difficulty. He can unhinge his jaw wide enough to swallow creatures as large as himself, though nothing he eats takes up any space in his stomach.

All Consuming: Able to devour at an unbelievable pace, the Eidolon can eat tunnels through the earth or snack through the walls of the most well-defended fortress in moments. His metabolism is incredible, and he will drop unconscious if he does not eat some kind of nutritious food every two hours.

Inverse



Contrarian: "I just do it for the sake of being different, that's all."

An Eidolon displays Contrariness if:

- ✓ He goes against the group for no reason other than to be different.
- ✓ He lacks common sense, or has a different kind of common sense than others.
- ✓ He separates himself from others, and prefers to be recognized as an individual.

"He walked casually along the wall, traversing the bottomless well as though there were no danger of falling. Bound as we were by our own gravity, there was nothing we could do to chase him down into that abyss."

Superficial: Affected by a unique gravity all his own, the Eidolon can choose to orient himself with a different surface than the ground. Using this power, he can treat walls, ceilings, or even specific objects as 'down', and gravity will affect him as such.

Deep: The Eidolon is able to transfer his unique sense of direction to any other person or object with a touch. The time they continue to be affected by this power depends on how long they are in contact with the Eidolon and how long he wishes the effect to last.

All Consuming: Unable to stand beside others, the Eidolon cannot be subjected to standard gravity, and is constantly bound to one surface or another. In open areas, he can create his own kind of 'invisible ceiling' to walk upon, which puts his head at about the level of others' knees. At any time, he can create one such 'invisible surface' to impose on himself and others under his power. Only those who are sharing his gravity are affected by this surface.

Kinetic



Fair: "For every action, a consequence."

An Eidolon displays Fairness if:

- ✓ He rewards favors and slights in kind.
- ✓ He will not harm another who has done no harm.
- ✓ He gives gifts and assistance where deserved, rather than where they are needed.

"He released the sword, and it flew home like a bullet, as though thrown with such force as to be shot from a cannon."

Superficial: The Eidolon's left and right hands are infused with a red and blue glow respectively. The red glow infuses anything it contacts with energy, unleashing it with the force of an explosion. The blue glow drains away energy from an object, causing it to drop like a dead weight when released.

Deep: The Eidolon can project his blue glow to create a field of negative kinetic energy that stops fast any projectile or bullet.

All Consuming: The Eidolon can project his red glow as well, to cause unattended objects to fire off like bullets in any direction he wishes. Consumed by his nature of justice and fairness, the Eidolon must return any gift or favor, or any slight or injury, with one in kind.

Lantern



Demagogue: "Let me tell you a thing or two, child."

An Eidolon is considered a Demagogue if:

- ✓ He is interested in teaching others.
- ✓ He feels it necessary to instruct those around him on matters of opinion and fact.

✓ He corrects others when they speak incorrectly.

"Her body glowed with a calming, unearthly blue, and I was captivated by the presence of that glow— drawn to it like a moth."

Superficial: Somewhere within the body of the Eidolon, usually around her heart, is a brilliant natural light. This light can be dimmed or brightened at will. When fueled with Anima, the light calms and pacifies aggressive creatures and enemies, as long as they remain within its glow.

Deep: The Eidolon can create a great flash of light from her lantern, which momentarily stuns any who are looking at her when it occurs.

All Consuming: The entrancing vision of the Eidolon captivates all who see her, and looking at her for more than a few moments, especially if she dims her light, lulls them into a soft sleep. As for herself, the Eidolon draws attention like a beacon, and is unable to hide or conceal herself by any means.

League Sprinter



Flighty: "Sorry, but something more important just came up."

An Eidolon displays Flightiness if:

✓ He breaks commitments and promises with disregard.
✓ He is forgetful or unconcerned with responsibilities.
✓ He makes promises or appointments without plans to keep them.

"His long, spindly legs leapt up and whisked him away in a cloud of dust. I waited only a minute, before he returned with the goods I had requested, saying that he had just bought them in a town thirty miles away."

Superficial: The Eidolon possesses long, thin legs, not unlike those of a bird, which allow him to run at great speeds. He can run up to six hundred miles an hour, but not for any longer than one minute at a time without rest. While running at these speeds, he has very little power to stop or turn. Thus, a knowledge of terrain and good eyesight are required. He cannot carry more than half his own weight while sprinting like this.

Deep: The Eidolon possesses incredible acrobatic ability and dexterity, in addition to his already superhuman running speed. He can dash for a sustained five minutes without rest.

All Consuming: Able to dash around the entire world without stopping, the Eidolon can share his speed by holding the hand of another while dashing. The Eidolon's metabolism and energy expenditure are both incredible to match his speed, and so he must eat several large meals a day and sleep twice as long as normal.

Life in Footsteps



Charitable: "You need this more than I do."

An Eidolon displays Charity if:

✓ She goes out of her way to give to others what she could rightly keep for herself.
✓ She provides for others before herself.
✓ She offers assistance before being asked.

"Where she walked, the flowers blossomed and thrived, and life seemed to shine greener and more vibrant than I had ever seen."

Superficial: The soles of the Eidolon's feet are green and brown, and her skin has a loamy color and smell to it. Wherever the Eidolon walks over fertile soil, plants, flowers, and grasses spring up in her wake. By focusing this power, she may control these plants to be any shape or size necessary, though the time they take to grow may be relative to their size and complexity.

Deep: The Eidolon's plants can increase in complexity to have more interesting properties, such as resistance to fire, poisonous barbs, or grappling tendrils.

All Consuming: A being more plant than animal, the Eidolon can grow a new body for herself from fertile soil, and transfer her heart to it through its roots. She cannot prevent grasses and roots and even trees from blossoming in her wake. This makes traveling in cities difficult for her.

Light Eater



Pessimistic: "We can try, but this is going to go just as badly as the last plan."

An Eidolon displays Pessimism if:

- ✓ He assumes the worst outcome in any situation.
- ✓ He plans contingencies for failure in each situation.
- ✓ He discourages and dissuades others from risk.

"A thick cloak of darkness seemed to surround her, greasy and sinister. From her scowl and glare, I could tell there was nothing she wanted with me, or the world at all, for that matter."

Superficial: The Eidolon possesses a lanternlike organ, usually centered on her heart. However, instead of emitting light, this part of her boy absorbs it, creating a continual shadow. She can create localized darkness, or blind others by focusing this power on a concentrated area.

Deep: Using her power to devour all light that reflects from or reaches an object, the Eidolon can turn any single thing invisible to the naked eye.



All Consuming: With an even greater power over darkness, the Eidolon is able to drain electricity and other energy-based power sources as well as light, nullifying many kinds of technology. So dependent is she on consuming light, that she is possessed by a debilitating fear of darkness.

Liquid Flesh



Acrobatic: "Moving, turning, feeling the air around me. That's what it feels like to be alive."

An Eidolon displays Acrobatic Tendencies if:

- ✓ She jumps, flies, or climbs whenever possible.
- ✓ She prefers wide open spaces to enclosures.
- ✓ She finds unorthodox ways to traverse difficult terrain.

"Her body twisted like a spout of water, slipping through the cracks in the sidewalk as I tried to approach. There was no hope of catching her."

Superficial: The Eidolon has a sea green twinge to her skin, and smells faintly of salt and brine. The Eidolon can deform and manipulate individual limbs to become any shape or size. She cannot disconnect them from the rest of her body, or deform more than a cubic foot of flesh at a time in this way.

Deep: With an even greater control over her contortions, the Eidolon is able to deform and reform her entire body at once. She cannot deform her heart, however, which always retains its original size.

All Consuming: The Eidolon's heart swims like a fish beneath her transparent skin. Any water that her heart is placed into immediately forms a brand new body. Additionally, she can break up her limbs into liquid that moves separately from her body. Naturally, she suffers and shrinks whenever the humidity is low, or whenever there is a shortage of water.

Living Trap



Entitled: "I deserve it."

An Eidolon displays Entitlement if:

- ✓ He speaks constantly of his rights, liberties, and what he is due.
- ✓ He takes things that he has no claim to without thought.
- ✓ He does not display gratitude for favors or gifts.

"His whole body opened wide, like a great maw. Before I could think or scream, a tendril like a long, thin tongue lashed out and wrapped around me, pulling me inside..."

Superficial: The Eidolon's entire body is able to open up like an iron maiden, able to envelop another Eidolon whole. While another Eidolon is caught inside this trap, the Living Trap may use the traits of his captive as though they were at superficial level. He does not develop any of the physical changes associated with those traits, however. A trapped Eidolon falls into a sort of slumber, from which they awaken only when they reemerge. A trapped Eidolon cannot be held for more than ten minutes or so in this way.

Deep: The Eidolon may spend his captive's Anima instead of his own. If he spends all of the victim's Anima in this way, his victim is destroyed utterly.

All Consuming: The Eidolon may use his victim's traits at the deep level. In addition he can keep a victim bound for any length of time, and loses a portion of his strength when he does not have a captive.

Living Weapon



Bloodthirsty: "Is there anything else so intoxicating as the power over life and death?"

An Eidolon displays Bloodthirstiness if:

- ✓ He loves battle for its own sake.
- ✓ He relishes in the suffering of others.
- ✓ He stirs others up to conflict simply in order to spectate or participate.

"Armor and weapons were fused to her being—a living incarnation of war and bloodshed. She walked across the battlefield like a shadow of death itself, drinking in the horrors of the war like a fine wine."

Superficial: The Eidolon possesses natural armor and weapons formed from nearly unbreakable metal. These weapons can be wielded with expert proficiency, but she can never disarm them or share them with others. Her armor, similarly, is fused to her body and can never be removed.

Deep: Whenever the Eidolon encounters a mystical weapon or gear, she can leech away that equipment's special powers or properties with a touch. Her own natural armor and weapons gain those properties instead. This effect generally lasts for the length of an encounter, though it can be made permanent if the Eidolon is able to meditate for several uninterrupted hours while holding an artifact.

All Consuming: The Eidolon's armor is so strong that it prevents all superficial wounds. As for the being herself, she must kill at least one living thing each day, or she begins to grow weak and disempowered. If she does not kill for an entire week, her armor and weapons disintegrate, and this trait becomes inactive until she can kill again.

Magnetic



Lustful: "I desire it, and I shall have it!"

An Eidolon displays Lust if:

- ✓ She desires only the company of the beautiful or handsome.
- ✓ She strives to possess things to which she has no right.
- ✓ She desires things that are the property of others.

"He raised a hand, and all of our weapons suddenly whisked out of our hands and turned upon us, chasing us from the field."

Superficial: A dull iron ball is pitted into the palm of either hand of the Eidolon. From this ball, he can emit magnetic forces, either attractive or repulsive. The forces are imprecise, but can be used to grab distant metal objects or to deflect incoming attacks made with metal weapons.

Deep: The Eidolon's control over his magnetic fields increases, allowing him to manipulate metal objects at a distance as precisely as he could with his own hands. This takes intense focus, however, and can only be performed on a single metal object at a time.

All Consuming: Utilizing superior control over his magnetic fields, the Eidolon can control and

manipulate any number of metal objects at a time. He is unable to rest or sleep alone, and quickly becomes fatigued in situations where he cannot find companionship.

Man in the Box



Reliant: "I beg you, please, help me."

An Eidolon displays Reliance if:

- ✓ She often requires help from others.
- ✓ She asks others to perform tasks which she might be able to perform herself.
- ✓ She uses others to accomplish tasks that she does not want to dirty her own hands with.

"She rode in on a glorious palanquin carried by servants and arrayed in fabulous gold and jewels. When I bade her step down and stand beside me, she shook her head, and told me that alone, she had not the strength to stand."

Superficial: The Eidolon's body is divided into two parts. One comprises most of her body, usually the upper torso or the entirety of her physical form. The lower part is some sort of cart, box, or palanquin that can only be moved about by the aid of others. The Eidolon possesses the power to summon five diminutive servants from thin air or from the earth. These she can use to move about or conduct affairs.

Deep: The Eidolon's entourage of servants increases, and she can now summon up to seven servants who are fully sized, and as capable as any average person. Her box becomes a more protective shell, and houses her heart under layers of protective wards and metal.

All Consuming: The Eidolon's frailty increases, to the point where she is unable to do any strenuous action of her own accord. She sleeps for the vast majority of the day, waking to eat only meager meals. While in slumber, she can continue to summon and direct her entourage of servants, who can use the same traits that she possesses.

Many Masks



Insecure: "Is this right? Did I do it right?"

An Eidolon displays Insecurity if:

- ✓ He is uncertain of his actions.
- ✓ He constantly asks others for instructions and guidance.
- ✓ He lacks confidence in his skills or abilities.

"His whole body was arrayed with silent, stoic faces of plaster, stone, and wood, each displaying a different emotion. When he spoke to me, they all moved in unison, and I could not fathom to which face I should look when replying."

Superficial: The Eidolon possesses the skill to fashion Masks from massive (level 4) Anima pearls. Unlike other Eidolons, he can don and remove masks without spending Anima.

Deep: Masks do not affect this Eidolon as they do others. He may wear up to three masks at once.

All Consuming: All other traits the Eidolon possesses do not manifest while this trait is All Consuming. The Eidolon can wear up to five masks at a time, but he may only use traits granted by masks, and never those that are inherent to himself. While not wearing any masks, the Eidolon is weakened severely.

Mimic



Adaptable: "I can do that, easy."

An Eidolon displays Adaptability if:

- ✓ He is interested in learning new skills.
- ✓ He is interested in picking up new arts, crafts, and culture.
- ✓ He acts pragmatically and does not question the situations he finds himself in.

"She followed my motions perfectly, matching each blow in strength and form. There was nothing I could do to break her defenses—for they were equal in every way to my own."

Superficial: The eyes of the Eidolon reflect like a mirror, and do not have pupils. She can mimic perfectly the actions of any other creature or Eidolon that she fixes her eyes on, though she does not match its strength, equipment, or physical attributes (such as natural weapons or armor).

Deep: The Eidolon implicitly mimics the strength and speed of any creature she reflects in her eyes.

All Consuming: Able to temporarily manifest the traits of any Eidolon reflected in her gaze, the Mimic is unable to utilize her own traits while she focuses on another Eidolon in this way. In order to use her own Persona Traits in the presence of another Eidolon, she must spend Anima to suppress this trait.

Music Box



Musical: "I sing not for the ears, but for the soul."

An Eidolon displays Musical Tendencies if:

- ✓ He is interested in musical culture and theater.
- ✓ He sings, plays instruments, or makes music whenever possible.
- ✓ He comes up with ways to use his musical or vocal talents to solve difficulties.

"A haunting melody emanated from his body, moving all who heard it to tears. For a moment, as we listened to the eulogy, we could almost see the scenes of grim suffering the music described to our souls."

Superficial: It is said that music is the language of the soul, and the Music Box is able to play melodies that inspire emotion in his audience. Any who hear his music are struck by a sudden emotion, though if they consciously attempt to suppress this implanted emotion, they will almost always succeed.

Deep: The Eidolon no longer needs an instrument to play, as any kind of music can be emulated from his own voice or body. Many Eidolons begin to develop musical instruments within their bodies. The Eidolon's powers of emotional triggering are harder to resist. At close range, he can also unleash a sonic blast which deafens any who hear it for a few moments.

All Consuming: A master of weaving melodies, the Music Box's emotional triggers are nearly impossible to resist, and he can move crowds to extreme emotions, such as revolution, indolence, or mass hysteria. The Eidolon himself is not immune to the deep emotions of his music, and feels the effects of whatever emotions he instills in others with this trait.

Of Many, One



Gossiping: "Let me tell you what I just heard..."

An Eidolon displays Gossiping if:

- ✓ She has difficulty keeping a secret.
- ✓ She is intensely interested in the affairs of others.
- ✓ She uses political manipulation, blackmail, and personal information against enemies.

"She was not one being, but a swarm of tiny insects, all chittering in unison to form something like a voice. I thought I heard it arising out of many conversations, like a single picture emerging from a collage."

Superficial: The body of the Eidolon is made of many parts. Her flesh crawls, and her skin is merely a sack that holds together a myriad of smaller entities. One large single entity holds her heart, though it is in form and function the same as all of the others that make up her body. She can split apart her body into its individual parts, and reassemble it back together, with her heart forging a new skin over the course of just a few moments.

Deep: The Eidolon's heart can rapidly disgorge more creatures to replenish any lost, rapidly healing wounds to her unorthodox form.

All Consuming: The tiny creatures which make up the Eidolon have the power to burrow into the flesh of others and infect them, gnawing away traits or even biting at the heart of the victim. The hideous smell and sight of the Eidolon generally prevent her from being a member of polite society in any function, and those who see her true nature are often so revolted that they may choose not to speak with her or do business with her.

Omnidextrous



Opportunist: "The chance is here—let's take it!"

An Eidolon displays Opportunism if:

- ✓ He seizes opportunities because they are available, not because he wants them.
- ✓ He is easily tempted by limited-time offers and chances.
- ✓ He takes advantage of situations that offer it to him, regardless of honor or personal misgivings.

"He sprang and leapt through the air, dodging the debris and hazards around him as though they were mere annoyances."

Superficial: The Eidolon's feet look just like a second set of hands, and can perform as dextrously at any given task.

Deep: Additional strength in his limbs gives the Eidolon the power to perform incredible acrobatics, such as vaulting high into the air and using movie-inspired martial arts skills.

All Consuming: When fighting or acting in close combat, the Eidolon perceives everything to be almost in slow motion, and can move at incredible speeds. However, he is unable to wear heavy armor, cloaks, or capes, as these impede his range of movement, entangle him, or break quickly with the friction of his speed.

Painted



Envious: "I'd like to have that for myself."

An Eidolon displays Envy if:

- ✓ She takes things from others that she has no right to.
- ✓ She aspires to be like others, rather than choosing her own path.
- ✓ She conspires to acquire position, favor, or possessions that belong to others.

"Her skin was awash with colors and designs, and I realized that even her clothing was only painted colors against her flesh. When I looked again, she was gone, and only the wall behind her remained.

Superficial: Able to rapidly recolor her skin to match any surrounding, the Eidolon can camouflage perfectly while standing still. Anything she touches, she can repaint to the color or colors of her choice, giving her an advantage against enemies that camouflage or otherwise disguise themselves.

Deep: The Eidolon can repaint herself so skillfully that she can simulate an active camouflage that works even while she moves. She can also paint the flesh and clothing of any creature she remains in constant contact with, sharing this ability with allies when the situation calls for it.

All Consuming: The Eidolon's hands can unleash a spray of paint-like substance that stains and recolors anything it touches. She can cause this paint to be fluorescent, glow in the dark, or mildly acidic, as it suits her. Consumed by her envy, the Eidolon is compelled to steal any items of value which she sees and can safely abscond with.

Patchwork



Wheedling: "Please, sir, couldn't you spare me just a bit more?"

An Eidolon displays Wheedling if:

- ✓ She asks others for favors she does not necessarily need.
- ✓ She excels at enlisting the aid of others for her own ends.
- ✓ She is extremely persuasive.

"His flesh was a horrible amalgam of stitches and straps, like a bag of parts only loosely held together by a harness of leather and thread.

Superficial: The Eidolon is able to graft parts of other creatures to his own body. When he places a severed limb, horn, claw, or other appendage to his skin, his flesh opens to accept the new part, and if necessary, a thread spools outward from his heart to lash it into place. The Eidolon has full control over these additional limbs or appendages, but they eventually decay and rot, according to natural laws.

Deep: The Eidolon's body sustains any grafted limbs he possesses, so that they do not rot. He can also devour tissue and muscle from deceased creatures in order to add them to his own body.

All Consuming: When grafting, if the Eidolon grafts a body part with a trait attached (such as the eye of an Eidolon with Third Eye or the hand of an Eidolon with Touch of Dust) he can use those powers, though he does not develop the traits associated with them. He can never heal from his own wounds, and must patch them up as best he can with secondhand flesh and skin. Eventually, an Eidolon with this trait becomes no longer himself, but a collection of discarded or stolen parts patched entirely from others.

Phased



Mischievous: "I just can't wait to see the looks on their faces..."

An Eidolon displays Mischievous Tendencies if:

- ✓ He loves to play tricks on others.
- ✓ He does things "just for laughs" rather than for any practical purpose.
- ✓ He puts himself and others in danger with his antics.

"I watched in wonder as he reached straight through the vault door, and drew out a handful of coins and stones. With a grin and a step through the wall, he was gone."

Superficial: The Eidolon's body can turn incorporeal in certain places, allowing him to reach through walls, pass through danger, or steal without breaking and entering. At no time can the Eidolon phase more than one cubic foot of his own flesh.

Deep: The Eidolon's ability grows such that he can phase his entire body at once, but not for longer than a few seconds.

All Consuming: Not only can the Eidolon phase his entire body, but he can teleport several steps in any given direction instantly when he does so. He may reach through ten feet of space with a single arm's length, or suddenly appear on the opposite side of the room. The Eidolon cannot use this teleportation rapidly without growing extremely fatigued. At a steady pace, though, he can phase along the road to match pace with his companions. Whenever the Eidolon phases to a place, he becomes anchored there. It is impossible for him to move more than two paces from that spot without phasing again.

Pocket Time



Industrious: "Don't just stand there. There's work to be done here."

An Eidolon displays Industry if:

- ✓ He is always looking for opportunities to make himself helpful to the task at hand.
- ✓ He is interested in production, manufacturing, and trade goods in the realms he visits.
- ✓ He is capable of creating impressive devices, artworks, or tools.

"Around him, the air seemed to grow grey and cold, as his hands blurred inhumanly at the task he set himself to. Within only a few seconds, the masterwork I had commissioned was finished and resting in my arms."

Superficial: A clock is planted somewhere within the flesh of this creature. While his feet remain planted firmly on the ground, the Eidolon can move his hands and upper body at an incredible speed, and the entire world seems to slow down for him.

Deep: The Eidolon can activate the clock planted into his flesh to create a few seconds of stopped time. During this stopped time, he may move freely and act freely, though he cannot harm another or alter the state of any physical object until natural time resumes.

All Consuming: The Eidolon can move freely while in his pocket of slow time—he no longer needs to stand still to act at incredible speeds. This does not allow him to move or run quickly—only to perform feats of extreme dexterity at an incredibly rapid rate. Surrounded by a field of faster time than others, the Eidolon's equipment rusts or breaks within hours, and any food left to his care spoils within a few minutes. Artifacts and mystic gear are resistant to these effects but still show signs of wear that might otherwise take centuries to accumulate.

Polluted



Odious: "If they don't like me, they can just deal with it."

An Eidolon displays Odiousness if:

- ✓ He has a complete disregard for social grace.
- ✓ He acts in ways that cause others to be disgusted with or upset with him.
- ✓ He proceeds with disruptive actions despite the protests of others.

"The stink proceeded him into the room, and I heard retching sounds all around me, though I could see nothing through the watering of my eyes."

Superficial: At will, the Eidolon's skin excretes an oozing black oil that smells horrible to all save himself. No amount of perfume or washing can ever cover or cleanse this smell as long as the Eidolon continues to emit it. This smell is so horrible that it can temporarily nauseate or sicken those who inhale it.

Deep: The black sludge that oozes from the Polluted One's skin can be excreted at an extremely fast rate, covering him and all around him in filth. He can manipulate this sludge into clumsy tendrils, or hurl it at foes like a weapon.

All Consuming: The toxic sludge that excretes constantly from the Eidolon cannot be suppressed or stopped (unless he chooses to suppress this trait). His corrosive filth inflicts sickness and disease on others it touches, almost immediately causing sores and lesions on the skin.

Portal



Wandering: "I have a dream—that I will see all the corners and facets of this world."

An Eidolon displays Wanderlust if:

- ✓ She is interested in exploring the distant corners of realms and discovering new wonders.
- ✓ She becomes bored quickly staying in one place.
- ✓ She prefers the wilderness to cities and towns.

"She snapped her fingers, and a window appeared in the air, linking two wholly disparate points in space."

Superficial: The Eidolon has two crystals embedded into her body, usually in the palms of her hands. These two crystals, commonly blue and yellow, are each connected to a separate portal. Touching a surface with the yellow or blue crystal causes it to become a blue or yellow portal, respectively. Stepping through the blue or yellow portal created by the Eidolon immediately transports a creature to the other portal. The Eidolon can also close these portals with a touch. She can have only one of each type open at a time, and opening a new portal automatically closes the most recent one of the same color.

Deep: Able to open portals using only the glow from her crystals, the Eidolon can project portals onto any surface within sight for about twenty feet in any direction. She still needs a touch to close a portal, however.

All Consuming: A third, green crystal develops on the Eidolon's body. This crystal works just like the other two, and opens a third green portal, which is bound by the same restrictions and has the same properties of the other two. Whenever an object or creature enters a portal, the Eidolon decides which of the two other portals in emerges out of. Consumed by her nature of wanderlust, the Eidolon is unable to rest within ten miles of the place she rested the previous night. Each time she does so, one of her crystals loses its color, and becomes useless until she rests again ten miles beyond the point where she last rested.

Radiant



Vain: "Am I not beautiful?"

An Eidolon displays Vanity if:

- ✓ She takes meticulous care of her appearance.
- ✓ She is interested in fashion, arts, and beauty in the realms she visits.
- ✓ She will accept only the best and most beautiful of gifts, clothing, and friends.

"A brilliant glow seemed to rise out of her skin, and little lights danced around her as she walked. Her beauty captivated every stare, and she reveled in the attention."

Superficial: Little motes of light surround the Eidolon's body, and emanate from her skin. She can use these to illuminate areas, or channel them towards an enemy's eyes to blind or distract them.

