

Todo

- ☒ Add Initiative Rules
- ☒ Add Surprise Rules
- ☒ Add Ambush Rules
- ☒ Add Spell Identification Rules
- ☐ Convert [Character Creation Tutorial from v0.1.1](#)
- ☐ Convert [Weapons Shop from v0.2.0](#)
- ☐ Convert [Armor Shop from v0.2.0](#)
- ☐ Convert [Warlock Spell List from v0.2.0](#)
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- ☐ Convert [Cross-Class interactions from v0.2.0](#)

The Seven Saints

Tara (Saint of Law)

Little is known about Tara's early history and Church writings on it are vague but the popular oral tradition holds that Tara was the first of the Saints to swear to the cause. She fully held to the ideals of the Empire and was the first one to map the eventual Empire. Supposedly when she spoke, she believed in her words so strongly that the world bent itself to rearrange itself to the new truth she laid out. While she led the initial military expansion, Tara mainly spent her time enforcing the laws of the Empire, mapping its interior as it expanded and acting as the Empire's foremost diplomat. She founded the first Knightly Order (the Trackers) that still exists to this day.

There are ten Knightly Orders of Tara, each headed by a Justice who is blessed by Tara. Each Justice is fully aligned to a specific ideal and members of each order must also align to those ideals to be members. Some Justices are able to bless higher level members of their Order and some just have blessings applied to themselves.

Sona (Saint of Beauty)

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Mida (Saint of Death)

Mida is possibly the most revered of the Saints. She is commonly depicted as a beautiful, beatific maiden, haloed in soft light, dispensing healing upon the common people. The truth about Mida is a little more unsavory.

Mida was a powerful magic user who lived in Everblade at the beginning of the Empire. Joining with the Empire gave her access to unlimited resources... and she used them to push the boundaries of spell creation more than they ever had been...

and perhaps more than they ever should have been. Only very high level clerics of Mida who have sworn the Midian Oath know the true depths of what Mida did and the price she paid happily to discover almost all of the restorative magic used today.

High level clerics may be chosen to swear the Midian Oath and unlock the highest level spells of Mida, but beware- if you choose to go this path, you may not like what you find.

Rath (Saint of Fertility)

Rath was an elf from the now Borderlands and a famed Wood Elemental. He innovated farming and breeding techniques using his knowledge of magic and was one of first "scientists" of magic. Rath was responsible for the mostly peaceful assimilation of forest elf settlements into the Empire as he spent a significant amount of time in their major settlements.

Kali (Saint of War)

Kali was initially an orcish war leader in the Orcish Isles. From a young age she had a reputation as a fierce fighter and Orcish oral history attributes many achievements to her (such as strangling a snake at a few days old in her cradle). During the initial conquest period of the Empire, Kali successfully conquered and united the Orcish Isles under her and fought the Empire to a standstill despite overwhelming odds. According to religious history, Tara then chose to personally speak to her and three days later they both emerged -> the Orcish Isles a proud part of the Empire and Kali the Empire's foremost general.

Vash (Saint of Commerce)

Vash was a powerful gnomish noble who resided at the ancient Temple City, now the

Imperial Capital. He and Tara were the first two Saints to unite under their cause and the Imperial Conquest was initially launched from his city. Vash was the main administrator of the Empire and created much of the current legal and physical infrastructure of the Empire.

Umon (Saint of Knowledge)

Umon may be revered as a Saint, but if you ask a high level Diviner they will tell you that the Saint Umon was simply a major leader of the City of Umon who worked with the Empire, and that the true Umon demands pursuit of knowledge not worship. Despite this, many Imperial citizens believe that the City of Umon and the Library of Umon were named after Saint Umon.

