



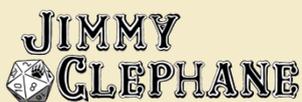
MITHRYM

Fantasy Roleplaying Game



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INTRODUCTION

Powerful wizards rule over the people as cunning artisans fashion great machines to lead the world into a bright tomorrow. Shrewd thieves and silent assassins move through the streets, pious priests and zealous paladins call out, skilled soldiers and fierce warriors battle for dominance all as the gods of order and chaos look down ...

WELCOME TO MITHRYM

Mithrym is a game of exploration and adventure in which players take the roles of travellers moving through the world on a journey of discovery. Along the way they will encounter all sorts of strange people, animals and monsters. With a bit of quick thinking and a roll of the die, outcomes will be

decided and new directions will be revealed, friendships will be made and lost, battles will be fought and every step of the way, your character will grow stronger and – with any luck – a little bit wiser.

WHAT IS AN RPG?

RPGs – or Role-Playing Games – are a storytelling

experience where each player takes the role of one member of an ensemble cast. Each player has a Character they decide the actions of, trying their best to think what that character might do in any situation. At its core, role-playing is about escapism, so it is usually best to pick a character that is very different from yourself. You could be playing as a strong fighter, a cunning thief, a powerful wizard or perhaps a faithful cleric. Then, through their eyes you will then encounter people and places very different to the real world.

There is one other kind of player in a Role-Playing Game. This player is called the Game Master, and it is their role to describe the world your characters are in and to play the parts of everyone your character meets along the way.

The Game Master reads through the adventure you are playing before you start and helps to guide you through it.

A role-playing game can vary in length from a single session of a couple of hours,

to an ongoing game played other many sessions as you see your characters grow and develop. At the beginning of each game, the Game Master will recap the events of the last game and set the scene for the one ahead, then it's over to you to decide what happens next!

Always remember though, while you are the one deciding what they do and do not do, you are not your character. Try to think what *they* would do. How do you win an RPG? If you make it through, with a tale or two to tell of your adventures, then everyone – the Game Master included – has won!

UNDERSTANDING THE DICE

During a game, the outcome of certain events will be determined with a roll of the dice ... seven dice to be specific. To play Mithrym you will need a standard set of seven Polyhedral Dice. These can be bought from most game shops and they include a 4-sided, 6-sided, 8-sided, 10-sided, 12-sided and 20-sided die. They also include a second 10-sided die, though you will notice that this one goes up in 10s rather than 1s.

Throughout the rules for Mithrym you will see notations like this “roll 2d6” ... this means to roll a 6-sided dice twice and add the total together. Sometimes you may have a modifier to a roll, such as “1d8 + 2” ... this means to roll the 8-sided die then add 2 to the result. If you need to roll 1d10 then note that most 10-sided dice have a 0 to indicate a roll of 10 ... However! ... if you need to roll 1d100, roll both the 10-sided dice and, in this case, the 0s count as zero. So, for example, a roll of 20 and 3 is 23 total, and a roll of 90 and 0 is 90 total.

GETTING STARTED

Ready to give it a go? Great! First things first, decide who will be your Game Master. This player should then read through the adventure you are planning to play, making a few notes about key events, so that they have a good understanding of what is in store for you. Everyone else then needs to create a Character. Have a check of the next chapter to see how you do that. Once you have your adventure and your

characters ready to go, it's time to sit down and get started. Everyone should ideally have a notepad and pencil, their character sheet and a set of dice (although dice can always be shared by a group).

Some groups find it helpful to have a grid or map with mini-figures to help visualise the layout of a room or the formation of the group during gameplay. If you want to try this, make sure to have minis for your characters ready to go, and make sure your Game Master has minis for the people, animal and monsters too!

If you don't have mini-figures but would still like to map out a location, you can also use standard game tokens, just make sure to keep track of which is which. You can pause your game at any point and pick it up again later. Make sure, if you do this, to note down any key information about location and layout of the characters so that you can set it up again next time.



CHARACTER CREATION

Your character is your connection to the world of Mithrym. Through their eyes you get to experience the journeys, encounters and adventures of the game world. During character creation, give some thought to what sort of person they are and to what their upbringing and experiences might be like. Are they kind? Are they well educated? Did they have a comfortable childhood or were they perhaps always having to move around? Do they have a family and, if so, do they get on with them? All of these sorts of things help to build

an idea of the part you will be playing.

With that in mind, it is time to grab a character sheet and start rolling some dice and noting down some choices and numbers. Fill out each section of the sheet as you go.

