

ALL THE AGES AWAKENING
FROM FIRELIT DREAMS



KINETYLOON METHUSLEAH

ALL THE AGES AWAKENING FROM FIRELIT DREAMS

Typical to the stories told in this oeuvre is the Dungeon. A place forgotten by time, built for unknown or ill-remembered reasons. The Dungeon takes many forms – a ruined old castle, a lost city or a buried temple or something more. These Dungeons & the fabulous treasures within all hint at a past both sophisticated & doomed, an ancient world where the greatest feats of engineering & magic & science all flourished, flickered in darkness, shone brightly and were in some catastrophe – extinguished. Those now living who dare the tombs of the ancients may find unthinkable riches, may find incalculable dangers. This is the state of the Dungeon in contemporary days. We adventure within them & know precious little of those who made them & why they would.

This game means to examine & explore the more ancient of days, the first dawning of civilization & the eras of culture, language, war & magic. What was the world before these were codified into the essential notions we toy with now? What was the world when these thoughts emerged & the wilderness trembled at the raising of the first cities, of the first roads.

All the Ages Awakening from Firelit Dreams seeks to tell a different sort of story with a different sort of adventure – it is a world both ancient & new – where the unthinkable epochs of the natural world fold under the new world of technical achievement, agriculture & urbanism. This is a setting of deep myths & new gods, of old ways meeting with the first revolution.

You will find no dungeons here save those that you build, no gods here save those that you raise up & no treasure here save that which you create – this is the dawn of the world where the seeds of ten thousand years of adventure are planted.

TABLE OF CONTENTS

Dawn in an ancient World.....	3	The Fish.....	13	Guardian.....	30
1 - The Gardener's Empire.....	4	The Owl.....	14	Healer.....	31
2 - The Kingdom of the Wanderer.....	4	The Elder.....	14	Heightened Senses.....	31
3 - The Dragon Principalities.....	5	Eternals.....	15	Jinx.....	31
4 - The Sea and The Land.....	5	Nomads.....	15	Leadership.....	32
5 - The Prize.....	5	Hunters.....	16	Law.....	32
6 - Land of the Url King.....	6	Fishers.....	16	Lucky.....	32
7- Woods of the Boggarts.....	6	Dwellers.....	16	Magic.....	32
8- Mountains of the Earth Giants	6	Civilized Characters.....	17	Elementalism - Piercing a	
Your Character.....	7	Elf.....	17	Boundary.....	33
Wild Characters.....	8	Dwarf.....	18	Diabolism - Words of	
The Infant.....	9	Human.....	18	Authority.....	34
The Martyr.....	9	Cambion.....	18	Theurgy - Devotional Magic	35
The Fool.....	9	Nephilim.....	18	Sorcery - The Power of Power	
The Child.....	9	Halfling.....	19	Itself.....	36
The Herald.....	10	Goblin.....	19	Tinkering - The power of	
The Killer.....	10	Orc.....	19	Invention.....	37
The Runner.....	10	Kalends.....	19	Mentalism.....	38
The Juggler.....	10	Knight.....	21	Meditation -.....	38
The Wind.....	10	Magician.....	22	Dream.....	39
The Cat.....	10	22	Psychometry.....	40
The Boar.....	10	Outlaw.....	23	Prayers.....	41
The Bear.....	11	23	Predation.....	41
The River.....	11	Patrician.....	24	Resourceful.....	41
The Stone.....	11	24	Ritual.....	41
The Searcher.....	11	Priest.....	25	Ruin.....	41
The Antagonist.....	11	25	Signaling.....	42
The Aged Man.....	12	Slave.....	26	Song.....	42
The Stargazer.....	12	26	Survival.....	44
The Aged Woman.....	12	Warrior.....	27	Vanguard.....	44
The Firebringer.....	12	Ability Catalogue.....	28	Weaponry.....	45
The Adversary.....	12	Authority.....	28	CHARACTER ADVANCEMENT ..	46
The Wounded Man.....	12	Circles.....	28	XP Expenditure.....	46
The Giant.....	13	Combat.....	28	Equipment & Weapons.....	46
The Hero.....	13	Connection.....	28	ADVENTURES IN PREHISTORY ..	52
The Dragonslayer.....	13	Disguise.....	29	A Starting Place for Wild	
The Tempter.....	13	Divination.....	29	characters - The Spiders Must Be	
The Wounded Woman.....	13	Domesticity.....	30	Crazy.....	52
		Forgery.....	30	A Starting Place for All characters	
				- The Salt House on the Kadath	
				Plain.....	53

DAWN IN AN ANCIENT WORLD



The primeval world has sprung forward in a great leap – the germ of agriculture, of law & of religion has sprung up in many places seemingly all at once. What once were described as valleys & woods, as places to summer or winter, to hunt or fish have now been named Kingdoms, places dominated by masters & served by slaves. These emergent lands are described here using more familiar concepts than the setting warrants – but you're a skilled practitioner of storytelling and can digest these descriptions & experience them & relate them in a different spirit than they are here presented.

1 – The Gardener's Empire

The first of the emerging civilizations & the first to overwhelm its neighbors through conquest. The Gardener's Empire began only a few centuries ago when the Elven city-state known as Verdan-Gaard emerged as a center of magical knowledge & learning. The 3rd King of Verdan-Gaard, known as the Gardener is said to have learned the secrets of true magic, writing & agriculture from the timeless civilizations of Hell, where the demons built the first cities. Acquiring this knowledge & this capacity for law coupled with the relative weakness of the neighboring river cities was enough for the 3rd King of Verdan-Gaard to create an empire. By the time of the 5th King of the city this empire had spread to the Unending wood & the Northern Massif, conquering dozens of smaller countries and cities. It was the 5th King that banished the demonic tutors of his grandfather from the world with the aid of his priestly caste of Cambions – part-demon folk who have elevated the emergent dynasty of the Gardeners to divinity. The current 7th King is known as the Gardener & the worship of this Emperor is upheld & spread by these Cambions.

Caste is very important in the Gardener's Empire with the Nobility & Warrior Caste at the top – exclusively comprised of Elves – commonly called nowadays the High Elves. The Cambions comprise the priestly caste which is the domain of scholars & administrators. The Low Elves of the river – are rural smallholders & urban citizens. These divisions are invisible to outsiders but obvious to those in the Gardener's Empire. At the bottom of the caste system are slaves – of which the Gardener's empire has many thousands – mainly humans. Outside the Gardener's law are the Dark Elves – an outcaste class compelled to perform unclean activities – mainly involving mortuary & sanitation roles – but also involving any task relating to monetary transactions.

The Gardener's Empire, based in Verdan-Gaard is an elegant & brutal one – it has fantastic wealth, spun from nothing & created new. Trades & professions are only now beginning to coalesce around organized leaders & some secrets – such as literacy, numeracy & magic are all very closely guarded & extremely carefully policed by the emerging military power of the throne.

2 – The Kingdom of the Wanderer

A much newer kingdom but larger & less rigidly structured than the Gardener's Empire, the Kingdom of the Wanderer was formed by escaped, revolutionary slaves from Verdan-Gaard's dominions. The Kingdom of the Wanderer is principally human, in that the King is hereditary & human – but the king is more of a nominal authority – running an army that draws from and protects many quasi-independent conurbations. The Kingdom is intensely polyglot & is the first place in which Orcs have cloven to the civilized world. the Kingdom's Orcs have evolved a specialized military unit occupying the permanent boundary fortifications at the edge of the Kingdom.

The gods of the Kingdom are local & household gods with a few larger regionally significant deities who promote a king among them by acclaim. The cities are numerous but few are of any significant size. The Wanderer's Kingdom is based around the city of Alataxest, which lies between two branches of the great river that flood very reliably.

Many cities make up the kingdom of the Wanderer, and many peoples lie under its protection. It is a place a promise to many – to those who've fled or wish to flee the slaver regimes common to this setting – but it is not a place free of its own evils and abuses. The power to protect in turn becomes the power to exploit & the power to dominate. The many dozens of nomadic tribes that fringe the edges of the Kingdom are all themselves in danger of being overrun, driven off or enslaved.

3 – The Dragon Principalities

The emergent civilizations of the world have gained the attention of the world's dragons. Dragons have always been dragons, they crave treasure, wealth & control – but for the first time in their limitless lives the Dragons have access to treasure. Wealth & control of the variety commonly attributed to dragons are only just now becoming available. Seeing the way that civilizations are evolving – Dragons have astutely chosen to dominate those peoples best equipped to give them all they desire. Dwarves are excellent at finding raw materials & translating them into objects of beauty & value – and in the Principalities of the Dragons the Dwarves now work for their ravenous overlords constantly funneling their efforts into the hoards of the greatest of the Dragons.

In many cases the Dwarves are avid followers of the dragons – regarding them as gods. In other cases the dwarves are thoroughly subjugated, prisoners of their Dragon overlords & purely a source of wealth & horribly, food. The Dragon Princes each seek to dominate & remove one another. They are profoundly hierarchical, thoroughly interrelated & curiously organized. At the peak of the Principalities are two different Dragon overlords – irreconcilably hostile to one another Cyallidocious who dominates in the valleys & plains. On the other side of the coin there is an extremely ancient master dragon who, if it can be believed, witnessed the creation of the world itself, a creature of unfathomable antiquity called Alterozilliant. He is the master of many dozens of other dragons. These creatures, powerful & fathomless make intensive use of the new power of civilization but they are not themselves civil, not themselves domesticated. These creatures are above the fray, wild & free but without scruple, and unwilling to give to others what they demand for themselves.

The Dwarves of these lands who follow the princes & who serve the princes & who are hopelessly crushed by the princes all have their own sets of belief & organization. These are not uniform, not even similar from one mine to another – because they are kept isolated & alone – separate & thus weak, incapable of mounting any rebellion.

4 – The Sea and The Land

An entire polity has emerged based upon the dichotomies & differences that exist in the world. There is the water and the land & those who live upon the isles of the south have discerned the difference between these as not only physical, but liminal, essential. They regard the duality of all things as essential to existence. These populations are largely comprised of the native elements of these locales the Halflings & the Goblins. In the southern isles there are two cooperating tribes that together amount to a single civilization. The mariner Goblins & the coastal Halflings. The little folk have accepted their differences, regarding themselves all as cousins, brothers & kin – just as there is no sea without land and no land without the sea – the Halflings say there are no Goblins without the Halfling presence & no Halfling tribes without the Goblins.

A model for good relations the Ocean & Island civilization has emerged as a place of modest wealth, little power & great stability. The folk of these lands are all quite harmonious & thoroughly contented. The village priests have gone further than any others in adapting the tribal animism of prehistory to the abstracted conceptual faiths of the premodern. The priests of the Sea Goblins & the Lavashirt Halflings worship their own gods- the Sea & The Land personified – the brother gods. More than worship, they attempt to persuade others to their cause of duality & unity – a cause that has caused all the Islands in the Sea to prosper, albeit modestly.

5 – The Prize

The rhizomal root of civilization has spread from out of the realms of power and into the neophyte nations the lie at the periphery of all the empires. The prize is a region of small, marginal kingdoms. These kingdoms are insignificant individually, but taken as a whole the unmastered plain is a bargain to

all of the powers that vie to control it. Here – the first incarnations of diplomacy, of secrecy & conquest are all coming into play. There are a hundred minor cities, and dozens of kingdoms that lie here in the valley of The River with 1,000 Names.

The Prize is a region of unconquered little kingdoms & barbarous tribes. It is the melting pot of the world – a place where the peculiar & the uncanny meet as equals, each with their own stake on the land. The weird kingdom of the Strix – a race of the newly dead & the Kalends – a race of time-affected humanoids exist alongside one another as well as the native human & elven civilizations – newly made, freshly created. There are here, hill-dwarf cities, Nephilim cities, Djin cities & colonial towns of Goblins & Halflings – there are here a thousand tiny new cities each vying with all the others & struggling to maintain their rudimentary borders against the many, many tribes of pre-agrarian wanderers. There are a few core polities and many scattered roving bands comprised of all the races. These little cities are places that nourish ambition, ingenuity & daring. They are all new, all fresh & all fragile – each at the very edge of barbarity & a return to a wilder way of life.

6 – Land of the Url King

Not all settled communities are civilized. The Url-King's court exists in the thoroughly wild realm of the northern woods. There – the Elves & Men & Halflings can all live quite well on the forest's providence without having to go so far as to till the land or plant a seed. The Url King is the elvish overlord of this region, a powerful figure of myth & deific proportions but one lacking the hierarchical control that indicates civilization. The Url King is a figure of totemic reverence not of slavish obedience. Those that swear to this kingdom do so as the wolves & bears swear to their own kings – that is, not at all.

7– Woods of the Boggarts

Not all regions have a coherent structure – either civil or martial. The Boggarts' wood is a place of untrammelled chaos in which all of nature is subverted by the aggressive & nonsensical whims of Monsters. Boggarts' wood is home to Goblins, Orcs, kobolds, trolls, ogres & every other monstrous being. The chaotic bands and solitary monsters that serve and prey upon the same are caught in an endless dream of violence & menace. This region is considered evil by all & is the setting for many tales of terror & rumors of danger.

8– Mountains of the Earth Giants

The Gods of the cities are often giants – towering over their subjects by virtue of their diabolical & heavenly blood. The Giants of these northern mountains are much larger still – they are colossuses that control large swathes of virtually uninhabitable territory. The lands of the giants are varied & extremely affected by incursions from the elemental planes. In this region you may find peculiar forests of gigantic trees, all along the slopes of whole volcanic ranges as well as broad rain-shadow deserts & sunken rocky craters. The mountains themselves are effectively a fence against the rest of the world – and this fence is guarded by the Storm Giants – who have watched the progress of the river-valley dwellers and begun to do their own building & settling.

YOUR CHARACTER

In the most ancient of days most matters of character are confused. Those who live in the perpetual dream of the wilds, whose consciousness isn't clouded by names & definitions – but instead exists as impressions & in the moments – they regard one person as a solid monad, a single self divorced of traits beyond their own identity.

In the newly built cities where law prevails the strict definitions of folk, of people as people with a name & a language & a species all their own – this layer of description is only coming into force & it is beginning to command & create a polity.

Because of this – your character, when you create one for this setting – must be assigned first & foremost – an alignment.

In the ancient days Law is new & Chaos is old – Law is the will of the conscious thinking mind & Chaos is the flow of multifarious nature that rises & falls unanswerable to all. A Lawful character lives in the newly built cities, understands law & knows writing. Lawful characters distinguish themselves by race & caste & family. Meantime a Chaotic character lives in the wilds & has no written thoughts & no sense of time, they are in the dream-realm of names & individual moments. Where they have a name & a sense of themselves & a sense of the others around them & they exist within this web of living things only as a part & never as its master.

Lawful characters have Races, Skills, Titles & Property. They are defined by these possessions & these descriptions.

Chaotic characters have Descriptions, Talents, Names & Ecologies. They are part of the flow of events that these things occupy.

When taken alongside the magical & supernatural that is commonplace to a fantastic setting this schism between the primeval world & the burgeoning civil realm becomes significantly complicated – embroidered with the fantastic & the new alike.

Remember – law & chaos, civilization & the eternal dreamtime before it. These are the axes upon which this world is built.

Given some rudimentary knowledge of the setting you & those you wish to play with should be able to organize a consensus around the types of characters & scenes you're most interested in playing. From there you'll need to build characters. This is a bit tricky because depending on your character's alignment the method you'll use to create your character is going to be different. You may be a civilized character – and thus Lawful, or you may be a character of the wilds & thus Chaotic. This essential decision about your character is irrevocable.

WILD CHARACTERS

A Wild Character lives in a timeless realm. Not without the passage of time, but with an eternity of days that are unchanging. What is true for the wild character was true for all of their ancestors back to the very first. Time passes but it isn't time without change. The endless dreamtime that exists without years, dates, calendars. These days are undifferentiated, work doesn't exist, leisure & rest, family & stories are all that occupy the life of one born to the wild. Undomesticated characters are then of indistinct age, they are young - mature or old. They are outside of social order & do not recognize identities linked to genders - there is no masculine or feminine among the wild, there is a fluidity & promiscuity of sexual preference & performance. There are no races - no distinction clearly exists between a person & an animal and even a plant is nearly identical - to the wild-eyes - to any of the other living beings. One can wear the hide of the bear & *be* a bear - they can stand still in the stream and *be* a stone. There is unity instead of the individual - the self is a facet of nature not opposed but within - hunted & hunting, killing & killed. This the wild that defies selves & invites performances,

A character that is of the wilds has fungible qualities that civilized folk would consider essential. A Name, Race & Gender are things that a Wild character regards somewhat situationally - based upon the circumstance & the events unfolding around them.