Deep: The Radiant one is able to let out a burst of colored light that dazzles and blinds any who see it. Those at extremely close range to her may become nauseated when this occurs.

All Consuming: The Eidolon can control and solidify the motes of light that effuse from her skin to create temporary structures and gear, when necessary. However, she is so consumed by vanity that she requires praise as much as others require food. Unless she receives several compliments or praises each day, her light begins to dim, and she loses the powers associated with it.

Sandshaper



Resourceful: "I can make that happen."

An Eidolon displays Resourcefulness if:

- ✓ He is able to accomplish with simpler tools and resources what would be difficult or impossible for others.
- ✓ He makes due with what he has, and does not idly wish for more than he has.
- ✓ He finds unorthodox uses for common tools, devices, and powers.

"At his command, the ground grew and formed for us a bridge. 'Quickly!' he called, for even as we watched, the sand began to drain from it."

Superficial: Within his immediate sphere of influence—about three feet from his body—the Eidolon can manipulate and reshape sand at will. The structures he creates with this power break down quickly once they leave his sphere of influence, but while within this range, they are as strong as iron.

Deep: The Eidolon's sculptures and creations of sand remain strong for as long as a minute after he is through crafting them. Also, by great force of will, he can extend his sphere of influence nearly five times to fifteen feet, to create more massive and powerful structures of sand.

All Consuming: Stones the Eidolon touches will break down into sand, making them easily manipulable with this power. However, any wonder that he comes into contact with, other than a cornerstone, becomes temporarily stripped of its powers, and remains a mundane item for as long as he touches it or owns it.

Shatters Like Glass



Cowardly: "I have a bad feeling about this. You go first."

An Eidolon displays Cowardice if:

- ✓ He is unwilling to put himself in any risk—be it perceived or real.
- ✓ He becomes frightened even at tales and conjectures, when no threat is present.
- ✓ He hesitates before performing any potentially dangerous or risky action.

"The light blow struck him square in the chest, and a look of horror flashed across his features. Cracks began to form across his body, and within a few moments had spread to the tips of his hair and to his toes. All at once, he collapsed into a pile of shards."

Superficial: When struck by a blow, the Eidolon collapses into a pile of shards unless he spends Anima to suppress this trait. If the Eidolon does collapse, then he must spend an action to reassemble himself, and he may not perform any other action until he does this.

Deep: The Eidolon can reassemble himself for a free action at the start of his turns, but he can no longer use Anima to suppress this trait.

All Consuming: The Eidolon no longer shatters, but instead explodes into a blast of deadly shards of glass, each a foot long and flying at high speed. His entire body is restructured from his heart during the start of his turns, and he does not need to reassemble himself.

Options: The Eidolon may collapse into shards of glass, metal, stone, hardened clay, or any other substance that thematically makes sense for him.

Silver Tongued



Amicable: "I seek only friendship with the people of these new lands."

An Eidolon displays Amicability if:

- ✓ He speaks kindly to others.
- ✓ Spends significant energy gaining and maintaining friends.
- ✓ Is receptive to the needs and complaints of others.

"When he spoke, I was hypnotized by his words. They rang with such truth and simplicity that I felt compelled to act on them."

Superficial: The silver tongued Eidolon has a subtle degree of power over those that listen to him. They are not immediately convinced of the truth of his words, but suggestions that he makes seem like strangely good ideas to them.

Deep: Once per encounter, the Eidolon is able to give a single command, no longer than about ten words, that another creature who understands him is compelled to obey. The compelled being must obey the command to the best of its ability, but afterwards will remember that he was being

compelled. If the command is impossible or cannot be carried out within the space of one minute, then the spell breaks and the creature returns to its senses immediately.

All Consuming: The Eidolon's command may require up to an hour to complete, and if the command is successfully carried out, the creature will not realize that he was compelled to act (though he may construe this if he knows that someone he was in contact with recently possesses this ability). The Eidolon himself is unable to insult, degrade, or condescend anything when he speaks, and must always use a friendly tone when talking.

Simulacrum



Reputed: "A good name is better than wealth, and honor more valuable than victory."

An Eidolon displays Reputation if:

- ✓ He will not stand to have others speak ill of him.
- ✓ He is more interested in reputation than rewards.
- ✓ He feels compelled to do what others expect of him.

"He stood alone on the field of battle, against all of our armies and weapons. We laughed at first when we saw the lone soldier, but blinked and suddenly saw more. There were thousands upon thousands, all exact duplicates of that one man.

Superficial: The Eidolon is able to create simulacra, or hollow duplicates of himself. These beings have the same strength and mass as his true self, but shatter into nothing when struck. The simulacra cannot speak or be reasoned with—their lips are fused together, and their eyes have an eerie, glassy look to them that belies no intelligence, only an instinct to carry out the will of their creator. The Eidolon may create up to three simulacra at a time, and must arm them as necessary for any tasks they are to carry out. Simulacra shatter and vanish if they move more than a hundred yards from their creator.

Deep: The Eidolon can create up to fifteen simulacra at a time, and each is armed with exact duplicates of any non-artifact gear that he possesses.

All Consuming: Able to create Simulacra without limit, the Eidolon is for all effects and purposes his own personal army. Any harm done to his original person causes all of his simulacra to vanish at once.

Spiral



Unstable: "In a mad world, only the mad are sane."

An Eidolon displays Instability if:

- ✓ His plans and actions show a complete disregard for common sense.
- ✓ He experiences unwarranted emotional swings.
- ✓ He acts crazy.

"A perpetual look of confusion and disorientation covered her features, and she could neither speak nor walk in any reasonable manner."

Superficial: The Eidolon can spin herself into a human hurricane, stirring up wind as well as striking out at anything nearby. However, this power leaves her exhausted, and causes her to collapse into sleep once it is used.

Deep: The Eidolon's speech is garbled and unintelligible at worst, and spoken in riddles and references at best. She cannot walk straight, and is perpetually dizzy.

All Consuming: Able to inflict her dizzying spiral on any she holds, the Eidolon can cause enemies she grasps to spin out of control with her, becoming sickeningly dizzy and unable to move or act effectively afterwards.

Sure of Foot



Confidence: "I have resolved myself to abstinence from all doubt, distraction, and despair."

An Eidolon displays Confidence if:

- ✓ He speaks in absolutes and definitives.
- ✓ He does not doubt the abilities of himself or others.
- ✓ He encourages others to press the limits of their capabilities.

"He stood on a single toe, poised over the smooth surface of the lake. I thought he must be standing upon a stone, until he walked forwards to meet me."

Superficial: The Eidolon always lands expertly on his delicately pointed feet, and never suffers ill effects from falling. He can land perfectly on the

tips of needles without harm, or walk across a bed of nails without thought. He never loses Balance, and cannot be knocked down.

Deep: The Eidolon's footing is so sure that he can walk easily across the surface of water or upon clouds, regardless of his weight or load. He never makes noise while moving, unless he wishes to.

All Consuming: So delicate are the steps of the Eidolon that he can walk across thin air without fear of falling. He becomes so consumed by his drive to succeed that he is unable to give up at a task he has begun, even if its completion becomes irrelevant.

Third Eye



Curious: "It's natural to wonder, but I make it my business to find out."

An Eidolon displays Curiosity if:

- ✓ He presses others for information they seem unwilling to give.
- ✓ He sees secrets as a challenge to unearth, rather than something to be left alone.
- ✓ He is interested in the mysteries of Empyrean, its past, and its lost powers.

"An eye opened in his hand, scanning over me, and I got the horrible feeling of being dissected and evaluated from the inside out."

Superficial: The Eidolon can open a third eye which detects the traits of other Eidolons nearby. This sense can find the presence of other Eidolons even through walls or floors, as far as the Eidolon could theoretically see if there were no obstructions.

Deep: The Third Eye can detect Anima and Aether in any form, allowing it to sense wonders and cornerstones as well as Eidolons.

All Consuming: The Eidolon's Third Eye is always open, and can see directly through to the hearts of others. This precise understanding of his enemy's weakness gives the Eidolon deadly proficiency in battle. However, the Eidolon's curious nature easily overwhelms him, and he can be distracted with little difficulty.

Torn Apart



Regretful: "I am the victim of this chain of consequence, and there is no breaking it."

An Eidolon displays Regret if:

- ✓ He speaks and thinks constantly of the past.
- ✓ He blames himself for mistakes and failures of the group.
- ✓ He talks constantly of "what-if's" and what used to be.

"A ragged scar ran down his face, marring his features horribly. Only the stitching held him together, and as he spoke his lips worked against each other oddly, split in half as they were."

Superficial: Rent into two halves by his own past, the Eidolon is prone to falling apart at the wrong moment.

Deep: The Eidolon's wound runs deeper than ever, and he is unable to heal during encounters. He must find other ways to hold himself together than relying on his natural regeneration.

All Consuming: Channeling his discontent and regret into a contempt for the entire world, the Eidolon is able to inflict grave wounds upon others with any weapon, as he is always considered to have a personal desire to harm another. The wounds he causes to others cannot be healed via an Eidolon's natural regeneration. His heart itself is cracked and broken with rage. Should this trait develop further, it risks utterly destroying him from the inside out.

Touch of Dust



Cruel: "Your suffering is most unfortunate—but not for me."

An Eidolon displays Cruelty if:

- ✓ She seeks to inflict pain on others.
- ✓ She relishes in the pain of others and the destruction of their works.
- ✓ She enjoys wielding power over others to their detriment.

"I froze in horror as she advanced upon me, cruel malice gleaming in her eyes. My friend stepped forward to block her way, but she only smiled wider and touched his forehead with a finger. Before my eyes, his body fell in upon itself in a heap of dust."

Superficial: The Eidolon possesses a withered, gnarled limb or finger that radiates malevolent power. Any organic substance he touches with this limb turns to dust within a few seconds. Living creatures may lose only a small part of their bodies, but the effect increases the longer contact is maintained.

Deep: With increased destructive power, a touch from the Eidolon can turn even inorganic substances like stone into a fine powder.

All Consuming: The Eidolon can wield her fearsome power through her entire body. Anything that comes into contact with the Eidolon's skin can be turned to dust by an act of will. Because of this, however, she must avoid the contact of those she does not wish to harm.

Towering



Boisterous: "I've got quite a tale to tell you of MY adventures..."

An Eidolon displays Boisterousness if:

- ✓ He needs to constantly be the center of attention.
- ✓ He talks far more than he listens.
- ✓ He feels compelled to add his input and opinions to any conversation.

"He stood vast and tall above us, looking down and across the field. 'Who will challenge me?' he bellowed. Though we waited and waited none stepped forward to meet him in battle."

Superficial: The Eidolon grows to a great size, being half again as large as any ordinary person. This increased size comes with additional strength, mass, and weight as well.

Deep: Growing in boastfulness and strength, the Eidolon is twice as large as any ordinary person, and has all the mass, strength, and weight that come with this increased size.

All Consuming: Three times as large as any ordinary person, the Eidolon is a mountain among his peers. However, he must accept any challenge that is issued to him, and make good on any boast he proclaims.

Treasure Box



Secretive: "That's not any of your business."

An Eidolon displays Secretive Tendencies if:

- ✓ He keeps to himself and does not speak openly of his thoughts or feelings.
- ✓ He has some past history that he does not wish to share with the group.
- ✓ He seems reserved and abrasive when asked about himself or his opinions.

"He crossed his chest with a finger and to my amazement it opened as though on a hinge. Within his body were hidden all manner of treasures and wonders. When he heard my gasp and realized he was being watched, he quickly shut this compartment away and turned in a rage."

Superficial: A hidden compartment within the Eidolon's body can contain any amount of hidden treasures and wonders. Anything placed into the compartment takes up less space than it would normally. An Eidolon can easily carry up to five times his own body weight and bulk in this compartment. He cannot store living things or artifacts within himself. If the Eidolon dies or loses this ability, everything stored within his body is disgorged in a torrent of debris.

Deep: The Eidolon's secret compartment can contain an unlimited number of items, so long as no single item is larger than his own body. He may store artifacts within his body, but not living things.

All Consuming: The Eidolon may store even living things within his body. Anything stored within his secret compartment goes to sleep until removed, and does not age. The Eidolon has been collecting and hoarding things for so long, that he can assume he has collected any mundane item, and produce it from himself at a moment' notice. Bound by his introversion, only he can use the things he has collected, and is unable to share them with any other.

Twin



Empathic: "Trust me, I know exactly how you feel."

An Eidolon displays Empathy if:

- ✓ He is concerned with the emotions and distresses of others.
- ✓ He sympathizes with the plights of people he meets and civilizations he visits.
- ✓ He is capable of seeing things from opposing viewpoints.

"The two of them spoke in perfect unison, complimenting one another's appearance and attitude with a perfect Balance of symmetry."

Superficial: The Eidolon possesses a twin form that shares his or her body. By spending Anima, these two parts may split into two separate beings, both sharing the same consciousness, but possibly with different personality aspects or attitudes. Each half possesses only half the strength of the original, complete Eidolon.

Deep: The Eidolon's twin forms can split apart and reform at will. In addition, each half is as strong as the whole.

All Consuming: The Eidolon can split off additional clones of himself, each with the same strength and attributes as his whole being. Any wound or distress suffered by one of his clones is reflected by all of them, however, and the pain each clone feels is multiplied by the number of them that exist.

Unihorned



Pure: "To know what you are not is to define yourself."

An Eidolon displays Purity if:

- ✓ She clings tightly to a moral or ethical code.
- ✓ She resists outside influences, including those from substances or situations.
- ✓ She sets herself apart from others.

"A single, pearly horn protruded from the front of her forehead, shimmering with radiance. I felt a calm strength and purity around her, as though in all the trouble and care in the world, nothing could touch her."

Superficial: The Eidolon possesses a single, indestructible horn. This horn is surrounded by a powerful aura of purity. Anything it touches becomes purified—diseases may be cured, water may be cleansed, metal may be refined—even Aether seems to shrink back from its proximity. The Eidolon also displays excellent resistance to mental influence.

Deep: The Eidolon can channel the power of her horn to purify things with a touch. Additionally, she is completely immune to poison, disease, and corrosion. Her horn is a deadly weapon, and always causes a deep wound when it strikes enemies.

All Consuming: All-Consumed by her purity, the Eidolon is immune to any impure or tainted hazards. Anything that is not ritually cleansed or concentrated in nature simply washes off of her skin without effect or direct contact. However, she may eat and drink only specially prepared bread and purified water, and no person can touch her.

Webweaver



Brooding: "I've been waiting a long, long time for this opportunity."

An Eidolon displays Brooding if:

- ✓ She plans elaborate ways to exact vengeance on others.
- ✓ She designs elaborate schemes and machinations to acquire what she wants.
- ✓ She will not be rushed to act without time to prepare and think through her actions.

"Her spindly arms moved in a distracted motion as she talked, pacing around me. When our conversation had ended, I turned to leave, only to realize I was trapped in an invisible net of stinging threads."

Superficial: The Eidolon can draw a near-indestructible thread of silk from the palms of her hands, and attach it to any solid surface with a touch. Her arms become longer and slimmer, adept at weaving and shaping the silk she creates.

Deep: The Eidolon can coat the threads of her silk with stinging, sticky, or flammable mucus. She can also attach webs by throwing them or 'shooting' them from her palms.

All Consuming: As her arms become lighter, quicker, and capable of more fine movements, they grow useless for tasks other than weaving her webs.

The Eidolon's skill is such that she can weave complex objects like nets, clothes, and even full barricades within a few seconds.

Wellspring

VIRTUE | DARKNESS

HUMBLE: "Surely I am the least deserving of such honors."

An Eidolon displays Humility if:

- ✓ He cannot stand for others to praise him or congratulate him.
- ✓ He gives credit to others when he could take it for himself.
- ✓ He does not think of himself as higher or better than others.

"He offered me a hand, as water seemed to seep from his sleeves and from between his fingers, running down his arms as though his heart was an endless fountain."



Superficial: Water flows constantly from the Eidolon's heart, seeping off of his body at a rate of about a gallon per minute. The Eidolon can reduce or stop this flow as he wishes. With concentration, he can control any water that links with the flow springing from his heart. He cannot manipulate more water than his body's volume.

Deep: The Eidolon's eyes, ears, and mouth run with water, though he can breathe perfectly both water and air. He can manipulate up to five times his body's volume in water.

All Consuming: Able to unleash a flood of water at will, the Eidolon's wounds spray water with relentless pressure. He can no longer cut off the flow from his heart at will, but can control up to twenty times his body's volume in water.

Windborne

PERSONALITY | AIR

CAPRICIOUS: "Why? Well, I just felt like it. What more reason do you need?"

An Eidolon displays Caprice if:

- ✓ She changes her mind freely and easily.
- ✓ She has difficulty focusing on any one thing or idea for too long.
- ✓ She is easily convinced or swayed in her opinions.

"The breeze began to pick up, then lifted her into the air by the billow of her robe. As I watched in wonder, she sailed off into the night on the summer breeze, never to be seen again."

Superficial: Surrounded by her own personal wind current, the Eidolon is able to control and redirect winds. She can unleash a burst of wind to throw herself high into the air, or to knock down an unsuspecting foe, or accomplish anything else that sudden gusts of wind are good for.

Deep: The winds that surround the Eidolon are reigned by a more precise level of control. Using a cape or sail, she can fly through the air with limited proficiency.

All Consuming: The Eidolon's wind currents are extremely powerful and precise. She can lift and manipulate objects with ease, as though she had invisible hands, and can fly with only a billowing robe rather than a cape or sail. However, terrible storms gather anywhere that this Eidolon remains for more than a day.

Words Within

Talent | Light

Academic: "Knowing justifies itself."

An Eidolon displays Academic Tendencies if:

- ✓ He is more interested in history and culture than in treasure or glory.
- ✓ He spends significant time researching and reading.
- ✓ He always has the answer to questions on history, culture, or technology.

"The words seemed to swirl about beneath her skin, revealing and obscuring and revealing again. Her knowledge, I knew, was a treasure which she guarded jealously."

Superficial: A skittering ink slithers beneath and upon the skin of the Eidolon, forming and unforming words. With milky white eyes, he can read any language and inherently understands the meaning behind forgotten and iconographic languages.

Deep: The Eidolon's body is a living work of literature, filled with words. He bleeds ink and knowledge, and can eat books in order to recover from wounds. He can also draw knowledge out or inject knowledge into another's mind, though both of these procedures are quite traumatic.

All Consuming: Able to transform his body into a living construct of ink and knowledge, the Eidolon can take any shape and comprehend any riddle. However, his body is made of different stuff than most, and he is only able to heal from wounds by consuming books or knowledge.



A Weapon for the Strong

Personality | Stone

Obedient: "I just do what the boss says. If you don't like it, talk to him."

An Eidolon displays Obedience if:

- ✓ He goes against his personal wishes for the wishes of a master or authority.
- ✓ He commits actions against his morality according to the wishes of a master or authority.
- ✓ He does not consider or question the motives behind the orders he receives.

"His skin gleamed like metal and his face was stoic and empty. I asked him to aid me, and he merely nodded without a word. Before my eyes, there was no more man—only the most deadly blade I had ever seen."

Superficial: The Eidolon can transform himself into a deadly handheld weapon that can be wielded by another. While wielding the Eidolon in weapon form, the wielder can add all of that Eidolon's strengths, skills, and trait powers to his own. The weapon is usually capable of anti-personnel damage.

Deep: The Eidolon can become a more powerful weapon or vehicle capable of causing damage on a vehicular or building scale. This form allows for more control over his own actions, but as the Eidolon's obedience deepens he is less and less likely to exercise that control for reasons other than to perform his masters' orders.

All Consuming: Becoming a vehicle or weapon as powerful as a tank or bomber, the Eidolon can cause damage on a grand scale. Because of the size and complexity of this form, the Eidolon is more in control of his own actions than in any other form, and may not even need the assistance of a pilot. However, consumed by Obedience to his masters, he is sure to carry out their orders with ruthless and cunning efficiency. A weapon of this scale is capable of destroying whole cities.



This section is provided to offer you some potential wonders that may appear within your Empyrean, and to inspire your own creations. Players are encouraged to produce their own treasures and wonders, but these wonders can give you an idea of what kinds of treasures exist in the world, as well as get you started quickly with some exciting gear.

As a start-up option when beginning a new campaign, you can give each player a minor wonder of their choice. This can help to bolster and diversify the flavor of individual player characters.

A few treasures are listed with the 'Elemental' technology type. These are wonders that are created directly by the Great Spirits or are part of the fundamental nature of the world.



Creating Wonders

Creating wonders is a very open process without many concrete rules. An anima pearl component is required, along with mastery of whatever kind of technology will be used to create the wonder. Beyond this, players can spend some of their free time between games to design and construct their wonders. The complete process is described on page 88. The Conceit "Crafting Wonders" is required for a player to be able to craft wonders himself. Otherwise, he must find an appropriate sage or artisan who can produce the wonder from his materials.

Buying Wonders

With the institution of the Currency Paradigm (page 76), players can buy and sell wonders for currency. With the currency paradigm, Anima Pearls are typeless, and can be freely broken and exchanged between players. Institutionalizing a universal currency like this can keep all players on equal footing in terms of the rewards and treasures they earn, but does not prevent players from crafting custom-made wonders of their own.

The exact prices for a Wonder can be rolled using dice, as described in the Currency Paradigm section. Since prices vary by location, the same item may have a different price in a different realm.

Consumables

Wonder	Special Power	Suggested Materials
Bottled Ocean	This jar produces an unlimited quantity of pure drinking water. Smashing it causes a lake to form in the area.	Superficial Pearl (Wellspring), a gallon of lake water.
Creeping Death	A black gas slowly escapes from this vial once it is opened. Any organic substance that inhales or comes into contact with the gas is turned to dust in a matter of moments.	Deep Pearl (Touch of Dust), and soot from a funeral pyre
Dissolving Vial	Anything this oil is coated by dissolves into a puddle. The puddle reconstitutes itself back into its normal form after several hours if possible.	Superficial Pearl (Liquid Flesh), and a rare kind of oil
Eternal Life	A single draught of this endless potion causes the drinker to need neither food nor water nor sleep, and not to age, for an entire day. Nascent who are fortunate enough to possess a vial can use it to stay alive for generations.	All-Consuming Pearl (Artificially Sustained)
Giant's Blood	Drinking this potion causes an Eidolon to grow to between two and four times his ordinary size for a short time.	Superficial Pearl (Towering), and a strong red wine
Indestructible Unguent	Anything coated by this oil is rendered indestructible for several hours.	Superficial Pearl (Indestructible)
Irresistible Treat	This candy is completely irresistible. Anyone who sees it is compelled by an all-consuming desire to eat it.	Superficial Pearl (Edible), a spice costing more than a day's wage.
Mask Maker's Kit	Spending an Anima and using this tool allows the owner to create a perfect mask resembling the face of another. While worn, the mask causes everyone who sees or hears the mask-bearer to imagine the owner of the mask's face in his stead.	Deep Pearl (Painted), a set of paints, a blank mask
Regenerating Potion	This potion smells horrible and looks like black tar. Drinking it heals all of one's wounds in an instant.	Superficial Pearl (Ashen Flesh), some dust from a tomb.
Shattering Glass	This mirror shatters easily, and is designed to break apart at the touch of a button. When it does, anything reflected in its glass also shatters in a similar manner.	All-Consuming Pearl (Shatters like Glass), and a mirror that has been owned by at least five different people.
Unattuned Potion	Putting a drop of Eidolon's blood into this potion will randomly imbue this potion with one of that Eidolon's traits. Drinking this potion grants that trait for the duration of a conflict.	Superficial Pearl (Mimic), pure spring water
Rising Sun Talisman	Burning this mystical card during the night causes it to become day.	Superficial Pearl (Crystalline)
Rising Moon Talisman	Burning this mystical card during the day causes it to become night.	Superficial Pearl (Light Eater)
Cryogenic Solution	Drinking this potion causes an Eidolon to freeze solid for one day up to a week, depending on how much was taken.	Superficial Pearl (Frozen Heart)
Sleeping Salt	Inhaling this poison causes an individual to fall into deep slumber for a year and a day.	Superficial Pearl (Fist of Stone), mucus from a colossus.