There are a few things you will need to choose for your character to fully flesh them out and to then be able to play as them in a game ...

CLASSES AND SUB-CLASSES

Classes are the professions of Mithrym. These define the sort of training, education and experience your

character has. Sub-classes are then a specialism within that background. So, for example, you may want to pick Wizard as your character's class. If so, you could then choose to play as a Mage.

Each Class and Sub-Class brings with it bonuses and abilities that are unique to that background. Have a read of the Classes and Sub-Classes pages and note down your choice as well as your character's bonuses and abilities for Level 1.

All characters start at Level 1, however as the game progresses you will have a chance to increase your character's level and, by doing so, gain extra skills, bonuses and abilities.

ROLLING ABILITIES

The next thing to do is to start rolling some dice. In particular, some six-sided dice! Roll 4d6 and discard the lowest of the 4 numbers. Add the remaining 3 numbers together and then note down this total.

e.g. you may roll a 4, 2, 6 and 3

In this case you would discard the 2, then add together the 4, 6 and 3 to get 13.

Do this five more times so that you have six of these values in total. These are your characters Core Ability Scores.

The Core Abilities are:

Strength ... how physically strong they are

Dexterity ... how steady and flexible they are

Constitution ... how healthy and resilient they are

Intelligence ... how clever and good at learning they are

Wisdom ... how much common sense they have

Charisma ... how friendly and likable they are

Assign your six numbers to these in whichever order you wish (giving some thought to the sort of person you imagine them to be).

For each of these scores you also then note down a Modifier. Use the table below to note down the modifier for each of your character's Core Abilities ...

Score Modifier Score Modifier

3	-4	11	+0
4	-3	12	+1
5	-3	13	+1
6	-2	14	+2
7	-2	15	+2
8	-1	16	+3
9	-1	17	+3
10	+0	18	+4

PICKING SKILLS

Now that you have an idea for the sort of abilities your character has, for their profession and background, and for their natural aptitude, it is time to think about what skills they have.

There are nine skills available for your character to have practiced and grown proficient in over time. For a new character, you have 20 points that can be divided however you like between these nine. You do not need to pick all of them however do bear in mind that if your character does not have any points at all in a skill then it is not something they can attempt to do during an adventure. It is generally advisable to spread the points over a few different skills however you can stick them all in just one or two if

you think that it would make sense for them.

THE SKILLS ARE:

Academia ... this covers the reading and studying of text books and histories. It includes everything from magic and science to history and religion.

Brawn ... this covers strenuous physical activity, lifting heavy objects, climbing high peaks and running long distances.

Deduction ... this covers everything from problem solving to investigation and following clues and trails.

Finesse ... dancing, juggling, acrobatics, sleight of hand, everything that requires a flick of the wrist or a nimble movement.

Healing ... this includes first aid, the preparation of remedies and the application of treatment for injury or illness.

Intuition ... this includes an insightfulness and a perception and awareness of the world around and the people in it.

Nature ... this covers everything from handling

animals and hunting prey to following tracks and surviving in the wilderness and wastes.

Persuasion ... this includes convincing other people, deceiving them or, if it comes to it, straight up intimidation and manipulation.

Stealth ... this covers everything from hiding to moving quietly and avoiding being seen.

For each of the skills you select your character to have points in, give some thought to how they came by that knowledge and practice. Did they perhaps learn stealth and intuition as a young thief in training? Or maybe they gained their skill in Academia as a Sorcerer studying books on magic and lore!

MONEY AND EQUIPMENT

By now your character should really be taking shape. The next thing to do is to go shopping! Your character gets 1d20 x10 Gold Pieces to start with. These are coins that can be spent in Mithrym on things like weapons, armour, equipment and potions.

Have a read of the Money page to get a proper understanding of how much the different coins are worth.

Next, have a look at the Equipment pages and choose what your character buys with their money. It is generally best to make sure to include a weapon and, if possible, some form of armour or a shield.

It's worth not spending everything before you start though, as your character may need some money during their first game for things like food and somewhere to sleep or to hire a horse.

SPECIAL EQUIPMENT

As well as equipment bought with your starting money, there are also some special items that you should note down depending on which class and sub-class your character is.

If you are playing a Soldier then your character also gets an army-issued Fire Staff and 4 Cartridges for it. Your character also has an army uniform for the country they are from.

If you are playing a Warden then your character also gets

MAGIC SPELLS

a watch-issued Fire Wand and 6 Cartridges for it. Your character also has a watch uniform for the region / city they are from.