When a danger in the wood arises, the nemesis bear which hunted people near to extinction, one among the pack must take up a spear to bring the beast down. This character paints their face in the mud spatter pattern of Oln the bearslayer, and so becomes like him, great & strong & wearing the bearslayer mask, the character takes on the hulking pose, the brooding shoulder-curve & the heavy slow step. This new Oln the bearslayer is as the old one, another one, the same one. In the timeless time all those who puff their chests & go into the woods alone, painted with the mud in the magic pattern - all of them are Oln the Bearslayer. There may have been a million such in a million years, there may be dozens all at once. The archetypes are what matter - the story & the persona. These are identities that a character of the wilds can move between, intentionally or not - and these comprise the sum of the character's Race/Sex/Name & Class - the classic bits at the top of your sheet are given up, exchanged for masks & stories. There is no person - not exactly - there's the story of a person & in timeless time the character can become each of these.

Now - there's of course a physiology to your character, an identity & a sound that their friends make when they need attention. Names, sex, race - your character still has these as traits - but in the mythic prehistoric time in which they exist they can wear or shed these with ease - in particular, in a setting where magical beings exist & wizards & sorcerers hurl magic unhindered - in this world - the magic of the archetype is more *real*. That is - a character of the wilds who wears the wolfskin really does become the wolf - big & bad. When they take their one spear they really do become Oln the Bearslayer.

This means that your character from the wilds will be complicated. Think of them as a vessel for many types of god & hero, and that while there are some they are more suited to containing - they are a vessel to all. Your character's native temperament & physical attributes will tend to govern what sorts of archetypes they may wear, so it's important that you generate these first.

When you want to make a character of the wild roll their statistics, all six. You'll roll 2d6 & add 6 to the result - this is your character's score in an attribute - roll them all sequentially in order CHA, CON, DEX, INT, STR & WIS. Note their highest stats & their lowest - this will tend to govern their accessible archetypes.

The roles & masks which you may wear are set by your HD and your statistics. With your first HD you can choose any Mask – this you wear with relative ease – the archetype rests easily upon you when it is the only one.

Whenever you gain an odd numbered HD – that is at 3HD, 5HD, 7HD & 9HD – you can gain another archetype to stack upon that which you have already. Archetypes gained in this way are more selective – they require that you, in some way, actually embody their legend. At 3HD you must have a high stat for your chosen archetype that is equal to 11 or better. At 5HD this rises to 13 & at 7 you must have a 15 or better. To gain a new archetype at 9HD your statistic that corresponds to the archetype's high stat must be 17 at least. Conversely your low stat could be the correspondence between you & the archetype – in which case at 3HD your low stat must be below 10, at 5 it must be below 8, at 7 below 7 and at 9 below 6.

Your Legend is built of these compounding roles & masks. The masks do not contradict one another – rather they complement one another & accumulate into a more defined actor – a character from a story in the misty subconscious shared by all the peoples of the wilds.

The Infant

High Statistic **CHA**

Low Statistic **CON**

How to think about it: As infant you are feeble, dependant completely upon others but you are able to do so with utmost trust because of your loveable nature. You are harmless but command great loyalty and deep affection.

What it grants you: You cannot be attacked. Anyone or anything that would have the option to attack you must not. Ordinarily dangerous beings may choose to take you as their own protégé or apprentice - they see you as a precious object.

Why it would leave you: If you do for yourself or are seen to be dangerous at all.

spontaneously & sometimes seemingly out of fabulous coincidence. You always have the option to follow a path to adventure.

Why it would leave you: You make a wise choice or hold off on impetuously chosen paths. Whenever you fail to act the fool.



The Martyr

High Statistic **CHA**

Low Statistic **DEX**

How to think about it: As martyr you are doomed but respected, all who watch you go to your doom do so with deep admiration. They regard you as fated & chosen, a person of great & brief authority.

What it grants you: When you are attacked your wounds grant healing & life to those around you. You grant HP to everyone near you equal to the amount you have been hurt by whenever you are hurt.

Why it would leave you: You stay too long & stay in this identity too long. You're expected to die and not dying breaks the role.

The Fool

High Statistic **CHA**

Low Statistic **INT**

How to think about it: Fool is helped by all but bears no consequences of their actions. Fool begins the story by falling into intrigues or making disastrous choices which must be corrected. Fool is blessed with the help of others but fool's choices endanger those others.

What it grants you: You are drawn to adventure & stories well up around you. As Fool you are inducted into plots

The Child

High Statistic **CHA**

Low Statistic **STR**

How to think about it: Child is more capable than Infant but is also kinder at heart. More interested in watching others & definitely in need of their protection, Child is useful instead of demanding.

What it grants you: Child is quick & capable but not a combatant. When you are child you improve all of your adventuring skills by 2 but your To-Hit is reduced to 0, you reduce the size of all damage dice by 1.

Why it would leave you: If you initiate a fight, kill another person or perform combat singlehandedly. Anything that belies your adult capabilities breaks the role of Child.

The Herald

High Statistic **CHA**

Low Statistic **WIS**

How to think about it: Herald tells of the coming of things. Things like the Dawn, a drought, armies & herds - Herald tells of next things & new things & knows what will emerge on the horizon.

What it grants you: Herald knows what is to come & announces it. You are believed & heeded when you speak of pending dangers & you are well aware of those that are emergent. You reduce your search die by 2 steps when you are Herald & you increase your social dice by a step each as well.

Why it would leave you: If you foretell a coming that does not happen, if you warn of something that fails to appear & if you neglect to warn of something that arrives - you have broken the mask & are not Herald.

The Killer

High Statistic **DEX**

Low Statistic **CHA**

How to think about it: Unlikeable and often harsh, the Killer is like the lightning bolt or the sharp blade or the fatal pounce of the tiger. It is quick & deadly and horribly charmless.

What it grants you: Killer is gifted at death. Your To-Hit increases by 3 and your damage dice are all improved by one size.

Why it would leave you: Killer breaks the mask if it acts sentimentally & out of compassion or indifference it holds back on the killing stroke.

The Runner

High Statistic **DEX**

Low Statistic **CON**

How to think about it: Runner is always in danger, weaker than other creatures & desperately afraid for its too fragile life - Runner is flighty & hesitant, it knows a dozen paths away & it flees all peril.

What it grants you: Runner is quick & fleet of foot. Runner's initiative is improved by a die step & its movement speed is improved by 10 in detail & 1 overland.

Why it would leave you: Runner flees its wearer if its wearer stands their ground. When one wearing Runner stands their ground instead of fleeing they break their role & runner departs.

The Juggler

High Statistic **DEX**

Low Statistic **INT**

How to think about it: Juggler is deft but lacks direction & finds itself making simple amusements all the more complex from boredom rather than pride.

What it grants you: Juggler is adept & deft of hand.

Juggler's AC is improved by 3 and can throw & juggle many objects, at least 4 at a time.

Why it would leave you: Juggler departs those who gain ambition, it leaves behind those who form a plan & execute it, it is idle at heart & the role is broken by aspiration.

The Wind

High Statistic **DEX**

Low Statistic **STR**

How to think about it: Wind Enters everywhere but hasn't the strength to truly change the world, only change & confuse it. Wind is an easy & pervasive power.

What it grants you: Wind goes where it will & cannot be held. You cannot successfully bound or held as you move through boundaries without seeming to cross the intervening space.

Why it would leave you: Wind departs you when you're too aggressive. When you initiate combats or break objects the role is broken & departs you.



The Cat

High Statistic **DEX**

Low Statistic **WIS**

How to think about it: Cat hunts for play & kills for sport, it lacks scruple & it does not put away food for the winter or anticipate the seasons, it only does what it wishes & struts as it pleases.

What it grants you: Cat is an easy mask & when worn it grants the simplest of boons. Cat increases your To-Hit & AC by 2 each.

Why it would leave you: You lose the role of Cat when you're too humble or too patient or too careful. Cat is bold & daring & haughty & it departs those who cannot honor its nature.

The Boar

High Statistic **CON**

Low Statistic **CHA**

How to think about it: Boar is endurance outside of will, it is the strength in things that persists when there is no reason left to persist.

What it grants you: Boar is enduring beyond reason. If you wear Boar you increase your HP by 3 for every HD you possess.

Why it would leave you: Boar is stubborn before all else. If you give up or surrender ground to anyone you lose this mask. Boar departs those who surrender or who give away the fight or surrender their principles.

The Bear

High Statistic CON

Low Statistic DEX

How to think about it: Bear is clumsy menace, the great force of the wilds given the potent endurance of a god. Bear is invincible & terrible.

What it grants you: Bear grants those who wear it its invincibility. When you wear the bear mask you improve all of your Saves by 2 & you may roll twice & take the result you prefer whenever you are subject to a status ailment.

Why it would leave you: Bear endures but it wants its rest as well. Bear leaves you if you remain awake too long, if you don't observe its need for rest & seclusion.



The River

High Statistic CON

Low Statistic INT

How to think about it: River flows where it will, it flows downward forever but is at the whim of rock & wind - it lacks intention but it cannot be stopped & it cannot be hurt, only delayed.

What it grants you: You cannot be stopped & you cannot be contained. While you are cloaked in river you are potent force & durable besides. You move through the spaces of any other person without penalty & without needing to stop. You swim at the speed you would normally move & are not hindered by water or ice. You take half damage from weapons.

Why it would leave you: When River rides your shoulders you are left to follow the flow of events and must seek your own level. River leaves those who seek to rise, to gain & to

advance. River flows downward & the ambitious are abandoned by the divergent flow.

The Stone

High Statistic CON

Low Statistic STR

How to think about it: Stone is strength to endure all things, it is the power of the earth that binds families & folk together forever.

What it grants you: When you wear the cloak of Rock you are profoundly enduring - you increase the size of your HD by 2 each.

Why it would leave you: Rock does not act upon the world with strength. You lose Rock as a role when you strike another in anger, or if you strike at one who hasn't harmed you first.

The Searcher

High Statistic CON

Low Statistic WIS

How to think about it: Wandering blindly through the world & trying each of the things that it comes across the searcher is a forager, a hunter & a lonely solitary figure. Searcher grasps at everything & is only looking for that which will sustain it.

What it grants you: Searcher is robust & can bear many harms & dangers. When you wear Searcher you cannot be harmed by your first exposure to any one thing. When you would take damage or be injured by an attack which does not share a name with another attack that has struck you - you are unharmed.

Why it would leave you: Searcher is searching & it cannot be bound to those who have found what they seek. Searcher leaves you if you ever gain the Victorious status condition.

The Antagonist

High Statistic INT

Low Statistic CHA

How to think about it: Antagonist is hateful & cruel, it drives others to perform and coerces their best performance through the clever application of wickedness.

What it grants you: Antagonist grants its wearer a fine boon, commensurate with its great demands. When you have Antagonist as your rider you gain the power of venomous cruelty. Whenever you deal damage you may cause the target of the attack to move up to 5 spaces in any direction you choose. You can also use your social dice to perform an inciting attack that is resisted with a save vs. Spells. On a failed save the subjects of the attack have the amount you have rolled on your social test deducted from their HP total - you spread the damage between all targets who fail their save according to your whim.

Why it would leave you: Antagonist cannot abide the convivial company of friendship. If you make & keep friends Antagonist begins to depart, if anyone loves you you lose Antagonist.

The Aged Man

High Statistic INT

Low Statistic CON

How to think about it: Aged Man is an indifferent sort, one who is attentive when interested but who keeps his own council in most matters. Aged Man is aware & alert but doesn't express consideration for others unless they interest him personally.

What it grants you: Aged Man is a mentor as patrons go. When hearing a story & when aiding an apt pupil Aged Man grants his wearer a gift of artifice. You can magically improve items you have - adding +1 To-Hit & to Damage or to AC provided.

Why it would leave you: Aged Man has no patience for tedium. If you become predictable, or boring - or worse, if you tolerate the company of boring people - Aged Man will depart you.

The Stargazer

High Statistic INT

Low Statistic DEX

How to think about it: Stargazer is lost in the misty otherworld of the sky at night, it lies upon the hilltop watching all things transpire in the heavens & knows how they are recapitulated upon the earth as a reflection.

What it grants you: Stargazer grants its wearer the powers of divination & the mysteries of the unknown. You may call on the guidance of ancestors & stars to grant a benefit to others through use of prophecy which grants +1d4 to any roll to any other PC once per session per PC.

Why it would leave you: Stargazer must see the stars. It is an easy thing to lose stargazer - if you sleep indoors it departs you and if you do not watch the night sky's movements it leaves you.

The Aged Woman

High Statistic INT

Low Statistic STR

How to think about it: Aged Woman keeps her own council & cares little for what is new - save those who's goodness & heart & need call out to her. Aged Woman is called as mentor to those who are loveable & helpless.

What it grants you: When you wear Aged Woman you gain her curative touch. You can restore 1HP to anyone you touch every round & grant an additional save s. any affliction in that time.

Why it would leave you: Aged Woman departs you if you have no one to care for & no one in need to nurture or to protect

The Firebringer

High Statistic INT

Low Statistic WIS

How to think about it: Firebringer is interested in the possible & seeks to train up those around it in new abilities & skills but to do so without thought of consequence. Firebringer sets more fires than are needed & burns itself as much as the world around it.

What it grants you: Wearing the Firebringer is a very reckless prospect, it tends to burn bright & endanger others. You can cast elemental spells (per the magic section later in this book) but only using Fire.

Why it would leave you: Firebringer shines a light on secrets & hates confusion. If you keep secrets from your own Firebringer is broken & the role is spoiled.

The Adversary

High Statistic STR

Low Statistic CHA

How to think about it: Adversary is a powerful enemy in a purely physical milieu. It stands, powerful & unassailable & it strikes down all who oppose it.

What it grants you: Adversary initiates combats & battles those who are weak & helpless without remorse. You improve your To-Hit by 4 & your Damage dice by 2 steps when ridden by Adversary - but your social dice are both reduced by 1 size & your AC is reduced by 2.

Why it would leave you: Adversary cannot bear to be associated with anyone who does not solve problems through brute force & aggression. You loose this role if you choose a peaceful solution over a violent one.



The Wounded Man

High Statistic STR

Low Statistic CON

How to think about it: Wounded Man is a warrior & hunter but one who has taken the worst of both. Wounded man is fierce but cagey & clever purely for the sake of remaining alive.

What it grants you: When one wears Wounded Man they gain skill but also fragility, caution & a bit of wisdom. When you are wearing Wounded Man you get +2 to your To-Hit rolls. You improve your Hide in Shadows & Move Quietly

both by 2 as well. Your HP total is halved while you wear Wounded Man.

Why it would leave you: Wounded Man doesn't leave you when you're whole or well, some of the wounds borne remain forever, after all. Wounded Man does depart if you're too reckless and engage in battles too casually.

The Giant

High Statistic **STR**

Low Statistic **DEX**

How to think about it: Giant is power without direction & care. It is indifferent to others & sees little beyond its own needs.

What it grants you: Giant is a powerful mask & when you wear it you improve all of your Damage dice by 2 steps. You increase your reach & leap distance & size as well - growing to about double your normal mass & 50% greater height.

Why it would leave you: Giant departs when you're too careful or when you're too intent on the world beyond you. It departs you whenever you succeed a Search Check or a Save vs. Devices.

The Hero

High Statistic **STR**

Low Statistic **INT**

How to think about it: Hero fights because he is called to & battles without thought for a goal or achievements. Rather Hero is a protector of others who works for the good of the many - sometimes at the expense of itself.

What it grants you: Hero relies on others for guidance & direction - when in the company of allies Hero gains +1 To-Hit for each ally & +1 to damage as well.

Why it would leave you: Hero cannot abide failure & the loss of a friend. Anytime you or an ally of yours receives the defeated status condition Hero departs you.

The Dragonslayer

High Statistic **STR**

Low Statistic **WIS**

How to think about it: Dragonslayer seeks glory & victory against that which is unbeatable. Dragonslayer is a reckless mask worn by those who dare death & seek fame above all.

What it grants you: Dragonslayer grants you resolve & strength against those who are larger & stronger than you. You add 2 to your To-Hit & increase your damage dice by 2 sizes when you attack someone stronger than you (in HD) or larger than you (in size).

Why it would leave you: Dragonslayer departs those who achieve fame just as it leaves those who give up seeking it. Past your fifth HD Dragonslayer will depart you.

The Tempter

High Statistic **WIS**

Low Statistic **CHA**

How to think about it: Tempter is interested in testing others & seeing what it is within them that has virtue & strength. It is a harsh & unkind mask.

What it grants you: Tempter sees the flaws in others & the weakness in plans & schemes. It seeks to exploit the flaws in others & to expose their immorality & their hubris. When you wear Tempter you get the Jinx & Ruin abilities.

Why it would leave you: Tempter requires that you hold others to the standards they claim. It tends to depart you when you are cognitively dissonant or self-deluded, but Tempter is one of the least likely masks to break & depart.

The Wounded Woman

High Statistic **WIS**

Low Statistic **CON**

How to think about it: Wounded Woman is the endangered one, the sick & frail woman who must nevertheless care for her babies & keep them alive. Wounded Woman is hurt but cannot give up & surrender.

What it grants you: When you wear wounded woman you gain the Lucky & Guardian abilities.

Why it would leave you: Wounded Woman surrenders to death & departs you when you have no one else to protect. When you can give up your life of suffering because your charges are safe you break the mask.

The Fish

High Statistic **WIS**

Low Statistic **DEX**

How to think about it: Fish is wary & alert and it must make up for its deficiencies in thought & skill by being sensitive to danger & cautious above all else.