Volcano Seed	Planting this seed causes a volcano to grow from the earth in a violent eruption. It takes about a day to germinate.	All-Consuming Pearl (Hotheaded), and a large chunk of obsidian.
Heart of the Forest	Planting this seed causes a forest to spring up overnight, growing rapidly and violently for many miles.	All-Consuming Pearl (Life in Footsteps), and seed that weighs more than ten pounds.
Promissory Note	Brandishing this note and concentrating on an object owned by another will cause the note and the desired object to exchange places from anywhere in the world. The note cannot be used again for one day.	All-Consuming Pearl (Borrower), and a piece of currency from a fallen empire.
Soul Eraser	This clear gel can be used as a poison or weapon coating. Effective only on Eidolons, it causes ordinary wounds to become deep wounds.	Deep Pearl (Heart of Iron)
Aged Wine	When this wine is poured over any organic substance, it rapidly ages that substance by a century.	Superficial Pearl (Touch of Dust), and a bottle of hundred-year old wine
Regression Tonic	Drinking this potion causes an Eidolon to appear as a Nascent for up to one day. The potion can be attuned to a specific tribe of Nascent with a drop of blood from a member of that tribe.	Superficial Pearl (Painted)
Leveler	This bomb is powerful enough to level an entire city, reducing all settlements for several miles to ruins. It leaves plants, wildlife, and natural structures unharmed.	All-Consuming Pearl (Earth Whisperer), and a radioactive catalyst
Enchanted Rose	Smelling this rose causes another to fall into a thousand year slumber. The rose withers and dies after it casts its spell on another.	All-Consuming Pearl (Fist of Stone), a red rose.
Vermillion Shroud	The wearer of this shroud can cause another to become infatuated with him or her for a half-hour. It becomes an ordinary garment after being used in this way.	Deep Pearl (Silver Tongue)
Blood Kohl	Wearing this eye makeup causes any who lock eyes with you to experience hysterical fear.	Superficial Pearl (Deathly Grin)
Viridian Shroud	The wearer of this shroud can cause another to develop a murderous hatred of him or her for a half-hour. It becomes an ordinary garment after being used in this way.	Deep Pearl (Hotheaded)
Heavenly Arrow	This arrow strikes through the heart of a named enemy when it is fired, no matter where he is in the world.	All-Consuming Pearl (Windborne)
Vaporizer	This cylinder puts all animals and Nascent within a 1 mile radius into a suspended state, where they become like a vapor. They return to normal unharmed when its effects expire.	Deep Pearl (Duskwalker)
Bottled Storm	Opening this jar unleashes the trapped weather inside. While storms are most common, any kind of weather can be stored in the bottle.	Superficial Pearl (Windborne)
Aether Charge	This small bomb unleashes a wave of Aether, which temporarily disrupts the powers of Eidolons and weakens them.	Deep Pearl (Spiral)

Minor Wonders

Wonder	Special Power	Suggested Materials
Arcane Revolver	An enchanted gun that fires elemental energy in the form of a beam. Requires an anima to use. The type of energy shot out does not need to be the same as the anima used.	Deep Pearl (Hand Cannon), and a normal revolver.
Blasting Chain	This chain has a heavy weight on the end, and glows with destructive Anima. Anything the weight smashes into is hit with the force of an explosion.	Deep Pearl (Cartwheel), a steel chain, a heavy lead weight
Bound Weapon	This weapon can be of any size or shape. On verbal command, it returns back to its owner, flying through the air in a direct path to his hand.	Deep Pearl (Endless Knives)
Creeping Lash	This living rope will bind itself around creatures and grow strong as iron. It releases its hold only at the touch of its owner.	Deep Pearl (Webweaver)
Eternal Rose	A sword of glass with a crystal rose on its hilt. Every time it breaks, the blade instantly reforms anew, leaving behind shards of shattered glass in the flesh of victims.	Deep Pearl (Shatters like Glass), a single black rose.
Lightning Rod	This rod fires out a tentacle of living electricity, which can be manipulated to pick up, move, or draw in objects.	All-Consuming Pearl (Arclight)
Sundering Spear	The wounds from this spear must be healed naturally over time.	All-Consuming Pearl (Torn Apart)
Silverlite	When this dagger spills blood, the blood turns to silver coins when it touches the ground.	Deep Pearl (Gilded)
Blacklung Kiseru	This oriental pipe emits a terrible black cloud when smoked. The owner of the pipe is immune to its effects, but others who inhale the potent smog it emits are sent into a violent fit of coughing.	Deep Pearl (Polluted)
Air Striders	These boots can walk for up to three steps in midair, and can also traverse still water.	Superficial Pearl (Blissful Gaze), five unique kinds of feathers.
Bag of Secrets	This bag never runs out of space, but finding anything inside of it takes a great deal of time... almost as if it doesn't wish to relinquish its treasures.	Deep Pearl (Always Prepared), and a bag made from the stomach of a legendary beast.
Clear Crystal	A pendant that resists all forms of mind control and domination. It also helps the bearer to remain calm in situations where he would otherwise be gripped by fear.	Superficial Pearl (Crystalline), a large quartz crystal
Clockwatch	This pocket watch slows or stops time within a five foot radius for up to 10 seconds. Requires an anima to use.	All-Consuming Pearl (Pocket Time), and a pocket watch made by a master artisan.
Dancing Rope	This rope is extremely durable, and follows an owner's commands whenever the owner is within sight. It moves and strikes like a snake.	Deep Pearl (Bound), and a clump of hair from a legendary beast.
Endless Money Bag	This bag produces an unlimited supply of gold coins, but the gold vanishes after three hours.	All-Consuming Pearl (Gilded), a bag made from rare leather.
Golden Glass	A monocle that reveals the intentions of those around its owner.	All-Consuming Pearl (Eye of Truth)

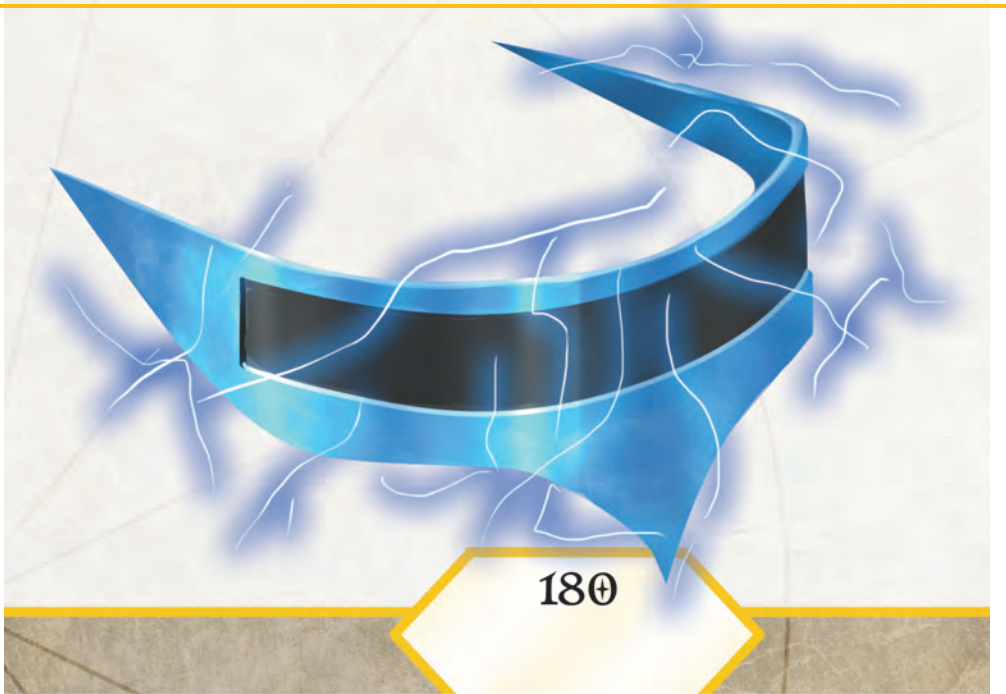
Gripping Boots	These boots never slip and fall, even when walking on walls or ceilings. Reinforced metal bands keep the user's feet secure in the boots even under these circumstances.	Deep Pearl (Sandshaper), nails from a building over 10 years old
Hunter's Eye	This monocle reveals any weakness or flaw in an opponents' armor (natural or otherwise).	All-Consuming Pearl (Scornful), and a loop of platinum
Literary Lantern	When shone upon written words, this lantern translates them into a language understood by the bearer.	Deep Pearl (Words Within), and the embers from a funeral pyre.
Phase Cloak	This cloak allows its owner to walk through walls by spending a point of Anima.	Deep Pearl (Phased), a cloak made from rainbow-dyed silk
Shadow Shroud	This cloak merges with the darkness, making its owner's body intangible for a few moments. It can be used only once per conflict.	Deep Pearl (Duskwalker), a sheet of fine black silk.
Universal Translator	This matching earring and lip ring translate any language into the owner's language, and translate the owner's language into that of whomever he is speaking to. Any intelligent being can be communicated with using this tool.	Deep Pearl (Babbling), two rubies cut from the same raw stone.
Vaulting Boots	These boots let the owner jump over fifty feet into the air and land safely with little effort.	Deep Pearl (Windborne), precisely tuned springs
Matador's Cape	When the bearer of this cape would be struck by a surprise attack, he immediately vanishes in a puff of smoke and appears three yards away in a safer area. Once used, it takes several hours for the cape to recharge its power.	Deep Pearl (Duskwalker), a dead hero's cape
Soulglobe	An indestructible miniature world. Eidolons can activate this item to shrink down to a tiny size and enter the globe, making it like a portable home base of sorts	Deep Pearl (Bastion), a used cornerstone
Repulser	Metal weapons and projectiles bounce harmlessly off of the flesh of the one who wears this bracelet.	Deep Pearl (Carapace), a bracelet made from seashells
Haunted Mirror	Staring into this mirror transcends one's consciousness into the spirit world.	Deep Pearl (Inverse), a brass mirror
Folding Carriage	A full sized carriage, complete with beasts to pull it, that folds up into a cube the size of a fist on command.	All-Consuming Pearl (Man in the Box), a carriage with horses or other creatures.
Pocket Flame	A living, cold flame that follows its master as a familiar. Can cast any color of light, or turn its flame hot at will. May or may not have personality and voice.	Deep Pearl (Energized), and some pieces of flint carved with runes.
Revealing Lantern	This lantern lights up an area as bright as day. The light is ambient, as though the sun were shining down from above, so it cannot be blocked or blotted out.	Deep Pearl (Lantern), and a sun-bleached cloth
Homunculus	A miniature clone of its owner that can carry out tasks and commands. It obeys its master's orders without question, and sleeps in a flask when not working	All-Consuming Pearl (Featherweight)
Impregnable Box	A box the size of a jewelry box (though sizes vary). This box knows its owner, and only the owner's touch can open it. No other amount of force or magic can open it.	Deep Pearl (Treasure Box), a jewelry box, chest, or trunk.
Meteor Glove	Wearing this glove allows the owner to summon down a meteor from space. It can only be used once a day, outdoors.	Deep Pearl (Sandshaper), some dust from a meteorite.

Solar Ring	The wearer of this ring can summon a white-hot mote of solar energy that moves according to the bearer's command. The mote can burn through almost anything.	All-Consuming Pearl (Radiant), a loop of meteoric metal.
Astral Rail Ticket	This ghostly ticket summons a phantom train to anywhere in the world. The train can be taken to any civilized settlement in the world that has been previously visited by the party.	All-Consuming Pearl (Portal), a hundred-year old train ticket.
Wall Generator	This small cylinder-shaped device projects an impenetrable wall of force in one direction.	Deep Pearl (Barrier)
Specimen Bottle	This bottle rapidly sucks in air when opened. A creature can become trapped in this jar, where it remains in ageless suspended animation until freed.	Superficial Pearl (Pocket Time)
Werecoat	When donned, the wearer of this coat takes on the same form as the creature whose fur was used to create it. The effect ends at will.	Deep Pearl (Beast Form), and fur from a wolf.
Paradise Horn	The sound of this horn pacifies natural creatures, though it will not work on Eidolons or Nascent. It will only sound once each day.	Deep Pearl (Blissful Gaze), a brass trumpet
Infernal Chime	The sound of this chime drives natural creatures into a blind rage. It does not work on Eidolons or Nascent, and sounds only once each day.	Deep Pearl (Hotheaded), a hand-carved alabaster chime
Radiant Comb	Running this comb through one's hair confers incredible beauty for one hour.	Deep Pearl (Radiant), a comb made from tortoise shell
Fatalistic Grey	This spear is unbreakable and returns to its owner on command.	Superficial Pearl (Indestructible)
Lotus Wheel	This metal ring is indestructible, and can spin quickly to create a shield of force around its owner.	Deep Pearl (Barrier)
Lens of Deception	While starting another in the eye through this monocle, anything said to that individual is believed by him wholeheartedly.	Deep Pearl (Forked Tongue)
Clockwork Blinds	These mechanical goggles lock onto the head of another. An individual wearing these has no free will, and must obey the commands of the one who winds up the goggles.	All-Consuming Pearl (Clockwork)
Grinding Organ	While this music box is turned, all except the turner are wracked with a terrible, debilitating pain.	Deep Pearl (Deathly Grin), and a cylinder of black metal.
Record Box	This music box can be wound up and set on the ground. While playing, it creates a field of pocket time for about 10 feet in each direction. Time outside of this field stops.	Deep Pearl (Pocket Time), and a music box.
Command Staff	This staff hovers in the air, and moves precisely according to the mental commands of its owner.	Deep Pearl (Kinetic)
Mobius Loop	This loop is a silvery blue band of silk with no beginning or end, and a single twist that can never come out. When something is passed through the center of the loop, gravity is reversed for that thing until it can be passed through again.	Deep Pearl (Inverse)
Launch Bracelet	This bracelet causes the wearer's strikes to impact with the force of an explosion.	Deep Pearl (Explosive)

Major Wonders

Wonder	Special Power	Suggested Materials
Ran's Golden Claw	Those who are scratched by this claw become consumed with an insatiable desire to own it.	All-Consuming Pearl (Gilded)
Bottled Entourage	This jar of firefly-sized insects buzz and hum and speak as one. They obey their master's commands without question, and live without sustenance in their jar until needed. They can take on any form—be it nondescript humans, insects, animal companions, or anything else generic enough to blend in with their surroundings.	All-Consuming Pearl (Of Many, One), a jar full of captured insects
Brigantin's Hoof	A massive drill that is capable of extracting cornerstones from realms or Anima Pearls from Eidolons.	Not Creatable
Kinado's Tail	A flick of this great fan can create weather of any type its holder desires.	Not Creatable
Atamos's Eye	Asking a question to this coin reveals any knowable truth to the bearer. However, this knowledge always comes at a price.	Not Creatable
Dreiz's Fang	A being who wears this fang is indestructible, and can never be defeated in direct combat.	Not Creatable
Lemnas' Whisker	A seemingly ordinary staff, this relic takes on any size, shape, and properties desired by its bearer.	Not Creatable
Orelk's Heart	A covered lantern that emits darkness instead of light. Those touched by its light are shaken with a fear that freezes them solid like statues as long as the light remains trained on them.	Not Creatable
Terelt's Claw	A paintbrush that brings into being whatever is painted with it. The painted creations can be washed away with water, but are otherwise solid.	Not Creatable
Conscription Order Tableau	This large stone tablet bears the seal of the authorities of the realm. The bearer may enlist any person within the realm not actively fighting against him to join his side and fight for him.	All-Consuming Pearl (Banneret), and a slab of polished shale.
Gatekey & Lock	This key always comes with a matching lock. No matter what door the gate key is put into, the room with the corresponding lock is always on the other side. This makes traveling back to a single place extremely easy.	All-Consuming Pearl (Portal) a key made from crystal
Body Double	This wind up doll takes on the exact appearance of anyone who sets it up and attunes it. It can be remotely controlled by this person, who can see through its eyes and hear through its ears and speak through its lips. If not destroyed, it can be used again, though its appearance can be set up only once.	All-Consuming Pearl (Twin), a sculpture of a nondescript person.
Captivating Sigil	Anyone who sees this design is captivated by its beauty and elegance. Enraptured, they find it difficult to focus on anything else for several hours afterward.	All-Consuming Pearl (Art Cast Living), and a tablet of jade
Image Jar	An Eidolon can store his image in this jar, rendering him invisible to the eye as long as it remains held there. If the jar is smashed while an image is contained within it, the image's owner suffers a deep wound.	All-Consuming Pearl (Duskwalker), a wine bottle more than 100 years old.

Looking Glass	This mirror will reveal any place or person's whereabouts, given a description. The user must know the name of the person or place it is trying to find, as well as a general idea of what that person or place looks like.	All-Consuming Pearl (Infinite Eyes), a large loop of gold
Slave Collar	A creature wearing this collar is forced to obey all commands of the collar's owner.	All-Consuming Pearl (Beast Master) and Level 3 Pearl (Controlling)
Retroanimate Crown	Placing this jeweled tiara on a corpse causes the corpse to resurrect into a fully restored version of its former self. When the tiara is removed, the corpse disintegrates into dust.	All Consuming Pearl (Touch of Dust)
Spirit Drum	Natural creatures and Nascent are compelled to obey the commands of whomever beats this drum. A steady beat must be held, or the spell breaks.	All-Comsuming Pearl (Banneret)
Empty Cornerstone	Touching an element of the world with this cornerstone will seal that element within the stone forever. The thing trapped in the stone can be released by another Eidolon	Not Creatable
Glass Skeleton Key	This key opens any lock or sealed portal, but shatters after doing so and cannot be repaired	All-Consuming Pearl (Portal)
Seeker's Compass	This compass always points in the direction of the item or person you desire to find. Activating it costs 1 Light Anima.	All-Consuming Pearl (Compass), a holy symbol
Puppet Wire	Penetrating the flesh of another with this wire allows the holder of the wire to control all of the actions of his victim.	All-Consuming Pearl (Hollow)
Attuning Fork	Tapping an object with the short side of this fork causes it to become attuned. Tapping anything with the long side causes the last attuned item to be teleported to the fork's location.	All-Consuming Pearl (Borrower)
Eternity Engine	This engine stores up time in a battery. Once the battery fills (or after a timer triggers), time is reset to the moment the engine activated.	All-Consuming Pearl (Pocket Time)
Exchanged Rings	This pair of rings bind themselves to the fingers of the ones who wear them. When the two rings are put on, the wearers switch bodies. When the rings touch one another, they disintegrate into dust and their effects end.	All-Consuming Pearl (Painted)





Character Sheet

The character sheet's front side records information about your Eidolon's individual growth and details, while the back can be used to store information about their possessions, relationships, and backstory growth.

Dungeon Sheet

You can create dungeons by filling in a sheet like this with random encounters. Two draws from the balance will generate a random encounter in your dungeon. Seven encounters in sequence typically constitutes a full dungeon encounter.

NPC Sheet

This is an abbreviated character sheet that you can use to keep track of relevant NPCs.

Quest / Scenario Sheet

This sheet is optionally used for planning non-linear game sessions. Each box on the sheet has room for an encounter's basic details to be recorded, and has three lines at the bottom for you to draw the connections between scenes, depending on the important choices the players make.

Realm History Sheet

This is used for the group realm creation variant (which I've published in full at the end of this post). Print one out and try if with your group, if you wish. This provides an alternative to out-of-game planning, where the players sit at the table and roleplay the history of the realm to determine what form it takes.

Realm Sheet

This is the standard realm sheet. The front side contains all the information relevant to run your realm, as well as a map with keys. The back side is optional and allows you to customize your realm with special random encounters. While the game book contains nearly 350 random encounters based on realm traits and balance, you can create your own to give the realm a unique touch or to guide your group's exploration.

INVENTORY

RELATIONSHIPS

BACKSTORY NOTES

DUNGEON ENCOUNTER TABLE

DUNGEON: _____

FIRE - FIRE TRAINED ENEMY	
FIRE - LIGHT DEADLY PUZZLE TRAP	
FIRE - ELEC SURPRISE ATTACK	
FIRE - WATER GROUP ATTACK	
FIRE - STONE BRUTE ENEMY	
FIRE - DARK FLEEING ENEMY	
FIRE - AIR NEGOTIABLE COMBAT	
LIGHT - LIGHT EXPLORATORY PUZZLE	
LIGHT - ELEC TRAP PUZZLE	
LIGHT - WATER NATURAL PUZZLE	
LIGHT - STONE SPATIAL PUZZLE	
LIGHT - DARK ITEM PUZZLE	
LIGHT - AIR SOCIAL PUZZLE	
ELEC - ELEC DEADLY TRAP	
ELEC - WATER NATURAL TRAP	
ELEC - STONE RESTRAINING TRAP	
ELEC - DARK TRAP GAUNTLET	
ELEC - AIR POTENTIAL ALLY/ENEMY	
WATER - WATER NATURAL HAZARD	
WATER - STONE NATURAL BARRIER	
WATER - DARK HIDDEN MONSTER	
WATER - AIR AID ANOTHER	
STONE - STONE SEALED PATH	
STONE - DARK UNIDENTIFIED RELIC	
STONE - AIR GUARDIANS	
DARK - DARK HIDDEN PATH	
DARK - AIR BEING FOLLOWED	
AIR - AIR FELLOW ADVENTURERS	

NAME

OWNER

PROFESSION / SKILL

BACKGROUND

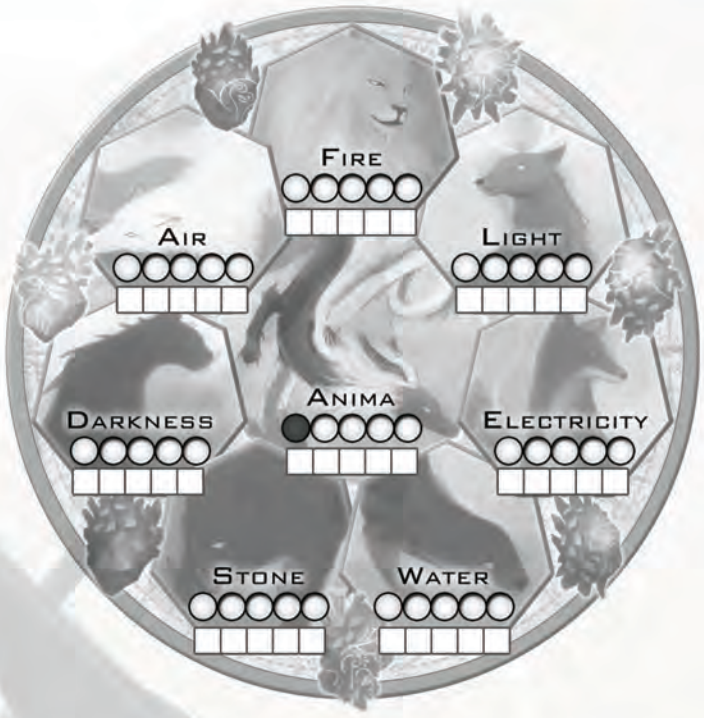
APPEARANCE

CREED

PRIMARY TENET

SECONDARY TENET

TERTIARY TENET



PERSONA TRAIT	LINKED PERSONALITY	ELEMENT
PERSONA TRAIT	LINKED PERSONALITY	ELEMENT
PERSONA TRAIT	LINKED PERSONALITY	ELEMENT

NAME

OWNER

PROFESSION / SKILL

BACKGROUND

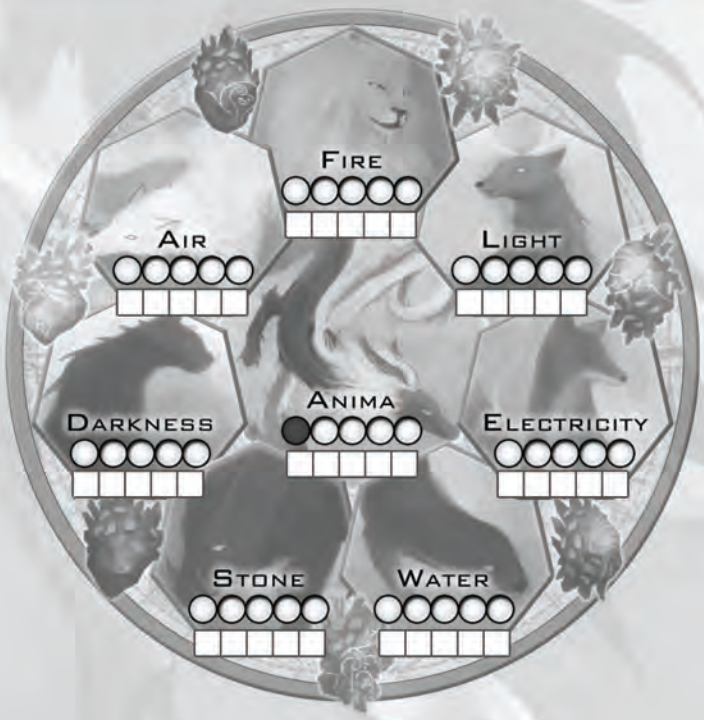
APPEARANCE

CREED

PRIMARY TENET

SECONDARY TENET

TERTIARY TENET



PERSONA TRAIT	LINKED PERSONALITY	ELEMENT
PERSONA TRAIT	LINKED PERSONALITY	ELEMENT
PERSONA TRAIT	LINKED PERSONALITY	ELEMENT