Locations

The Wilds

The Wilds are the natural state of the world -> changing landscapes, dangerous creatures and pure chaotic beauty. An adventurer venturing deep into the Wilds could walk the same way two days in a row and one day end up in a beautiful forest and the next day end up in Hell. People have always created pockets of civilization however and areas that are marched over and over again, areas that are mapped and considered a place, areas that are believed to be “home” become stable and fixed points. The farther one gets away from a fixed point the “wilder” the Wilds become.

Imperial citizens grow up on terrifying tales of the Wilds and many of them are true to a degree, but people do not realize that the Wilds are everywhere -> below the ground in labyrinthian catacombs, up in the sky in floating castles and yes, outside the borders of the Empire. The battle against the Wilds is never-ending and many religions believe that one day the Wilds will simply reclaim the entire world.

The Imperial Capital

Long ago, far before the existence of the Empire, the Imperial Capital was one of the four great Gnomish cities. These cities were the Flying City, the Mirror City, the Temple City (now the Imperial Capital) and the Oasis City (now the City of Umon). By the time of the Empire's creation the gnomish civilizations (though a small population of gnomes remains) had been evicted from both the Temple City and the City of Umon. Vast catacombs lay under the Imperial Capital including under the Imperial Palace -> though access to them is heavily guarded, dark and dangerous secrets lurk within them.

Rath also built a giant hydroponic garden in the first layer of the catacombs and many of his clerics still tend to it. A small amount of it is open to the public and the rest is carefully gated. Approximately only 60% of the non-public sectors are under control at any time and strange and miraculous creatures live there. Beware of the wandering Goats of Rath, who may or may not have stopped the end of the world at least twice.

The Imperial Capital is the center of the Empire and home to much of its political wheeling and dealing despite the fraying cohesion of the Empire. All the leaders of the Imperial Church reside here including Justice Carmella and the Idol. The Imperial Capital is the cultural center of the Empire and the average citizen that resides there has a much higher quality of life, as well as a higher income.

The Borderlands

On the outskirts of the Empire lie the Borderlands, part civilization and part Wilds. This is the area that is only barely tamed and this is the area in which the forest elves live in various cities. Brought under the Empire's sphere of influence by Rath the forest elves maintain an uneasy allegiance to the Empire, though some elven settlements are stoutly anti-imperial and claim to have never been conquered.

The largest Borderlands city is the City of Amberwall, a great tree city built in the remains of a dead massive trunk. Deep underneath the roots lies a great sea of amber (which gives the city its name). Strange and wild creatures emerge from this sea and most people avoid it, though the amber has very interesting properties if you can gather it.

Even the friendliest forest elf settlements are aloof and often unwelcoming to visitors, but they are far more pleasant to encounter than the Wild Elves that

sometimes venture out of the Wilds into the Borderlands. Wild Elves are not so much elves as they are undying vicious fey, prone to sadistic mischief and unconcerned with morals. Occasionally a forest elf will go “wild” and spend many years with them. Some never return to the Borderlands or civilization.

Recently one of the larger elvish settlements was taken over by the Wilds (though some anti-Imperials might prefer the term “reclaimed”) which has caused a lot of alarm among the Imperial troops in the area.

Hive

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The City of Umon

Deep in the desert lies the City of Umon, home of the desert elves. It is almost impossible to find the city without the assistance of a member of the Pathfinder's Guild who jealously guard their pathfinding magic. The City of Umon is a theocracy of sorts -> it is ruled by the Priests of Umon, also known as Diviners, who worship the pursuit of knowledge (and the hoarding of it) as declared by Umon. Umon the entity (who is not Saint Umon despite having the same name) does not reward worshippers. In fact, Umon is more of a concept, a piece of the world before with unknowable power and no way to be comprehended by mortals though that doesn't stop them from trying. The center of the City of Umon is Umon's Library (also not named after Saint Umon. The name Umon is the most popular name in the City of Umon which causes much confusion among those who do not reside there).

At one point the City of Umon used to be the gnomish Oasis City but very few people know that. If the Priests of Umon had their way, no one would. Those in the

know believe that Umon's Library is actually the largest piece of the Clockwork to still exist.