What it grants you: When you wear the Fish Mask you gain the Heightened Senses & Signalling abilities.

Why it would leave you: Fish departs you if you rush into danger & if you are unwary of predators. If you are ever attacked from behind through surprise - fish darts away in a flash.



The Owl

High Statistic WIS

Low Statistic INT

How to think about it: Owl carries off the ghosts of the dead as it flies through the night. It is cunning & aware & knows all of what transpires in the darkness & it is of the darkness as well.

What it grants you: When you wear the Owl Mask you are a force of violence & fear in the darkness. You gain the Predation & Horrific abilities

Why it would leave you: Owl disdains the day & will abandon you if you wear the mask too often under the sun.

The Elder

High Statistic WIS

Low Statistic STR

How to think about it: Elder is ancient & sexless, a figure of the family & tribe who is progenitor to most & yet who has lost the generative ability becoming instead only sage & ancient.

What it grants you: Elder knows of things that no other does. Elder gains the Healer & Divination abilities.

Why it would leave you: Elder can endure most things & has. It is an easy role to follow but it will stay if asked - though it is driven off at times by displays of great youth & youthful foolishness.

As an example - a character begins & finds that they are an old-soul, a fragile being with preternatural wisdom & fearful caution. They wear the Aged Woman mantle and function as her - protective & cautious. As time progresses & the character advances in experience & ability they gain a 3rd HD and are qualified to add the The Owl. This story becomes that of the Grandmother of Owls, who is vigilant & has a serious cunning. Or maybe the Mother Bird that remains still & protects her eggs through bitter seasons & frosts. Upon surviving to a 5th HD the character then takes on the Herald mask - this progresses the story a bit more - making it a tale of the phoenix rising from its own near death - or the story of the old woman who gives birth at night to the dawning sun. The idea of accumulating masks is to move from a more generalized story to a more specific one - to a legend that can bear a name. Names, for wild-folk are hard, changeable & obscure. The more defined a character becomes the clearer & precise their name becomes.

This is not to say that everyone within a pre-historical society functions this way - but that adventurers & heroes do - in short the PCs can be expected to gain & advance (as PCs do) - only they must do so in this mold.

Conspicuously absent for the Wild character is Race. It may seem, and is probably self evident that one's race is a characteristic that they carry with them in an obvious way. But this isn't how Wild characters consider things. Rather - an Elf is one who follows Elf-Ways and could be, biologically, a halfling or a human even if they are most likely an elf. People are less concerned, in the Wild, with the shape of your ears than they are with the style of basket you commonly weave - or the way that you knap your spear points. Culture, to the Wild peoples is the demarcation - and irrespective of your actual species you can belong to any culture that will raise you.

So instead of choosing a Race – a wild character chooses a Culture. Cultures are much more varied than saying just Human or Dwarf or Elf. They're less clearly described by a collection of physical traits than they are by their position & range within a biome & their preferred material culture. For the purposes of the game the Culture of a Wild character can be selected from a list – with the understanding that representative clans of each of these cultures exists throughout the setting – making them ubiquitous (in opposition to the settled peoples – who's empires & kingdoms are fixed on a map).



Eternals

Those folk of the wilds who are the most far removed from the urban world are called eternals, in recognition of their continuing practice of the most primitive of the technical arts. Eternals often do not go clothed, often reside in a single range within a very remote location; rarely, and sometimes never use tools beyond simple edged stones, and in some instances, aren't even quite aware of basic facts about reproduction & many may be without a language that describes color or direction well, if at all. Eternals tend to be from extremely remote areas with little contact or understand between them and any other groups.

Protector	Communion	Resourceful
Signalling	Song	Survival

Nomads

Not all wild folk are nomads but nomad as a term describes a great many of them. Nomads in this context are those who follow herd animals, who herd said animals & who have a tendency to cross broad swathes of land in a seasonal migratory pattern. Often identified with the animals they depend upon tribes such as the cattle-folk or horse-people are well known throughout the world. They are hunters & gatherers besides being herders, by and large, but these activities are secondary to the eternal migration.

Shamanism	Wayfinding	Resourceful
Traveler	Rugged	Survival

Hunters

The term hunter describes virtually all the wilder-people and a goodly amount of the urban people in the setting. In this instance it refers specifically to those who are constant hunters – who follow their preferred prey animals & migrate alongside them. Hunters may be marine – pursuing whales & seals, arboreal – following forest creatures through the great primeval woods or terrestrial – following the migrations of aurochs & mammoth. Their migrations are frequently interrupted by the encroaching presence of cities.

Predation	Signaling	Resourceful
Shamanism	Endurance	Survival

Fishers

Fishers are the types of tribalists who are the most likely to face encroachment by civilization. As their way of life depends upon water in the same way that agriculturalist cities do – the two are often at odds. Fishers live on river & ocean banks & some follow the migrations of the fish-schools, but most settle in place & gather the bounty of river & sea. Some of these rudimentary settlements have gone on to become great cities themselves – the elites of the fishers becoming the new elites of the cities – while the less well off among the tribalist fishers end up taking up a new servile role in the emerging society.

Traveler	Endurance	Resourceful
Ritual	Divination	Survival

Dwellers

Dwellers are those wilder-folk who have been absorbed physically but not culturally by the civilizations around them. Dwellers are often out-caste within these societies & are commonly regarded as a problem for governments to face. As a population of people dwelling in a city who have no allegiance to it may not work in favor of society as a whole – Dwellers are often portrayed as non-contributing parasites & their lives in the shadows of cities as exploited outsiders isn't particularly pleasant.

Overlooked	Song	Resourceful
Lucky	Forgery	Survival



CIVILIZED CHARACTERS

Characters from the settled, urban realms are not so free as those in the wilds. They have structure- they're given names & identities, they belong to races, nations, professions & castes. All of this is decided at birth – all of this is irrevocable & strict. The Cities at the dawn of history are only just coming into their own – as many have been abandoned after a generation as have been increased in population & size. What these nascent civilizations require is compliance, obedience & structure. Law rules here and you must, if you follow the order imposed by people upon the world – comply with their habits for definition & classification.

First, you should choose your race. The races common to the Game of the North are present as are three additional – the Cambion – who are people with demonic ancestry, the Nephilim – who are people with angelic ancestry & the Kalends who are people that are ruled by time & governed by seasons – a new type of person fresh for this setting, possibly extinct in the later days of the world.

You must choose your race & roll your statistics based upon your race.

	CHA	CON	DEX	INT	STR	WIS
Elf	4d6	3d6	4d6	4d6	3d6	3d6
Dwarf	2d6	5d6	2d6	3d6	4d6	4d6
Human	3d6	3d6	3d6	4d6	4d6	4d6
Cambion	2d6	3d6	3d6	5d6	4d6	3d6
Nephilim	4d6	4d6	3d6	3d6	4d6	4d6
Halfling	3d6	2d6	5d6	3d6	2d6	3d6
Goblin	2d6	2d6	4d6	4d6	3d6	3d6
Orc	2d6	4d6	4d6	2d6	5d6	3d6
Kalends	3d6	3d6	3d6	4d6	3d6	5d6

A brief description of each of the races:

Elf

Elves of the earliest cities are unlike the elves of the most ancient forests. These elves have sought out the greater lore present in the worlds beyond the veil of reality & have dreamed the cities & gardens of their empire. These elves are obsessed with order in a way that is alien to others of their kind – those from the deep woodlands. In their cities they order the plants & the groves & the hives of bees – they order symmetry into their structures & their culture so rigidly that perfection barely describes the carefully designed pattern of urban, elven life. There are, of course, outliers & strangers. Elves of the Prize follow their own paths & the Elves of the river – wanderers & merchants – comprise a permanent underclass in the Empire- tolerated but never welcome. Elves are slight of build, long of limb & have narrow featured faces & elongated ears, fingers & eyes. They have the most vivid coloration of the people & their flesh resembles the many colors of flower-petals & their eyes the many shades of gemstone. Their hair is all the colors of the rainbow.

Dwarf

Dwarves of this epoch are in the direst circumstances. Largely confined to family colonies that occupied hilltops, cavern complexes & underground rifts – the dwarves of the highest mountains were conquered & made slaves in recent memory by the dragon princes that now occupy & connive for control of the mountains. Civilization has been crudely & cruelly forced on the dwarves who worship their dragon masters as gods, are relegated to a servile caste & are ruled over by managerial classes of dragon-sympathizing collaborators. Their cities, where they have them, are lovingly & meticulously fashioned shanty-towns. The Dwarven love of craft can't be made to rest, even as they are compelled to live in the most inhumane conditions. Some dwarves, those whose patience has ended, have come to master their lands & overthrown the dragon prince that governed them – but most dwarves found outside of the principalities & living in cities are refugees & fugitives – fleeing the oppression they face in their homeland. Dwarves are pale skinned but tan readily when living under the sun. Their hair & eyes are quite light but likewise darken when they live out of doors for long. Dwarves are a bit shorter than humans & their arms are long while their legs are short & they go bearded most of the time. Only Dwarves, in the world, know well the ways of making steel & they do not share these secrets.

Human

Humanity at the dawn of civilization is just as multilayered, multicultural & polyglot as it will become in later days. Each city of the humans that dots the prize & expands throughout the Kingdom of the Traveler is its own. Its own culture, markets, traditions & gods are what the folk of the cities concern themselves with. Their own breeds of domesticated animals, their own strains of corn & their own styles of building. Very little in the way of homogenization has managed to overwhelm the many human populations & though their cities are the most numerous – they have very little in the way of overarching conquering empires or dominating cultures or faiths. So far. Humans at the dawn of civilization have a bit more diversity in appearance than do modern humans, but generally fall close to the mark.

Cambion

The notorious children of the guiding demons, cambions are a breed of their own – powerful in their way – the cambions are hybrids of demon & another race – most commonly elves. They are known for their tails & horns & a few are born with a single left wing. Some have hooves like a goat as well. Cambions have varying shades of red skin & varying shades of yellow eyes – all of these distinctions are worn as caste marks in the Empire where their kind makes up the upper classes & religious elite. Cambions aren't ruled by the powers & forces of evil any more than any other beings are – but should they wish to commit themselves to such enterprises – there are institutions & systems of support that they can rely upon.

Nephilim

Beatified offspring of the illuminating angels, Nephilim are recognizable from their luminous halos, which cast light in a circle around their heads & from their elegantly symmetrical features – which are uniformly beautiful. Nephilim are descendants of angels, heavenly winged beings & some other mortal race – commonly humans. In the early days of civilization the angels were sent to guide the Traveler & his kingdom & these beings could not but love the people of the earth – so they were parents to a race of beings and the traits of the angelic parents linger on. Nephilim are beautiful & tall, they have hair & eyes that are the color of coruscating rainbows & they have skin of differing shades of gleaming precious metal – silver, gold & copper & bronze. Nephilim sometimes are born with wings upon their ankles, elbows or temples – and some are born with a complete wing – a beautifully feathered right wing. Nephilim aren't bound by goodness, but it is something all tend to expect of them.

Halfling

In the first cities the Halflings are often seen as little more than pests. Some have managed to present themselves as faeries – beings from the hinter-wilds who are bound to households as helpers & spirits of goodwill. Others have managed to eke out small territories within cities, overlooked & underestimated, they comprise, for instance, a significant presence in the Principalities & regularly aid their dwarven neighbors in escaping the nightmare they face there. Halflings are never more than 3 feet tall, they resemble, most closely, the taller people who they live near. In the Sea & the Land the halflings have their own urban societies – but these are strangely bound to the chaotic cities of their cousins & neighbors the Goblins.

Goblin

Goblins of the dawn era are pervasive like halflings – but they are also quite accomplished in their own way as city builders. The Sea & the Land is a country of numerous warrens that jut up over the volcanic mountains & extend deep into the land as well. These cities borrow more from the hives of ants & termites than they do the buildings guided by heaven & hell. Indeed the goblins hold that they are the most naturalistic of the city-builders, that theirs is the native structure – born of research, trial & error. Goblins are ever so bright but have a maddened, chaotic demeanor – but this somehow doesn't contradict their impulse to collaborate & build together. Goblins have extremely idiosyncratic appearances & no goblin resembles any other very closely.

Orc

As they have ever been & always shall be the orcs of the world are as they are. Orcs share a common ancestor – a being known as Orc & it's activities & life are dreamed by all orcs & this is how they learn all of their language and their arts. The dreams of Orc the first orc are as persistent & unending as the sun rising. And because of this orcs tend to prefer to follow the ways of their ancestor – who fashioned the first spear & used the first knife – who hunted & never learned to write or count. In this respect the orcish tradition of stoic conformity is strangely at odds with their lives in the wilderness where chaos reigns – almost as an opposite to the maddening chaos of the goblins being linked to their civilization, the lawfulness of orcs has linked them to nature. In these days orcs travel to cities & trade with them & very often they find work as mercenaries. In some instances nomadic orc bands are willing & able to conquer the settlements of others & in these instances a tribe of orcs may set up a hereditary kingship, a feudal class of orcish knights.

Kalends

Children of time & beings of the seasons the kalends are not well known in the ages beyond the dawn. The details of their survival cannot be speculated upon but in this, the dawn of civilization, they are a proper force. Kalends are beings of time & they are both old & young at once – taking on the different forms & shapes & especially personalities all characterized by a season. A Kalend may take on a wintry mien – becoming withered & old, hostile & bitter. Or a springtime countenance – young & vibrating with energetic hope. The Kalends shifts between these looks like others change clothes or expression. In the aggregate a Kalends resembles a very tall human with wide shoulders & wide hips, heavy & well defined facial features predominate. Hair & skin & eye color is mutable in an individual, changing according to the kalend's mood. Kalends are ubiquitous in the world – though they are dominant in only a few places – small settlements around the Prize.

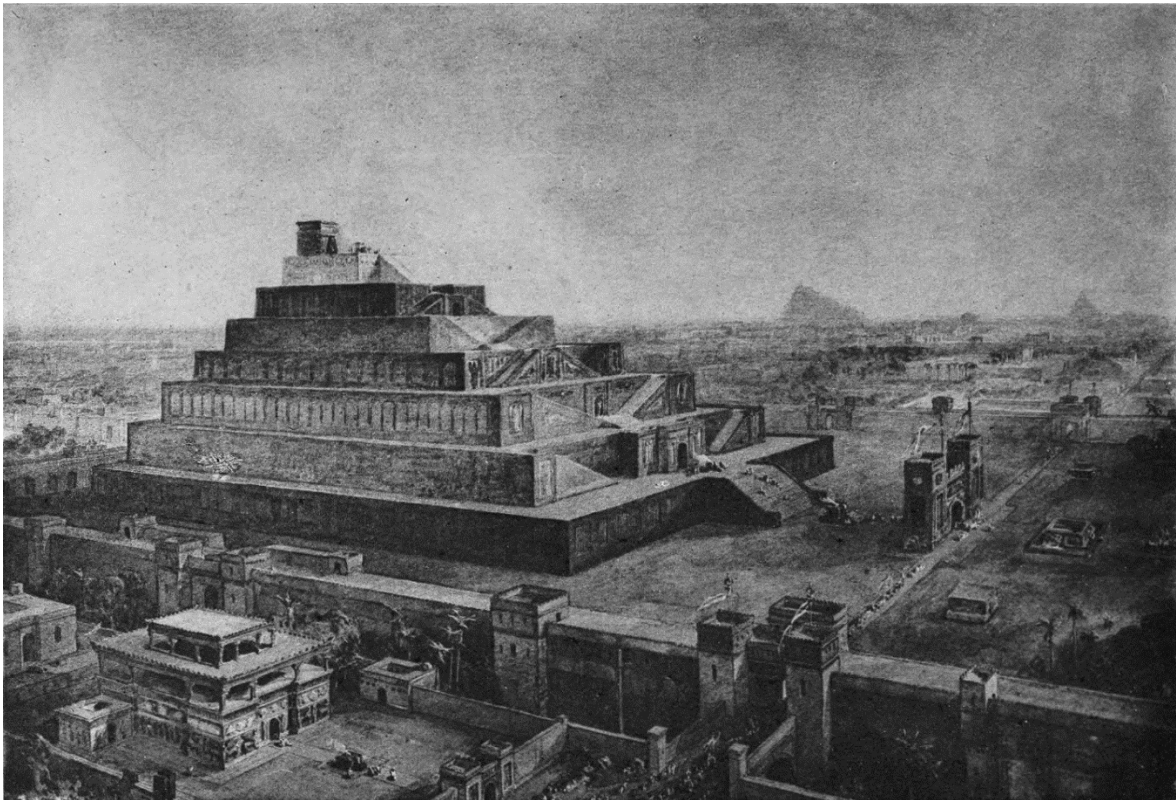


Your statistics in turn determine what you can do with yourself in the world given its strict definitions. Once you've chosen a race & figured your statistics you must choose a Class. Class in the Dawn of History indicates much – including your social position & that of your family as well as your responsibilities to the rest of your city or country.