NAME

PLAYER

PROFESSION / SKILL

LIKES

DISLIKES

PHYSIQUE

ATTITUDE

APPEARANCE

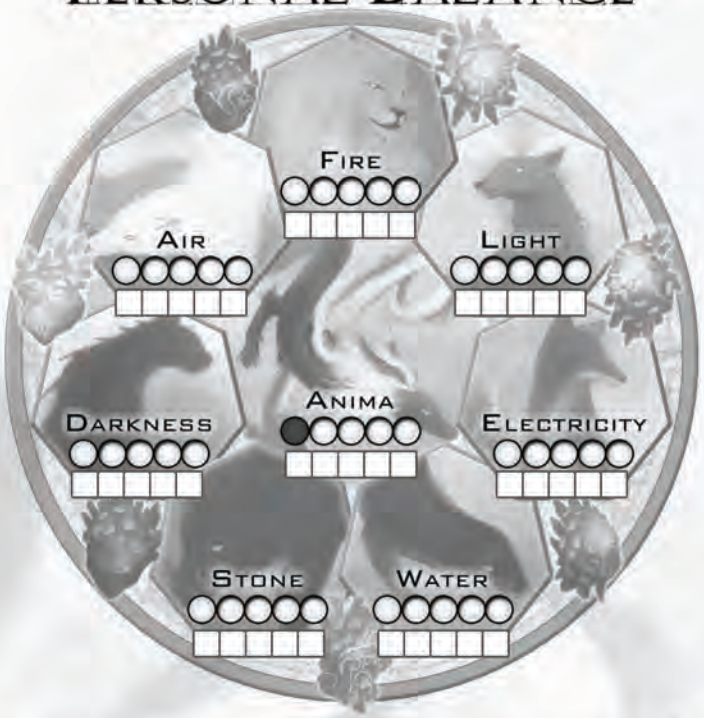
CREED

PRIMARY TENET

SECONDARY TENET

TERTIARY TENET

PERSONAL BALANCE



PERSONA TRAIT | LINKED PERSONALITY | ELEMENT

EMERGING | SUPERFICIAL | DEEP | ALL-CONSUMING

PERSONA TRAIT | LINKED PERSONALITY | ELEMENT

EMERGING | SUPERFICIAL | DEEP | ALL-CONSUMING

PERSONA TRAIT | LINKED PERSONALITY | ELEMENT

EMERGING | SUPERFICIAL | DEEP | ALL-CONSUMING

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PERSONA TRAIT | LINKED PERSONALITY | ELEMENT

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PERSONA TRAIT | LINKED PERSONALITY | ELEMENT

EMERGING | SUPERFICIAL | DEEP | ALL-CONSUMING

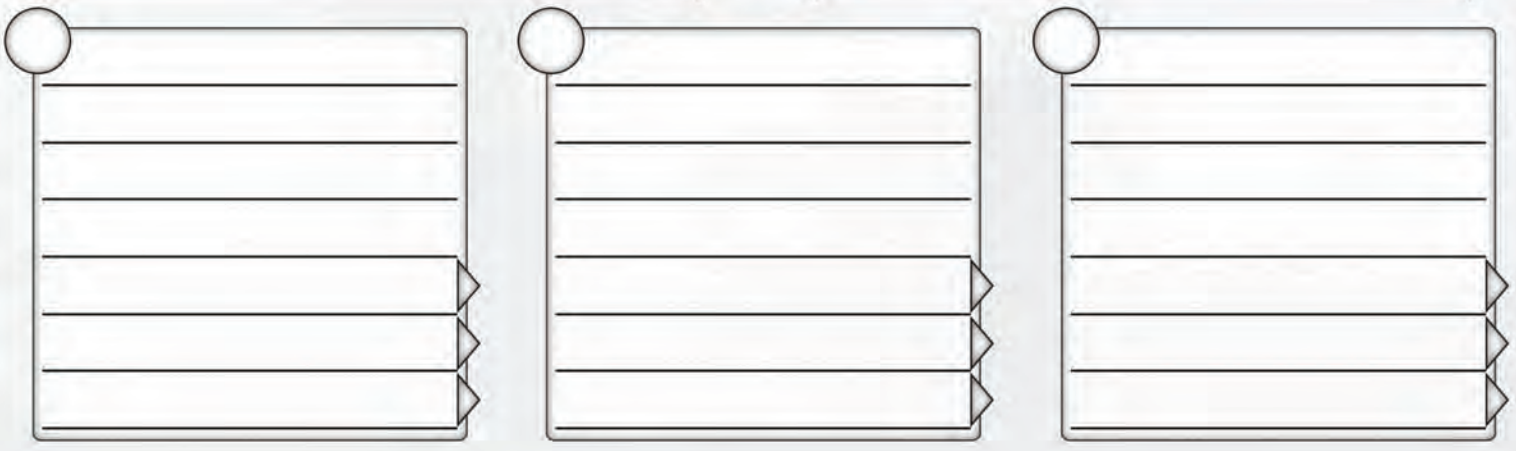
PERSONA TRAIT | LINKED PERSONALITY | ELEMENT

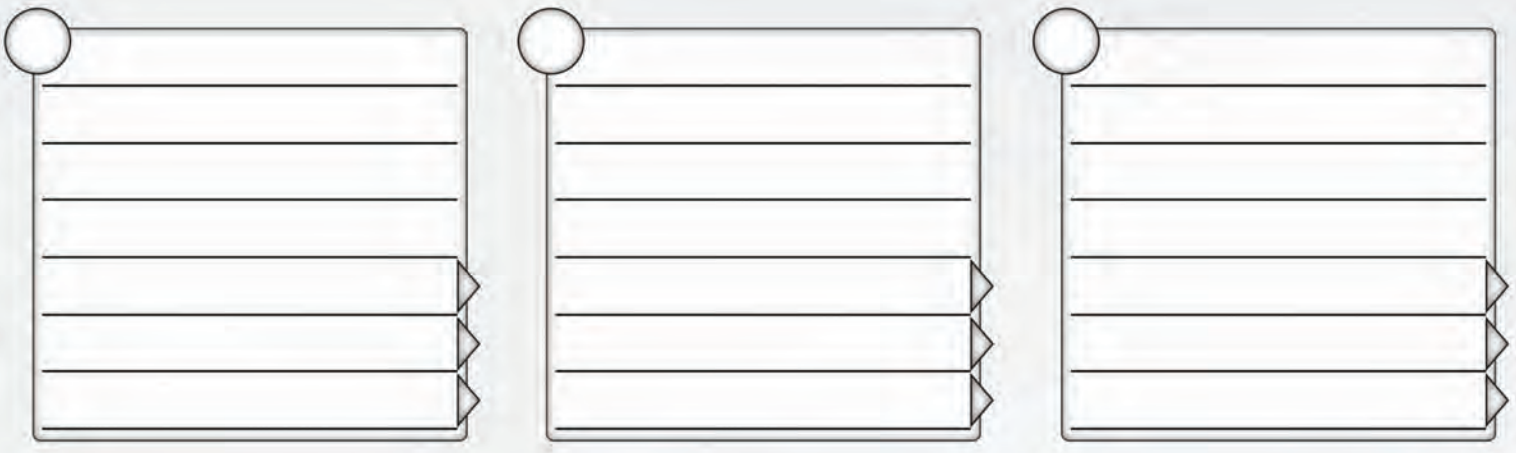
EMERGING | SUPERFICIAL | DEEP | ALL-CONSUMING

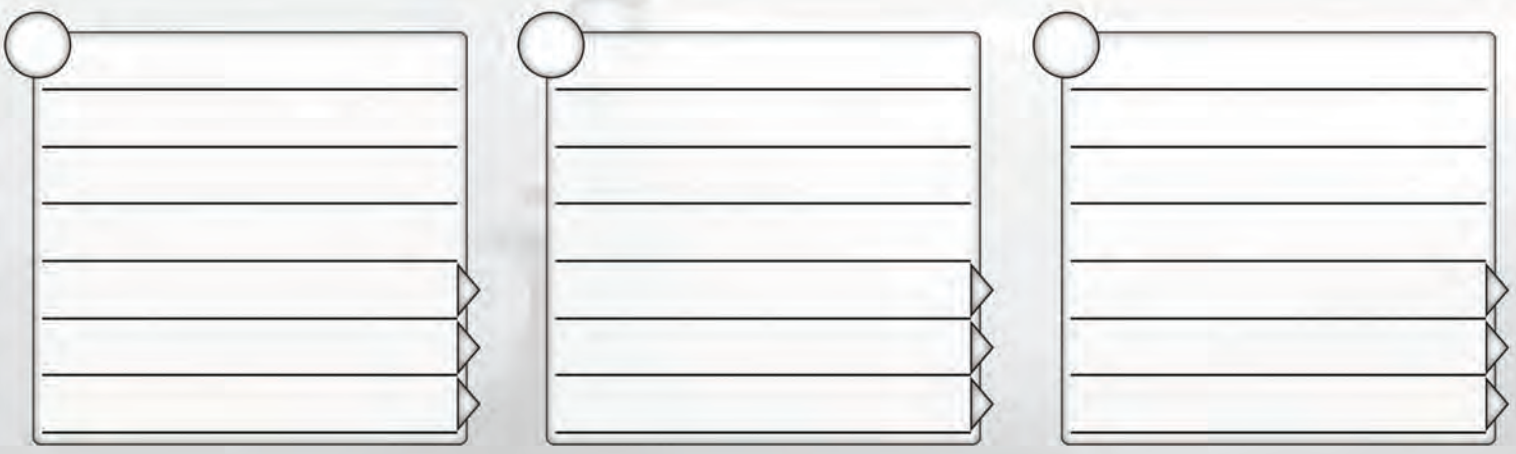
GAME SESSION PLANNING SHEET

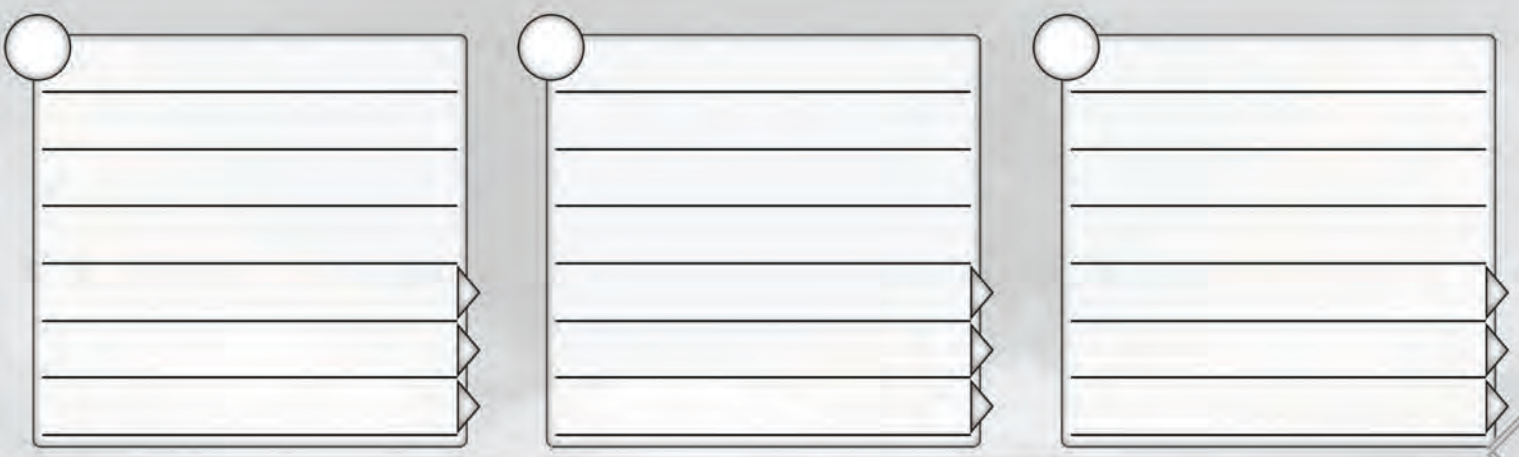
NAME

SCENARIO OWNER / DATE









REALM HISTORY SHEET

REALM: _____

DEVELOPMENT	RESULT

CURRENT CONFLICTS

REALM ENCOUNTER TABLE

FIRE - FIRE LARGE SCALE COMBAT	
FIRE - LIGHT PUZZLE-COMBAT	
FIRE - ELEC UNCONVENTIONAL COMBAT	
FIRE - WATER CONFLICT WITH NATURE	
FIRE - STONE ATTRITION COMBAT	
FIRE - DARK SURPRISE ATTACK	
FIRE - AIR COMBAT WITH PEOPLE	
LIGHT - LIGHT COMPLEX PUZZLE	
LIGHT - ELEC TECHNOLOGICAL PUZZLE	
LIGHT - WATER NATURAL PUZZLE	
LIGHT - STONE SPATIAL PUZZLE	
LIGHT - DARK CONSPIRACY	
LIGHT - AIR SOCIAL PUZZLE	
ELEC - ELEC LARGE-SCALE DISASTER	
ELEC - WATER NATURAL DISASTER	
ELEC - STONE DESTABILIZING EVENT	
ELEC - DARK DEATHTRAP	
ELEC - AIR PREVENTABLE DISASTER	
WATER - WATER NATURE VS. CIVILIZATION	
WATER - STONE SOCIETAL PROBLEM	
WATER - DARK SOCIETAL INJUSTICE	
WATER - AIR PLEA FOR HELP	
STONE - STONE ATTRITION PUZZLE	
STONE - DARK UNRAVEL PAST SECRETS	
STONE - AIR CONVINCE ANOTHER	
DARK - DARK CRIMINAL PLOT	
DARK - AIR SEEKING JUSTICE	
AIR - AIR PIVOTAL NEGOTIATION	

NAME

OWNER

MAP KEY

A

B

C

D

E

F

G

H

I

J

K

L

TERRAIN

TECHNOLOGY

GOVERNMENT

WILDLIFE

CULTURE

SOCIETY

CREED

GENERAL INFORMATION

REALM BALANCE AND DISPOSITION

FIRE

PACIFISM ○○○○○○○ MILITARISM

LIGHT

SUPERSTITION ○○○○○○○ EDUCATION

ELECTRICITY

STAGNATION ○○○○○○○ INNOVATION

WATER

EXPLOITATION ○○○○○○○ CONSERVATION

STONE

MOBILITY ○○○○○○○ TRADITION

DARKNESS

HONOR ○○○○○○○ CORRUPTION

AIR

INTROVERSION ○○○○○○○ MULTICULTURALISM

PURE ANIMA

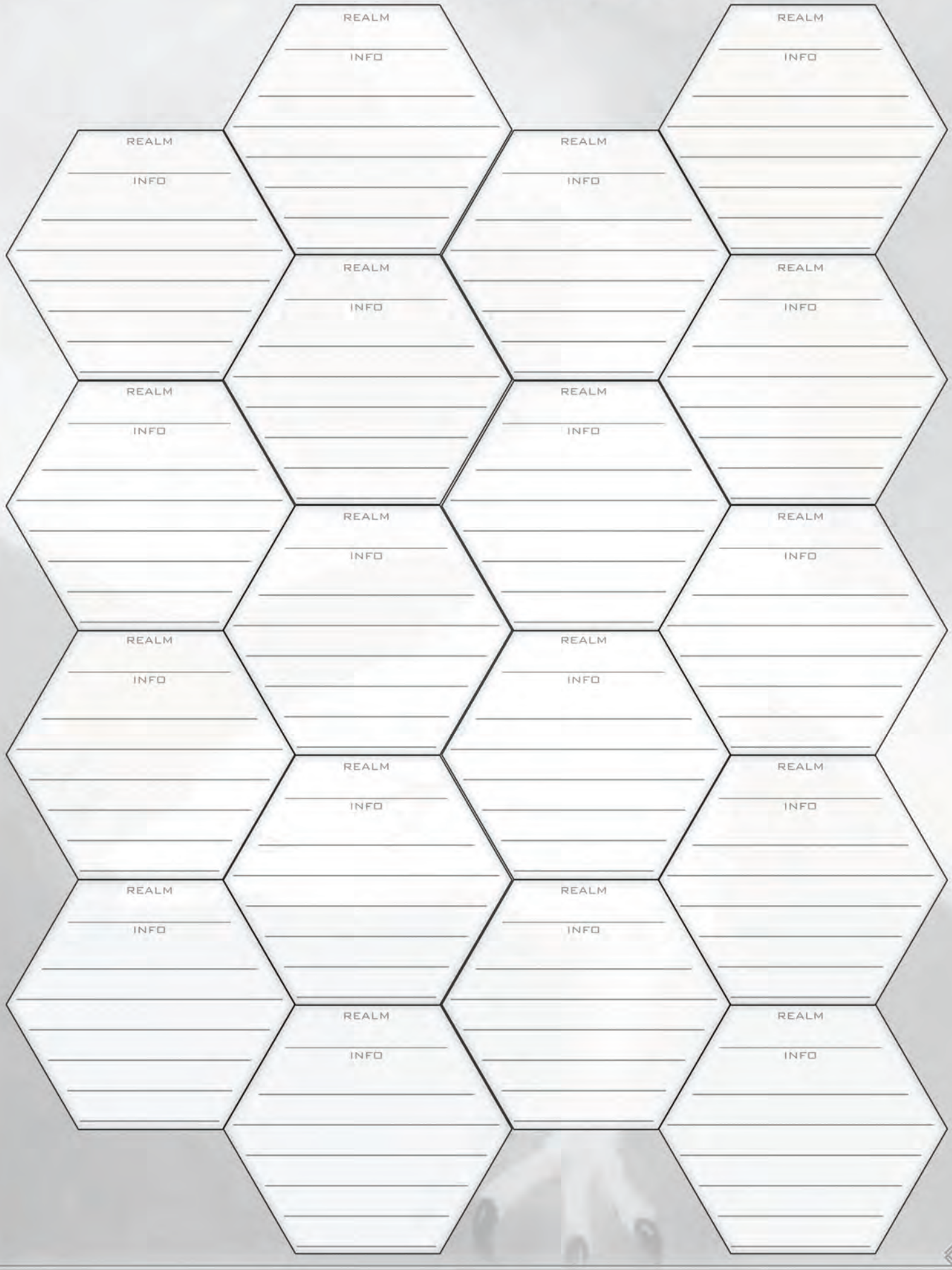
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NASCENT TRIBES

Map of Empyrean





Treasure Generation is based on the traits of the realm. For naturally occurring treasures, draw once (based on Terrain) to determine the kind of item that is generated, then draw again (based on Wildlife) to determine its effects. For synthetic treasures, draw once (based on Culture) to determine the kind of item, then again (based on Technology) to determine its powers. The result should be [an item] that [has a certain power].

Terrain: Desert (Fire)
A sword of black stone
An ancient scroll
A pack animal
A Sash
An oasis
A bleached bone
A canteen

Terrain: Mountain (Electricity)
A quarterstaff
A wall carving
A sledge
A suit of armor
A roadside shrine
A smooth stone
A feather

Terrain: Forest (Water)
A woodsman's axe
A wood block carving
A cable car
A vest made from vines
A cottage
A rare mushroom
A glowing leaf

Terrain: Plains (Light)
A club
An inscribed stone
A carriage
A tunic
A road sign
A bottle of liquid
A discarded notebook

Terrain: Swamp (Darkness)
A harpoon
A piece of carved bark
A riverboat
A straw hat
A great tree
A poisonous flower
A spring

Terrain: Caverns (Stone)



- A pickaxe
- An overseer's manifest
- A mine cart
- A bedroll
- A lamp-post
- An explosive
- A crystal

Terrain: Seaside (Air)



- A cannon
- A sea chart
- An airship
- A leather vest
- A dock
- A fishing rod
- A boat

Wildlife: Dire (Fire)



- Unleashes a blast of mystical fire.
- Creates a shield of pure light.
- Emits a brilliant light on command.
- Allows the bearer to freeze water.
- Commands the earth to change form.
- Forms a weapon out of pure darkness.
- Allows the bearer to ride upon the wind.

Wildlife: Natural (Light)



- Stings the skin on contact.
- Causes hallucinations.
- Fires poisonous quills or thorns.
- Soothes wounds and hastens healing.
- Cannot be broken or destroyed.
- Is filled with tiny insects.
- Induces allergic reactions.

Wildlife: Aberrant (Electricity)



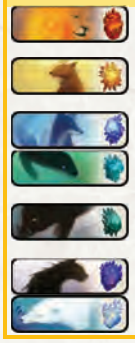
- Cuts through anything like butter.
- Allows clairvoyant perception.
- Teleports the user to a matching item's location.
- Transforms the user into an elemental spirit.
- Alters gravity according to the owner's whim.
- Can grow or shrink in scale.
- Opens a dimensional portal.

Wildlife: Exotic (Water)



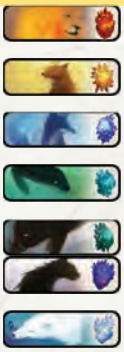
- Secretes flammable oil.
- Glows in the dark.
- Releases electric shocks.
- Leaches out poison.
- Releases a horrible smell.
- Releases an extremely deadly poison.
- Calls and commands a flock of birds.

Wildlife: Epic (Stone)



- Explodes with extreme force.
- Alerts the owners when a monster is nearby.
- Makes the user grow to a colossal size.
- Pacifies colossal beasts.
- Cannot be broken by any amount of force.
- Frightens away monsters.
- Is extremely valuable.

Wildlife: Unnatural (Darkness)



- Causes a target to burst into flames.
- Reveals the location of an important place.
- Reanimates the dead.
- Heals any wound, but has side effects...
- Wards away unnatural creatures.
- Confers powers over shadow.
- Allows the owner to command undead.

Wildlife: Organized (Air)



- Is also a sophisticated mechanical weapon.
- Represents authority over monstrous tribes.
- Makes the holder susceptible to suggestion.
- Transforms one into a monster temporarily.
- Is a mark of honor to the monstrous tribes.
- Is considered accursed by monstrous tribes.
- Allows one to speak monstrous tongues.

Culture: Honorable (Fire)



- An ornamental sword
- A trumpet
- A military uniform
- A badge of merit
- A shield
- An idol
- A war banner

Culture: Ascetic (Light)



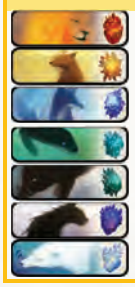
- A brush and inkpot
- A heavy book
- A mandala
- A stringed musical instrument
- A stone tablet with carvings
- A covered lantern
- A jar of dye

Culture: Progressive (Electricity)



- A prototype weapon
- A propaganda poster
- A new power source
- A professionally cooked dish
- A tamed monster
- A mirror
- A foreign book

Culture: Artisan (Water)



- A wood carving
- An embroidered garment
- A painting
- A ceremonial dance costume
- A handmade drum
- A play script
- A flute

Culture: Industrious (Stone)



- An explosive fuel canister
- A lamp
- An engine
- A stimulant
- A clock
- A jar of grease
- A communication device

Culture: Militant (Dark)



- A melee weapon
- A ranged weapon
- A bomb
- A medical kit
- A coat of arms
- An officer's cap
- A conscription order

Culture: Trading (Air)



- A rifle
- A compass
- A grappling hook
- A barrel
- A breastplate
- A set of manacles
- A shipping manifest

Technology: Steam (Fire)



- Generates incredible force.
- Calculates odds.
- Allows one to see at a great distance.
- Opens up into a shield
- Magnetizes objects
- Absorbs sound
- Can speed up time in the surrounding area.

Technology: Thaumics (Light)



- Causes an object to explode with force.
- Reveals invisible doors and treasures.
- Transmutes one thing into another.
- Repairs magical items.
- Creates a wall of invisible energy.
- Renders the user invisible.
- Magnifies sounds a hundredfold.

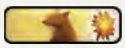
Technology: Neotech (Electricity)



- Fires a destructive energy ray.
- Reveals structural data.
- Enables space travel.
- Transforms into a vehicle.
- Generates a force field.
- Causes high-tech equipment to malfunction.
- Unleashes a sonic attack.

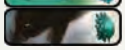
Technology: Biotechnology (Water)

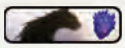

Animates itself and attacks enemies.


Provides its owner with additional strength.


Converts itself into any structure of the same size.


Heals wounds on contact.


Can come to life and transport objects.


Makes the wearer susceptible to suggestion.


Speaks normal language and records information.

To Generate an Encounter

To create an encounter, follow these steps:

Draw a card from the Realm's World Balance.

Based upon the element of the card, select one of your realm Traits:

Fire: Government Trait

Light: Creed Trait

Electricity: Technology Trait

Water: Culture Trait

Stone: Terrain Trait

Darkness: Wildlife Trait

Air: Society Trait

Look up that realm trait in the following generation tables, then find the event that corresponds to the level of that trait's element in the realm.

Generated Encounters are a great way to explore a realm for the first time. Once players feel comfortable exploring the realm, they will probably want to come up with their own Encounter Contexts, and this is encouraged.

Creating your own Realm Contexts

Once you've created and fleshed out your own realm, you may wish to create more elaborate adventure contexts that are specifically applicable to your realm and its evolution. The back of the Realm Sheet contains an area where you can design these contexts.

When creating a context, avoid being too specific. Present only the problem at hand, and let your party define the specifics of the situation and the way they want to go about solving it. If you give too much information, you can stifle the plot and make the scenario potentially less interesting.

Understand that players are going to take your adventure contexts in directions that you didn't expect. It is best to phrase your contexts in the terms of myths, rumors, or vague superstitions that the party can investigate and move in their own direction.

Filling in the Gaps

Often the encounters generated here will not specify the exact place, time, or person who is making a request or will leave the place where the conflict is occurring up to the players. The realm owner can supply these elements, or they can be created using the other generators in this guide.

Settlements, Citizens, Civilizations

Since different realms will have different kinds of towns and people, these generic terms are used in the contexts. A **settlement** is any city, town, village, output, base, or the like that the realm's civilization controls. **Civilization** refers to the Nascent society that controls (or attempts to control the realm). **Citizens** are any individuals, Nascent or Eidolon, that permanently call the realm their home.

Making Encounters Fit

Not all of the contexts provide a direct conflict, and not all will provide a conflict that the party wants to participate in. For example, "A wise guardian creature protects the locals and lives in harmony with them. However, the creature keeps a secret treasure buried within its lair that could be extremely valuable." Perhaps your party isn't the type to steal treasures from their guardians—especially those who protect villages. In this case, you can still use the context, but reverse the situation. For example, perhaps a less scrupulous party isn't above stealing said treasure, and it's up to you to protect it. Coming up with creative ways to turn encounters into situations that players want to participate in is one of the subtle skills that you will acquire as you play Mystic Empyrean.

Terrain Encounters

Plains (Light)

1 - A huge storm is coming across the plains, and the farms' harvest for this year will be ruined unless something can be done soon. The locals ask the party for help.

2 - A foreign plant has been growing and gradually displacing other plants, unbalancing the natural ecosystem and making farming difficult. The party must find a way to eradicate it.

3 - A group of travelers seeking protection for their trip across the plains wish to hire you to escort them.

4 - In the dry season, a fire has blown out of control and has set nearly the whole realm ablaze. The party must find a way to help before the whole area is destroyed.