For more information about Fire Staves and Fire Wands, have a read of the Magical Ranged Weapons page.

If you are playing a Mage then your character also gets a Channel. This item is used to cast spells without inadvertently causing trouble or damage to other people / items. If lost or stolen, you may still cast spells however there will be repercussions the same as if a Sorcerer had cast it.

If you are playing an Artisan then your character also gets a Thingamajig. This is their graduation project that they would have built and set a spell into when they learnt magic. It can look like anything but remains the same the whole time you are playing.

For more information about Channels and Thingamajigs, have a read of the Wizards page.

All Wizards and Clerics can perform acts of magic although there is a crucial difference between the two. When the Crafters first came to Mithrym, they taught their loyal followers how to manipulate the underlying magic of the world and they called these people Clerics. Other humans watched this though and began devising ways to craft their own magic spells, these people were called Wizards.

Simple Spells ... every Cleric and wizard learns to cast a set of simple spells which they have memorised and know well enough to perform without preparation. Have a read of the Magic pages to see how many of these your character gets to know at level 1 then choose from the list available.

Advanced Spells ... Mages and Sorcerers (sub-classes of wizards) are advanced practitioners of their art and may also cast more complex spells. To do this, each one has a spellbook containing various levels of magic spell which they may cast a set number of per day. Mages and Sorcerers that worship Immu

as their crafter also gain an extra set of spells (known as "the Necromancer's Spellbook"). You do not need to pick any of these spells however have a read of the Magic pages to understand better how to use them in a game.

Divine Rituals ... Healers and Priests (sub-classes of clerics) are able to perform ritual magic. This magic is also learnt through continued practice and involves an ongoing devotional act to their Crafter. As such, these spells take longer and there are a set number that the cleric knows how to perform. There is no limit on how many times these rituals may be performed however, although continuing to do so without a rest may tire them out. Have a read of the Magic pages to learn more and to choose your character's Rituals.

ARMOUR CLASS AND HIT POINTS

Almost there! There are just a few more things to work out before your character is really ready to go.

First of all there is your character's Armour Class.

This number shows how easy or hard it is to attack them based on what they are wearing. All characters have a basic Armour Class of 10. For wearing clothes that goes up to 11 and then every piece of armour they wear and if they hold up a shield this number increases.

For example, a character may be wearing clothes and plate armour and carrying a shield. Their armour class is therefore $10 + 1$ (clothes) $+ 5$ (plate armour), totalling 16. Their shield would also give a $+2$ bonus, so any time they are carrying it with them their Armour Class would go all the way to 18.

Make a note of this number on your character sheet.

Next, there is your character's Hit Points. This number represents how easy it is to knock your character unconscious and – if it comes to it – to kill them!

Each Class has its own Hit Dice ...

Class	Hit Dice
Claric	D8
Fighter	D10
Rogue	D8
Wizard	D6

For a new character, roll 1 Hit Dice and note down the number as their maximum Hit Points.

ALIGNMENT (PICKING A CRAFTER)

One more piece of your character's backstory now, where are they from and to which deity do they prey?

There are seven Crafters (deities) in total to choose from and you can read more about them in the Lore pages however there is a quick run down in the table below.

Do note that the worship of Immu is illegal throughout Mithrym however it does grant access to Necromancy and it may even open doors for your character if they can identify other cult members

in positions of power that could help them. It is not advisable to openly worship Immu in Mithrym though so you may wish to choose another Crafter that they pretend to worship (however your character will not gain any of the Class or Sub-Class benefits related to that Crafter).

CHOOSING A NAME

There's one more thing to choose for your character now ... a name! This can be anything you like. Just remember that you will be hearing it and likely saying it a lot during the game so try and pick something you like.

And that's it! You are now ready to play!

Crafter	Alignment	Region
Ibis	Order	Terrania: Cellin, Angmark,
Castilla	Chaos	Gallio, Espon, Richten, Tillio
Orha	Order	Arrenia: Khannath, Inga,
Ankha	Chaos	Orrona
Hokki	Either	Pulvisia: Ozza, Devils' Land,
Bamma	Either	Attera
Immu	Neither	Any



HOW TO PLAY

TYPES OF PLAYERS AND CHARACTERS

During a game, one player should be selected to take the role of Game Master. The Game Master (or GM) is responsible for describing the world the characters are moving through and playing the parts of any non-player characters, creatures and monsters they encounter.