You may have a limited ability to choose your class based on qualifications – the list of classes & their requisite statistics:

	14 Minimum	14 Minimum	Class
If you have a 14 INT & a 15 in WIS – you can be a magician.	INT	WIS	Magician
If not – then you may not. This is the strict law of the cities –	CHA	STR	Knight
Only those who can attain are allowed to attain.		DEX	Outlaw
	CHA	INT	Patrician
The Outlaw class is the easiest of all to enter – it requires			Slave
only a high Dexterity. But the Slave class is the most	STR	CON	Warrior
accepting – for you needn't have any high statistics to be	CHA	WIS	Priest
impressed into slavery & forced to work for others.			

You may wonder – what about those with professions & who are builders or farmers? Why must I be a slave instead? This is a fair question which is answered simply by saying – in the end, this is a game of adventure and the adventures of an Intelligent & Wise Magician are as intriguing as the adventures of a Runaway Slave – and both are more interesting than the adventures of a tradesperson in a burgeoning urban middle-class. Don't fret, if you're disqualified from everything but slavery – you'll have an interesting go of things in the world all the same..



The classes that you gain or aspire to offer specialist benefits based upon your status within your larger culture – A Knight of the Gardener is materially distinct & differs from a Knight of the Wanderer's kingdom - for instance.

Knight

A combatant who commands other warriors & who owns other people or the property they work within the society they champion. Knights are stridently opposed to other societies - opposing them on every level. A Knight is a champion of their culture who has a great stake in its continuation & primacy.

In The Empire: The Knights of the Gardener are more leader than combatant - they command others, all of whom they equip with uniforms & weaponry.

In The Kingdom: Knights of the Wanderer are martial in nature - they may own property within the kingdom & may be friends of the Wanderer himself - they are part of an inner circle that is loyal to their king & cause. Kingdom Knights are protectors & guardians - but more than that they uphold the principles of the Wanderer - freedom, liberation & resistance to power.

In The Principalities: Dragon Princes endow some of their minions as knights - these are emissaries & agents who survey other lands & act as forward agents & colonists in search of treasure for their cruel masters. The Dragon princes are ruthless & they require this of their minions. They do not expect loyalty, instead the knights of the Principalities follow out of fear & greed for they are rewarded fabulously for their service & punished mercilessly for their failures.

In The Isles: Knights of the Land & Sea are leaders & heroes - those who brave the waves to find new shores all at the head of their own small fleets to explore the world beyond the isles. Knights of the Land and Sea aren't part of a hierarchy so much as they are pioneers, seeking to create their own societies in the larger world.

In The Prize: Knights of the Prize are warrior-leaders who may govern their own cities or follow the rule of a local despot or king. Knights of the Prize tend not to be part of any larger order - but rather - the founders of a nascent order or the paragons of a local militia.

Abilities of this Class - Choose one at each odd HD

Combat
Authority

Guardian
Leadership



Magician

Magicians are spiritual & intellectual explorers who have taken the pioneering attitude that is firing the world to another place. Magicians seek deeper wisdom in the realms of spirits & deeper lore in the worlds of words. Magicians have a deep sense of time & of its passage. They likewise grasp secrets of the mind & the way in which it works.

In The Empire: Magicians in the Empire of the Gardener are often called Warlocks. The lore of the Gardener - himself counted as a Warlock - is based around the guidance of Hell & the broad experience of its demonic tutors. Warlocks are granted Power by the demons of hell, but they must codify that power into forms that suit the world & their limited bodies.

In The Kingdom: Magicians in the Wanderer's Kingdom are outsiders & explorers - they tend to pursue their agenda of discovery in solitude & sometimes secrecy. Commonly, these magicians are called Wizards within the Kingdom & they are known for their search for a more perfect understanding - a higher consciousness & insight.

In The Principalities: Magicians in the dragon Principalities are secretive & hidden. Their innate talents - ofte gained through accidental exposure to hidden energies in the deep earth or to the vast excess energy of the dragons themselves - brand them as a danger to the dragons - one they do not take lightly. Thus the magicians of the Principalities, those who survive, must forever endeavor to remain disguised & hidden & they are commonly called Enchanters.

In The Isles: The Magic of the Land & Sea is linked forever to the inventiveness of the Goblins. Thus their magicians are sseen not as outsiders or mystery seekers -but pioneers in accessible intellectua pursuits - they are often called Philosophers by those of their lands & sometimes scholars, sages & geniuses. They are gifted at invention & construction.

In The Prize: Magicians of the Prize tend to gain power on their own or in service to a coven & are usually called Sorcerers. Sorcrers are frequently at the head of a city or else are presented as the enemy of a city in order to keep its folk in line. Sorcerers have a wild, untamed power that is personal to them & unique.

Abilities of this Class - Choose one at each odd HD

Magic
Law

Mentalism
Circles



Outlaw

An Outlaw is anyone who is outside the law but within the society. These figures are usually downtrodden & alienated but trapped within the larger society that has left them with few opportunities.

In The Empire: Outlaws in the Empire are most often part of the outcaste lower orders - merchants & swindlers & wanderers & beggars all of whom live in the sprawling slums that fringe every city in the Empire. Members of the many criminal fraternities in the Empire compete with one another in bloody conflicts - attempting to control & defend territory.

In The Kingdom: The Kingdom has many strictly enforced laws - laws against enslaving others & against murder & theft. The new world of law sometimes confuses those who aren't quite born to a world long accustomed to laws. Outlaws in the Kingdom tend not to be truly criminal - not slavers or murderers - but instead petty thieves, trespassers & vandals - they are a bit too wild for civilization but too domesticated - too in love with the pleasures of the cities to be wild. Thus they are half-feral, barbarians.

In The Principalities: Outlaws in the Dragon Principalities are the most daring of all. They operate smuggling rings & carry out capers all under the menacing watch of the dragon princes, all of whom regard their subjects as prey, at best.

In The Isles: Merchants who go upon the waves & whose wares are not always tolerated become outlaws, and this is the commonest sort of outlaw among the islands. These outlaws engage in acts of theft, smuggling & kidnapping & generally make their escape over water where few are bold enough to pursue.

In The Prize: In the Prize, Outlaws are variously known. Sometimes a family of undesirables camped out just at the edge of a city, sometimes an organized guild of thieves within a tiny kingdom, sometimes practitioners of outlaw trades or merchants of outlaw goods.

Abilities of this Class - Choose one at each odd HD

Disguise
Forgery

Lucky
Connection



Patrician

Leaders & masters of the polities that now vie or mastery over the world, Patricians encompass all the different varieites of leadership that work within the cities.

In The Empire: Princes are those with family relations amog the highest caste elves of the Empire. Untouchable within the Empire by virtue of their regal status - these ar ehte patricians of patricians, the masters of the empire who are free to be idle or to pursue political aspirations.

In The Kingdom: Patricians in the Kingdom of the Wanderer are those who own property & whose property is in turn worked by clients - people who are protected by the patrician & their knights in exchange for some amount of their production.

In The Principalities: Patricians in the Dragon Principalities are few - leastways, those who aren't dragons are few. The very small number of appointed trustees that the dragons will promote are seen as traitors by their subordinates & are frequently hated by those that they are the ove-seers over.

In The Isles: Patricians among the folk of the sea are sometimes called Captains and they tend to have command over ships & fleets, such as they are. The sea-going folk have very unsophisticated boats & sailing vessels at their largest are only substantial enough to carry perhaps a dozen people at once. Nevertheless, those who lead people aboard their vessels are granted special deference.

In The Prize: Patricians in the Prize tend to be those who govern a single city or town - or who are the leaders of such a locale. They are usually called Law-Givers & they have interesting abilities linked to their mastery of authority & words.

Abilities of this Class - Choose one at each odd HD

Authority
Leadership

Connection
Law



Priest

While many of the so-called classes at work in the worlds have an analog between urban & wild groups - the priest is an all new, all urban phenomenon. Effectively the cultural guide & police of a city or country, the priest disseminates correct thought while dispensing the supernatural power of a deity.

In The Empire: Priests among the Gardener's Empire worship the Gardener himself & sometimes, to a lesser degree, his progenitors & offspring. Priests of the gardener are stridently opposed to any variation on this faith, and especially to any competing religious identity. The mass of these priests are called from their own priestly caste- largely comprised of Cambions.

In The Kingdom: Priests within the Wanderer's Kingdom are quite few & religion in the Kingdom is not a major emphasis. At the same time, the Kingdom does have a small pantheon of deities that serve as the focus of religious feeling there. These gods are manifestations of long-dead people & seem to be the spiritual successors of the more animistic practices of the wild people.

In The Principalities: Priests of the Dragon Princes are worshippers of the dragon's power - they disseminate the will of the dragons to their subjects & serve to prevent uprisings among the Prince's servants. Seen often as traitors by the slaves who they minister to, the Priests of the Dragons lie between the extreme ends of the brutal hierarchy that characterizes the principalities.

In The Isles: Priests of the Isles worship the brothers - two gods that describe the either-or attitudes prevalent among the people of the Land & Sea.

In The Prize: Throughout the Prize the cities tend to evolve their own local gods, sometimes small pantheons of the same. A city's god is often its idealized founder & its priests are commonly administrators in the city - enforcing laws & customs & commanding the prayer of the citizenry.

Abilities of this Class - Choose one at each odd HD

Magic
Authority

Circles
Prayers



Slave

Slavery is a mainstay of all the civilizations in the world, some speculate that it is the basis of these civilizations - in particular those who are enslaved may see their own efforts as being essential to the success of all of those who exploit them.

In The Empire: Slaves from the Gardener's Empire are very often captives taken from weaker adversaries. A core of slaves around the capital are generational slaves, born to other slaves & members of a caste of slaves - but most are still captured or pressed into servitude by force of arms.

In The Kingdom: The King abhors the practice of slavery & slaves are all freed within the Kingdom -for now. There's plenty of pressure to reinstate the practice within the Kingdom's elite. All those who are enslaved but come to the Kingdom are freed.

In The Principalities: Slavery is the backbone of each & every Principality among the dragons. All who live there are considered slaves by the dragons it's only that a very few are given specific jobs to do - while most must be pure laborers - commonly worked to death in the mines.

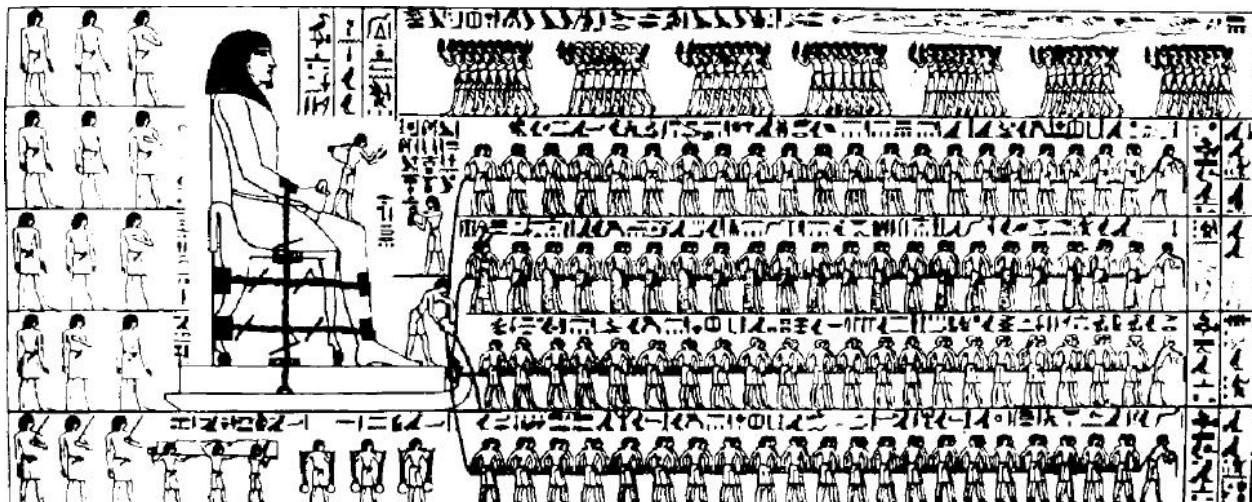
In The Isles: Slavery is rather uncommon in the Isles & when one is a slave there, generally they have been traded from the Empire or the Principalities - where a person may just be a quantity of currency. Without a culture of slavery & an economy that doesn't need slaves, those impressed into service in the isles tend to be personal servants & household assistants.

In The Prize: Slavery in the varried realms of the Prize takes myriad forms. There are slave-cities in which the King is a slave to the people, there are abolitionist cities & cities of slave-drivers - as religions & cities vie with one another, so do the systems of economics within the Prize.

Abilities of this Class – Choose one at each odd HD

Song
Survival

Resourceful
Domesticity



Warrior

At the very least a character who is physically capable can fight. Fighting is the principal expression of civilization at this moment near its dawn. One civilization arises with language, culture & religion & it is spontaneously in conflict with all others. This competition for limited resources is a new iteration of the drives that contour all of existence – for now the boundaries & borders are established & the combatants are bound to the land & must hold territory or die.

In The Empire: Warriors in the Empire are members of any number of soldier-bands usually called Legions. Legionaries belong to one or another of these numerous organizations & most of these are uniformly equipped. Within a warrior brotherhood there is an entire replica of the larger society – priests of the Gardener enforce discipline, knights take on the role of leaders & patricians are the patrons of the legion – they fund the whole enterprise. Slaves are part of the legion as well, since each uses capture as means of recruiting subordinates & servants.

In The Kingdom: Warriors of the Kingdom are parts of militias, militant citizens who are committed to protecting their cities but who are otherwise normal citizens. Militias rise up and disperse based upon need & season. When a proximal danger approaches the militia forms in defense, when the seasons permit, militias also form up for conquest. Militias are linked to the cities that finance & supply them.

In The Principalities: Warriors in the Principalities come in two varieties – they are either subordinate to the dragons' priests & collaborators or freedom fighters seeking to overthrow the cruel yoke of domination. In the former case they are uniformed & organized, in the latter they are secretive & avoid direct confrontations.

In The Isles: The Sea & The Land has its share of combatants – largely the remnant of a prior, pre-civilized era. Soldiers within these communities are the descendants of totemic tribalists & they nowadays contend with one another in a more structured, less violent capacity – in the form of ritualized combat sports & displays.

In The Prize: In the Prize warriors are often elevated to leadership positions given that it is they who must combat the animals, monsters & tribalists who previously occupied the land that has been repurposed for the city. In many cases it is the more indolent children of these warriors who ascend to positions of leadership & who in turn must martial the city's forces into a fighting unit. Such units are unique to each city in terms of uniform, equipment & tactics.

Abilities of this Class – Choose one at each odd HD

Combat
Weaponry

Guardian
Ritual



ABILITY CATALOGUE

Authority

The power of laws - you can Name people and things in a language based upon your origin. Naming, in these ancient days, has a great power. The details depend upon your language. **Elven Authority** - That which is granted by the Gardener, has the power of hierarchy & caste. When you speak a person's name in the speech of the elves you may force them to make a Save Vs. Spells. On a failed save they lose status in the hierarchy and may become out-caste. **Angelic Authority** - What is spoken in the language of angels is useful & uplifting. When you name a person or object in the angelic language you grant them a benefit of +1d6 to their very next roll. **Draconic Authority** - Those who speak with authority in the language of Dragons know that everyone has a price & everything has a cost. You can name a person & gain instant knowledge of their possessions & property. **Elemental Authority** - When you speak with the voice of the waves & winds you have a power to know of the flows & tides within a person's heart. You can name someone & they must save vs. spells. If they fail, you can cause them to move your HD in steps in any direction you choose. **Demonic Authority** - You can speak with the obscene tongue of the demons & when you name a person in that language they must save vs. spells or take damage equal to your HD.

Circles

This is the discipline of learning, weaving & dispelling magical circles used in supernatural defense. There are four types of circle and when you gain this ability you must choose one. Demons, Elementals, Fairies, Angels & Undead are all potentially affected by magical circles. Each of the different types requires different materials & lore so resources devoted to one type of magical circle can't be used on another. A magical circle prevents a number of HD of creatures from entering the area circumscribed equal to 1 HD per 50 Sp in expended materials. Circle materials needn't be bought - they can be derived from other sources - commonly the remains of certain monsters and gathered plant matter. Gathering requires the use of the Foraging skill and the Referee awards value in materials based on the results. A Magical Circle can potentially be of any size. It requires 1 hour to create a circle with a diameter of 20 feet or less. Larger circles add an additional hour per 10 feet added to this diameter. Creatures whose HD are not sufficient to traverse the circle may still attempt to do so. They must save or suffer damage. Such monsters take d6 damage per HD you possess. Creatures whose HD exceed the threshold can traverse the circle unhindered.

Combat

Combat is the skill at battle that separates kings from their subjects. The Power of Life & Death is no small thing & your ability to wield it makes you a demigod in the world. When you gain this ability you improve your To-Hit, AC & Damage bonus all by an amount equal to your HD.