5 - A recent earthquake has opened up a vast canyon in the heart of the plains. The nearby Nascent tribes need someone to build a bridge across this canyon so that they can maintain trade between settlements.

6 - Plants in the plains are dying of a mysterious blight, and the people of the land are not able to gather food or hunt effectively as a result.

7 - The lands are drying up due to an unnatural drought, and someone must find the source of the problem and stop it before all life on the plains is destroyed.

Desert (Fire)

1 - Rumors of a legendary oasis where many treasures are hidden circulate among the desert settlements. Can the party piece together the puzzle and find this elusive place?

2 - As the party travels through the desert, a shifting dune reveals an ancient ruin that was buried beneath the sands long ago. The desert will soon swallow the ruin once more, and this is the only chance there may be to explore it.

3 - A desert storm falls suddenly on the party, and they must fight their way through the storm to reach their destination and avoid being lost.

4 - A sudden desert storm has left the traveling party alone and lost in the center of the vast desert. It will be three days of traveling to return to the nearest settlement, and until then, they must find some way to survive.

5 - A major settlement's water source has dried up, and will soon die unless a renewable source of water can be supplied to it.

6 - A group of desert nomads have asked the party to aid them in crossing the harsh desert.

7 - The worst sandstorm in history is gathering strength and heading straight for a major settlement where the party is staying. It is up to them to protect the place from being destroyed utterly.

Forest (Water)

1 - A brushfire has grown out of control and is devouring the forest quickly.

2 - It is said that beneath the roots of the largest tree in the forest is hidden a secret ruin from millennia ago.

3 - Lost in the very heart of the forest, the players must find some way to get back to civilization without a map or compass.

4 - A powerful predator stalks the forest floors, and terrorizes the Nascent settlements by night. A hunting party is sent in to eliminate this threat.

5 - A potent herb is said to grow for one day a year at the heart of the forest. Players must journey in to find this rare plant in exchange for an item they need.

6 - A mysterious jungle fever has come over travelers who visit a certain corner of the forest, and it is quickly becoming a haunted and forbidden place.

7 - The forest is growing aggressively and expanding into settlements and civilization with an almost malicious intent. What could be the source of this growth.

Seaside (Air)

1 - The water level is dropping recently for no apparent reason. The party is asked to investigate.

2 - A ship carrying important cargo sinks near the coast and the party is asked to salvage some parts from it.

3 - Recently, the seawater around settlements has become dangerously acidic, making the area around dangerous and killing off wildlife.

4 - Piracy has become rampant, and huge bounties are being placed on the pirates that patrol the waters.

5 - A huge storm leaves the party shipwrecked on a tiny island.

6 - It is said that a ghost ship haunts the waters near a settlement.

7 - The ruins of an ancient city have been discovered deep beneath the surface of the waters.

Swamp (Darkness)

1 - A member of the party is bitten by a toxic swamp snake, and he will deteriorate unless a cure can be found soon.

2 - Swamp gas has been affecting the minds of people in the settlements, causing them to become violent.

3 - A certain part of the swamp is said to be haunted by a malevolent spirit, and those who venture there rarely return.

4 - A biologist asks the party to track down and capture a rare species of bird, perhaps the last of its kind.

5 - The swamp has begun flooding, and settlements will be destroyed if it continues. The party is asked to intervene.

6 - Strange lights can be seen in the swamp at night, leading the way to a forbidden and ancient corner of the bog.

7 - A zoologist asks the party to capture a massive swamp snake for study, as well as to keep it from terrorizing the villagers in the area.

Mountain (Electricity)

1 - The party stumbles upon a secluded mountain village that has been cut off from civilization for hundreds of years.

2 - Landslides have become increasingly common as of late, and the people of the mountain settlements believe that some active force is to blame.

3 - There are rumors of a mountain monster that terrorizes the settlements but has never been seen or tracked.

4 - A bridge has fallen out across a ravine in the mountains, and the party is contracted to repair it.

5 - While climbing the mountains, the party are caught in a storm and sealed underground in an ice cavern from which there is no apparent escape.

6 - There are legends of an ancient city filled with treasure that remains undiscovered in the mountains and lost after a thousand years of isolation.

7 - A volcanic eruption wakes the party in the night. Before it is too late, they must find some way to save themselves and the settlement.

Caverns (Stone)

1 - A huge underground reservoir of undetermined depth can be found at the bottom of the caverns. What could lie beneath these depths?

2 - A local child has become lost in the caverns, and the party is asked to rescue them before they are found by wild creatures.

3 - A cavern collapse has trapped the party under miles of solid stone.

4 - In order to reach a settlement on the other side of the mountains, the party must travel through an uncharted cave system.

5 - A deadly creature lives deep within the caverns, and the players are commissioned to capture or kill it.

6 - A vein of precious minerals within the caverns has been flooded. The party is asked to find some way to clear the flood and make the mine safe to work once more.

7 - A treasure is being kept safe deep within the heart of the cavern. The party is asked to protect it from a much larger force that is storming the caverns in order to claim it.

Technology Encounters

Primitive (Stone)

1 - The party is asked to help establish the educational system of the realm and bring them out of the stone age.

2 - A handful of citizens have discovered high technology in an ancient ruin, and are using it to terrorize and extort from local settlements.

3 - The citizens of the realm are concerned about invaders from other realms with more advanced technology.

4 - The people of the realm have asked your assistance in building a structure for them which they could not create otherwise.

5 - A plague is sweeping the land, but the citizens have no medicine or medical science with which to combat it.

6 - Disturbances in the weather and a high rate of natural disasters have the populace baffled as to their origins.

7 - Crops are dying and animals are leaving the realm. The citizens are unsure of why, but stand to be in great trouble without these resources.

Steam (Fire)

1 - A shortage of coal has driven the price of this commodity to extreme highs.

2 - Train robbers are common on the railways that connect the settlements in this realm, and the party is asked to deal with them.

3 - The steam engines powering the settlement have been sabotaged, and will explode soon if nothing is done to stop and repair them.

4 - A gigantic explosion has occurred across town, and it's up to the players to determine who's responsible and why it happened.

5 - The players are invited to design their own steamwork robot to participate in a robot duel.

6 - There are rumors of strange experiments happening in one of the laboratories outside town, and a storm tonight may provide the power they need to complete their experiments.

7 - A mad scientist has built a gigantic war machine and is terrorizing the settlements in the area with it.

Electronics (Air)

1 - A realm-wide power outage has left citizens unable to communicate or perform daily tasks.

2 - A self-aware computer virus has taken control of the settlement's control systems, and is causing considerable danger to citizens.

3 - Government documents and intelligence are being stolen through a leak in the central computer systems of the settlement.

4 - An underground ring of criminals exchanges signals and meeting places through a little-known network site.

5 - Strange electrical surges are occurring all across the settlements, and rumors of a mysterious electrostatic monster are circulating.

6 - A mechanical, artificially intelligent citizen is built. The population is divided over whether he should be allowed to exist or not.

7 - A virtual reality is built that allows citizens to live completely inside the network for a time. Those who do are becoming so enthralled with the artificial world that they do not wish to return to the real world.

Thaumics (Light)

1 - The players are able to design their own magical tool and take it with them.

2 - A new kind of magic proves to be extremely dangerous, and the government is doing everything it can to suppress these new arts.

3 - A summoning spell has gone awry and unleashed a number of powerful beings into the center of the settlement.

4 - A powerful prodigy mage has been discovered, and different factions are trying to entice him to join their interests.

5 - A lone mage is pursuing a dangerous line of magical research, and is coming close to completing his project.

6 - A construct of thaumic energy has been spontaneously born from magical experiments. The construct wishes to become a citizen of the realm and live among his creators.

7 - One morning, for some unknown reason, all of the thaumic technology in the realm no longer works.

Biotechnology (Water)

1 - The players are given an opportunity to design their own servitor and have it come with them.

2 - An experiment gone awry has created a legion of endlessly self-replicating servitors that threaten to devour the entire realm.

3 - A rogue servitor has gained sentience and is slowly subverting others of his kind to lead a revolution against their Nascent masters.

4 - The players are invited to participate a sporting competition where servitors are designed and created to compete with one another.

5 - A disease is killing off servitors all across the realm, leaving citizens without a means of sustaining themselves.

6 - A mad scientist has created a massive servitor which he is using to terrorize settlements.

7 - A genetics workshop is allowing citizens to customize their own genetics, leading to strange changes in the population.

Pandoran Tech (Darkness)

1 - Citizens are disappearing in the night for unknown reasons, and with increasing frequency.

2 - The exploitation of Pandoran Technology has weakened the fabric of reality, causing dangerous rifts in space and time.

3 - A radiation emitted by the realm's technology is turning people and animals into mutated monsters.

4 - A prodigy of Pandoran Technology seems to know many secrets of the devices in the settlement and how they function, but there is something sinister about him.

5 - Many of the citizens in the realm begin experiencing madness and dementia for unexplained reasons.

6 - An inventor in the realm has developed a weapon that can instantly kill an Eidolon.

7 - The party discovers the terrible truth about the power source that keeps all of the settlement's technology running.

Neotech (Electricity)

1 - The party is asked to participate in a space flight to discover what strange wonders lie beyond Empyrean.

2 - An alien craft crashes near to a settlement.

3 - A military technologist has developed a weapon capable of destroying entire realms.

4 - The party is asked to design and pilot a massive spacecraft to defeat a colossal otherworldly enemy.

5 - The party is caught in a dimensional shift, and must find some way to return to their own universe.

6 - A full scale invasion against the settlements is being carried out by an alien menace.

7 - Artificially intelligent life has risen up in a revolution against the Nascent.

Government Encounters

Plutocracy (Fire)

1 - The party is asked by a guild to undermine a rival guild in exchange for the favor and protection of the guildmaster.

2 - The party is heavily taxed by the Plutocracy, and one of their powerful relics or tools is requested to cover the tax.

3 - The people of the country plead with the party members to ease their poverty and hunger by stealing from the Oligarchs for them.

4 - The party is hired to protect a powerful figure who fears that an assassination plot targets him.

5 - By a strange twist of fate, a party member has acquired a large amount of local land, and is invited to become a Plutocrat and help manage the realm.

6 - Two rival factions are going to war with one another, and they are drafting peasants into service against their will as warriors.

7 - A peasant revolt is being viciously suppressed by the private armies of the guilds, and the party must choose a side in the fight.

Kingdom (Stone)

1 - The kingdom and parliament have a serious divide over an important social issue. Each side asks that you help the other to see things their way.

2 - The king's daughter (or son) has been kidnapped by seditious traitors. The party is asked to find these villains and bring them to justice, as well as to return their hostage unharmed.

3 - The players are invited to have an audience with the king. According to custom, they must offer the king a gift, but may also ask a single request of the king.

4 - A sinister figure plots to overthrow the king and take his place on the throne. The players must decide whether to align with this figure or the king, and see the conspiracy through to the end.

5 - The king has passed away without a successor, and it is custom for the people of the city to ask world-traveled Eidolons to appoint a new king for them.

6 - The king's advisors are plotting to assassinate him, and you have become privy to the plot.

7 - A powerful Eidolon has deposed the king and now sits upon the throne. It is up to you to overthrow this despot and return the realm to the control of its rightful master.

Theocracy (Light)

1 - A high priest curses the party for their deeds, and now they must explain themselves to the god of the realm.

2 - The god of the realm will not allow the party to leave until they perform some service for him.

3 - The people of the realm believe one of the party members has been sent by their god to end poverty and social injustice in the civilization.

4 - The god of the realm desires an audience with the party, and asks them to bring him a rare treasure as proof of their devotion.

5 - A divine selection names one of the party members as the next prophet to lead the Theocracy.

6 - A divine portent foretells of terrible calamity that will soon befall the realm, and the players must determine what it is and how they will lend aid.

7 - The patron god of the realm dies, leaves, falls, or is otherwise removed from power, and must be reinstated or replaced to return life to normal.

Tyranny (Darkness)

1 - The party members have gained an audience with the tyrant, and are expected to bring along some kind of gift.

2 - The tyrant has asked all Eidolons in the country to join him in suppressing a rebel uprising. The players must determine which side of the conflict they wish to join.

3 - The party is invited to join an underground movement that works against the tyrant, and is asked to carry out a mission to eliminate one of his generals.

4 - The party is jailed on suspicion of political subversion, and must stand trial to clear their names.

5 - The party inadvertently comes across a political prisoner, who asks that he be set free and tries to convince the party to join his cause.

6 - A shortage of resources causes the people of the country to become restless. While rations are shortened, dissent grows, and the party must do what they can to deal with a potential insurrection.

7 - A revolution has begun to overthrow the tyrant and give power to the people of the realm. The party must decide which side of the struggle they wish to join.

Technocracy (Electricity)

1 - A virus has been unleashed that is slowly corrupting the technocrats and subverting their ideals.

2 - The central intelligence systems of the technocracy are utilizing hypnotic suggestions to control and manipulate their subjects.

3 - The central intelligence of the technocracy has become self-aware, and is subtly using its power for its own ends.

4 - Hackers have infiltrated the technocracy's central computer systems, and tracing and stopping them is a priority for the government.

5 - The central intelligence of the Technocracy has outlawed a specific book, and has ordered all copies of it destroyed.

6 - Agents of the Technocracy have declared martial law and locked down all settlements, preventing anyone from entering or leaving.

7 - The technocracy's intelligence has determined that "human elements" are no longer necessary, and has begun a campaign to replace all of its populace with robotic automatons.

Meritocracy (Water)

1 - The party are asked by rulers in the country to help unearth a conspiracy to overthrow them.

2 - Due to their fame, the party is asked to endorse a candidate for the upcoming election.

3 - The party have inadvertently entered themselves into a competition to determine the next ruler of the realm.

4 - For their deeds, one of the party members is elected into the Meritocracy.

5 - The party witnesses one of the civilization's leaders working against his subjects, and must unearth the conspiracy.

6 - A criminal organization is defrauding the nation's polls in order to mislead leaders about the will of their subjects.

7 - One of the nation's rulers is an impostor, and the players must prove his true identity to the world, as well as restoring the original to the throne.

Aristocracy (Air)

1 - A riot has formed in the streets with peasants demanding food and clothing from the rich aristocracy.

2 - The players are invited to join the aristocracy, but to do so they must eliminate one of the existing aristocrats.

3 - A rich middle class of tradesmen and guild masters challenges the authority of the aristocrats by defying tariffs and taxes, resulting in an escalating conflict.

4 - Players are asked to assist in managing the welfare of the poorer classes, and to improve health and education in settlements.

5 - One of the aristocrats has challenged a party member to a duel of honor, with the winner being awarded the loser's titles and properties.

6 - A revolution breaks out, and the aristocrats flee to a safe haven outside of the settlement. It falls to the players to restore order and restructure the civilization.

7 - The aristocrats have struck back against the lower classes by seizing all property and forcing peasants into indentured labor.

Creature Encounters

Exotic (Water)

1 - A rare animal has taken to one of the party members and follows him everywhere. Poachers and hunters are interested in capturing it from him.

2 - A species which was once a staple of the realm is now being poached to near extinction.

3 - The party is tasked with capturing a rare insect for a collector to put on display in a museum.

4 - An rich citizens rare bird has gotten lost in the city, and he is desperately trying to hire help to track it down.

5 - A member of the party has been stung by a rare lizard and is in critical condition. Only the venom of that exact lizard can be used to create a cure.

6 - The party has been entrusted with a rare species to release into the wild and find a suitable home for.

7 - A natural disaster has displaced thousands of wild creatures, which have overrun settlements across the realm.

Aberrant (Electricity)

1 - A rift in space and time has unleashed a terrifying monster into the streets of a settlement.

2 - The party discovers an enormous, dormant monster trapped beneath the surface of the realm.

3 - A natural mutagen has been discovered that is transforming ordinary animals into unspeakable monsters. It falls to the party to find some way to find some way of containing and controlling this substance.

4 - A massive, aberrant creature has taken up residence beneath the settlement, and its presence causes unrest for citizens.

5 - The sting of a horrific monster leaves one party member disabled. The others must try to find an antidote.

6 - A mad sorcerer is raising an army of unspeakable horrors, and it falls to the party to stop him.

7 - An extra-dimensional monster has become the center of a secret cult. Now, the cult is ready to release their master into Empyrean.

Dire (Fire)

1 - Tomb raiders have awakened an ancient and deadly creature which is now loose on the outskirts of the settlement.

2 - A raging dire creature has charged into the center of the settlement and is attacking people at random.

3 - A dire creature is leading a number of natural creatures of its kind on an organized raid against Nascent settlements.

4 - A creature which used to guard settlements in the area has turned to attacking them and trying to drive the Nascent away.

5 - A terrible monster protects a secret shrine that is rumored to contain ancient treasures.

6 - A wise guardian creature protects the locals and lives in harmony with them. However, the creature keeps a secret treasure buried within its lair that could be extremely valuable.

7 - A great monster who defends the realm demands a sacrifice of one citizen per month.

Natural (Light)

1 - An animal population is dying out from a mysterious disease, and no one is sure why.

2 - A rare and important medicine can only be made from the sinew of a rare animal whose population is rapidly dwindling.

3 - Animals taking up residence in settlements have caused health and sanitation problems lately.

4 - Pollution has caused animals to become scarce, upsetting the natural food chain and creating a scarcity of food.

5 - Domesticated animals have broken loose and are overrunning the streets.

6 - A plague of pest animals have flown in, and are rapidly spreading disease and devouring food supplies.

7 - With their natural food chain disrupted by expansion, animals have become violent and begun attacking Nascent.

Epic (Stone)

1 - Citizens have unknowingly built an entire settlement on the back of a gigantic, slumbering creature. Now, that creature is waking up.

2 - A seal which held a massive creature at bay for millennia has been broken, and the party must find some way of restoring the seal and trapping this creature once again.

3 - A massive, immortal creature is wrecking havoc on the local settlements. The party must find some way to divert it or defend against it.

4 - The party is sent on a mission to capture evidence of an elusive mythical creature.

5 - A gigantic creature guards the local settlement, but recently, another creature has been encroaching on its territory and trying to drive it away.

6 - A stampede of enormous creatures threatens to destroy an important settlement.

7 - A terrible monster has been sighted at the edge of the wilderness, dwarfing cities and even mountains.

Organized (Air)

1 - Due to a pillaging of food and resources by organized monster tribes, the population of the local settlements is going hungry.

2 - Organized monsters have settled cities near resources that the local Nascent tribes want to control.

3 - The monsters in the area have organized and are demanding to be recognized as citizens of the local nascent settlements.

4 - The monsters in the area have discovered advanced technologies or magics that they are using to wreak havoc on the nearby Nascent settlements.

5 - Monsters in the area have organized a military campaign to drive back Nascent settlements that are expanding into their lands.

6 - One of the party members has been captured by the monster tribes, and is being held ransom.

7 - The Organized monsters of the realm have built up an army and begun a campaign to exterminate the Nascent once and for all.

Unnatural (Darkness)

1 - Ghosts from the past roam the lands at night and prey on unwary travelers.

2 - The horrific monsters who roam the lands display a sinister intelligence, and it is believed that someone is controlling them for his own ends.

3 - A sinister castle on the hill overlooking the settlement seems to be a source of the terrifying creatures that roam the lands.

4 - An evil influence is preying upon citizens, turning them into puppets under its control.

5 - A horde of undead abominations have risen due to a convergence of the planets, and the settlements must fend them off until the celestial event ends.

6 - A witch claims to know of a way to destroy the monsters that plague the lands once and for all.

7 - A terrifying colossus of death and decay rises from the earth and is laying waste to the settlements of the realm.

Culture Encounters

Ascetic (Light)

1 - The party will be offered a powerful relic kept safe from the world, but only if they can complete a series of challenges displaying their worthiness.

2 - A dark entity within the collective subconscious of the realm is corrupting the minds of its people.

3 - A few individuals in the realm have developed psionic powers that are difficult for them to control.

4 - A spiritual leader has died and been reincarnated. The party is asked to help find his new incarnation.

5 - The party is asked to prove their wisdom by creating something that will last forever.

6 - The party members are sent on a spiritual journey to speak directly to the Spirit of the World.

7 - The party members are sent on a spiritual journey to confront their own inner demons.

Honorable (Fire)

1 - Before they can gain entrance to the realm's settlements, the party must prove their worth in a contest of might and wisdom.

2 - The party members are welcomed as guests of honor in the settlement, but tales of their deeds have been vastly inflated and misconstrued, such that more is expected of them than they can provide.

3 - The party is asked to participate in an unorthodox sporting competition that is popular in the realm.

4 - A member of the party has accidentally disgraced a warrior, who challenges him to a duel.

5 - One of the party members is asked to repay an old debt by hunting a monster in the lands surrounding the settlement.

6 - A member of the party has been accused of theft and is about to be arrested.

7 - The realm's champion challenges a member of the party to a duel to the death.

Militant (Darkness)

1 - The party is dispatched with a team of soldiers in order to take down a monster that has been terrorizing the settlement.

2 - Paranoia runs high in the settlements, as rumors spread that subversives wish to oust their government. This distrust of outsiders causes problems for the party.

3 - The party is invited to participate in an underground arena sporting competition, with a powerful relic being the prize.

4 - Two settlements have been at war with one another for many years, and it is up to the party to arbitrate their situation.

5 - Settlements have begun a campaign to eliminate all monsters from their lands, and the party is asked to help with this effort.

6 - The civilization has funded the construction of a massive weapon with potentially devastating power.

7 - The civilization has undertaken the invasion of a neighboring realm. The party must decide which side of the battle they wish to join.

Artisan (Water)

1 - An artist has produced a work so terrible that it induces madness in all those who see it.

2 - The players are awarded a commission to design a monument for the central square in a city.

3 - The party find themselves trapped within a two dimensional painted world, and must find a way to escape back to the real world.

4 - An expensive painting has been stolen from a local museum, and the players are tasked with finding it and returning it to its rightful owners.

5 - There is an author whose works all come true. As different groups vie for control of his power, the players must decide where they stand and what they will do.

6 - An artist has produced a work of art so beautiful that all who see it fall madly in love with it.

7 - Citizens have been vanishing, and sculptures of the missing citizens are appearing in the garden of a mansion outside of the settlement.

Industrious (Stone)

1 - Greedy merchants are exploiting the hard work of the masses to create huge profits for themselves, while paying next to nothing to the working classes.

2 - Bad working conditions are causing a high mortality rate among laborers, causing unrest.

3 - An industrial accident has put the settlement on alert, as immediate danger threatens all of its citizens.

4 - Union workers have gone on strike, effectively shutting down the settlement.

5 - Industrial Waste has caused severe ecological impact, causing health problems for the lower classes.

6 - Industrial policies are forcing the old, the infirm, and children to work.

7 - A monstrous creature has taken up residence in one of the factories, and the party is asked to descend into the depths of the factory and destroy it.

Commercial (Air)

1 - The people of the settlement demand trade goods from a foreign realm, and leaders promise to give the party a powerful relic if they bring the requested items.

2 - The settlement wishes to establish trade with a neighboring realm, and asks the party to guide one of their trade emissaries on a diplomatic mission.

3 - Bandits have blockaded an important settlement, and the party is asked to break the blockade and restore stability to the area.

4 - An influx of cheap goods from a foreign settlement has destroyed the local economy, putting citizens out of work.

5 - Government officials believe cheap goods that are being sold by a particular merchant are actually pirated, and asks you to investigate.

6 - An economic collapse has occurred in one of the settlements, and the government asks you to investigate what forces are responsible for it.

7 - Inflation has driven the currency of the civilization to near-worthlessness, and the government asks you to help them sort out the mess before their economy implodes.

Progressive (Electricity)

1 - The government has implemented a policy of privatizing everything, leading to a denial of basic services for those who cannot afford them.

2 - New regulations allow citizens to buy their way out of criminal charges, leading to widespread corruption.

3 - A new policy allows a questionable technology to become widespread, and the results are troubling.

4 - Citizens have become so enthralled with a new form of entertainment that they are abandoning their work and families for it.

5 - Deregulation has allowed opportunistic merchants to bring dangerous and addictive wares to sale in the settlement, causing detrimental effects on society.

6 - Runaway nationalization policies have taken all property and put it under the auspices of government, depriving citizens of their freedom and creating unrest.

7 - A new policy would call for the immediate elimination of a large portion of the civilization's population.

Society Encounters

Mercantile (Air)

1 - An artifact collector is said to have imported a priceless artifact from Old Empyrean recently.

2 - Importation of an addictive, detrimental substance has made some merchants rich, but is increasing crime and desperation in the settlements.

3 - Some citizens have been disappearing in the night, and officials believe an unscrupulous merchant is kidnapping them to sell as slaves.

4 - A nearby settlement needs resources, but are too poor to buy them at the exorbitant prices demanded by merchants.

5 - A rich foreign settlement is buying up all of the food and natural resources from the settlement, sending it spiraling into a societal collapse.

6 - A rich, miserly merchant has passed away without any successor, and his mansion on the outskirts of town is said to be filled with treasures.

7 - Blockades and piracy have deprived all the settlements of the realm of the resources they need, and a group of bandits plans to seize control of the vulnerable settlements.

Outposts (Fire)

1 - The party comes across an abandoned outpost. What caused the place to become deserted, and does it still pose a threat to the party?

2 - The sheriff of the outpost has been recently killed, and the citizens force one of the party members to become their new sheriff.

3 - Bandits are attacking the settlement and carrying off citizens to trade to slavers.

4 - A bar fight breaks out at the local saloon, and the party becomes caught in the middle.

5 - An Eidolon who feels the party has wronged him challenges one of the party members to a showdown at high noon.