The Game Master should familiarise themselves with the maps and locations for the game and have all stat blocks for non-player characters and other

encounters available to them during play.

At the start of the game, the Game Master describes the initial location as well as any people and options available to the characters. It is then over to the other players to describe what their characters do, where they go and what they say.

Together, the Game Master and other players then recount the story of the travel and adventure of the characters through the fantasy world.

Games may run for as long as those playing want them to. At the end of a session a game can be “paused” ready for the next session, at which the Game Master should recap the events of the last game ready for the story to resume.

ABILITY CHECKS

During the story, a player may describe their character as doing something particularly strenuous, either physically or mentally. At these moments, the Game Master may call for an Ability Check.

In this case, the player should roll a d20 and add their Ability Modifier for the named Ability to the result, giving the total to the Game Master.

A few examples ...

- A Cleric may be trying to understand a set of instructions for preparing a potion, this would be an Intelligence Check.
- A Fighter may be trying to force open a door by barging into it, this would be a Strength Check.
- A Rogue may wish to run up a sheer hill or cliff

edge to get a better view, this would be a Dexterity Check.

- A Wizard may be trying to convince someone to let them in to look for a magic item, this would be a Charisma Check.

In any such case, the result must be the same or greater than the Difficulty Challenge (or DC) of the task at hand.

The Game Master will decide the exact number based on the situation however as a general guide, you can use the following list ...

- Simple (DC 5)
- Easy (DC 10)
- Normal (DC 15)
- Hard (DC 20)
- Expert (DC 25)
- Impossible (DC 30)

Remember, an Ability Check should only be made where there is a possibility of Success and also a possibility of Failure. If a character could easily complete a task (such as walking down a path) then no check is needed. Likewise, if a character could never possibly complete a task (such as flying) then no check is needed.

SKILL CHECKS

Similar to Ability Checks, a Skill Check will come up when a Character is attempting to complete a task where there is a possibility of success and a possibility of failure. Skill Checks should be performed where the task at hand could be achieved using a learned skill.

A few examples ...

- A Cleric may be trying to discern whether someone is being honest. This would be an Intuition Check.
- A Fighter may be trying to haggle for a better price at a tavern. This would be a Persuasion Check.
- A Rogue may wish to track an animal through the forest. This would be a Nature Check.
- A Wizard may wish to learn a spell from an old book in a strange or archaic language. This would be an Academia Check.

In this case, the Game Master will say what difficulty the Skill Check is and the player should then roll a dice accordingly. If the roll is the

same or less than the Character's level in that skill then they succeed.

- Simple (roll a d4)
- Easy (roll a d6)
- Normal (roll a d8)
- Hard (roll a d10)
- Expert (roll a d12)
- Impossible (roll a d20)

ABILITY OR SKILL?

In some cases, it can be argued that a check could be either an Ability Check or a Skill Check. For example, forcing a door could be a Strength Check or a Brawn Check. Likewise, convincing someone could be a Charisma Check or a Persuasion Check. In these cases, it is ultimately up to the Game Master to decide which to use.

When choosing one or the other though, remember that a Skill Check is binary, either it succeeds or it fails. Whereas an Ability Check can be tiered, with higher results leading to a greater or fuller success (e.g. understanding more, pushing harder or getting a greater discount).

COMPETITIVE SKILL CHECKS

If a skill is being used to counter another active skill (e.g. using Nature to track someone hiding using their Stealth skill, or using Brawn vs. Brawn in a tug of war or an arm wrestling competition), the difficulty is set by the level of the opponent.

A character attempting to avoid being tracked must roll their Stealth check based on the highest awareness of their opponents. 0-1 Nature is Simple Stealth, 2 Nature is Easy Stealth, 3 Nature is Normal Stealth, 4 Nature is Hard Stealth, 5 Nature is Expert Stealth and 6+ Nature is Impossible Stealth.

Likewise, a character attempting to track someone hiding rolls Nature based on the Stealth of their opponent. 0-1 Stealth is Simple Nature, 2 Stealth is Easy Nature, 3 Stealth is Normal Nature, 4 Stealth is Hard Nature, 5 Stealth is Expert Nature and 6+ Stealth is Impossible Nature.

UNCONSCIOUSNESS AND DEATH

During the game, a Character may lose Hit Points as a

result of combat, poisoning or dangerous activities. If their Hit Points drop to 0, they are then unconscious. At this point, they do not necessarily take any further damage however they cannot do anything until they are healed to at least 1 Hit Point again.

If a Character's Hit Points drop to -20 then they are dead and their player may make a new character to play as.