Connection

Connection is the power to join with & get along with others in a civil manner - usually involving gifts, status identification & other complex rituals. you can offer rewards to those who follow your guidance. When you gain this power you can use your action to guide one of your allies who is able to take an action on your turn. If the action is an Attack or skill check the ally adds your Intelligence modifier to the Attack Roll or Skill check. If the action succeeds your ally regains HP equal to your Intelligence modifier. You can get this ability more than once - each time you do - choose an associated benefit: you can offer your Reward as a bonus action. The HP granted to your ally is equal to your Intelligence bonus + 1d6. you can offer your Reward retroactively, using your reaction to trigger it. You now grant your ally 2d6 + your Intelligence bonus in healing when you apply your reward. you become the master of Rewards - when you grant your reward the target gains advantage on Saving Throws until the end of your next turn. They also heal 3d6 + your Intelligence modifier. In addition any ally within 20 feet of the subject of your reward is also rewarded - and may take an action adding your intelligence modifier to their rolls & they regain half the HP recovered by the initial target of this ability. your Rewards drive your followers to their limits and beyond. Your rewards heal 4d6 + your Intelligence modifier when applied. When you grant the Reward the target of the ability is able to take 2 actions instead of one. Anyone subject to your reward automatically passes their first death save for the next 10 minutes

Disguise

The disguise ability grants a PC the knack of impersonation. When a Character gains this ability they acquire another identity that they can assume given a few hours of preparation. This identity is impervious to scrutiny based on seeing through illusions or perception based magic as the disguise is not itself magical. The second identity has its own class & statistics & functions effectively as a second character for the PC to play. Obviously the two characters cannot exist in the same scene. PCs can take this ability more than once- each time they gain an added identity that they can assume. The character also gains the ability to effectively conceal other's identities as well as to disguise objects as other things - given the right tools and enough time the PC can make a house look like a castle, a knife look like a pastry and a pauper look like a king. These are purely cosmetic alterations and never convey any function beyond deceit.

Divination

Divination is the truly rare ability to see the future in advance & to read portents in the subtle details of the world around you.

Characters who gain this ability must choose their preferred method of divination from the following list - **Augury** - divination by observation of the flights of birds; **Haruspexi** - divination from examining the entrails of animals; **Palmistry** - divination from reading palms; **Runes** - Divination by the casting of dice or runestones; **Bibliomancy** - Divination through the examination of a book;

Astrology - divination through the study of the stars. Each type of divination grants different types of insights and a PC can gain this ability multiple times - gaining a different divinatory discipline each time. **Augurs** can sense changes in the weather & the movement of armies. They can make d20 Wisdom checks to anticipate the result of a battle between two individuals or two armies.

Haruspex can see impending death, misfortune or impending illness. They can in turn avoid these given enough warning. A Haruspex gains bonus HP when performing their sacrifices equal to the HP of the creature sacrificed & they cannot perform another sacrifice until the bonus HP have been depleted. **Palmists** can discern the statistics & particulars of any individual if they make a successful d20 Wisdom check. They learn all the target's statistics, alignment, wealth & affiliations. **Runists** are able to locate objects & persons. When successfully casting their runes by making a d20 Dexterity check, they can determine the cardinal direction & approximate distance of whatever they seek. **Bibliomancers** can discern the results of future events. Bibliomancy requires a d20 INT check - on a successful test any given question concerning the likely outcome of certain actions will be revealed. **Astrologers** can see the influence of outside forces on the actions of others. Given any subject an Astrologer can discern which forces are acting to influence that subject's situation. If the Astrologer knows the birth-date of the subject or any of their moon signs, they can do this without a die roll, without that information a d20 INT check is needed.



Domesticity

Those that wish to pursue the homely life while abroad are much sought after by adventuring companies for their utility in camp. Characters who possess this quality are good at cooking, fire-making and general tidiness which greatly improve the comfort of those they travel alongside. PCs who travel with a character who possesses this ability sleep better, eat better and generally enjoy themselves substantially more than those who don't. You can embellish this ability by taking it multiple times. Each added instance of the ability grants you a special dish or technique that is your signature. This signature is always quite excellent. For instance you may brew the best coffee in the province or have a particular technique for keeping clothes clean & creased. You can have any number of these signatures - each adds to your fame & your desirability as a traveling companion.

Forgery

The skill of making false documents and false coins as well as imitation art pieces & fake holy relics. Forgers are skilled mimics who can copy the style and appearance of another work from paintings to engravings. When you gain this ability, you can create false replicas of any object you possess. If you take this ability a second time you can forge versions of items you have seen and if you take the ability a third time you can forge anything you've heard about. Your forgeries are not detectable by most skilled observers - but there is always a chance they will be exposed & you will be found out. None of your forgeries can replicate any supernatural effects that the example item demonstrates. The materials needed to produce forged items cost 1/4 the value of the item being replicated.

Guardian

This ability makes you a valiant defender of others. When you gain this ability you improve the AC of anyone in your party by 1. When you gain this ability you also gain the following added features: **Shield Guardian** - if you are using a shield you improve the AC of people in your party by another point. **Obdurate Guardian** - you improve your fellow party member's saving throws by one. **Quick Guardian** - you can interrupt the movement of an opponent to interpose yourself between them and one of your allies without using your own movement or turn.

Note that you do not actually benefit from your Guardian ability directly. If more than one party member has this ability none of the applied bonuses ever apply more than once to any party member.



Healer

Healing is a complex ability, particularly given how disparate the biologies of the various adventuring races are. And yet there are those who are gifted with healing hands and good insights. If you have this ability you can choose to re-roll any result of 1 when using a healing item (normally this result means that the potion or what have you applies maximum healing but is now utterly consumed). You can't override two sequential 1 results - but you could, conceivably, keep using the same item indefinitely if you can avoid rolling poorly. You also maximize the effects of any healing magic you personally generate - spells that restore HP restore as if you'd rolled the maximum result on the die.

Heightened Senses

Honing your senses so that they are above & beyond what is normal may seem almost supernatural - and yet most of the races have innate specialist perceptions that can be acquired & turned on. When you gain this ability you decrease by one the size of your search die & offers all of the following benefits: **Dark Sight** - you can see normally in anything brighter than starlight. **Scent** - you can track & detect others using your sense of smell. This improves your initiative by a die size. **Sense Hidden** - you find secret doors & hidden objects on a 1 or 2 (or more, if you've other merits that increase this range). **Far Sight** - you've got eagle eyes and can see for miles and miles unaided. **Acute Hearing** - you can make out fainter noises - you decrease all hear noise & move quietly checks difficulties by one die type.

Jinx

The motion of the stars in the heavens exerts a strange force over the lives of mortals and immortals alike. Just as some members of the Adventuring kinships are Lucky, there are those who radiate, by virtue of the Stars' influence - unluck. A Jinx applies a suppressing quality to those in close proximity, frequently leading to an unforeseen doom. When a character gains this ability he or she is able to insist that the Referee discard a die roll - counting it as a failure. This ability can be invoked as often as desired, but the Jinx is not all in the players favor. For every instance in which it is invoked, one of the character's fellows (either PC or NPC) will suffer a similar reversal at the whim of the referee.



Leadership

You can inflict punishments on those who do not follow your will. When you gain this power, you can use your action to inflict one of your Named targets. The target of the Punishment makes saving throws and Attack Rolls at disadvantage for the next 5 minutes. You can gain this ability more than once, when you do, choose another benefit: Level targets of your punishments take extra damage equal to your Intelligence modifier whenever they take damage for the duration of the effect. This added damage is of the same type that was initially inflicted. you can afflict one of your Named targets with a Punishment as a bonus action on your turn. Targets taking damage from your Punishments now take d6 + your Intelligence Modifier. you become a master of punishments. Whenever a target is subject to your punishments any of your enemies within 50 feet are also subject to the punishment if they fail a Charisma Saving Throw vs. you Proficiency + Intelligence bonuses +8. Targets taking damage from your Punishments now take 2d6 + your Intelligence Modifier. your Punishment takes on a highly stylized tone that reflects your persona. You can chose the damage type that is inflicted by your Punishments. Your Punishments now inflict 3d6 + your Intelligence Modifier.

Law

A Lawgiver learns & knows the nature of the world & is able, by force of personality & will to enforce a Law. Whenever you gain a Law you can chose to reassign your previously chosen Laws. When you gain this ability chose a Law. **Mathematics** Knowledge of probability & angles allows you to use weapons with greater facility. You add your Intelligence modifier to Damage rolls made with weapons. **Linguistics** Knowledge of linguistic rules allows you to read all languages and to automatically learn 3 new languages. **Nobility** You can cast Command at will with a DC to resist equal to your Intelligence Modifier + Your Proficiency Bonus + 8. You cast this at ½ your Lawgiver level. **Hospitality** You can cast Create Food & Drink once per day. **Propriety** You can cast Dissonant Whispers at will. The resistance DC is 8 + your Intelligence modifier + your proficiency bonus. You cast this at ½ your Lawgiver level. **Kinesics** You know the most gracious behaviors & movements. You add your intelligence modifier to your AC. You are proficient in Perform (Dance). **Physiology** You can cast Enhance Ability once before taking a short or long rest. **Engineering** You become proficient with any 4 tools or vehicles. **Probability** You gain proficiency with all gaming sets & have advantage on all checks using gaming sets. **Poetics** You may cast Enthrall once before taking a short or long rest. The Save DC is 8+ your intelligence modifier + your proficiency bonus. **Ownership** You can add your Intelligence modifier to all your Ability checks & Attack rolls within an area that you designate when you learn this Law. You must own (or claim) property within the area. I.e.: If you have a cabin in the forest, you gain these bonuses while within that particular forest. **Gravity** You cast Fly once per day.

Lucky

Fortune favors the bold, and woe to the adventure who does not count boldness chief among their qualities. Luck represents the beneficence of the otherwise indifferent universe smiling (if only briefly) upon the character. Luck is simple in its execution – whenever the player wishes he or she can roll the dice again and if the result is better, the ability is used, not to be used again until the stars spin in the night sky once again. If the result is worse, the latter result is kept, but the ability can be called upon again without intervening rest.

Magic

Magic comes in a few varieties & the type you are able to practice is based upon your place of origin - among the Empire - Diabolists, in the Principalities - Elementalists, In the Kingdom - Theurgists, in the Prize - Sorcerers & in the Isles - Inventors.

Elementalism – Piercing a Boundary

All spells of this variety are powerful & difficult to master or control. Each is essentially a release of elemental power from out of some unseen reservoir. Accessing the power is a complex effort that requires intense concentration & ritualistic preparation. When accessing the power a Wizard is only ever partly in control of the effects & some amount of randomization is included in all castings. The randomization is greater the more abruptly the spell is cast.

- Casting the spell over the course of **1 Day per HD of the caster** means that the spell is not randomized – it takes effect as intended.
- Casting the spell over the course of **1 Hour per HD of the caster** adds a d4 to the level of the spell.
- Casting the spell over **1 Minute per HD of the caster** adds a d6 to the level of the spell.
- Casting an elemental spell in **1 Round per HD of the caster** adds d8 to the level of the spell.
- Casting over **1 Turn per HD of the caster** adds d10 to the level of the spell.

Elemental spells can be cast to do one of the following things:

- Produce a one cubic foot quantity of the element per HD of the caster
- Make an elemental attack dealing 1d6 damage to a target per HD of the caster
- Protect one individual from 20 points of damage of the element per HD of the caster
- Shape up to one cubic foot of the element per HD of the caster
-

Spell Backlash Table										
Caster's HD	Elemental Spell's Level									
	1	2	3	4	5	6	7	8	9	10
1	Normal	d4 in 10'	d6 in 15'	d8 in 20'	d10 in 25'	d12 in 30'	3d6 in 35'	3d8 in 40'	3d10 in 45'	3d12 in 50'
2	Normal	Normal	d4 in 10'	d6 in 15'	d8 in 20'	d10 in 25'	d12 in 30'	3d6 in 35'	3d8 in 40'	3d10 in 45'
3	Normal	Normal	Normal	d4 in 10'	d6 in 15'	d8 in 20'	d10 in 25'	d12 in 30'	3d6 in 35'	3d8 in 40'
4	Normal	Normal	Normal	Normal	d4 in 10'	d6 in 15'	d8 in 20'	d10 in 25'	d12 in 30'	3d6 in 35'
5	Normal	Normal	Normal	Normal	Normal	d4 in 10'	d6 in 15'	d8 in 20'	d10 in 25'	d12 in 30'
6	Normal	Normal	Normal	Normal	Normal	Normal	d4 in 10'	d6 in 15'	d8 in 20'	d10 in 25'
7	Normal	Normal	Normal	Normal	Normal	Normal	Normal	d4 in 10'	d6 in 15'	d8 in 20'
8	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal	d4 in 10'	d6 in 15'
9	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal	d4 in 10'
10	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal

Spells cast at a level higher than the caster's HD cause a backlash – the backlash causes a quantity of the Element to burst free & to deal damage in an area – the intensity & size of which expand considerably based on the discrepancy in levels.

For instance – a 4 HD Wizard casts an elemental spell – a strike & does so as a 4 turn spell – this causes the spell to add d10 to its level. Where it was previously a level 4 spell, the d10 turns up a 4 meaning the spell is a level 8 spell. It deals 8d6 damage to up to 8 targets – but it also causes a rift to occur which causes everyone within 15 feet of the caster (including the caster) to take d10 damage of the appropriate element type.

Spells with a level greater than 10 deal whatever damage a level 10 spell would ordinarily cause and creates an elemental being – a monster – of the appropriate type to appear. The creature has HD equal to the effective level of the spell.

A wizard who wishes to use an elemental spell is by no means limited to casting it at their HD – it can be cast at a lower level or a higher one – down to level 1 and up to level 10. Speed of casting random die modifiers apply as well.

Because magic is only barely understood in this epoch it functions most often as a raw, untamed force. Mystical words & magical bindings have yet to be devised & the application of specific spell components & formulae aren't available.

Diabolism - Words of Authority

Here a magician has great authority as derived by the use of language & the emerging realm of law which words & systems govern.

When a Spellcaster prefers this type of magic they have choices – first they must Choose a core Word. Wizards have one of these core words for each HD they have when they gain this ability & more words when they gain HD thereafter.

The Core Word is a command. This *verb* is the authority of command & it affects those things that the wizard has true knowledge of – a proper *name*. Wizards know a maximum number of these true names equal to their INT score + their HD. These names can be learned but can never exceed the maximum – so new names that are learned expel those already known. It takes a full day of practice and recitation to master a name.

A wizard has one Command per HD & one Name per point of INT plus another for every HD.

Names are specific or broad – but the broader they are the less power the command will have. An individual's name including four generations of their ancestors would be very potent, simply saying Human would provide a much weaker effect when applied to the same target.

Wizardry of this type is always ad-hoc & instantaneous, a wizard uses their words of power like any other words & they affect targets instantly – but they only ever affect a single target who the wizard must speak to – so the solitary target must be near enough to the wizard to hear them speak & the wizard must see them.

Some guidance on the actual words of command that a wizard might choose – words should have a range of utility that applies to the names they know – for instance – choosing *Burn* would have a valuable force upon people, trees & a variety of specific objects like torches & even impossible effects on things like Ice. Commands like *Sleep* would have a very marginal effect on all of those except people & may not have the deepest utility. Command words are *words* – specific single words which cause a magical result as soon as they are spoken. Phrases, tenses & other varieties of modifier common to language aren't really in the realm of magic now, in its earliest days.

The duration of the magic, its intensity & danger are all components of the specificity of the name.

Having the words *Die* & *Animal* would mean you're using the broadest category of name but a very powerful command – it's unlikely that you'd actually make an elephant die but you might kill a fly – whereas if you have the words *Die* & *Elephant* – you'd likely kill an elephant with the command but not a fly or any other animal. Words that cause a permanent change in states – like *die* or *break* or *shatter* will, when spoken with low specificity – only deal damage. You can use the table below as a rudimentary guide to these layers of specificity.

Power Names			
Breadth	Examples	Duration	Affect
Domain	Animal - Vegetable - Mineral	Momentary	1/2 HD in dice
Kingdom	Canine - Tree - Crystal	Sustained	HD in dice
Type	Wolf - Pine - Quartz	Intermediate	2x HD in dice
Individual	My Quartz Crystal	Permanent	5x HD in dice

Reflecting that this stage of magical power is new & not clearly defined – the properties of the spells that can be created here are left slightly vague – the duration & dice of damage aren't absolute quantities determined by rote & practice – magic is an art, at this time, and to make this clear – the Referee must adjudicate specific applications of your power words.

Theurgy - Devotional Magic

Theurgists are magicians whose power derives from a close bond with the unseen & spiritual. Theurgic magic affects the spirits of others & generates mental states & altered thoughts through the intercession of a heavenly power. This power illuminates the interior of the self & causes identity & belief to become damaged & broken – chained to new ideals.

When a magician gains access to this power they gain a strange kind of authority that allows them to bend the will of others based upon how closely their vision of reality already aligns with the Theurgist. To use Theurgy at all a character must be lawfully aligned- they must be in synch with the deities who function according to a pattern unseen.

When a theurgist wishes to call forth the power of the deity they spend 1 round doing so. At the start of the next round they roll a d6 to determine which aspect of the heavens has entered them.