The City of Umon is technically allied with the Empire but has an uneasy relationship with the Empire as the Imperial Government has always made their wish to rule the City of Umon rather evident. For now, however, the two co-exist as neither can subjugate the other.

The North

Up in the Wild mountains beyond the Empire's northern borders live the nomadic northern clans (composed mostly of humans and orcs); also various terrible creatures like Frost Giants, demonic even-toed ungulates, enormous ice snakes that can swallow a horse whole, etc.

The nomadic clans maintain only one (known) stronghold against the Wilds -> a former Frost Giant castle called Frostpakt Fortress. Long ago the clans came together and evicted the previous occupants; it remains a place where all northern clan members can gather in peace and trade and interact to their heart's content though non-clan members are rarely welcome within the walls.

The northern clans and the Frost Giants are sworn enemies and will fight if they encounter each other.

Life in the northern Wilds is very tough and so the people that live there maintain a strong tradition of hospitality. They learn to ride sturdy mountain horses from a young age and survive well in cold and mountainous terrain. The clans mostly follow various nature or ancestral patrons and are a common target of missionaries of Kali. Many of the northern clans have a neutral relationship with the Empire, with most Imperial citizens regarding them as barbarians if they know they exist.

The Mirror City

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The Flying City

The Flying City is the last remaining Gnomish stronghold after the takeover of the Mirror City by the Master of Mirrors. As such, the gnomes of the Flying City are very wary of other people and keep the exact location of the Flying City obscured in the mountains of Hive. The Knightly Order of Trackers has attempted to map its location several times and each time, with much force of magic, the gnomes of the Flying City have activated the remaining fragment of the Clockwork and flown the city to a new location. The entire city cannot remain flying indefinitely, but certain important buildings are kept in the air permanently. They are not friendly towards the Empire but maintain decent relations with Hive.

Many hundreds of years ago the Flying City sent off a great expedition to found a new city, sacrificing a major piece of their fragment of the Clockwork to create a massive flying castle. The flying castle launched and was promptly swept up in a storm of epic proportions that had never seen before and vanished, never to be seen again... unless you happen to get lost enough in a storm and end up in a mysterious place called the Eye of the Storm.

The Flying City is protected by their troop of Falconers, masterful Rouge/Fighters who train birds to scout and do various tasks. Troops approaching the Flying City will be harried and destroyed by collapsing cliffs, intricate traps and sniper archers in the night. The Falconers are sworn enemies of the Knightly Order of Trackers (and vice versa) who continue to attempt to map their location.

Races

Summary of all Races

Human - the default, no advantages or disadvantages

Orc - a stocky, powerfully-built human.
Has **+1 Strength** and **-1 Dexterity**.

Halfling - a small, nimble human.
Has **+1 Dexterity** and **-1 Strength**.

Elf - a soft-featured, lithe humanoid.
Has **+1 Dexterity** and **-1 Constitution**.

Dwarf - a short and stout subterranean humanoid borne from clay.
Has **+1 Constitution** and **-1 Dexterity**.

Human, Orc, and Halfling

Humans, Orcs, and Halflings are the three groups that comprise the Human species in Mythmancer.

Humans are considered the default variant within this species, with a lifespan of 70 to 80 years and no specific advantages or disadvantages.

Orcs are a shorter and stockier subspecies of human with greater strength, larger appetites, more canine teeth, and less propensity to walk long distances (think Neanderthals). Orcs are common in coastal regions, islands, and the cold northern reaches. Orcs live a bit shorter than other humans with a lifespan of 60 to 70 years and have **+1 Strength** and **-1 Dexterity**.

Halflings are the smallest subspecies of Human, reaching only half the height of other humans. Halflings are commonly found both in cities (where they are often called Gnomes) and in remote farm communities. In any case, Halflings live the longest out of all humans with a lifespan of 80 to 100 years and have **+1 Dexterity** and **-1 Strength**.