Damage and healing may be actively applied to an unconscious character, modifying their hit points accordingly. Any attacks made on an unconscious creature gain Advantage on the roll.

TEMPORARY HIT POINTS

Some spells and other effects can grant a character temporary hit points. These are additional points that are lost first if that character takes damage and which cannot then be restored by resting or healing. Temporary hit points are also lost if / when the character rests.

MOVEMENT AND ACTIONS

During gameplay, if combat begins or if a task becomes time-sensitive, players should begin describing their Character's decisions in a series of 6 second blocks known as Rounds.

There are three parts to any Round ...

- Movement
- Action
- Bonus Action

These sections may be described / enacted in any order.

In Mithrym, all humans can move 10m per round. If they choose to, they may Dash as their Action for that round and double this distance to 20m.

All available Actions are as follows ...

- Attack (melee or ranged)
- Use an ability (e.g. pull yourself up onto a ledge with a strength check)
- Use a skill (e.g. hide with stealth or force a door with brawn)
- Cast a Spell
- Dash (move another 10m)

- Help (give another character advantage on the roll for their action)
- Ready an Action (for a given trigger)

A readied action happens when the given trigger, chosen by the player, happens. A readied action must happen if the trigger occurs before the Character's next turn regardless of whether they would have changed their mind since.

An example of a readied action might be "I will stab whoever comes through that door next as soon as I can see them"

In this case, the trigger is: as soon as someone comes through the door and is visible to the character. Once this happens, the player for that character should roll an attack and, if successful, damage.

Possible Bonus Actions include Simple Spells and some Class / Sub-Class Abilities and Bonuses and can be used accordingly.

In a fight between a character with a ranged weapon and another with a melee weapon, once the

ADVANTAGE AND DISADVANTAGE

combatants are within 2m of each other the melee combatant gains advantage on their attack as their opponent is not defending against it with a melee weapon of their own.

INITIATIVE

If gameplay enters combat, each player should roll a d20, then have the GM roll for each group of enemies. Either write a list or use Initiative Tracker cards / tokens to take it in turns from highest to lowest.

ATTACKING

For a character to make an attack against a character, a creature or a monster roll a d20, then add either your character's strength modifier if it is a melee attack or their dexterity modifier if it is a ranged attack. If the resulting total is equal to or greater than the opponent's armour class then the attack succeeds. If not, it misses or is deflected by their armour. If an attack is successful, roll the corresponding damage for the weapon used and take the result away from the opponent's hit points.

Sometimes an Ability Check, Skill Check or Attack Roll may be more or less likely to happen. Examples include: another character used the Help Action to assist, or perhaps the Character knows this particular place well.

In these instances, the Game Master will say to roll with Advantage or with Disadvantage. For either case, the roll should be made twice. For Advantage, the better outcome is used. For Disadvantage, the worse outcome is used.

REACTIONS

Once per round, a character may react to an action performed by another character or creature. Some Class / Sub-Class abilities and bonuses include special reactions however, as a minimum, all characters and creatures have a reaction called an Attack of Opportunity.

An attack of opportunity applies when another character or creature leaves melee range (2m) during that round. In this case, as their reaction they may attack the

fleeing individual with one melee attack.

Once a character or creature has used their reaction for a round they must wait until the beginning of the next round before they can react again. e.g. If in one round a party of adventurers were to run past an enemy, the enemy could only take an attack of opportunity against one of them.

PROFICIENCIES

As a character levels up, they gain certain knowledge and understanding from their experiences. These are reflected in Proficiencies in Mithrym. Check the Class / Sub-Class pages to see how many points your character gains when levelling up, however these are applied to two things. Weapon Proficiencies give a +1 per point allocated when you roll to attack with that weapon type (e.g. Long Sword, Short Bow, etc). Skill Proficiencies add to your character's level in any given skill. One level is gained for each proficiency point spent. This then improves your character's ability to perform those skills in a game.

CRAFTS

As well as improving their proficiency with a given weapon or at a particular task, characters also improve their ability to produce and fashion items or works of art. This could be anything from Acting or Poetry to Knitting or Metal Work. A full list of crafts can be found here.

If a character has a level in a craft relevant to something they are doing (an attack, an ability check or a skill check), the GM may choose to give them an appropriate bonus to their roll. In its simplest use, this can be done by giving a bonus equal to their character's level in that craft to the dice roll (e.g. +2 to the roll for 2 levels of the craft). Remember that for skill checks, where a low roll is desirable, a bonus of 2 would equate to a -2 on the dice roll.