- 1 -Glory – the power of light & victory
- 2 – Wrath – the power of contempt & aggression
- 3 – Love – the power of acceptance & belonging
- 4 – Protection – the power of defense & security
- 5 – Creation – the power of beginnings & generation
- 6 – Caster's Choice – the PC has the power to select from the list above

This power then radiates from them in a globe that is five feet in radius per HD that the magician possesses. Characters & monsters in the vicinity are affected per their alignment. Differently aligned characters & monsters are affected differently by the powers unleashed. A magician who summons this power has little control over what will emanate from the realm of the divine & its influence on the world around the caster is limited to those beings who have a conscious alignment – that is – this power only works on creatures that have language & alignment to begin with.

Theurgy Table			
Power	Alignment		
	Chaotic	Neutral	Lawful
Glory	Save Vs. Spells or suffer d8 Maddened effect	Save vs. Spells or take a d8 Maddened effect & gain +2 to all your rolls	Add +2 to all your rolls.
Wrath	Save Vs. Spells or suffer d10 Fear effect	Save vs. Spells or suffer d10 Fear effect & double the dice of all damage rolls	Double the dice of all damage rolls
Love	Save vs. Spells or have alignment become neutral	Save Vs. Spells or Recover d8 HP & change alignment to Lawful	Recover 2d8 HP
Protection	Save Vs. Spells or be pushed 20' from caster	Save Vs. Spells or be pushed 20' & have your AC increased by 3	Increase AC by 3 temporarily
Creation	Save vs. Spells or suffer d8 Sickened effect	Save Vs. Spells or suffer a d8 Sickened effect & have your HP increased by d6	Increase HP by d10 temporarily

Sorcery – The Power of Power Itself

Sorcerous magic is the burgeoning art of magic, the developing methodologies that in later ages will resemble spell formulae & spellbook incantations – it is the original version of the schools & powers of magic that will one day prevail – but that at this, earliest moment – is intensely powerful & exceptionally dangerous.

These three powers – when used expertly – are balanced & the forces that they command are carefully measured out – but the formulae for doing so have not yet been described – so all of a sorcerer’s magical expression is a first-time effort, a power released that cannot be unleashed. To cast a spell the sorcerer must declare their sorcerous Intent – that is, they must describe the effect that they are attempting to generate from the list of possible intentions.

Sorcerous Intent
Harm - d6 Damage per HD
Heal - d6 HP per HD
Grow - d6 feet per HD
Shrink - d6 feet per HD
Change Race
Change Species
Change Appearance
Change Materials
Change State
Change Age d6 Years per HD
Animate
Accelerate
Slow

The list covers a great variety of alterations including damage & healing modifications to size & alterations of material states & velocity.

Accelerating & Slowing targets either increases their Initiative or decreases it. A Sorcerer can only include one of these sorcerous intentions when creating their spell.

Once the intent of the spell is declared the sorcerer randomly applies the following characteristics by rolling 4 d8s and consulting the random modifications table.

A Sorcerer has two options when composing a spell – a spell can be created by trial & error through a long process that takes place over time – and in this case a single casting of the spell requires all of the sorcerer’s spare time – concentrating & formulating the effect – meaning that a Sorcerer character can attempt to create a new spell each day – noting all the randomized effects & if the spell is deemed useful, remembering its use for later.

Sorcerers & their magic especially respond to stress & danger though – and a Sorcerer can cast a spell at a rate of once per round – either a spell they have created previously through experimentation – or a randomized spell based upon intent which is fueled by need & cast very abruptly in the throes of danger.

Random Modifications to Sorcery				
d8 Roll	Range	Targets	Duration	Side Effects
1	Touch	Enemies	1 Turn per HD	Doubles Effect
2	1' per HD	All in Range	1 Round per HD	Halves Effect
3	5' per HD	Allies	1 Minute per HD	Chain Reaction
4	10' per HD	Self	10 Minutes per HD	Chronic Effect
5	20' per HD	Lawful	1 Hour per HD	Broken Effect
6	50' per HD	Chaotic	1 Day per HD	Quadrouples Effect
7	100' per HD	Neutral	1 Week per HD	Quarters Effect
8	Self	Objects	1 Month per HD	Explosive Reaction

Spells have side effects no-matter what. If an effect is increased or decreased – this applies to the range & duration as well. If a spell has a chronic effect, those who’ve been affected by the spell have a 2% daily chance that the spell will recur. A Broken effect means that the spell takes place but cannot be replicated or memorized. An explosive reaction means that the spell deals d6 damage per HD of the caster to everyone within the range specified.

Tinkering – The power of Invention

Tinkering in the ancient days is an entire act of creation – it is the invention of new techniques & new technologies – albeit laced with magical practice & the ineffable power of the unseen. Tinkering in the ancient days modifies objects alone & cannot be applied to the self or the creation of inventions (as described in the Game of the North's main rulebook). In the ancient days all tinkering revolves around materials & the improvement of same to create sturdier & better objects.

Modifying an object requires increasingly difficult statistical checks to design & then craft the object in question.

The base modification is to a piece of gear's size & weight – a tinker can reduce the encumbrance of a medium or heavy piece of armor or weapon by 1 – to a minimum of 1. **Doing so requires an INT check followed by a DEX check – both made at d20.** This alteration requires 1 week of effort.

Each additional week can be used to further design & manufacture an item. You can apply all of the following modifiers with each added week of effort.

- Improve Balance – Add +1 to To-Hit rolls - d20 INT & d20 STR
- Improve Edge – Increase damage by +1 - d20 WIS & d20 DEX
- Improve Protection – Add +1 to AC - d20 INT & d20 STR
- Add Utility – lower the difficulty of a type of stat check - d20 WIS & d20 DEX
- Design Plan – You can recreate the item in d4 days - d20 INT & d20 DEX

Additionally, a Tinker can be assumed to be quite skilled in creating & crafting any type of object that is commonly available – any piece of normal equipment can be made by a Tinker in d4 days provided they have tools & materials to work with.



Mentalism

Mentalism is a multifarious suite of disciplines which have in common arduous & intense concentration. Through the force of this extremely personal practice a Mentalist is able to manifest phenomena by using their mind alone. All the disciplines of mentalism are distinct and when a PC gains the Mentalism ability they must choose which of the disciplines they intend to use. The disciplines have in common that they function based upon Stat Checks. When you gain one of the Mentalism disciplines you must choose one of the three mental attributes – CHA, INT or WIS – this stat will be tested when you wish to manifest a mentalism ability. The disciplines of Mentalism all correspond to one or more of these attributes more closely than the others.

Meditation – WIS – Mentalist powers based upon achieving interior states of consciousness that transcend the bounds of reality.

Dreams – ANY – Mentalism unbound to reason or even conscious focus – Dreams are the work of the unconscious mind that have an effect in the real world.

Psychometry – INT – Mentalism effects which have a foundation in the body and which are unleashed as protections when the body fails.

Each of these powers may be further divided into specific practices – each of the practices represents a different application of Mentalism – and each must be acquired through the expense of Xp – as if a new ability were being gained.

Meditation – the 5 types of meditation have their own increasing intensities. Each meditation has its own 4 layer track and each track must be acquired. Meditations work only during the period of time in which you are meditating and for an equal amount of time after your meditative practice has ceased. You can meditate for any amount of time – but you must comply with rules concerning the need for sleep & sustenance

The Root – By accessing the Mind's Root you can regenerate 1 HP per minute **d12 WIS**

The Shape – Bodily intuition – you improve your saves by 1 point **d20 WIS**

The Outside – You can cure blindness or deafness on yourself. **2d12 WIS**

The Inside – You can remove fear or madness from yourself. **2d20 WIS**

- * **The Base** – You can regenerate 1 HP per minute of another's wounds **d12 WIS**
 - **The Tail** – You create a phantasmal representation of yourself that you control **d20 WIS**
 - **The Aura** – You can create telekinetic armor – providing you with 19 AC **2d12 WIS**
 - **The Mask** – You create a region of invisibility around yourself **2d20 WIS**
- * **The Furnace** – Charge yourself with energy so that your touch inflicts 1d6 damage **d12 WIS**
 - **The Fire** By organizing the three bases of the mind you can project your force – creating a weapon of energy which deals 1d6 per successful check, if a check fails, so does the effect **d20 WIS**
 - **The Glare** – You can focus your energy into your eyes – which exert a pushing force on what you look at. Targets save vs. Paralysis or are knocked down when you glare at them **2d12 WIS**
 - **The Ashes** – the ultimate in mentalism grants you the ability to move your consciousness out of your body and for it to move unhindered through the realm of lights **2d20 WIS**
- * **The Pulse** – Modify your bodily density – you increase your AC by 2 **d12 WIS**
 - **The Vibration** – You gain an affinity to a type of energy – becoming resistant to 1 type of environmental damage – such as Fire or Electricity you take no damage from that force **d20 WIS**
 - **The Hush** – You create a region of impenetrable silence all around you. No one within can be heard. **2d12 WIS**
 - **The Resonance** – Your mind can inflame the minds of others. You inflict d6 damage to a target per successful check. **2d20 WIS**
- * **The Breath** – Enrich your voice – improve your Parley dice by 1 step **d12 WIS**
 - **The Words** – You communicate beyond language by telepathically speaking **d20 WIS**
 - **The Voice** – You focus your energy into an arrow that arcs into the minds of others, implanting your thoughts into them and controlling their emotions **2d12 WIS**.
 - **The Scream** – Your voice is a piercing cry that harms others – dealing 1d4 damage to all on site per success **2d20 WIS**.

Dream – Dream mentalism focuses upon sending your consciousness out into other realities to gather information or even materials. The difficulty of these journeys sometimes determine the quality of what is gained but just as often the randomness & strangeness of the dreamworld intrudes – making the magic of dreams rather treacherous to the unskilled.

When you use dream magic you must roll 4 d20's and consult the Dreams Resolution Table. Your intention, when you attempt the dream is your **Lucid** component. If you roll well you may actively choose your **Lucid** effect. The **Lucid** effect comes to be within the dream itself.

Next are **Stat Checks** – this determines the number & difficulty of the checks you must make to achieve the Lucid result. Dreams use all three mental attributes when making stat checks.

If you succeed at all the **Stat Checks** – you get the Lucid Result and can stop rolling.

If you succeed at most of the **Stat Checks** but not all – you add a Dream roll to the experience – this is a result that occurs after the dream is over and will persist for half as long as the dream lasted.

If you fail at most or all of the **Stat Checks** – you add Nightmares to the experience. Nightmares have bad effects which persist after the dream has ended. Usually a Nightmare lasts for half as long as the dream itself.

Adding all the elements together gives your dream narrative & structure which you & your Referee can use to describe the larger event & the positive & negative results of your dream.

You can choose to expend the Xp that you spent to gain the Dreams school of Mentalism – each time you do so you are entitled to one re-roll of a d20 when you roll to create your dream.

Dreams Resolution Table				
d20 Roll	Lucid	Stat Checks	Dreams	Nightmares
1	Referee Chooses 1	No Rolls	No Dreams	Referee Chooses 2
2	Learn a skill	1d12	Float uncontrollably	Tooth flakes away
3	Learn a language	1d20	Speak Gibberish	Foot Consumed
4	Find a good path	2 d12	Return with a descendant	Return with Enemy
5	See a lucky path	2 d20	Return with an ancestor	Return with Monster
6	Observe a group remotely	3 d12	Grow Slightly	Boils break out
7	Observe a person remotely	3 d20	Laugh uncontrollably	Clothes disappear
8	See a specific item	4 d12	Change skin color	Sink into the ground
9	See what is hidden	4 d20	Return with an item	Paralysis
10	See another's alignments	5 d12	Return with a weapon	Fall 20 feet
11	See another's thoughts	5 d20	Return with clothing	Hair falls out
12	Enter another's dreams	6 d12	Return with an animal	Roll Sickness
13	Control another's dreams	6 d20	Run uncontrollably	Roll Madness
14-18	PC chooses 2	7 d12	PC Chooses 1	PC Chooses 1
19-20	PC Chooses 3	7 d20	PC Chooses 2	No Nightmares

Psychometry – An especially clever mentalist, one who has mastered the power of will isn't bound by normal physical limits – rather, they can override their own physiology through hypnotic suggestion. Psychometry practitioners use INT checks to overcome their own shortcomings. Each of the powers of Psychometry is based around one of the 5 attributes besides Intelligence.

Each check of Psychometry takes place as a reaction to a failed roll. Because Psychometry relies upon the will – it cannot improve passive statistics like Saves or HP or AC, rather it mitigates those & other statistics failures. Psychometry doesn't act like a re-roll, rather, it compensates for the body's failures through other avenues. Psychometry effects are usually quite brief and they manifest only as reactions – you cannot provoke yourself to develop the psychometric effect outside of the crisis which has overtaken you. Upon gaining the Psychometry ability you have access to all of the reactive abilities listed here.

Charisma + Psychometry = Protective Auras

- **Failed Parley Attempt** – Roll d20 INT test. If successful you radiate calm for as long as you concentrate and take no action – you cannot be directly attacked while radiating this calm.
- **Failed Morale Check** – Roll d20 INT test. On a successful test your movement speed increases by 10.

Constitution + Psychometry = Breath Control

- **Failed Death Save** – Roll d20 INT test. If you pass this test you can roll twice on the relevant condition table and take either result.
- **Failed Starvation Check** – A successful d20 INT test causes you to be able to take sustenance from air & sunlight but requires five hours of uninterrupted meditation in sunlight.

Dexterity + Psychometry = Bullet Catch

- **Failed Ranged Attack** – Roll d20 INT test. On a successful check you are able to catch any arrows or other ranged weapons directed at you for the following round. Any ranged attacks made against you automatically miss and you retrieve the ammunition for yourself.
- **Failed Skill Check** – Make a d20 INT test. The test, if successful, allows you to levitate in air for 10 minutes. You can control your movement while levitating but only move at half your normal speed.

Intelligence + Psychometry = Concentration

- **Failed Psychometry Check** – When you fail a Psychometry check you may choose to fall into a deep concentration – roll a d20 INT check and if successful you receive 10 Xp per point of success as you contemplate your errors.

Strength + Psychometry = Telekinesis

- **Failed Melee Attack** – When you fail to hit with a melee attack you may roll a d20 INT test. On a successful check you cause your hands & any weapons they hold to vibrate with a furious energy. On your next successful attack – anyone you strike must save vs. devices or be thrown 10' and knocked down.
- **Failed Strength Check** – This applies to a failure to lift something heavy, move something large or to break something rigid. When such a check fails roll a d20 INT test – if you succeed at this check you spontaneously develop a telekinetic field which can manipulate tremendously heavy objects. Your field persists for 1 minute per point by which you pass the INT check and it can be used to lift & break any object without requiring a stat check. You cannot use this power to make direct attacks, however.

Wisdom + Psychometry = Locational Awareness

- **Failed Search Roll** – When you fail a roll using your Search Die – you can make a d20 INT check. On a successful check you become capable of seeing in total darkness & of hearing the faintest noise. Your senses are highly attuned & you can automatically detect all living creatures within 100 yards of yourself.
- **Failed Spell Save** – When you fail a saving throw vs. Spells – assuming you survive, you can make a d20 INT check. If you succeed at this check you have internalized the magic and may throw it back on your next action. The one who cast the spell must resist the same spell.

Prayers

You gain Prayer magic which allows you to request power from a god & then to channel the bounty of that power into yourself & others. The Prayers you can say depend entirely upon the deities that your character worships & each prayer must be defined by that deity. The rules for creating these prayers can be found in the Game of the North Rulebook – along with methods for creating your own religions.

Predation

Man is a wolf to man and the other kinds of people are no better. Predation is the ability to hunt & kill in the manner of a proper predator. When a character has this ability they name a specific target for their hunting and then make a d20 WIS check. If the check is successful the difference between the roll and the stat becomes a pool of bonus points that the character can use against the target of the predation - be it man or beast. For instance if you have a WIS of 10 and roll a 5 on the check - you have 5 points of bonus you can apply against the subject of this ability. You could apply all 5 as bonus damage on an attack roll - or all 5 to your AC to avoid one of the adversary's attacks. You can divide the points up however you like. You cannot use this ability on another target until you abandon or defeat the original target. You can gain this ability a second time - doing so decreases the difficulty of the WIS check - making it a d12 test.

Resourceful

The ability to generate useful materials from more or less nothing. Resourcefulness is the opposite of preparation. Resourceful characters depend on their wits to be able to get by much more than they might depend on gear. This ability can be taken 3 times. Each time it relates to a different type of gear - Weapons, Armor or Tools. Within these broad categories a resourceful character is able to produce any one example of any of these items in a single given scene. For example a Resourceful weaponeer could create a longbow which functions for a single scene before it stops working. The same character could fashion a sword for another scene.