6 - A disaster has cut the outpost off from other settlements, and a lack of resources is gradually making the citizens become cutthroat criminals.

7 - Bandits have taken over an outpost and made it their base of operations. The party has unwittingly stumbled into the middle of this rogue settlement.

Exploitative (Electricity)

1 - A shortage of the area's major resource has caused this city to become a ghost town. Only those too poor to leave remain, hoping and praying that the lifeblood of their settlement will be restored.

2 - An accident at the city's resource processing center has caused chaos in the area, and many are taking advantage of the chaos to loot and plunder.

3 - Pollution in the area has become so bad that plants and wildlife are mutating and becoming monstrous.

4 - A newer, cleaner type of power source has been discovered, but officials who own the older infrastructure are pushing against progress to maintain status quo.

5 - Ecological activists have sabotaged the city's power source and are preventing it from being fixed.

6 - Pollutants have mutated a wild creature into a titanic monster that has been wrecking the settlement.

7 - Pollution has increased to the point where citizens are dying and the land has become uninhabitable. However, the settlement controllers are unwilling to abandon such a profitable site, and are keeping citizens there to work against their wills.

Underworld (Darkness)

1 - An important item has been stolen from one of the party members.

2 - The police have asked for your assistance in raiding an area they believe to be a criminal stronghold.

3 - A member of the party is framed for a crime he did not commit.

4 - The party is asked to investigate the disappearance of a noteworthy citizen of the realm.

5 - A building in town explodes and collapses, killing hundreds. Authorities suspect that organized criminal syndicates are responsible.

6 - The criminal syndicates of the city have labeled the party as a threat and placed a huge bounty on their heads. Assassins, criminals, and even ordinary citizens are out to put them down all across the city.

7 - The criminal bosses have marked one of the party members for death, and he is now stalked by a relentless Eidolon assassin.

Wondrous (Light)

1 - A group of citizens have discovered a new location they wish to build a settlement, and ask the party to join them and aid in establishing the new area.

2 - A lost city has been unearthed, and explorers are looking for escorts into its depths.

3 - The citizens of the realm ask for your help in rebuilding a monument which has been destroyed.

4 - A settlement surrounding a natural wonder has mysteriously become completely vacant, with all of its citizens seeming to vanish into thin air.

5 - The citizens of a single settlement have begun displaying strange behavior and supernatural power.

6 - A comet has fallen from the heavens, and explorers from all around are eagerly clamoring to find its remains.

7 - An alien monument of some kind has been discovered, and those who touch it become somehow changed.

Nomadic Tribes (Water)

1 - A tribal prince has become separated from his tribe and stumbles across the party. He asks them to help him find his way home.

2 - Two tribes have declared war upon one another, and their fighting is doing extensive damage to the environment and to one another.

3 - One of the realm's tribes has vanished, and other tribal leaders ask you to discover the fate of their brethren.

4 - A significant change in the habits of animals in the area has tribal leaders worried. They ask you to investigate.

5 - While traveling across the realm, you discover an abandoned tribal settlement. What caused all of the people to simply vanish?

6 - Colonists from a surrounding realm have been pushing back the nomadic tribes and altering their way of life.

7 - Colonists from a surrounding realm have been capturing nomads and enslaving them as laborers in their settlements.

Centralized (Stone)

1 - The party members require a permit in order to leave the city and explore the realm, and the examination for this permit could be deadly.

2 - Terrorists are suspected of plotting against the central establishment, and you are asked to investigate and prevent their plots from coming to fruition.

3 - The central city has become so overpopulated that there is no room left to live. Still, the government denies citizens the permission to settle outside its borders.

4 - A group of citizens who disagree with the central government wish to leave the city and establish their own government, but authorities are preventing them from leaving.

5 - A portion of the city has collapsed, and the displaced population is overcrowding the rest of the settlement.

6 - Class warfare within the city has resulted in riots and uprisings all across the settlement.

7 - The party members are asked to join the central city's military force in order to help defend the realm against an invasion.

Creed Encounters

Rational (Electricity)

1 - The players meet a nature spirit who has been weakened by the inhabitants' lack of faith, and asks the party for aid.

2 - The people of the realm have publicly renounced the Great Spirits of Anima, and the great spirits are now moving to destroy them.

3 - A dimensional rift opens to another, unexplored plane, and the party is asked to investigate it.

4 - The leaders of the realm have started a campaign to remove traditional and superstitious elements by destroying shrines and slaying nature spirits within the realm.

5 - The leaders of the realm have begun quashing superstition by imprisoning or silencing any who profess or subscribe to religion.

6 - Spirits and magic exist all across the realm, but people seem to blatantly ignore them.

7 - With the gods and spirits having been chased away by the rational inhabitants of the realm, more sinister entities begin to encroach on the realm from outside space and time.

Spiritual (Air)

1 - A strange tower appears only one night per year. A mystical treasure is said to be kept within it.

2 - A legendary smith offers to create a weapon of power for the party. The materials he will need to create the tool are seven souls.

3 - Citizens of a settlement believe that the spirits have sent the party to help them do battle with a ghostly beast that terrorizes their village by night.

4 - On a specific night, the ghost of an ancient Eidolon is said to arise. Perhaps this individual can aid the party in discovering what happened in the past to destabilize the world.

5 - The party stumbles upon a city filled with spirits, ruled by a ghostly king. The city wishes to have dealings with their corporeal neighbors.

6 - Mischievous spirits have taken on the appearance of the party members and are committing crimes all across the realm.

7 - A ghostly colossus coalesces from the spirits of the fallen in the realm, and begins destroying settlements in the area.

Cults (Darkness)

1 - The party stumbles upon a dark ritual where many helpless captives are about to be sacrificed to an evil deity.

2 - A book of dangerous cult rituals has fallen into the possession of a member of the party, and all of the different cults are searching for it.

3 - A member of the party is kidnapped and stolen away in the night to take part in some unknown ritual.

4 - A strange meteor has fallen from the sky, and the cults are racing to obtain it to accomplish some unknown purpose.

5 - An occult relic has gone missing, and a string of mysterious disappearances hint at sinister conspiracy.

6 - The earth pitches and rumbles, and sinister portents foretell of the soon wakening of a great and ancient evil from a millennia of slumber...

7 - A terrible, cosmic evil rises from its ancient slumber, and is worshipped and empowered by the cults in its drive to devour civilization.

Theological (Light)

1 - The gods have entrusted the keepers of a temple with a powerful relic that could destroy the world in the wrong hands. Rival Eidolons now seek to recover that artifact.

2 - A rain of tears and swords falls upon the land, signaling a great calamity in the pantheon.

3 - The gods of the realm have gone to war, and their servants have likewise gone to war on earth.

4 - A mortal has devised a plan to enslave one of the realm's gods to his will.

5 - A god has been born into mortal form for a short time and desires the party to protect and escort him around the realm.

6 - Gods of the realm have marked the party members for death, and fanatical followers are now chasing them down to kill them.

7 - One of the realm's disgruntled gods desires to destroy the realm once and for all, returning it to the Aether.

Shamanic (Water)

1 - Strange lights flicker in the wilderness at dusk, and the party is appointed to discover what they are and to deal with them.

2 - The party becomes lost in a morning mist, and finds themselves trapped in the spiritual plane.

3 - A member of the party accidentally destroys a ritual mirror, releasing a doppelganger of himself into the world.

4 - A curse has fallen upon a member of the party, and the group must enter the spirit world and find the inflictor of the curse in order to break it.

5 - An angry spirit has breached the wall between the worlds, and is rampaging through a major settlement.

6 - An important figure in the society has become lost in the spirit realm, and the party are asked to follow him and try to guide him back.

7 - A celestial alignment causes the barriers between the living world and the spirit world to break down entirely, releasing the souls of old enemies into the mortal realm.

God Kings (Fire)

1 - The god king rules with an iron fist, and sees the players as a threat to this power, and plots to have them eliminated.

2 - By a strange twist of fate, one of the party members is marked to become the new god king.

3 - A successor to the throne plans to use the god king's supernatural powers for evil once he overthrows the king.

4 - The god king has fallen ill, and darkness slowly spreads across the lands.

5 - The god king hypnotizes or brainwashes his subjects to remove their freewill and make them his slaves.

6 - An unearthly figure descends from the sky in a flash of light and declares himself the new god king of the realm, in opposition to the old king.

7 - The god king has decided to destroy his corrupt realm and rebuild a new one from its ashes.

Ritualistic (Stone)

1 - In order to perform an important ritual, the blood of a specific creature is required. The party is asked to travel to a faraway land and capture this animal within a fortnight.

2 - An evil sorcerer has devised a ritual which will allow him to channel unimaginable power, but will have dire consequences on the realm.

3 - The keeper of rituals has passed away, and has taken with him the knowledge needed to maintain the realm's Balance. The party is asked to find an ancient book of rituals hidden in an ancient ruin nearby.

4 - A seal which binds an ancient, evil spirit grows weak. The party are required to travel to the seal's location and perform a ritual to restore it.

5 - An ill omen foretells that a great beast is coming to destroy the realm. The players are asked to help set up a massive sealing ritual to protect the realm and its peoples.

6 - The rituals which have kept the land in Balance are failing for no apparent reason, and the alignment of the stars changes. The party is asked to discover what sinister forces must be behind these portents.

7 - A secret conspiracy has been plotting to drain all power from the land with a huge ritual, thus destroying it and returning it to the Aether.

Eidolon Generation

To generate a new Eidolon, especially one that is very important to the story, your group should sit down and design the character as a whole.

Starting with any player and going around clockwise, each player should write one fact about the Eidolon, and then one personality trait the Eidolon possesses (or adds a check next to one of the existing personality traits).

A new fact cannot contradict a previous fact about the Eidolon, but it can be anything from a description of his height, to what race of Nascent he once was, to what his favorite food is. Things the Eidolon owns, such as wonders, political positions, or relationships to other characters are also facts (but remember that a player character can deny any associations others have with him, so ask before creating one of these links).

After all the facts are determined (usually two or three times around the table), the players should each fill in one piece of important information about the Eidolon in a final round (or multiple rounds, whatever it takes to fill in the sheet):

- ✓ Name (Example: Gharl, Lamarck, Ophelia)
- ✓ Title (Ex: The Devourer, Treasure Hunter, Revolutionary)
- ✓ Creed (Fill in any of the three)

Finally, eliminate all traits that have no check marks beside them from the Eidolon's list. Traits with one check are Superficial, traits with two checks are Deep, and traits with three checks are

All-Consuming. Traits with four or more checks are removed from the Eidolon's list and converted into an appropriate wonder or piece of equipment.

Example NPC Generation

In this example, Arc, Belanya, Corin, and Davos work together to create a new Eidolon.

Arc: *He is male. Trait: Boisterous.*

Belanya: *He is very old. Trait: Cruel.*

Corin: *He controls a Nascent tribe that he has enslaved. Trait: Cruel.*

Davos: *He owns a palace in the mountains built out of white stone. Trait: Industrious.*

Arc: *His right eye is missing. Trait: Detached.*

Belanya: *He lost the eye in a failed revolution executed by his slaves. Trait: Cruel.*

Corin: *The slaves are automatons that he built himself, but have their own free will. Trait: Industrious.*

Davos: *He replaced his missing right eye with an artificial one that can shoot lightning. Trait: Ingenious.*

Arc: *He wears a military-style uniform, as do his servants. Trait: Vindictive.*

Belanya: *He is plotting to take over the villages below his palace when the time is right. Trait: Power Hungry.*

Corin: *He has forgotten how to smile. Trait: Detached.*

Davos: *He had a wife and son, but hasn't heard from them in many, many years. Trait: Cruel.*

Arc: *His son is also an Eidolon, or so he has heard. Trait: Cruel.*

Belanya: *He appreciates Literature, especially Mystery stories. Trait: Industrious.*

Corin: *He's rich—filthy rich. Trait: Power Hungry.*

Davos: *He has a Nascent laboratory assistant who is his one trusted advisor. Trait: Industrious.*

At this point, the group decides that they know enough about this person.

Arc: *His name is Rabian.*

Belanya: *Rabian, the Toy Maker.*

Corin: *Creed #1: Hmmm.... Created things are superior.*

Davos: *Creed #2: It's fine to sacrifice others for my ends.*

Arc: *Creed #3: Absolute Control is the path to a perfect world.*

Then the group tallies Rabian's traits.

- ✓ *Boisterous*
- ✓ *Cruel ++++*
- ✓ *Industrious +++*
- ✓ *Detached +*
- ✓ *Vindictive*
- ✓ *Ingenious*
- ✓ *Power Hungry +*
- ✓ *So Rabian's final traits are...*
- ✓ *Industrious (Clockwork): All-Consuming*
- ✓ *Detached (Hollow): Superficial*
- ✓ *Power Hungry (Beast Master): Superficial*

They take a few more minutes discussing how these traits apply to the character they've created, and decide that Rabian has a number of clockwork bodies (Clockwork) that he interchanges the parts on (Hollow) as he wishes. He can animate machines at will and force them to fight for him (Beast Master).

Since Rabian's Cruel (Touch of Dust) trait had more than three marks, the group comes up with a treasure or tool for him that applies that trait. Arc suggests 'Living Rust', a bottle of rust-colored liquid that comes to life and devours all metal at the command of its master.

Now they are all ready to meet this new Eidolon in-game.

Group Realm Generation

This is a short minigame that you can play in order to create a realm.

All players should sit at the table in a circle and have one realm sheet ready in the center of the table. The player who can write the fastest can take over the duty of filling in the realm sheet, or you can pass it around the table.

There are two kinds of columns to fill in—Developments and Results. **Developments** are things that happen and become permanent fixtures in the realm. There are seven major types of developments:

- ✓ A Region of the Realm is discovered. Describe the region briefly. (Example: A vast desert, a forest filled with mushrooms, a mountain cavern filled with blue glowing ore.)
- ✓ A Nascent Race is born. Describe the race. (Example: The Gedda are battery-people with slender limbs like wires; the Rekondt inhabit a different reality than us, and are much like ghosts; the Alembek are an artificial race who recycle their dead by devouring them.)
- ✓ A Settlement is founded. Describe the settlement and its importance. (Example: A Great City is built, a series of outposts are settled.)
- ✓ A Technology is discovered. Explain the technology's capabilities. (Example: Rocketry, Magic, Time Manipulation, Electricity)
- ✓ A Cultural Innovation develops. Describe the innovation. (Example: Music, Dance, Sports, or Art is developed)
- ✓ An Organization or Government is founded. Describe the Organization. (Example: A church is founded to organize a new religion, a national sports league organizes all sporting events, or a warlord declares himself king and sets up a monarchy.)
- ✓ A Natural Law alters or a new resource is discovered. Describe how the world works differently. (Example: Gravity is reduced, time happens slower in some places, crystals are discovered to have psychic properties.)

A **Result** is something that arises from the development in the realm. The result may be any kind of thing, but it must be tied directly to the development that caused it. There are seven kinds of Results.

- ✓ An Eidolon is born. Describe the Eidolon.
- ✓ A Creature or Monster is born. Describe the creature(s) or monster(s) that appear.
- ✓ A Place of Wonder is built (or discovered). Describe the place.
- ✓ A Custom or Holiday is instituted. Describe the custom.
- ✓ A Historic Event takes place—such as a war, singularity, or catastrophic event.
- ✓ A Trade Good or Treasure is created. Describe the item.
- ✓ A Legend or Folktale is born. Describe the legend.

The first player may write in one development for the realm, then he passes the sheet to the left.

Subsequent players fill in the result column beside the development, then write in one development of their own. This process continues until the entire development column is full, or until the players have made a predetermined number of laps around the table.

The first three developments that are placed must be a region, a race, and a settlement. After that, anything goes.

The final player fills in the remaining result column, then chooses any development, and writes a current conflict that arises from that development.

For one more lap around the table, each player writes in a conflict (for small tables, make 2 laps). There should be at least 7 conflicts that exist within the realm. These conflicts will be the story seeds for encounters that take place in that realm.



A Note from the Author to Book Borrowers

Borrowing RPG guides is a time-honored tradition among gamers. If you were to ask me, "Brad, can I borrow your copy of Mystic Empyrean to play a game with?" I would say "Sure!"

The fifth or sixth time you asked, I would say "why don't I just print you one of your own so you can stop asking me?"

Perhaps you've borrowed this corebook from your friends, or they've sent you a copy of the PDF via email, or you've obtained the copy through some other means. As long as you're running a game as the scenario owner out of a borrowed book (or if you haven't paid for your copy, in the PDF case), your Eidolon gets the following trait (Borrower) for free, starting with 7 dots. At the end of each game session, put 3 more points into the emergence of this trait, but do not eliminate it even when it reaches maximum emergence. When you buy your own copy of the book, you can get rid of the trait at any time. Happy gaming!

Borrower

"He had a sword and shield of his own, I could see them at his side. 'I'd rather not risk breaking mine,' he told me, as we both stood to face the advancing hordes. When I reached for my own sword, I found it was gone, and in his hands instead."

Linked Persona: Miserly – "The purpose of a thing is to be owned, not used."

The group/element for this trait is Vice/Stone.

An Eidolon displays Miserliness if:

- ✓ He will not spend his own money or use his own tools when he can utilize someone else's instead.
- ✓ He hoards treasures and wonders away without using them.
- ✓ He plays Mystic Empyrean using a corebook he does not own or has not bought.

Superficial: The Eidolon's hands glow with an oily silver sheen. She can 'borrow' tools and weapons from allies nearby and use them at a moment's notice, with or without their permission. The borrowed item teleports into the Eidolon's hands while being used, and then teleports back to its owner once it is no longer needed.

Deep: The Eidolon is able to borrow from enemies

as well as allies. However, he can only borrow as much as he can carry and use.

All Consuming: Consumed by the desire to protect himself and his own possessions, the Eidolon can never use equipment or traits that he possesses (other than this trait). He may borrow traits from nearby allies as well, but those allies lose the traits while they are being borrowed.

Artist Postmortem

It's been a year since I started working on Mystic Empyrean. It was my first time working on a project of this scale, and I've certainly learned a lot from it! From the start, when Brad first came to me with the idea, I was sold on the intriguing premise of the game. The traits and their physical manifestations were varied, dynamic, and sounded so interesting. I was to be responsible for character and landscape art, and was excited by the opportunity to draw new things and expand my horizons.

Brad would provide me with descriptions of characters, traits, or landscapes to get me started. On the most part, I was given a liberal amount of creative freedom. This made it a lot of fun, as I was able to visually interpret the descriptions as I wished and play around with different ideas. I tried to give each piece a mood and atmosphere that I thought I was fitting, and to breathe some life and individuality into each character. In addition to the traits and physical appearances, I also hoped to convey character personalities through body language and colour composition. Although I'm not sure if I truly succeeded, I really strived to create images worthy of the world of Mystic Empyrean.

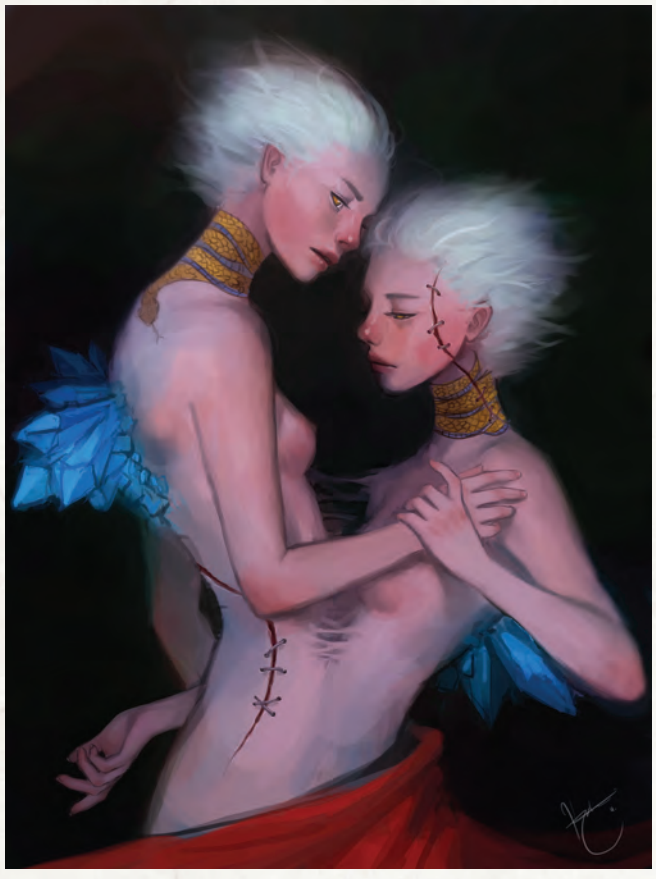
As much as I wish I had more interesting problems to talk about, my biggest challenge for this project boils down to the classic time management story. As a full-time university student, I found it difficult to Balance school work with project work. The agreement was to get at least one piece of artwork done every week. Although Brad was happy to grant me extensions whenever I needed them, I quickly realized that if I asked for one every single time I felt slightly stressed about school work and due dates, I would never get anything done! I wrote "no rest for the weary" on a piece of paper, stuck it below my computer screen as a constant reminder, and eventually learned to make due parallel progress in both academics and art.

However, due to time and energy constraints, I was not always satisfied with the pieces I put out. There were many times when I felt that if I had a little more time and a little less work, I would have been able to muster up more enthusiasm and energy to do a better job. However, as a result of my personal dissatisfactions, I have learned a lot about my shortcomings as an artist, and was able to achieve a better understanding of the things I should work to improve on.

With the conclusion of the Mystic Empyrean project, I plan to take some time off for personal artistic endeavours and the like. Although there were times when the project became the source of much stress and frustration, it was ultimately a rewarding experience. I'm glad I took the job, and couldn't be happier or more flattered that I was selected as an artist for this project. Thank you, and enjoy the game!

Artist Bio

Katrina Lin is a concept artist and illustrator from Canada who has been doing freelance work since 2009. As a self-taught artist, she has always strived for improvement independently through study and practice. In her character art, she tends to focus on creating a mood or atmosphere that defines and speaks for the character. She likes to collect art books, watch anime, read, and play video games. Her work has been featured in Ballistic art book series EXOTIQUE and EXPOSÉ.



Author Postmortem

Mystic Empyrean began for me as a roleplaying exercise: "How would you look and what powers would you have if you were [insert personality trait here]". I started jotting down characters one summer afternoon, and before I knew it, there were thirty. Eventually those were expanded and adapted into the traits that Eidolons now gain.

My favorite video game of all time was Legend of Mana. In the game, players arrange pieces of the world onto the world map, then zoom down and explore them. While Legend of Mana didn't allow you to customize or influence your locations to any great extent, the finding and placing of them onto the map gave you a sense of ownership over the world. I wanted to capture this kind of ownership and discovery in one of my own games, and those elements eventually became a great influence on the core concept of Mystic Empyrean.

One of my big challenges for Mystic Empyrean was "How can I let players make the world and still have fun exploring it?" I realized that having players make their own worlds was at odds with the ability to discover and explore them, so some system that would inject new elements into the worlds—but within certain limits—was required. As a programmer, I have a background in procedural generation, and thought that this could be accomplished by combining draw tables to create context and then leveraging player creativity to flesh out encounters. Personally I'm a bit of a lazy GM. I don't enjoy writing out game plots ahead of time and I certainly don't like micromanaging combat and scores of monster tables. I wanted to create a game that could be played by a group of players with very little setup time by integrating the setup and planning into the game itself and distributing the work to the players and GM.



Player community was something else that I wanted to focus on extensively for the game. Many RPGs are like islands in a sea—unconnected to other games, and thus limited to only what the developers publish on their official sites. With Empyrean, I wanted to give the players power to expand the game and create new content, not only for themselves, but for the entire player-base. This way a character need not die or fall into obscurity—he might reappear in another story. A realm created once need not be used only once—it might be visited by a thousand parties in a thousand different incarnations. By giving players both the power to create and to share those creations via Living Mystic Empyrean. I hope to create a world more expansive than anything else seen before in RPG gaming. Time will tell if this bold experiment comes to fruition.

Mystic Empyrean has taken over a year to produce, test, and develop, but ultimately the experience has been incredibly encouraging and enlightening. I'm looking forward to developing many future expansions for the game and to exploring the creations of other players as well.

Thank you once more for taking the time to read through Mystic Empyrean, and I wish you the best on your adventures through the vast, unexplored worlds of your imagination.

Author Bio

Brad Talton lives in Albuquerque, New Mexico with his fiancée Lynda Yang, and is a full time game designer and developer. He has authored five roleplaying games, but Mystic Empyrean is the first to see publication. Brad's hobbies include board gaming, writing, traveling, and programming. He has published several iPhone and iPad roleplaying apps (www.lvl99games.com), and a board game, BattleCON (www.battleconnection.com).