Dwarf

Primarily found in the mountain city of Hive, dwarves are a race of short and stout humanoids. Dwarves are originally formed of clay by the being called the Craftsman; upon being excavated from their earthen cells they can be awoken by a Dwarven Queen. Once awoken, a hexagonal clan sigil appears on their right palm and they form an intrinsic (one-way) bond of loyalty towards their Queen. All dwarves have a clan and a Queen but there are certain dwarves that are “headless” either due to the death of their Queen or to their choice to forsake her. The majority of Dwarven Queens are found in Hive, but wherever a mountain is found there is a chance that a Dwarven Queen lives under it. Dwarves cannot reproduce but are the longest lived of the races, living up to ~150 years. Dwarves gain **+1 to Constitution** but **-1 to Dexterity**.

Elf

In many ways, Elves greatly resemble humans with smaller, lithe builds. Elves usually possess pointed ears, narrow facial features, and very little facial hair.

Elves are believed to be mortal relatives to the Wild Elves, a group of mysterious and highly dangerous fey. While no one is fully sure of the connection, Elves at least physically resemble their wild counterparts.

There are two main groups of elves: the Forest Elves of Amberwall and the Umonic Elves, hailing from the desert society of Umon.

Elves have a fairly long lifespan, making it to about 100 years. Elves gain **+1 Dexterity** and **-1 Constitution**.

Character Creation

Character Sheet

[Spreadsheet Version](#)

<TODO> Link to paper version

Roll Ability Scores

Generate six values between 3 and 18; roll 4d6, ignore the lowest die roll, and sum the rest of the values together.

You may assign these six values in any way across your six Ability Scores as you see fit.

The six Ability Scores are as follows:

Strength: physical might, affects how much you can carry and your accuracy and damage with melee weapons. Most important for Fighters.

Dexterity: agility and athleticism, affects your Armor Class (AC), ability to dodge certain effects (Dexterity Save), and your accuracy with ranged weapons. Useful for everyone though Mages less so.

Constitution: general health, affects your total hit points (HP) and your ability to resist poison and disease (Constitution Save). Useful for everyone.

Wisdom: insight and attention to detail, affects your ability to resist mental effects (Wisdom Save). Warlocks need high Wisdom to benefit from stronger patrons.

Intelligence: deductive reasoning, affects the types of skills a Rogue is capable of. Mages require high Intelligence to learn and create powerful spells.

Charisma: ability to influence others and cast a good first impression. Primarily operates in social interactions though Warlocks need high Charisma to maintain relationships with multiple minor patrons.

Choose a Race

Choose one of the following races:

Human - the default, no advantages or disadvantages

Orc - a stocky, powerfully-built human. Has **+1 Strength** and **-1 Dexterity**.

Halfling - a small, nimble human. Has **+1 Dexterity** and **-1 Strength**.

Elf - a soft-featured, lithe humanoid. Has **+1 Dexterity** and **-1 Constitution**.

Dwarf - a short and stout subterranean humanoid borne from clay. Has **+1 Constitution** and **-1 Dexterity**.

More info can be found in [Races](#)

Choose your Classes

First, work with the GM to determine your character's initial Total Character Level (TCL), most often 1 or 2. Your TCL is the sum of all of your class levels.

Combat

Initiative and Order of Combat

Each round of combat takes place in about the span of 10 seconds and consists of the following steps in order:

1. Characters currently *Bleeding Out* take 1 damage, dying upon hitting -10 HP.
2. The GM describes the current state of combat, stating what each known opponent appears to be doing, rolling for [Spell Identification](#) as appropriate.
3. The GM asks each PC what they would like to do in the next round.
4. **Roll Initiative!** Someone at the table rolls a D6 applying modifiers as appropriate. Based on this roll:
 - **2 or less:** All Opponent actions, then all Player actions
 - **3:** Fast Opponent actions first, followed by Fast PC actions, then remaining Opponent actions, ending with remaining PC actions.
 - **4:** Fast PC actions first, followed by Fast Opponent actions, then remaining PC actions, ending with remaining Opponent actions
 - **5 or more:** All PC actions, then all Opponent Actions.