Ritual

A ritual is a profane, i.e.: irreligious personal practice which is a focal point for a character's interior force - or soul. Rituals are personal practices which focus the character's attention & magnify their will. Individually rituals strongly resemble maneuvers - in that there are an abundance of them and they are all defined by you as a player. Practically, you'll want to describe what your ritual looks like in action and to determine one ability - from Saves to Attack Rolls to a specific skill that the ritual governs. Performing the ritual ritualistically invokes the benefit that the ritual provides. You can take this ability many, many times - each time you must create a new ritual and describe which of your abilities it affects. No two rituals can affect the same character trait. Each ritual provides a benefit to the action equal to a 1 point modification per hour that the ritual requires to be performed. To a maximum benefit equal to your HD total. For instance, a 4HD character creates a 3 hour ritual to help stave off poisoning - it is a -3 benefit to their Save Vs. Death trait. The ritual is as you describe it.

Ruin

A few of the wild tribes possess a pernicious aura that has a cumulative deleterious effect on the works of more well intentioned people. Those who have this quality will find that the built world around them does not respond favorably to them. Anything that has been constructed will be less durable, less functional and much more prone to break when a character with the Ruin quality is near. Buildings, weapons, ships and conveyances of every type have a cumulative penalty applied for every character with this quality in near proximity. The penalty is either a portion of the Hits that the object or structure contains, or a penalty to the item's usage. A weapon suffers a -1 penalty to attack and damage rolls as it rusts away in the presence of such a character – while a building or ship hull will have 10% of its Hits taken away as it rots to sticks. Many characters in close proximity, all with this ability, can completely wreck a modest village overnight. When you have this ability any attack directed against you has a 5% of catastrophically failing - causing the weapon to become broken & dealing damage to its wielder. If you have this ability anyone rolling a 1 on any d20 check will automatically fail and their equipment will be ruined. They will also take whatever damage a successful hit would have done to you. You can take this ability up to three times - each time it increases the fumble range by 1 to a maximum of 3. The more ruinous your presence though, the more difficult it is to keep the area around your character intact or clean.

Signaling

Imitation bird calls, semaphore & smoke signals all fall under this suite of abilities. If you have the signaling ability you can, at will, make a d20 stat check - either INT, CHA or DEX - your choice - to signal a one sentence phrase to a distance equal to the difference on the check in hexes. A failure on this check indicates that the signal is either misinterpreted or intercepted and deciphered by others. You can signal at close quarters too - allowing you to secretly communicate through surreptitious gestures. If you are attempting to Signal to someone else with the Signaling ability - and you've previously met them and settled on some signals - the check to send a signal is reduced to a d12.

Song

The magic of music is a powerful force when it is performed by skilled players in sufficient numbers. Song allows characters to use the performance of music to evoke powerful emotions within the hearts of its listeners. These effects are substantially improved by the skill of the players - but unlike other magical practices - the magic of Song is easily improved by adding more and more participants to the music's performance. Song is at its base a collaborative type of magic which affects all the players - though very good songs can be performed by an individual alone - or can be made to affect all who hear it or even only a few among those who listen. Songs are created much like other spells. Provided here are the details required to statistically compose a song useful to your PC.



Rhythm: Song magic that is based upon Rhythm is useful for setting paces & improving order, cooperation & sequence.

- ❖ Base song – grants all participating +2 Initiative
- ❖ Duration – Sustained
 - ★ +1 per additional +1 to Initiative
 - ★ +4 to grant participants an additional action each turn.
 - ★ +1 to increase movement speed by 1.
 - ★ +2 for dance-attack – granting +2 To-Hit when the participant moves (dances) prior to attacking.
 - ★ +2 to decrease the time required to accomplish a complex task by $\frac{1}{4}$.
 - ★ +2 to perform this song alone – granting the benefits to listeners.
 - ★ +4 to perform this song alone – granting benefits only to allied listeners.

Harmony: Song magic that is based Harmony provokes sympathetic resonance that helps group to work better together

- ❖ Base song – grants all participating +1 when cooperating on the same task.
- ❖ Duration – Sustained
 - ★ +2 to grant increased damage die when attacking the same target.
 - ★ +2 to improve AC by 2 to adjacent participants
 - ★ +2 to improve Saves by 2 to adjacent participants
 - ★ +2 to increase the cooperation bonus by an additional +1.
 - ★ +2 to perform this song alone – granting the benefits to listeners.
 - ★ +4 to perform this song alone – granting benefits only to allied listeners.

Melody: Melodious magical songs grant individual participants benefits when their turn to perform arises.

- ❖ Base song – Each round one participant, called the soloist, in the song gains a one point benefit to all rolls.
- ❖ Duration – Sustained
 - ★ +2 to have the soloist heal d6 HP.
 - ★ +4 to have the soloist radiate sonic energy – adding d6 damage to all attacks & dealing d6 to all who are adjacent to the soloist.
 - ★ +4 for the soloist to make dance attacks – improving movement & To-Hit by 4 each.
 - ★ +3 to increase the benefit to the soloist by an additional point
 - ★ +3 to perform this song alone – granting the benefits to listeners. (soloist randomly determined)
 - ★ +5 to perform this song alone – granting benefits only to allied listeners. (soloist assigned by you)

Dissonance: Dissonant magical songs afflict penalties to those who hear them.

- ❖ Base song – Those hearing must save vs. spells or suffer a 1 point penalty to all rolls.
- ❖ Duration – Sustained
 - ★ +2 to exclude allies from the ill effects
 - ★ +2 for the dissonant effect to afflict Fear.
 - ★ +4 for the dissonance to inflict Madness.
 - ★ +4 for to add Sickness to the dissonant effect.
 - ★ +2 to perform this song alone – granting the benefits to listeners. (soloist randomly determined)
 - ★ +4 to perform this song alone – granting benefits only to allied listeners. (soloist assigned by you)

Creating a Song -

Songs contain at least one of the 4 elements of music listed above. Each of the 4 elements raises the level of the song by 1. Individual improvements under each of the elements can be applied beyond the base level. Applying all the modifications you wish to include then creates the Song, which you should name (and possibly learn to perform at the table- if you're capable).

The level of the song determines how much Xp you'll need to expend in order to be able to perform it once per day. Songs Xp cost can be divided among any number of PCs - so that a level 20 Song could be purchased by 5 PCs - effectively reducing the cost to an individual to a level 4 song. When performing the song - it only works if all those who helped create it are present and capable of participating. A song lasts as long as the ensemble are physically capable of sustaining it. All participants must have access to & have acquired the Song ability.

Each level of a song costs 200 Xp to perform. PCs can create any number of songs for free – but the ability to perform them and to activate the magical effects of the song requires the expenditure of this Xp. The songs a character or group of characters know is known as a Repertoire.

Sample Repertoire

Way of the Driving Drum for Two

Level 2 Song (400 Xp)

Rhythm & Harmony

This musical endeavor is played upon a drum and a maraca and is a driving, insistent pattern that aids the song's two players granting them +2 to their initiative scores while helping them to cooperate on the same task – granting them a +1 bonus each when they both attempt to attack the same target, resist the same effect & so on.

Each round that the song is sustained by the lone Singer – one member of the singer's party becomes a soloist – improving all their rolls by +1 for the round. They also vibrate, ecstatically as the energy of the song raises their spirits & neck hairs. The soloist heals 2d6 HP on their first turn & radiate energy which increases melee damage by d6 and causes all those adjacent to the soloist to take d6 damage. Each Round the singer selects a different ally to become the soloist.

Cacophony of Terror for Woodwinds & Strings

Level 5 Song (1000 Xp)

Dissonance – exclude allies – inflict fear

This harrowing threnody is extremely disquieting to those who hear it. All who hear the song, beyond those allied to the 2-5 musicians playing, must save vs. spells or suffer a 1 point penalty to all their rolls while they can hear the song. Those failing this save are afflicted by fear and each is randomly affected by fear.

March of the Victorious Few

Level 30 Song (6000 Xp)

Harmony – Increase AC, Increase Damage, Increase benefit, Improve Saves, Include all allies

Rhythm – Increase Speed, Increase Initiative bonus, Include all allies

This march – performed by no fewer than 5 participants playing brass & percussion is a powerful, inspirational song that has a strong effect on those who are patriotically identified with the March's subject. All allies who hear the march have their AC, Attack Modifiers & Saving Throws all improved by +2. Whenever all the listeners are attempting to accomplish the same thing – attacking the same target – for example- they all gain an added +2 benefit and their damage dice are improved by 1 size. Allies also have their Movement & Initiative increased by 6.

Magnum Opus #2 for Tenors

Level 14 Song (2,800 Xp)

Melody – Include only allies – Heal Soloist x2 –

Soloist radiates energy

This moving aria is profoundly affecting to those who are acquainted with its powerful, emotional refrain.

Survival

Characters who can Survive are skilled at enduring a specific environment. PCs who gain this ability can choose a hostile environment - such as underground, deserts, glaciers & the ocean floor or the dark forest - in this environment the PCs Skill checks are reduced in difficulty by one die type. A character can take this ability multiple times for different environments. A PC may sacrifice this ability while in the environment specified when taking this ability in order to stave off imminent death. By sacrificing this ability and losing any Xp committed to it - the Character trades their affinity for the land for a brief respite from death - in exchange forever losing their nerve and affinity for the place where they nearly died.

Vanguard

The vanguard is a peerless combatant, one who understands that a quick & certain offense is the best of all defenses. The Vanguard ability, when first taken grants a character a killer instinct which aids them in combat, helping them to act quickly in times of danger. When you gain this ability you can, once per session, choose to make a d20 DEX check. If you succeed at this check you gain the difference on the check as bonus points which you can apply to any of the following in any proportion - Initiative, To-Hit, Movement Speed. You can gain this ability a second time - doing so lowers the difficulty die to a d12.

Weaponry

Skill with weapons sometimes goes deeper than pure combat instincts. When you gain this ability, you choose a weapon -with that weapon you gain a bonus equal to your HD. This bonus can be divided up when you gain the ability between your attack bonus & damage that you deal with that particular type of weapon. You can take this ability multiple times - each time it relates to a different weapon. You can take it twice for the same weapon - which grants these bonuses to all weapons of that class e.g.: Swords or Bows. When you improve your HD the bonus is increased as well, you determine if it is applied to damage or to-hit when you raise your HD. This ability can be taken multiple times - each time grants one of the following enhancements - Crush - Damage dealt by the character to inanimate objects is doubled. Slash - The damage dealt by the PC is increased by an additional point per die rolled. This added point of damage cannot be recovered through normal rest - medical or magical intervention is required for the damage to heal at all. Pierce - when the character inflicts the added damage to a target they pierce that enemy and harm another - any one nearby enemy takes half of any damage dealt by this destructive PC. You can take this ability up to four times.



CHARACTER ADVANCEMENT

XP Expenditure

Your character is an avatar for your adventures in this dawn era. They will tend to learn from the things that happen to them that do not lead to their deaths. This is represented as Xp. Xp in this game is used in only a very few ways. It can be used to buy HD – hit dice- which improve your character's Hit Points & access to Masks & Class abilities. Otherwise Xp is useful for increasing your number of HD, the size of your Hit Die & modifications to your To-Hit, Damage & Saving Throws.

XP Expenses	
Increase HD	1,000 times the next HD
Increase Hit-Die Size	10,000 per step
Increase To-Hit	1,000 per +1
Increase Damage Bonus	500 per +1
Improve A Saving Throw	1,000 per -1

The Referee may also indicate other methods for using your Xp – such as access to the Signs found in the Game of the North rulebook.



Equipment & Weapons

A standard of the genre – characters need weapons, armor & gear. An exhaustive list of all the tools & weapons you might want is well beyond the scope of this book – instead are presented archetypal materials for each of the locales & peoples mentioned – this qualifies as standard gear for PCs of one type or another.

Characters from the Prize find themselves in the midst of many, even hundreds of emergent cultures & traditions – they can choose any 16 items, picked & chosen from the example lists of presented for each of the larger culture groups. These tools & materials should represent aspects the home city's culture.

Each item on the list has an associated encumbrance value. A character starts the game with items, the encumbrance of which, sum to the character's constitution score.

Wild Equipment List			
Item	Description	Damage & Combat	Enc.
Arrows	Stone tipped variety, fletched with feathers	d8 to 50' d6 from 51'-100'	1
Atlatl	A lever-like attachment for hurling spears	Increases spear damage to d10 & doubles range	1
Basket	Woven from reeds & fitted with a strap		-1
Bow	short ranged & crude, handmade though		2
Bowl	dried gourds or dried clay		1
Club	A heavy stick, often decorated intricately	Deals d6 damage or d8 used 2 handed	2
Cord	Twined jute or vine, not great for climbing		1
Flint Knap	handy stone tool for making stone tools		1
Hand Axe	sharpened stone for cutting	deals d4 when used as a weapon	1
Hides	decorative & protective clothing	Raises AC to 13	1
Pigments	dyes & makeup & paints		1
Sling	length of twine & hide for hurling rocks	d8 to 20' d6 from 21'-40'	1
Spear	sharpened stick for throwing	d8 to 10' d6 from 11'-20'	2
Torch	for carrying & keeping fire	d8 & sets fires when used as a club	1
Trinkets	jewelry, toys & dolls are common		1
Waterskin	Made of animal organs & skins		2

Characters from the wilds- either the lands of the Url King or any other of the wilderness regions of the world (that is, most of inhabited world) have versatile & highly personalized tools - this is because virtually all of their possessions they have made themselves. A character from the wilds is highly self-sufficient.

Equipment of the wilds will invariably reflect the character's home environment. Wild characters from the woods will have wood & leaf implements while those from the steppes will have gear of woven grasses & stone.

Wilds-oriented characters will very likely have no sense of currency but a strong sense of responsibility for others that tends to enforce eager sharing. Possessions among these people may be held in common within a group of closely affiliated people.

Empire Equipment List			
Item	Description	Damage & Combat Enc.	
Arrows	Bronze arrowheads & red fletched	d8 to 50' d6 from 51'-100'	1
Banner	A standard that indicates affiliations		1
Bow	Made of wood & horn & bone		1
Breastplate	Cured & painted leather	Raises AC to 15	2
Canteen	Glass & brass for carrying wine		1
Dagger	Bronze & heavily decorated with jewels	d6 in melee, d4 when thrown up to 10'	1
Finery	Silk & linnen clothing, finely embroidered		1
Helmet	Bronze with an oxtail plume		1
Jewelry	Silver, gold & agates are preferred	deals d4 when used as a weapon	1
Khopesh	A curved & heavy bronze hatchet-sword	d8 damage	1
Lyre	4 stringed harp made of tortois shell		1
Papyrus	rough paper made of reeds		1
Passel	elaborately folded cloth knapsack		-2
Scribal Kit	inks & styluses & blotters		1
Shield	A heavy bronze disc painted with affiliations	adds 2 to AC	2
Spear	Heavy & bronze-tipped for melee	d8 in melee or d8 to 10' d6 from 11'-20'	2

Currency in the empire consists of bronze & silver tokens that represent spades & knives. These in turn represent periods of effort – quantities of labor that are reflective of the work of servants or slaves. As slavery is the basis of the Empire’s economy commerce tends to take place only amongst the elites while trade in effort & aid is the rule for the lower classes. A character will tend to know the value of things as expressed in silver & bronze – but compensation paid for goods & services is usually rendered in goods & services in turn. Most people of the Empire have a solid sense of what is owed them by their neighbors.

Goods & tools of the empire are universally decorated in plant-themed design. Depiction of people, particularly the rulers is considered highly offensive.

Kingdom Equipment List			
Item	Description	Damage & Combat Enc.	
Armor Coat	A leather coat reinforced with bronze	Raises AC to 15	2
Ax	An iron bladed hatchet, more a tool than weapon	deals d8 when used with 2 hands	2
Cloak	Heavy woven cloak with a hood		1
Falcatta	Forward curved hatchet-sword	deals d8	1
Kettle	a bronze pot for cooking & brewing		2
Knapsack	Heavy leather bag with straps		-2
Knife	heavy iron blade with horn handle	deals d6	1
Lamp	Clay, refillable & formed to resemble a beast		1
Oil	Burned for fire occasionally used as a weapon	deals d6 when used as a weapon & sets fires	1
Paints & Brushes	For writing & decorating objects		1
Rope	A heavy rope of woven horsehair		1
Scrolls	Made of thin sheets of animal hide		1
Shield	Made of hide & wood, crescent shaped	adds 2 to AC	2
Spear	a javelin for throwing	d8 up to 20' d6 21'-40'	1
Torc	Gold & silver cloak clasp indicates affiliation		1
Wineskin	leather bag for holding wine & water		1

In the kingdom manumission & liberation are the rule – anti-slavery attitudes have led to a brisker trade in currency which takes the form of pierced disks of silver & copper & gold. These are carried in strings worn around the neck or wrist. Individual items, materials & services have no fixed costs though – things cost what the buyer and seller can agree to & haggling is a highly regarded skill in the Kingdom.

Materials in the Kingdom are commonly animal based – with heavy dependence on sheep, cattle & goats. Iron is likewise abundant in the Kingdom though tin & zinc are not to be found, meaning the preferred bronze tools & equipment are rare indeed.