AIR



DARKNESS



ELECTRICITY



LIGHT



WATER



FIRE



STONE



PURE ANIMA



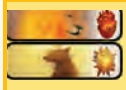
AETHER



Player-Created Eidolons



Caupolicán, the Toqui, is always ready for battle, filled with severity and determination. As a son of the earth, he is a free spirit who inspires his followers. Born blind in one eye, his gaze is fierce and grim--petrifying the hearts of his enemies. Traits: Reputed (Simulacrum), Conscientious (Earth Whisperer), and Scornful (Graven Eye). *Created by Pablo Ignacio Bustos Naulin.*



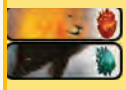
Galia, the Curator, blindly stalks the halls of the Great Library, navigating by sound. She tirelessly hunts down sources of noise to silence them. However, she is not the most frightening creature buried in the vaults she protects. Traits: Verbose (Babbling), Pride (Dragonlike), Brooding (Webweaver). *Created by Luke Biornstad.*



Amaric Ludaros, the Swashbuckler, continually finds excitement wherever he may be. His presence causes improbable coincidences, mistaken identities, and adrenaline-laced chaos to unfold around him. A simple package delivery once took two tavern brawls, a duel across gondolas, and a kidnap attempt by mesmerised mimes, after he innocently offered his assistance to a pretty lady. Traits: Fashionable (Cosmopolitan), Opportunist (Omnidextrous), Curious (Third Eye). *Created by Drew South.*



Goldie the Golem was designed as an arena fighting construct, modeled after a voluptuous goddess of war. When the arenas closed she was reprogrammed as a performer, singer, comedian, and dancer. Despite her great strength and towering stature, Goldie's personality is more in tune with her feminine, playful side than her original design, and she is often unable to stop laughing once she starts. Traits: Boisterous (Towering), Boastful (Achilles Heel), Minstrel (Music Box). *Created by Junius Stone.*



Xasanath, the Raptor, resembles one of the ancient dinosaurs in more than just name, often wearing a helm made from a fossilized raptor skull. He lives by his motto of "I watch, I study, I learn, I hunt, I survive." He prefers to work with others, but can be quick to anger if things don't go his way. Traits: Competitive (Beast Form), Wrathful (Hotheaded), Wandering (Portal). *Created by Antony Cleghorn.*



Corinthi, the Mercy Killer, can see the suffering in all sentient beings and cannot abide it. His heart is filled with empathic sorrow, and he cries poisonous tears which help to end the suffering of others—permanently. His victims are legion. Traits: Empathic (Twin), Regretful (Torn Apart), Unstable (Spiral). *Created by Jesse Thacker.*



Frederhica, The Burning Wheel, was a woman driven to test herself against every challenge. She earned her great wheel of flame after great trial and sought out others who would be worthy of this gift. She looks for someone strong enough to join her cause, but she has yet to find anyone good enough by her standards. Traits: Reckless (Cartwheel), Wrathful (Hotheaded), Faultfinding (Infinite Eyes). *Created by Jason Pitre.*



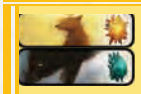
Alm'ith Dhe, the Sagacious Prevaricator, knows many truths and must tell them wholly. He tells only part of any truth to those who seek it, and the rest to the wind. People can hear these left over truths when least expected. Traits: Academic (Words Within), Dutiful (Bound), Duplicitous (Forked Tongue). *Created by Clete D. Collum.*



Jeremy Mondragon, the Black Dragon, is a collector and connoisseur of treasure; both material and immaterial. He reflects his soul upon his possessions, loving to hear each item in his hoard sing the name of his innermost self back to him. In return, the soul of any object that he has ever owned will always be precious to him. Traits: Pride (Dragonlike), Determined (Indestructible), Curious (Third Eye). *Created by Jussi Myllyluoma.*



A respected Elder Eidolon, **Archon Lazonis** advocates and chronicles the people of the Realms, championing their protection and specializing in diverse cultures and customs. Through mastery of disguise and illusion, Lazonis travels incognito among the Nascent, testing the mettle of those he meets - rewarding the worthy and punishing the deserving. He's even been known to do this with fellow Eidolons. Traits: Faultfinding (Infinite Eyes), Exhibitionist (Illusionist), Capricious (Windborne). *Created by Dak Powers.*



Marl Cromp, the Leaf-monger, brews magical tea from the pages of books. The tea has various properties depending on the words on the page, the language in which they are written and the strength of thought behind them. The best and rarest books brew the most powerful tea. Traits: Verbose (Babbling), Academic (Words Within), Duplicitous (Forked Tongue). *Created by Gabriel Francis Marmola.*



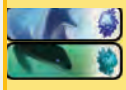
Cassandra Aletheia, the Obsidian Rani, sees with her orichalcum eyes the strings of emotion that connect all sentient beings, even as her black-iron heart prevents her from ever understanding them. Pulling on the strings of everyone around her, she tampers in the hope of one day witnessing one she will feel. Traits: Faultfinding (Infinite Eyes), Sorrowful (Heart of Iron), Duplicitous (Forked Tongue). *Created by Konstantions "Yo! Master" Rentas.*



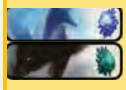
As an information runner, **Celadon Cheyenne** organizes and delivers books and information between cities and academies. Everything she hears, from wheat prices to local legends and rumors, is meticulously written down in her journals, color-coded and alphabetical. Occasionally she will sell her journals to those whom she feels require more knowledge. Traits: Wandering (Portal), Academic (Words Within), Organized (Always Prepared). *Created by Celadon James.*



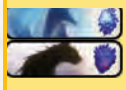
Ivory Eyes is an inventor thrice spurned by small-minded bureaucrats. Her genius is matched only be her mania, for no project will hold her attention past its completion. She will do anything to upset inflexible societies... except work for sycophants. Traits: Ingenious (Arclight), Lucid (Crystalline), Wandering (Portal). *Created by Elliott Freeman.*



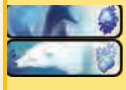
Devius Whisselbump, the Treasure Hunter, searches the world for rare and exotic items. Partially comprised of steam-powered clockworks, he is able to intuitively detect treasures, which he stores in a secret compartment in his body. He will trade treasures with other explorers, and may help them in exchange for rarities. Traits: Meticulous (Clockwork), Faith (Compass), Secretive (Treasure Box). *Created by Devon E. Rampe.*



Madame Clox has a hobby: she travels in time to historic events of interest, watches them, rewinds them and watches them again. She keeps a notebook of her observations and knows many forgotten details about famous facts. Usually she doesn't interfere, but sometimes her curiosity is overwhelming and she tampers with causality. Traits : Courteous (Barrier), Furtive (Duskwalker), Meticulous (Pocket Time). *Created by Nocker.*



Orthas is something between a man and a clock. He gambles with everyone he meets, and almost always wins because he can calculate the odds of the game perfectly. When he finds someone who might beat him, he alters time to turn the odds in his favor. He has never yet been caught. Meticulous (Pocket Time), Meticulous (Clockwork), Curious (Third Eye). *Created by Aaro Viertiö.*



Winddancer Lai is dangerous to listen to, but nearly impossible to ignore and even harder to catch. She's wanted in several different localities for inciting rebellions, or just chaos depending on her mood. But she has been known sell her services for pomegranates. Traits: Fashionable (Cosmopolitan), Minstrel (Music Box), Mischievous (Phased). *Created by Amy Waller.*



James Kilwick-Ryann is considered to be one of the foremost authorities on Empyrean wildlife. He is kind at heart, but his main motivation is to be the best in his field. He is always willing to help people, and the only rewards he requires are acknowledgment and success. Traits: Competitive (Beast Form), Academic (Words Within), Kind (Healing Hand). *Created by Laura Buckland.*



Endymion's donkey ears pick up all sorts of whispered words, but most clear are secrets born of passion and oaths born of desperation. He chooses his obligations with an almost comedic deliberation, and acquits himself of these self-chosen duties with equal gravity. He cannot refuse an honest plea for aid from one truly in love. Traits: Kind (Healing Hand), Wandering (Portal), Curious(Third Eye). *Created by Daniel Ravipinto.*



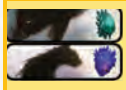
Jaira Zeruskchev, the Life Oracle, has a third eye on her right calf, and protects it heavily. When she submerges this eye in water, she can see anything near the body of water that the water she is in came from. Jaira has an unfortunate habit of spying on women when they are bathing. Traits: Curious (Third Eye), Humble (Wellspring), Faith (Compass). *Created by PJ Trauger.*



Leola is the mistress of shape and substance, within the canvas that is her body, lies the potential for every solution. She rarely takes forms not associated with the animal kingdom, choosing instead to limit the scope of her powers. It is not the victory that interests her, but the struggle itself. All over Leola's body are stitches holding her skin together, whenever she invokes the power of change the stitches unravel, revealing the pure potential underneath, the new limb or part then coalesce, leaving the old to be discarded as a rag. Traits: Adaptable (Mimic), Confident (Sure of Foot), Competitive (Beast Form). *Created by Arcane Snowman.*



Celia Ersatz is an amalgamation of flesh, clockwork, and anima. She works diligently to bring order to the cosmos, whether it is desired or not. Her tripartite soul often manifests as separate, conflicting, entities. Traits: Empathic (Twin), Obsessive (Artificially Sustained), Organized (Always Prepared). *Created by Jeremy Richard Roberts.*



Randall Nillson, the Shadow, observes and chronicles the realms, tribes, and events of Empyrean. Nillson has machined numerous copies of himself, losing a piece of his soul to every copy, in a desperate race against the consuming Aether. The only proof of his existence so far are the caches of notes he leaves in the path of other Eidolons. Traits: Apathy (Grey), Empathetic (Twin), Meticulous (Clockwork). *Created by Dustin Gulledge.*



Deirdre Faye, the Empty Maiden, is doomed to a life without joy. Ironically, she can cause others to be filled with peace and happiness. Sometimes when she is feeling especially empty and spiteful, she uses her abilities to make men forget their quests, and sometimes their wives and lovers to become her temporary playthings. Traits: Sorrowful (Heart of Stone), Optimistic (Blissful Gaze), Insecure (Many Masks). *Created by Christopher & Sandy Nickell.*



Ciaran Obscurus, Lord of Light and Shade, sculpts with truth and fiction. He crafts intricate conspiracies and forbidden secrets as works of art. As his creations grow beyond his control, he can no longer tell his own lies from the truth. Traits: Honest (Eye of Truth), Detached (Hollow), Duplicitous (Forked Tongue). *Created by David Morrison.*



Lyria, the Lost Queen, hunts for her purpose. She fancies all she meets her subjects, hoping to find a reminder of who her people were. In her travels, Lyria ousts rulers and lives their lives while wearing their skins; she is a benign ruler, until disobeyed. Traits: Wandering (Portal), Detached (Hollow), Callous (Ashen Flesh). *Created by Jonathan McCulley.*



Beguyver, the Sceloglaux, strives for attention, even if it means performing flamboyantly obvious crimes. Inversely, he may endear himself to others by performing fake acts of heroism against his own illusions. He tries to acquire status by any means, as when he made himself mayor of an illusionary town. Traits: Duplicitous (Forked Tongue), Envious (Painted), Exhibitionist (Illusionist). *Created by Mark Ferguson.*



Any

Renton Miriah goes by the name "Confessor." Tell him your woes, your sins or crimes - anything that burdens your mind. He'll be only too happy to listen, and if he can forgive you, he will take your torments and store them inside his heart. He collects these burdens and torments, and uses them to build a hell for those who are beyond his forgiveness. Traits: Optimistic (Blissful Gaze), Secretive (Treasure Box), Cruel (Touch of Dust). *Created by Martin Dörfler.*



Any

Lunaris, the Omen, claims to be able to predict the future. She cannot be found by people who want to meet her. Instead, she finds them and brings them news of their impending doom. Traits: Wandering (Portal), Faith (Compass), Detached (Hollow). *Created by Bettina Tan.*

Any



Straeshi, the Cartographer, roams between Realms mapping in minute detail. He leaves behind small markers in places he finds interesting that can transport you away with the right word. Occasionally he gifts intricate maps to people he meets on his travels. Traits: Meticulous (Clockwork), Determined (Indestructible), Wandering (Portal). *Created by Joshua Beale.*

Any



Archan fer Targad, the Caretaker, was given charge over an ancient city centuries ago. He invites guests into his city and treats them to all manner of luxuries and entertainment. Those who visit him find it more difficult to muster with each passing day, and Archan hates to see his guests go... Traits: Optimistic (Blissful Gaze), Fashionable (Cosmopolitan), Controlling (Beast Master). *Created by Tom Hoefle.*

Player-Created Realms



The Parch is a desolate wasteland of grinding, rusted grit whipped into constant, ecstatic motion by Orthuum the Scour. Caravans of prospecting thaumaturges brave the metallic seas and the harsh sun's glare in search of exposed gem beds and veins of rare ore. Fabulous wealth litters the ground, but the simple staples of mortal life are rare and precious. Traits: Desert, Thaumics, Aberrant, Nomad Tribes, Plutocracy, Militant, Shamanic. *Created by Douglas Laedtke.*



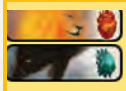
A mystic throne at the heart of **Val-karmun** allows its master to recreate and alter the realm as he sees fit. New people, places, wonders, and technologies can all be created by the one who rules the land. However, standing up from the throne erases all these illusions and returns the realm to a blank slate. Traits: Desert, Pandoran, Unnatural, Centralized, Tyranny, Ascetic, God Kings.



The realm of **Dringerdum** beckons from just beyond the horizon. All of its inhabitants are split between two factions called the natives and the newcomers. Control of underwater steam vents is granted by the theocracy and lead to vast differences in privilege. Cities are constructed around sources of ambient magic, and are filled with social injustices seeking to be righted. Traits: Caverns, Steam, Organized/Natural, Centralized, Theocracy, Theological/Shamanic. *Created by Guy Shalev.*



Danaj is a floating island filled with steaming jungles, booby trapped ruins, and exotic animals. Beneath its surface are caverns filled with crystals possessing many wondrous properties and rivers of lava that flow endlessly into the Aether below. A mysterious force keeps Danaj aloft, and travelers must decide whether they will preserve the land and its history, or risk exploiting its fantastic wealth and resources. Traits: Forest/Caverns, Neotech, Exotic, Wondrous, Theocracy, Ascetic, Ritualistic. *Created by Shai-hulud.*



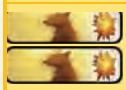
Beneath the waving grass of the **Devouring Plains**, the slumbering earth is alive... and hungry. Those who tread lightly are safe, mostly; but woe unto those who disturb the earth and awaken the Fangs of the Land. Great hounds of earth and stone, these sessile beasts have gem stone teeth and blood of molten gold coursing in their veins, a great treasure for any mighty, or clever, enough to survive their furious emergence. Traits: Plains, Primitive, Dire, Nomad Tribes, Meritocracy. *Created by David E. Mumaw.*



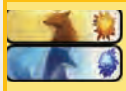
The **Jorn Marshes** are a realm of foul waters and fine secrets. There are countless secret medicines and forbidden herbs growing on the ever shifting floating fens. The Nascent of the Marshes are said to have a cure for every poison, and a poison for every purpose. Traits: Swamp, Pandoran, Exotic, Merchantile, Aristocracy, Trading, Shamanic. *Created by Jason Pitre.*



The vast golden planar expanse of **Emone** is broken up only by the massive city of Mercant: the market of dreams. Anything one's heart desires is rumored to pass through the crowded streets and stalls at least once in a lifetime, if one can afford it. The only thing grander than the selection of wares is the amount of money that lines the pockets of the successful sellers. Traits: Plains, Electronics, Organized, Great City, Plutocracy, Trading, Rational. *Created by Joshua Van Laningham.*



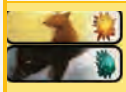
Beneath the barren sands of **Saafar** lies a labyrinthine library which holds books on every subject. Librarians haunt the twisting passageways, each altering the stacks to their own design. Many travellers remain trapped in the darkness, for to leave the library of Saafar, one must find the flickerings of light and leave with more knowledge than one entered. Traits: Desert, Thaumics, Wondrous, Nomad Tribes, Meritocracy, Artisan, Ritualistic. *Created by Shimmergeek.*



Explorers who stumble upon the great cavern of **Achthonia** may feel they have somehow landed among the stars. The shining lights of the elaborate buildings and walkways that hang among the massive stalactites reflect off of the mirror-still lake far below. Delicate, phosphorescent, crystalline creatures swim in those waters, and it is whispered that the future can be predicted by watching their movements interact with the reflected lights of the city. Traits: Caverns, Thaumics, Exotic, Wondrous, Aristocracy, Artisan, Ritualistic. *Created by John Smith.*



Thangella is a seemingly endless ocean studded with groups of islands. The island nations are a thriving web of trade and imperialism. The most prized trade goods are the products of the great beasts that thrive in the deep oceans. Although killing these creatures is one of the most dangerous occupations in the realm, the substances their bodies produce can be found nowhere else. Traits: Seaside, Steam, Epic, Mercantile, Aristocratic, Trading, Rational. *Created by Thomas Ladegard.*



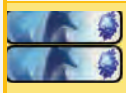
A realm of religious mysticism and ritual honor, **Dolonie** contains twelve cities, built around twelve natural wonders that are the source of the realm's magics. The cults of Dolonie worship the Eidolons of Empyrean and their realm's wonders. There is said to be a thirteenth wonder and a city built around it, but since the city was sealed away, none have been able to penetrate it for ages. Traits: Plains, Thaumics, Aberrant, Wondrous, Theocracy, Honorable, Ritualistic. *Created by Adam Easterly.*



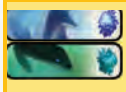
The ancient realm of **Chi** is separated by a river which divides darkness from light. The eastern side of the realm is saturated with life and abundance, while the western is filled with death and decay. Each side's capital sits squarely in the center of the opposite land. Traits: Forest, Primitive, Epic, Wondrous, Outposts, Ascetic, Ritualistic. *Created by Matt May-Day.*



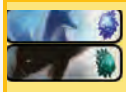
Igi-Gub-Ba-Bi is known as the Realm of Circles, as its cities, roads, buildings, and even wildlife are all as close to perfectly circular as possible. The inhabitants believe that the circle is the most perfect form, and study mathematics so that they may 'optimize' their world. An individual's mastery of mathematics determines his place within their highly organized society. Traits: Plains, Thaumics, Exotic, Meritocracy, Centralized, Ascetic, Theological. *Created by Peter Aronson.*



The grand machine of **Geldaril** is a single engine as large as a realm. The inhabitants of the realm dutifully carry out their functions, dreaming of a glorious day when the purpose of the machine will finally be realized. However, none seem to know what his purpose is. Traits: Caverns, Steam, Dire, Technocracy, Centralized, Meticulous, Cults.



Sailors say that the many-colored waters of **Leshul**, the painted sea, are comprised of every dream and nightmare ever dreamt. Drinking the sea water induces chimerical visions, and navigators discover strange islands under its influence. While no mariner has ever been able to chart or return to these islands, otherworldly treasures are often recovered from their expeditions. Traits: Seaside, Thaumics, Exotic, Mercantile, Plutocracy, Trading, Shamanic. *Created by Link Hughes.*



The plains of **Migratean** are ruled by independent city-states linked together by a highly developed railway network. Visitors are often surprised by the strange forms that technology takes in each different city. Despite friendly trade relations, the cities are in a constant arms race with one another. Traits: Plains, Steam, Natural, Plutocracy, Outposts, Militant, Rational. *Created by Richard Oppenheim.*



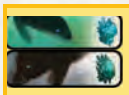
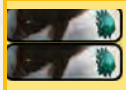
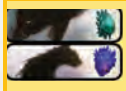
The unforgiving **Baralt** is often called the weeping seas, an island realm of stormy oceans and never ending rain. Only through the guidance of the self-proclaimed Divine Aristocracy and their knowledge of the book of 8,000 steps is life still possible here. They alone know the complex rules to reap the many arcane resources that can be found on the numerous small islands, even though these same rituals let the rain burn like poison or anger the dead enough to leave their graves. Traits: Seaside, Pandoran, Unnatural, Outposts, Aristocracy, Trading, Ritualistic. *Created by Hemming Wollny.*



Somniumsolus is where all lost and discarded possessions from across Empyrean wind up. The great trading houses of Emotion, nestled in the dense forest, are literally forged of re-purposed items from across the world. The house artisans are the source for lost objects and the emotional memories attached to them. Traits: Forest, Pandoran, Natural, Wondrous, Aristocracy, Trading, Ritualistic. *Created by Adrian Stein.*



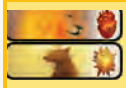
Curly Elm is a mystical forest filled with strange life forms and many natural wonders. The land is saturated with magic, and its citizens are adept explorers, constantly searching out the mysteries of their realm. The people of Curly Elm believe themselves to be the fractured remains of a long dead god and that a reunification will occur when twelve lost artifacts are reunited. Traits: Forest, Thaumics, Exotic, Wondrous, Aristocracy, Artisan, Theological. *Created by Chip & Katie.*

	**Arlingwood** is a vast wooded realm, full of deer, squirrels and birds. There are plentiful supplies for the traveller in need, so long as he has the skills to find and use them. Few people live here, save a few peasant hunters and woodsmen, and a small group of philosopher-monks, living an isolated existence in simple dwellings scattered through the forest. Traits: Forest, Natural, Ascetic, Thaumics, Outposts, Kingdom, Spiritual. *Created by Fiona Leiper.*
	Forested canyons cover **Enadeen** like veins on a leaf, changing constantly due to the fluid movement of the dirt beneath its floating stone crust. Its many tribes must wander on a constant pilgrimage to avoid falling prey to the shifting land and its monstrous wildlife. The few semi-stable areas house temples where the tribes offer the ancient devices they discover in hope that the land will stable itself once more. Traits: Mountain, Pandoran, Dire, Nomad Tribes, Meritocracy, Ascetic, Ritualistic. *Created by James Miller.*
	**Lefarn** is a quiet realm with its cities hidden away for only the keenest eyes to find, with buildings constructed in trees, caves, and canyons, working alongside the natural environment rather than trying to change it. Lefarnians each practice a craft according to their spiritual inclination, believing that performing a task they love to do is the best possible worship of their elemental gods. It is believed that goods from Lefarn are all connected to magics of animals, plants, and the earth from which they were created. Traits: Forest, Thaumics, Dire, Wondrous, Meritocracy, Artisan, Spiritual.
	The Deep forest of **Kailan** is watched over by an ancient palace carved into the heart of a great tree. Arbiters—the ghosts of long past bureaucrats, watch over the palace and test those who enter, searching eternally for Eidolons worthy of becoming the palace's new masters. Traits: Forest, Primitive, Epic, Wondrous, Meritocracy, Honarable, Spiritual. *Created by Dan Castro.*
	**Forsaken** is a forgotten place, an entire Realm composed of a single ruined and crumbling city that goes on for miles. No one remembers the true name of Forsaken except, perhaps, the Guardians, cyclonic Air Elementals that patrol the shattered streets and alleys, slaying anyone they come across. The few Nascent that occupy this Realm are arrayed in loose tribes, foraging what they can, when they can avoid the Guardians. All of them are quite mad. Traits: Desert, Thaumics, Dire, Nomad Tribes, Plutocracy, Militant, Shamanic. *Created by Jim Stutz.*
	The Shining Peaks of **Tuarareth** tower over steep valleys and rushing waterfalls. Leaders of each enclave regularly face challenges from the upstart youth in their clan by fighting with wooden weapons while balancing on ropes strung across the gorges and canyons, a practice as much art-form as combat. Travelers are a cause for celebration in the enclaves, particularly when they bring new crafts and dances from far-off Realms. Traits: Mountain, Primitive, Natural, Wondrous, Meritocracy, Artisan, Shamanic. *Created by Phil Bordelon.*
	The people of the Ghost-Realm of **Kistra** very nearly succeeded in harnessing Aether as a power source. However, a grave malfunction saturated their realm with the substance, leaving behind only shadows of creatures and people in an empty wasteland, wandering the preserved ruins of a once mighty race. Traits: Plains, Pandoran, Unnatural, Centralized, Technocracy, Progressive, Rational. *Created by Brad Wales.*
	Gravity holds no sway in **Belkandrik**, a realm whose plains sit horizontally on the side of a sheer plateau face. The round plateau towers up to the sky, but the people of Belkandrik refuse to visit the top of their home, saying that it at its peak is a city ruled by demons. Strange creatures often wander down from the peaks, but few survive for very long. Traits: Mountain, Biotechnology, Exotic, Outposts, Aristocracy, Ascetic, Cults.
	The people of **Mj'nrj** are ruled from a floating castle that hovers above a great lake. Coatls are the most common animal in the realm, and come in dazzling varieties, many of which are domesticated. A massive, ancient creature known as the Granacruz has slept beneath the lake's surface for centuries. Traits: Seaside, Primitive, Exotic, Monarchy, Wondrous, Mercantile, Spiritual. *Created by Joma Celino.*
	Draw Again
	Draw Again

Player-Created Nascent



The **Sand Wraiths** live in caverns beneath the deserts of Empyrean and have a strict hierarchy of tribal leadership. They are able to craft powerful potions and tinctures which induce psychic power. Overdosing on these substances, however, causes the unfortunate victim to transformation into a horrible creature wrought from his own madness.



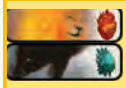
One would be considered unlucky to have caught glimpse of the incredibly elusive **Gruudash** in their natural slime-like state. Upon reaching maturity, individual Gruu leave their bubbling mudpots of homes in search of a higher form to invade and form a mind link with, creating a subservient husk to live inside. Difficult to discern from a normal individual, the mind-linked Gruudash migrate to form massive geothermally powered cities, all answering their innate call to serve the empire. *Created by Mark McHaney.*



The **Toltekatli** look like patchwork sculptures of imaginary animals. These synthetic chimerae use magical and mechanical salvage to change their own bodies and craft new individuals. They are always searching for exotic and eye-catching components for their projects. *Created by Indi Coyote.*



The **Saiscin** are resourceful fire-breathers resembling kangaroos. They are recognized for cultivatating special peppers, and only they know how to transform it into delicious cuisine, salving medicine, and deadly poison. Their dependence on ingesting Saiscin peppers to produce fire leads them to despise outsiders getting too involved with their precious peppers. *Created by Kellie Liang.*



The **Rhyux** resemble humanoid rhinos possessing the same incredible strength and live alone or in small groups. In spite of this, they are fiercely loyal to one another. Most Rhyux rely upon their strength for defense, but a few have found that swords, axes, and other weapons work just as well. The Rhyux see it as their duty to protect the natural world and will destroy any thing and any one that threatens it. *Created by Caleb Smay.*



A nocturnal race by necessity, the reptilian **Sylphes** have come to terms with their arid climate by forming underground complexes to free themselves from the upper world's oppressive heat. Having created an ecosystem centered around cultivating mushrooms and slime molds, the Sylphes can nearly self sustain by using their waste as a source of energy to grow their crops. At night they rise to the surface to explore the lands around them, eternally unable to truly satisfy their intense wanderlust for fear of day's malevolent approach. *Created by Stacy McHaney.*



The people of the **Agtano** race are twenty feet tall each, and build monolithic structures to call their homes. Each member lives a long time, but children are rare and take ages to grow to maturity. Because of this, the Agtano usually live in tightly knit, insular communities where their cultures and arts have flourished over centuries.