Surprise

When combat starts, sometimes it is necessary to **Roll Surprise!** Someone at the table rolls a D6 applying modifiers as appropriate. Based on this roll:

- **1 or less:** PCs are surprised, Opponents take one free combat round
- **2 through 5:** Neither side is surprised, begin combat as normal
- **6 or more:** Opponents are surprised, PCs take one free combat round

Surprise applies at the moment when both parties discover each other in fairly close quarters for the first time such as after opening the door to an occupied room, turning a corner in a hallway, or pushing through brush in a forest.

Sometimes one party might be able to gain an advantage in the Surprise check, see [Setting and Ambush](#).

Sneaking automatically surprises if the individual *Sneaking* decides to engage in combat with an unaware opponent, bypassing the need to roll Surprise. This automatic surprise *only* applies to any individuals successfully *Sneaking* and not other members of their party however.

Surprise does not apply when both parties are fully aware of each other.

Setting an Ambush

You can gain the advantage in a Surprise check by setting an ambush.

Two different advantages may apply when setting an ambush:

- **Is one side lying in wait?** Typically the party whose space is being moved into has an innate advantage in Surprise. This usually requires that space to be obscured or is otherwise not easy to enter undetected; even an unlocked door could suffice in this case.
- **Has one party discovered the other in advance?** This requires one party to know the general location (i.e. room) of the other up to and until the time Surprise is rolled.

For each of the above factors that apply, the Surprise check is modified by 1 in favor of the waiting and/or discovering party.

Sometimes both factors might apply to the same side: highwaymen hide in the cover of brush by a road while their lookout signals when travelers are about to pass.

Sometimes one factor applies to each party canceling out all bonuses: a Rogue successfully *Eavesdrops* at a door to discover their opponents, followed by their party rushing the room.

Spell Identification

Spell Identification is an important component of countercasting. Successful spell identification can help PCs determine what spells or at least what *sort* of spells are about to be cast by their opponents before deciding what to do for that combat round.

In combat, Spell Identification checks are rolled before the GM describes the scene of combat.

Fast spells cannot usually be identified.

Spell Identification is only rolled against Mage spells if any PC has Skill Proficiency in *Arcane Knowledge*.

Spell Identification is only rolled against Warlock spells if any PC has Skill Proficiency in *Occult Knowledge*.

Spell Identification is a contest between the opposing spellcaster's Skill Proficiency in *Adaptive Casting* against the PC group's Skill Proficiency in *Arcane Knowledge* and/or *Occult Knowledge*.

To perform these checks, determine the following modifiers:

- The opposing caster's Skill Check Bonus if they are proficient in *Adaptive Casting*. This modifier is *subtracted* from the check.
- The PC group's highest Skill Check Bonus from anyone proficient either in *Arcane Knowledge* if the opponent is casting a Mage spell or *Occult Knowledge* if the opponent is casting a Warlock spell. This modifier is *added* to the check.

Roll a D20, subtract the *Adaptive Casting* modifier if appropriate, add the group's corresponding Skill Check Bonus and test vs DC 15.

Roll up to one check per opposing spellcaster.

For each successful check, the GM should reveal enough information about the spell for the player to decide an appropriate counterspell. The GM should reveal the spell outright if one of the PCs actually knows the spell. If no PC knows the spell, the spell's element, broad category, or intent should be revealed.

A failed check should merely reveal the spellcaster in question is casting a spell.

Since *Fast* spells cannot usually be identified, an opponent intending to counter a spell cast by a PC should not be described as casting a spell since the opponent's action is conditional on the PCs' decision.