Principalities Equipment List			
Item	Description	Damage & Combat	Enc.
Ax	Heavy & bronze - for felling trees	deals d8 when used with 2 hands	2
Bags	A collection of hide & burlap sacks		-3
Candles	Thick & dense for mining		1
Chain	A 50' length of bronze links	Adds 2 to AC when worn as wrapping	2
Chisel	Thick stone & bronze blade	deals d6 as a weapon	1
Drinking Horn	Ramshorn with gold & silver insignias		1
Flint Striker	For starting fires		1
Gems	A pouch of rough but precious gemstones		1
Heavy Clothes	Knitted & quilted coverings patterned with affiliations	Raises AC to 13	2
Helmet	Covers neck, shoulders & face - for mining safety	adds 2 to AC	1
Horn	A metal horn shaped like that of a ram		1
Mallet	Light wooden hammer for driving spikes & chisels	deals d6 when used as a weapon, d8 two-handed	1
Mirror	Polished silver disc		1
Pick	Bronze & wood & quite heavy	d8 or d10 when used with both hands	1
Pitons	Bronze & wood spikes for climbing		1
Shovel	Wooden, for digging & trenching	d8 when used as a weapon with both hands	2

People of the Principalities are almost all slaves of monsters, in turn mastered by dragons. The dragon princes are particularly ruthless slave drivers & their servants do not often live long – the sturdy dwarves being the exception. The dwarves of the principalities have evolved elaborate crafts & artisanal traditions as adding art & beauty to their scanty possessions is among the very few liberties they are allowed.

Most of the gear that folk of the principalities have access to are pieces of equipment used in their forced labor. Rope & textile arts are uncommon – metal is the most common of the materials available for use – the remnant, unwanted metals that the dragons covet less than gold & silver are offered to the dwarves at usurious credit terms, reinforcing their servility.

Some dwarves and others are tasked with forestry – culling the high forests for wood & charcoal necessary for the smelting of ore. Dwarves of the Principalities are the only peoples at this dawn era who have managed to make steel.

Land & Sea Equipment List			
Item	Description	Damage & Combat Enc.	
Abacus	Collection of beads on a frame for mathematics		1
Awl	Knifelike piercing tool made of bamboo		1
Blowgun	Hollow tube for shooting darts		1
Club	Carved wood made in the shape of an animal	deals d6	1
Feathers	Collection of numerous colorful feathers		1
Fish Hooks	Made of bone & wood		1
Harpoon	A heavy spear for hunting whales	d10 in 20' d8 21'-40'	2
Lantern	Made of paper & wood		1
Net	Light & sturdy made of strong string		1
Oil	For lighting lanterns, derived from whales	deals d6 when used as a weapon & sets fires	1
Parasol	Paper & wood, for protection from elements	Adds 1 to AC	1
Parka	Sealskin garment for all weather conditions	Raises AC to 13	1
Seeds	Collection of the seeds native to the islands		1
Stool	A folding seat for resting & useful while fishing		1
String	Sturdy & light, the best string comes from the islands		1
Sword	A heavy wood plank studded with shark teeth	deals d8	1

The Land & the Sea is virtually without metals & metalwork is all but unknown there. Fiber arts & woodcarving are the exclusive crafts of these people who are known to trade for metal at any cost. Similarly, folk of the land & the Sea have no domesticated animals, their animal products are derived entirely through hunting & scavenging & hunting is a highly regarded skill among these folk.

The land & the sea have the greatest affinity for mathematics of all the people – though their writing & literary traditions are meager – replaced with a system of knotted cords & woven textiles that depict complex mathematical calculations that have allegorical & mythical meaning to the people of the islands.

ADVENTURES IN PREHISTORY

This guide is a template for creating characters to participate in a setting at the very edge of history & civilization. Games played in this environment should ideally play through the conflict & clash of these two worlds – the emergent culture of civilization & the ancient prehistoric traditions that have persisted for time immemorial. Depending on the choices that you and the other players make – you may be playing in a unified or mixed group. A few adventure paths & plots are presented here as guides to initiating a story for differently composed groups.

A Starting Place for Wild characters - The Spiders Must Be Crazy

The Setup: *Folk in the Url King's wood are noticing more and more that the spiders are growing quite agitated. This is just a brief note dropped here and there among the tribes of woodland dwellers all noting that there's a stir of trouble. It's implied by most that the PCs should do something about this. This setup can occur over the course of days or even months- a whole season may transpire in which between hunts & sleeps & storytelling dream-periods the wild characters become increasingly aware of this as a problem for their people.*

The Initiation: *There is a deep part of the wood where people don't go, the rocks that pierce the treetops are overgrown with moss & the webs of the spiders hang heavy over everything like vines. You know well enough that the cave here is a forbidden place – where Grandfather Spider lives & his children bring him his offerings, it's there you must go to discover what troubles the spiders. The journey here is as easy or as hard as you wish to make it. The spiders in question are All of the Spiders – from tarantulas to wolf spiders & orb weavers – but Grandfather & his guardians are gigantic spiders, horse & wolf sized & nothing at all to laugh at. Facing this is a dangerous undertaking but courage prevails. The King of spiders is a huge & bearded spider who may make his children fight the PCs to prove their mettle or intent. Assuming they survive Grandfather spider says that the webs are shivering & that they can feel in the vibrations & air that something untoward is happening at the edge of the wood and that the edge of the wood is moving towards his home. He commands any who are present to seek out the cause.*

The Quest: *At the edge of the wood is a river & this river, you think that once the forest grew over it and around it. You think once the river was part of the forest & now it is its edge. Upon the river there are tents being built, yurts & cabins but they are still & large & heavy – some are of stone, like caves made on the surface of the land. All around the ground is fecund & the soil black – from it grow grasses in unsightly rows, and all around this are swarms of people like bees & termites – more than you have ever seen. This is a colony of the Gardener's Empire that's grown up the river and into the woods. The PCs encounter Matthew a cambion-priest of the Gardener who wishes to induct the PCs into his religion & faith – he offers them coins to buy their labor, then offers them tools to buy their companions & friends. Depending on the scruples of these civilized folk they may try to trade for people of the woods – trading metal tools & goods for slaves. There are too many people to fight & no obvious way to make them leave – figuring out what to do is the PC's mission here.*

The Other Players: The spiders will help or hinder the PCs & they may have access to tribes & allies in the woods. They can also turn to the Old Swamp Woman – a dangerous old witch who lives in the marshes up river & who is mistress of alligators & toads. She is reticent & peculiar but if she sees coins – money of any kind – her whole disposition changes – for Old Swamp Woman is a dragon & when she discovers money her temperament & ambitions instantly alter. If she learns of the settlement she'll go there to seek more coin. The new city has other denizens besides the missionaries & settlers & slaves. There is a band of river-elves, near vagabonds who wander along with the spread of civilization, acting as merchants & traders & above all smugglers. Yzzir is the matriarch of these folk & she'll either hinder or help PCs depending on their approach.

Stepping Beyond: PCs can escalate the tensions at work here by going into the heartland of the Gardener & trying to integrate into the great cities there or attempt to sabotage them. They can also seek out the Url King's guidance & retreat deeper into the wood.

A Starting Place for All characters – The Salt House on the Kadath Plain

The Setup: The Salt house is a complex of inns, temples storehouses & animal pens that are taken as a single overgrown structure complete with numerous patios, gardens & banquet halls. It is a complex for passers-by & nomads alike so some come to peddle finished goods from far off cities & some come to offer hides & meat in trade. Brisk commerce happens here but very little of it involves coin. Most of the Salt-House's resources are paid for through the dispensing of salt – a large quantity of which the eponymous house controls. At the salt house traders come & swap with herders while a few people in the village carry on a rudimentary agricultural life. The Salt House sits near the Mighty River, but far enough that its periodic floods only meet the edge of the lands claimed by the House. The iconic scenes that surround the Salt House are:

- Thoroughly irrigated fields with workers & Buffalo mired waist deep in their muddy work.
- Huge flocks of the distinctive geese that are a symbol of the Citadel
- The dusty highlands further to the north & east where the Aurochs herds are hunted & managed by pre-agrarian types right next to the massive herds of woolly wallabies & kangaroos
- The Bone Orchard Bramble – uniquely, there is a wooded, bramble-filled chasm at the edge of town, this is the place where the dead are discarded. It's full of Jackals & insects – it is considered a cursed place.
- The Kingfisher orchards – there are large orchards of nut trees – cashew & almond that surround the western verge of the city & there one finds the sacred roost of the Kingfishers – a place for Augury & ritual.
- The fallen city of Kole – recently deserted, this large city is new & empty. What's going on there? It lies nearer the river and is further inland & upriver.

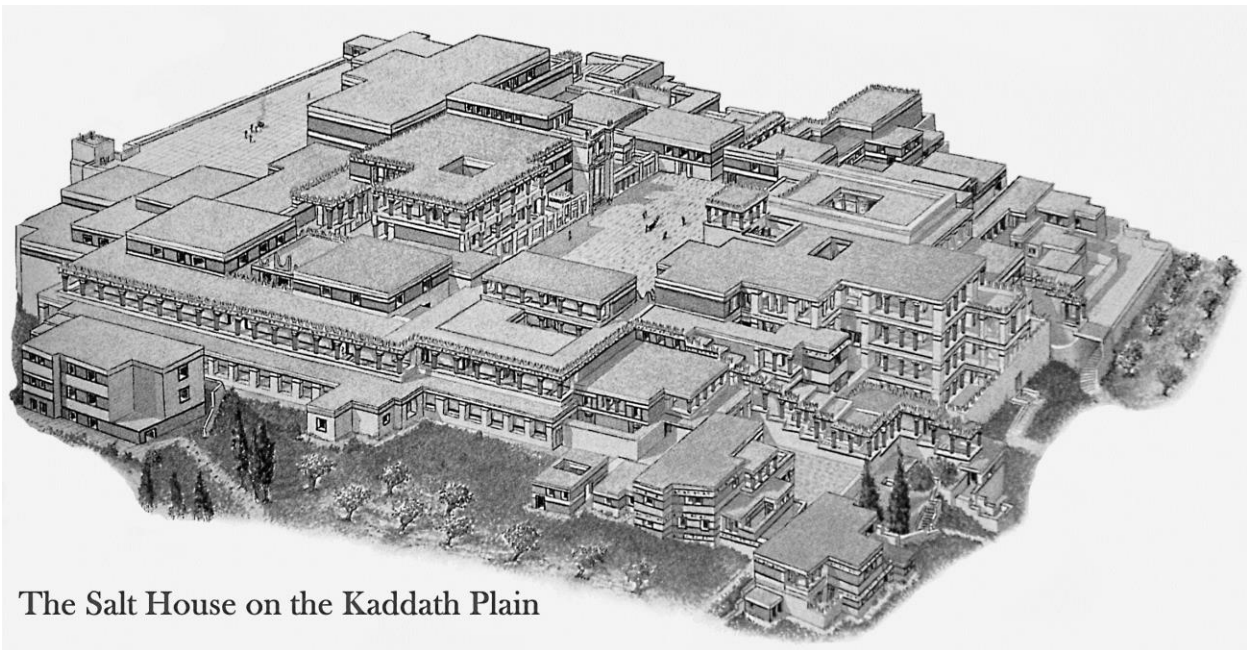
As well as the parts of the Salt-House itself

- o Sun Porch – place of worship for the fire/light/sun god Virtue of Justice (a founding hero of the city deified in her lifetime).
- o Interior Porch – place of meeting and socialization – the formed piles of salt are refreshed regularly for people to take & share here- usually 10-20 man-sized mounds of salt.
- o Tragus' Guesthouse – a satyr runs a guesthouse for herders & visitors, it's a mutli-story affair with colonnaded patios. There are no discrete rooms – only large areas of pillows & mattresses. People do sleep here, a lot, in piles.
- o Scriptorium – A multi-story building where people have letters written or read back to them. A professional-acting group of scribes with knowledge of the 5 scripts works there doing a brisk trade. They also have a papyrus works & an ink works on premises.
- o Tradesmen's Tower – trained & expert at crafts & construction -those who are seeking work hang around here bidding on tasks. The different tiers represent the different levels of mastery & skill.
- o Bath House – a complex of pools of varying levels of warmth, tubs, groomers & masseurs.
- o Dining Halls – there are 5 of these throughout the citadel – communal eating is a big part of the local flavor & meeting strangers & exchanging hospitality is an important piece of the way the place works
- o Hotels - a lot of rooms & beds are available to let but there are two places where a person can have a room with a body-servant & a meal.
- o Otherwise – most of the structures accreted to the citadel are family homes & compounds – the principal of these is the house of Malesh, the king of the Salt House. He has many followers & a large family with many dozens of sons & perhaps a hundred sworn grandsons. In all he has about

50 people who will raise arms on his behalf immediately and another 200-300 who can be raised within a week or two.

- o The Underneath – there are interconnecting passages & tunnels as well as huge storehouses beneath the city – a labyrinth of servant rooms, granaries, wells & the like.

The Initiation: - At the salt house traders come & swap with herders while a few people in the village carry on a rudimentary agricultural life. Nearby are the Loathsome Ones – a tribe of jakal-men – either beings who are partly jakal or bipedal jakals or jakal worshipping humanoids or some combination of all of these. The creatures are so named because they haunt the Bone Orchard – an area of dead trees & desolation where the Salt House discards its dead. The Loathsome Ones live there & are not driven away for the simple reason that they seem to provide some kind of sanitary service. These Loathsome ones send an emissary (of sorts) to the Salt House which causes a stir & some problems – but getting to the bottom of this unfortunate business leads everyone to understand that there is a problem at the Bone Orchard. The Loathsome ones there are in terror & they face danger because the dead have come back to life – sort of – the animated bodies of the dead are alive & fighting at the Bone Orchard & it turns out this was caused by a wanderer & magician called Sadnas Talv – who's apparently gone off to the lost city of Kole.



The Salt House on the Kaddath Plain

The Quest: Sadnas Talv has figured out how to animate the bodies of the dead & he's possibly the first to have done so – in his opinion he's resurrecting people & has overcome death itself. That's his story & he's sticking to it. Surrounded by animate corpses – skeletons, zombies & the occasional vampire – he's been wandering the earth demonstrating his gift. At the fallen city of Kole he's been trapped though. Once a reasonably sized town with walls & fortifications – the chariots all lie overturned & wrecked & the people of the town have long since fled – it's because the city has been overtaken by its King – a foolish man who tempted fate too much & was cursed by his gods to become a terrible beast – he prowls the city as a monstrous creature with the head of a donkey & the body of a lion & the hooves of an ox – all clad in segments of bronze & blazingly hot to the touch – he's always rampaging & thoroughly furious – he's got Sadnas Talv trapped in the city & he & his resurrected friends all want to escape – now the PCs are stuck here too and may have to make complicated pacts to survive.

The Other Players: The people of the region can inform a lot of what happens based on their agendas & what the PCs make of them.

- o Tragis- A satyr with one hoof in civilization and the other in the wilderness – he's welcoming to uncivilized folk & accommodating to those who've managed to learn to live in civilization. He favors gifts but has a particular love of women, sex & wine.

o Lum – Human priest of Virtue of Justice – she is a stern & intense individual who does not suffer the methods or attitudes of the barbarian. Pious & proper, she is hostile to the point of cruelty to barbarians.

o Geat – Salt-gatherer team-boss. A human with Dwarf qualities – he is easygoing, friendly and pleasant – also intensely corrupt & secretly murderous. He sometimes has aggressive interactions with the temple prostitutes & or the guesthouse patrons.

o Hellenne – boss of the scriptorium, she's another priestess of Virtue of Justice. A teacher & educator – she's much kinder than her counterpart Lum and may be very interested in learning about the works of Sadnas Talv – to the point of heresy – or reformation.

o Judas – A Cambion priest of the Gardener – a truly devoted & earnest missionary of the civilized faith – becoming a true believer in the ascendant King- the story of dead Prince Otello. He is passionately in love with the Princess Aida & is on the verge of leaving the priesthood to serve her more directly. (Will Smith)

o Hundred – Elf Gangster Matriarch – she runs the hardest crew in the city – they don't shy from murder & she is aiming at controlling all the clans. She really dislikes/distrusts the Antares but doesn't overtly resist them. She's very secretly teaming up with the Dragonsons – having them hit her rivals & adversaries

o Limmu – Goblin immigrant from the isles- he's interested in money – learning about it, having it, understanding it – he plays around exchanging money and goods but usually doesn't quite understand it. He's a little knowledgeable about magic & does some basement storytelling.

o Zarno – A Kalends – farmer & landholder – he's got followers out of town & sometimes militates against herders – especially those who've been cutting down trees lately. He may even try to get adventurers to help him out by killing the ogre herders.

o Malesh – The Headman – another Kalends with a devotion to the sun & summer. He wants people to have places to live & enough to eat. He is angry by the spreading of fear, want & confusion – and he's in particular hostile to anyone who threatens the town. He's also very interested in what's going on at Kole – mainly because there are now pressures from herders showing up nearby & making problems.

Stepping Beyond: The cursed King – if defeated may revert to his mortal form & feel regret or shame or gratitude – he may employ the PCs as knights to aid him in rebuilding his city. There's always the danger of the region falling under the control of the Traveler or the Gardener – it lies in The Prize & could easily be the crux of a story about a war between those powers.