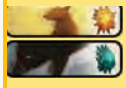
The **Lumines** glow with golden light, and are students of all scientific and magical substances. As a general rule, they collect knowledge, but care little for its application. Most Lumines are incredibly smart, but also quite useless for anything but teaching others.



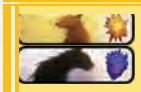
The **Ignotherium** are a race of thermoluminescent sloths that stand four meters tall and are covered in wiry metal hair. They digest organic matter and condense it into charcoal within their bodies. This charcoal is the only fuel potent enough to power their massive clockwork war machines. *Created by Wesley Obenshain.*



The **Sparka** are a young people, lithe in body and well suited to the fens. Their culture drives them to challenge and try to refute every belief that they hold. The Sparka often seek out travelers for fresh perspectives which they could overturn. *Created by Jason Pitre.*



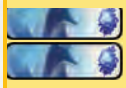
The **Rorah** are expert mages who draw their power from the sun. Able to cast mighty spells when the stars and planets align, this race of astrologers and magicians is reaching the edge of extinction, for their magic does not function in the close proximity of scientific technology.



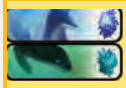
The **Invertii** are a nomadic humanoid race that view time as space and vice-versa. They are a playful and cunning folk, and use their worldview as a tool to beguile and swindle strangers, often by making puns become quite literal. They react with greedy interest and intense puzzlement when encountering strangers with powers as befuddling as theirs... *Created by Manu Marron.*



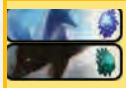
The **Logosians** are a race of dark-skinned, humanoid Nascent who embroider their clothes and tattoo their bodies with carefully chosen words which come to shape and define them. They are entirely devoted to the pursuit of the words which give meaning to their lives. They will stop at nothing to spirit away words, definitions, and even names. *Created by Peter Turrentine.*



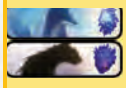
The **Kotor** are a race of incredibly gifted engineers that have created a myriad of automatons to do their bidding. These automatons range in function from menial labor in factories to managing their master's budget and are an integral, and crucial part of the Kotorean society. However, these automatons run on power harnessed from the Aether-mist itself, and the evil nature of the Aether has begun to manifest itself in erratic and violent ways... *Created by Coleman Ellis.*



Bun'harad are a vibrant people, colorful man-sized puppets each part of which is animated by a shadowy monkey shaped beast. From infancy they have one puppeteer, until over time more of the beasts join, finally parting as the adult ages and ultimately dies. From time to time a great bun'harad will seek out other creatures as puppeteers, earning their respect and servitude or impressing them with vile magic. *Created by Mendel.*



The celibate **Hamelites** roam the outskirts of larger settlements and lure children with their hypnotic chanting towards them. Contrary to countless legends about the unspeakable things they do to the stolen children, the Hamelites are the most loving and caring people imaginable and offer a happy childhood otherwise not heard of. *Created by Adrian Klein.*



The **Isara** are a parasitic race that is primarily humanoid, if you can look past downy feathers for hair and silken skin. Their eggs will only fertilize properly if laid in the corpse of a very strong magical creature - which almost always must be a Nascent, perhaps even one of their own race. Their relationship with magic-users is strained: the Isara always need them around, but quite often want them dead. *Created by Galina Tucker.*



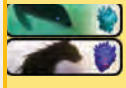
The **Gedda** have bodies like large batteries suspended above slim arms and legs. They are able to control electricity to some degree, and are able to absorb it to charge their bodies up.Batteries are their most common trade good, and these are created from mummified Gedda tribesman. The Gedda believe it is an honor to continue to absorb and discharge electricity after death--almost akin to immortality.



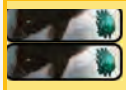
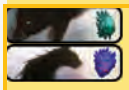
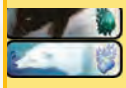
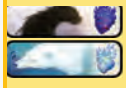
The frolicsome, sensual **People of the Morning Aster** take their name from the forests of white Aster trees where they live. They eat only an intoxicating yellow fruit that grants them long life and vitality, as well as causing a tree to grow from their remains when they do pass on. Travelers who eat this fruit have been known to go mad, stealing children away to the forest to join the tribe. *Created by Bard College Tabletop Gaming Club.*

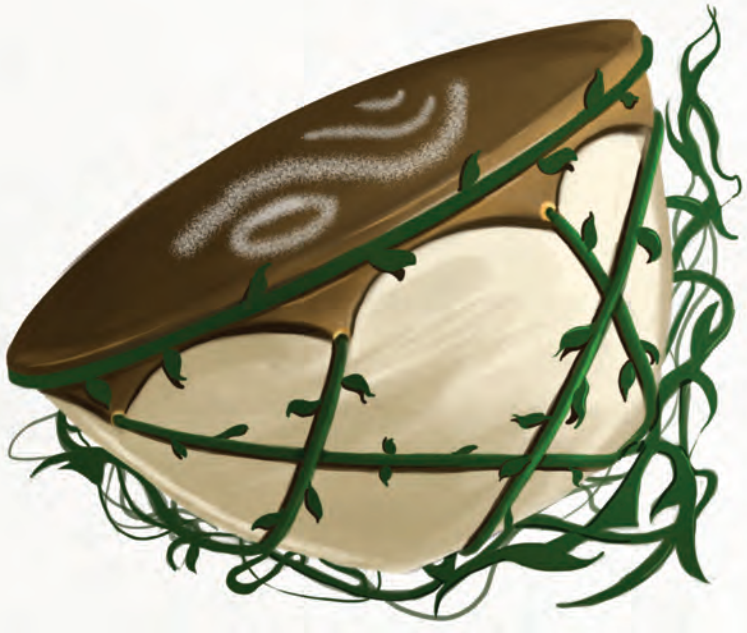


The **Dyn** are a reclusive race of Nascent who live beneath oceans and lakes, and closely resemble fish. They are an ancient and proud race, building wondrous aquatic cities and fashioning undersea networks that lead across the world quickly. Their distrust of outsiders and culture of strict military honor keep them isolated from others.



Gregarious and inquisitive, the felinoid **Liathei** are renowned storytellers with nigh-infallible memories, but with no capacity to read or write – their minds are just not wired for it. Fervent ancestor worshipers, they consume their dead in joyous cannibalistic feasts, adding their stories to the collective history of the tribe. The Liathei will often separate one member of a party of strangers, serving up the unlucky victim in a celebration to welcome the newcomers, a ritual that also serves to grant the tribe insights into their visitors. *Created by Nancy Feldman.*

	The **Kavatii** are spirit-beings who make themselves temporary bodies from plants, water, or other natural materials, then dissolve these bodies when they no longer need them. Able to grow or shrink as they wish, they build whole cities inside a single tree trunk or hollow stone.
	The **Parjhon** are foraging, tribalistic Nascent that look like bipedal armadillos. They live in small familial groups that avoid outside influence, and often center themselves around ancient monuments. Parjhon intensely object to encroachment without forewarning, and will react violently if their boundaries are not properly respected. *Created by NimbleNonsense.*
	The **Zacort** are a short, rotund, almost gelatinous race who usually dress in rags. They look so similar to each other that most are nearly impossible to tell apart, but each Zacort has a scent distinctive from the others . They care little for material possessions, instead treasuring unique or powerful scents and smells, gladly trading away wealth for aromas they find intriguing. *Created by Zackary Collins.*
	The **Kazar** are a race of people partially fashioned from a gleaming substance similar to metal. They are expert metalworkers, and are able to fashion a substance called Moonsteel, capable of nullifying magical power. The Kazar are fond of war, and see it more as a sport than a serious national affair.
	Few know exactly what the **Necronians** look like, other than their identical Syndicate attire, translucent skin, and captivating golden eyes. Led by a central Syndicate, the Necronians are secretive, but eager to trade the Grimstone tech that powers the artificial augmentations visible under their translucent skin. Though this technology is powerful and has nearly unlimited applications, many refuse to use it due to the gruesome rumors of its source. *Created by David Jacobs.*
	The **Ferry Men** appear as spindly giants around fifteen feet tall that are swathed in black bandages and have glowing silver eyes. They possess ships that can sail through the Aether without becoming unraveled, and charge a unique treasure as price for passage between realms. Able to shape the aether into weapons, the Ferry Men are regarded by outsiders with both fear and wonder. *Created by John Albert Tate.*
	The **Ascendant** fly on feathery wings and have hollow bones, much like birds. They have mastered the crafts of glassblowing, and are able to make all manner of curious wonders with this craft, including buildings, airships, and weapons with unique properties.
	Draw Again
	Draw Again







Encounter and Resolution Summary

1. Context

One player, who will be the first GM, should create, generate, or select an encounter context based on the current realm. This can be done by drawing against the Encounter Generator (pg 194) or the random encounter table for pre-made realms (Nitar - pg 105). Feel free to create your own context if you have an interesting idea.

Read the context aloud to all players and make sure that everyone understands the situation at hand. You can answer questions about the wording of the context (such as defining terms), but not the situation itself.

2. Establishing Questions

The player to the left of the context-giver begins by asking a question about the situation to the player on his left. Allowed questions are things which the players can learn by observing the scene. Questions that grant players new abilities or change their state are not allowed. The player to the left answers the question, and this answer becomes a true fact about the encounter. That player then asks a question of his own.

A player who feels he has no further questions about the scenario may elect to pass. Resolution begins once all players pass in sequence.

3. Resolution

The player who read off the context will be the first GM. Play moves clockwise around the table, starting with the player to the GM's left.

This player (the Active Player) explains what he wishes to accomplish during his turn and how he will accomplish it. The GM then interprets that player's decision into a resolving action and resolves it if necessary. The active player then passes his role to the left.

Players may freely talk among themselves and make suggestions and plans, but the GM may request that they make actions in a timely manner if play slows down.

When the GM would become Active Player, he first makes an Escalation Draw (see below), then passes his GM role to the right (counter-clockwise) and begins a normal player turn.

When all players agree that the encounter is resolved to a sufficient degree, they may move on to the Conclusion and Becoming.

3a. Conclusion

The GM may optionally say a few words to tie up the encounter. Concluding questions may be used as well if players wish (pg 104).

Wound Summary		
Superficial Wounds	**Deep Wounds**	**Heart Wounds**
Can be inflicted by any weapon or hazard	Can be inflicted only by an attack made with great emotion, by a wonder, or by the Aether.	Can only be inflicted if two of the deep wound conditions are met at once.
Draw from the world balance, then disable a trait whose element matches the wound (ignore the wound if no trait matches)	The Eidolon loses one anima of his choice, then suffers a superficial wound. If he has no anima in his personal balance after this, he is knocked out.	Follow instructions on page 49. The Eidolon also suffers a deep wound.
An Eidolon may spend one Anima of any type to fully recover from all superficial wounds.	An Eidolon recovers from all deep wounds when he rests for one night and one day.	Heart Wounds cannot be recovered from.

4. Becoming

The GM who finished the encounter declares how many points of emergence the encounter is worth. All players pass their character sheets to the left this many times, marking off one point of emergence in the character sheet in front of them, based on how that player role-played during the previous encounter. Players skip over themselves if they receive their own character sheets during this process. Once all sheets have the decided-upon number of emergence points added, pass them back to their owners. The owner may then add one point of emergence to his own sheet in any category (regardless of roleplay).

Resolution Draw Summary

The GM determines which element is most closely aligned to the action being resolved. Make a draw from the world balance and compare the drawn element's position to the alignment of the action. Using the following table, narrate the outcome:

Perfect Success (Matching) - "Success and..." - The action is more successful than expected, and there are additional positive effects.

Outside Success (Adjacent) - "Success but..." - The action is successful, but there are complications or additional negative effects.

Neutral Success (Neither adjacent nor opposed) - "Failure but..." - The action is unsuccessful, but there are some positive effects.

Failure (Opposed) - "Failure and..." - The action fails, and there are additional complications or negative effects beyond that failure.

After looking at the draw, but before the GM narrates the results, the player may opt to re-draw or use an Anima Surge. A different player may also choose to use an Assist Surge. A player receives re-draws equal to the level of his Anima in the element aligned with the attempt (so having 3 Fire Anima gives you 3 re-draws on fire attempts). Aether draws cannot be re-drawn under normal circumstances.

Anima Surge - Spend an Anima from your personal balance, and that is considered to replace your draw. The anima is added to the world balance and removed from your personal balance.

Assist Surge - Another player spends an Anima from his personal balance to replace your draw, just like a normal Anima Surge.

Opposed Draw - Both the player and the force opposing him make resolution draws. Enemy Eidolons will redraw or use Anima Surges at the discretion of the current GM. In the case of a tie, players win Perfect Success and Outside Success ties, and enemies win Neutral Success and Failure ties.

Aether draws cannot be canceled by Anima or Assist Surges.

Escalation Summary

Draw two cards from the world balance. Note the relationship of the two cards:

If the first card forms a perfect or outside success when compared to the second card, interpret the element of the first card on the Escalation Table

If either card is Aether, interpret the element of the other card on the Escalation Table. Add an Aether to the World Balance if it contains less than 3 Aether.

If either card is Anima, do not trigger an escalation. Add an Anima to the World Balance if it contains less than 3 Anima.

Enemy Actions

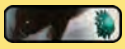
Optionally, before Escalation, the GM may make an action for each enemy in the encounter. To do so:

Draw from the World Balance.

Look at the action chart and determine an appropriate action of that element for the enemy.

Draw again to resolve that action as normal, allowing players to oppose it if relevant.

Escalation Table

Element	Combat	Puzzle	Social
	Enemy becomes enraged or gains additional destructive power. Enemy's attack disables or destroys the party's gear or weapons.	A deadly trap springs upon one of the player characters. A natural hazard puts the party in immediate danger. The room or area begins to collapse.	Violence is threatened against the party. A challenge or test is issued to the party.
	The enemy learns a critical weakness of one of the players. A weakness the enemy previously displayed is removed or protected.	A critical detail that was overlooked by the party suddenly gains deadly relevance. The party must choose between two paths, each littered with vague clues as to where they lead.	The party learns that they have been misled or betrayed. An old ally of the party appears. The party discovers a hidden dungeon, catacomb, or other such place.
	The enemy snares, traps, or otherwise restrains a player. The enemy develops a new power or ability.	A device or construction of some kind malfunctions. It becomes expedient that the party leave the area immediately. A cursed device or item is discovered.	The party learns that they are searching for the wrong person or thing. A sudden disaster or crisis strikes the area.
	Enemy gains immunity or protection against one of the party's weapons or tools. The enemy regenerates from any wounds it has suffered.	The party is forced to find another way forward. A mysterious potion or food item is discovered. An ally NPC appears to join the party.	The party receives questionable information. The party receives an unexpected and suspect gift.
	The enemies take hold of an important tactical position. A trait possessed by a party member is weakened or disabled.	The way becomes blocked by a difficult obstacle. A dead end is reached. An enemy NPC appears.	A past deed of one of the players is recalled, and shown to have caused harm. An old enemy of the party appears.
	A wound inflicted by the enemy is more deadly than it first appeared. The enemy vanishes or goes into hiding, able to strike again at any time.	Conditions in the area prevent the party from staying there much longer. An ancient curse is triggered. The party becomes lost.	Something is stolen from the party. A lie has been spread about one of the party members. The party realizes an supposed ally is working against them.
	Enemy reinforcements appear. The enemy's morale increases, and he shakes off any fear or confusion.	The way forward requires something to be left behind. The way forward requires the answer to a riddle or ancient codeword.	The reputation of one of the players is questioned. The party loses favor with one of its supporters or allies.
	No escalation this turn		
	Dire Escalation - Magnify the effects of an escalation based on the other element drawn.		

Glossary

Some important terms for everyday life in Empyrean, and the page numbers on which they can be found.

Aether (9): The mist that ebbs at the edges of the world. Those who disappear into the Aether rarely return, and it consumes more of the world with each passing day.

Aetherling (25): Creatures that are rumored to live in the Aether. They are alien in every sense of the world, and feared by the people of Empyrean.

Air (25): The element governing speech, negotiation, and coordination. Aligned with Fire and Darkness. Opposed by Electricity and Water.

Anima (3): The force of existence from which all things in Empyrean are woven. Except for the Aether, all things are made of Anima.

Anima Pearl (51): A crystallized mote of pure Anima. Often traded as currency, and useful for creating wonders.

Atamos (22): The patron spirit of Light. Atamos takes the form of a great stag, and shares knowledge with those who seek it.

Brigantin (24): The patron spirit of Stone. Brigantin takes the form of a mighty boar, and fights against disorder and chaos which erode the world.

Brilliant Dawn (16): An organization dedicated to exploration and discovery of the far reaches of Empyrean.

Colossus (10): A massive creature with a cornerstone at its heart, corrupted by Aether to come to life and destroy without aim.

Combat Encounter (40): An encounter that focuses mainly on defeating an enemy or overcoming a force of direct opposition.

Conceit (84): One of the things a Cornerstone may contain. A conceit is a boon that is granted only to the individual who unlocks it.

Consumable (51): A treasure that is lost after being used. Typically the cheapest and most easily obtained of wonders.

Cornerstone (3): A piece of Grand Cornerstone, the heart of the world of Empyrean. When Grand Cornerstone was shattered, these shards were lost across the world.

Creed, Personal (35): The code by which an Eidolon lives and makes his decisions. Some say the strength of their creed is an Eidolon's true power.

Creed, Realm (63): The religious disposition of a particular realm. Creed affects the superstitions, traditions, and natural laws of the realm.

Culture (61): The cultural disposition of a particular realm. Culture determines the kind of trade goods that the realm's civilization creates.

Darkness (24): The element governing deception, lies, and secrets. Aligned with Air and Stone. Opposed by Light and Electricity.

Deep Wound (48): A wound which seriously disables an Eidolon, causing him to act less effectively until it is healed.

Dreiz (22): The patron spirit of Fire. Dreiz takes the form of a proud lion. He revels in destruction, death, and victory—especially the destruction of Empyrean's enemies.

Eidolon (2): An immortal, living force of nature. Eidolons all possess a connection to Grand Cornerstone and desire to see it rebuilt.

Electricity (23): The element governing invention, surprise, and innovation. Aligned with Light and Water. Opposed by Air and Darkness.

Elemental Anima (19): Anima that is aligned with a particular element. Most Anima is elemental, and combinations of elemental anima make up all material in Empyrean.

Empyrean (2): The world in which the game takes place. Empyrean is a world composed entirely of various combinations of an existential energy called Anima.

Encyclopedia (78): A treasure that contains all imaginable objects of one specific type. One of the lost wonders of Old Empyrean.

Fire (22): The element governing power, destruction, and strength. Allied with Light and Air. Opposed by Water and Stone.

Government (59): The legal disposition of a particular realm. Government determines what forces rule the realm and how far their influence reaches.

Grand Cornerstone (10): The heart of Empyrean which sustains the world and pushes back against the tide of Aether. Grand Cornerstone was destroyed nearly one thousand years ago.

Heart Wound (49): The most deadly wound an Eidolon can suffer. A heart wound destroys, alters, or corrupts an Eidolon's Persona Traits permanently.

Kinado (25): The patron spirit of Air. Kinado takes the form of a winged wolf. He excels in diplomacy, games, and tricks, and loves to use others to accomplish his goals.

Lemnas (23): The patron spirit of Water. Lemnas takes the form of a playful otter. He teaches the people of Empyrean resourcefulness, determination, and responsibility.

Librarium Omnibus (12): An organization that collects and categorizes the history and science of Empyrean. An order of scholars and researchers.

Light (22): The element governing knowledge, discovery, and science. Allied with Fire and Electricity. Opposed by Stone and Darkness.

Major Wonder (52): A powerful wonder with far-reaching effects and consequences. Typically a relic of Old Empyrean.

Mask (78): A treasure which temporarily grants an Eidolon a trait he would not normally possess. One of the lost wonders of Old Empyrean.

Minor Wonder (52): A wonder with local effects or narrow consequences. Typically a relic of Old Empyrean.

Nascent (7): The ordinary people of Empyrean. Nascent live in tribes, each of which differs wildly from the others in terms of physique, culture, and lifestyle.

Order of the Seven Heroes (13): An organization dedicated to the protection and safety of Empyrean and its Nascent population.

Orelk (24): The patron spirit of Darkness. Orelk takes the form of a cunning panther. He lives in the shadows and manipulates his pawns indirectly.

Owner (19): The player who controls a specific story element. The owner has final say on all matters regarding his element.

Paradigm (74): One of the things a Cornerstone may contain. A paradigm is a new law or concept of reality that comes to permeate the entire world.

Persona Trait (5): A loose grouping of the powers that Eidolons may develop. No two Persona Traits are exactly alike, but they seem to have a similar general function.

Personal Story (97): An Eidolon's personal background, including both past and future struggles.

Places (65): Wondrous landmarks within a realm that may be dungeons, monuments, natural wonders, or anything else of note.

Pure Anima (45): Anima that is not aligned with any element. In its pure state, Anima has the greatest potentiality.

Puzzle Encounter (40): An encounter that focuses mainly on overcoming obstacles or indirect opposition.

Random Encounter (194): An encounter generated randomly by drawing against the Encounter Generator Table, as opposed to one planned by a player.

Realm (6): One of the things a Cornerstone may contain. A realm is a new place in the world that can be explored by Eidolons.

Realm Attributes (72): The seven traits that determine the disposition of a realm. They are Culture, Terrain, Government, Creed, Wildlife, Society, and Technology.

Scenario (93): An overarching story that occurs in episodes and leads to a definite conclusion.

Servants of Balance (15): An organization dedicated to the careful rebuilding and balancing of Empyrean, in order to prevent future calamity.

Social Encounter (40): An encounter that focuses mainly on social interactions and dialogue between multiple parties.

Society (62): The organization of a particular realm. Society determines how the settlements in the realm are organized and related to one another.

Special Encounter (101): An encounter with its own special rules that set it apart from a standard encounter.

Stone (24): The element governing fortitude, resilience, and tradition. Aligned with Darkness and Water. Opposed by Fire and Light.

Superficial Wound (48): A wound which temporarily corrupts or destroys one of the Eidolon's Persona Traits. Regenerating from Superficial Wounds costs one Anima of any type.

Technology (58): The technological type of a particular realm. Technology determines what conveniences and sciences exist and function within the realm.

Terelt (23): The patron spirit of Electricity. Terelt takes the form of a wily fox. He acts seemingly without motive, but history proves he always has a plan behind his actions.

Terrain (57): The terrain type of a particular realm. Terrain determines what kind of land fills the realm and what hazards it might contain.

Utopian Society (14): An organization dedicated to equality, peace, and prosperity among the Nascent Tribes of Empyrean.

Water (23): The element governing resourcefulness, life, and adaptability. Aligned with Stone and Electricity. Opposed by Fire and Air.

Wildlife (60): The type of creatures living in a particular realm. Wildlife determines what animals, monsters, and plants occupy the area.

ELEMENTAL ACTIONS



	COMBAT	PUZZLE	SOCIAL
FIRE	Head-on Attack Test of Strength Penetrate Defenses	Move Object with Force Destroy Something Forge or Cast Something	Intimidate Another Coerce Another Make Enemies
LIGHT	Discover a Hidden Enemy Observe an Enemy Distract an Enemy Detect a Trap Spot Weakness	Find Something Read Something Observe Accurately Shoot a Distant Target	Sense Another's Motives Sense Another's Intentions Detect Lies
LIGHTNING	Confuse or Daze an Enemy Surprise Attack Frighten an Enemy Build a Trap Withdraw from Combat	Repurpose a Device Operate Something Drive or Pilot Something	Confuse Another Change the Subject Create Dramatic Impact
WATER	Dodge an Attack Pacify an Enemy Utilize Surroundings Capture an Enemy Redirect an Enemy's Strike	Mix or Concoct Something Adapt or Rearrange Something Dodge a Hazard Slip through a Narrow Space Improvise Something	Pacify Another Make Friends Seduce or Charm Another
STONE	Defend against an Attack Stand Fast Without Falling Protect Another Create a Fortification	Hold Something Closed Lift Something Build Something from Scratch	Ignore Another Resist Influence Restrain Another
DARKNESS	Set and Conceal a Trap Lie in Wait Sneak Attack Disable an Enemy	Hide Oneself Sabotage Something Disable a Device	Lie to Another Disguise Oneself Conceal Motives
AIR	Coordinate a Group Command Hired Troops Goad an Enemy to Act	Train or Tame an Animal Order Allies or Hired Help Leap, Climb, or Swim Move Something Precisely	Boast or Build Reputation Trade with Another Argue One's Opinion



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