RESTING

During gameplay, so long as the characters are not currently in initiative they may choose to take a rest. To rest, the characters must be able to sleep safely where they are for 8 hours (or less depending on certain Class /

Sub-Class bonuses and abilities). If this cannot happen (e.g. wild animals could attack them) then their rest is incomplete and they gain no benefit from it. If they do complete their rest then they regain their full hit points and may cast spells afresh.

DOWNTIME AND LEVELLING UP

All characters begin at level 1, for which they get certain class / sub-class bonuses and abilities. After a period of gameplay though, they may increase to the next level. In-game, this equates to a period of at least two weeks in which the character is learning and practising new skills and abilities. After this period, make sure to update your character with any new class / sub-class bonuses and abilities, add any gained proficiencies and craft levels and roll one hit dice (appropriate to the character's class) and increase their maximum hit point total by the result.

FALLING AND SPECIAL DAMAGE

If a character falls from a rooftop or off a cliff or any

other height, work out how far they have fallen and roll 1d4 for every 2m. Add this up and the total is the damage they take from the landing.

If a character has fallen to the ground (from any height) they must use their movement for one round to stand up (this does not however prevent them from using the dash action once they are standing).

Likewise, any time a character might take a small amount of damage from a physical encounter - such as running into a wall, having a door slammed in their face or tripping and falling - roll 1d4 for each strike and the character takes this as damage from the encounter.

CRITICAL SUCCESS AND FAILURE

When rolling to attack, if the number of the d20 is either 1 or 20 (either extreme) this is sometimes called a Critical (or Natural) roll. A Natural-20 / Critical Success means that your character did the best they possibly could. This is rewarded by rolling twice for the damage dealt. The flip side of this though is that a Natural-1 / Critical Failure

means that your character did the worst they possibly could. In this case you should roll a Dexterity Check. If you get less than 10 then your character doesn't just miss but falls over and takes 1d4 damage from the fall.

FATIGUE

If a character has worked particularly hard or long without a rest there is a risk that they become over-tired, reducing their ability to do more and with the possibility that they will fall asleep.

If 24 hrs have passed in-game without a rest or if the game calls for it for any other reason, players should roll a Fatigue Check. This is a simple d20 roll, if the result is 10 or less then they are fatigued. If not, they must roll again after one more hour has passed in-game.

Fatigued characters gain disadvantage on all rolls. Their speed is also reduced to half. After an hour fatigued, the character's player should roll another Fatigue check. If they fail, their character falls asleep where they are.



YOUR FIRST GAME

INTRODUCTION

Now that you have read the rules it's time to give it a go! Choose who will be playing as your Game Master, they should then read the rest of this section to understand the game.

Everyone should then make characters to play. Ideally you should have between 4 and 6 characters (if you don't have that many players, don't worry, you can always have 2 characters per player). Try to have a mix of the different classes too if you can, at least

1 Cleric, 1 Fighter, 1 Rogue and 1 Wizard.

If you are using mini-figures or tokens with a map, choose which characters are represented by which of the tokens and have the map set up ready for combat.

Finally, everyone should have a pencil and paper for note taking and a set of dice (shared between the group or one set each if you want).

Then, it's time to begin!

CHAPTER 1

At the Sign of the Ringing Bell

The story begins with the characters each making their way to a tavern deep in the forests of Angmark.

While they are there, they will be approached by a local farmer, distraught at the loss of his daughter. He will explain that he was on his way back from the market at the castle when they were set upon by brigands and she was abducted by them along with his money and remaining food supplies.

Start the game by reading the following aloud ...

You find yourselves in a small, smoke-filled tavern. The sign above the door showed a bell being struck hard. Inside, the place is busy with chatter and laughter from many of the nearby inhabitants, enjoying a relaxing drink after a busy day. Your group sits around a table, a band playing in the corner behind you and the smell of a good, rustic meal on the way.

Ask each of the players to describe how they came to be in the tavern. Did they all arrive together? If so, how do they know each other? If not, how do they feel about having to sit with strangers with the whole place so busy around them?

Consider asking them as well what they each ordered for dinner and how they feel about the music being played. If any of the players want to respond "in character" (talking in the voice and manner of the character they are playing) try to encourage this as it helps to create the atmosphere of the story.

As you finish up your meal and sit back in your chairs, a sudden gust of wind comes in from the night outside as a figure emerges through the doorway. "Help!" the man cries, a look of panic on his face. "Please! Is there anyone here that can help me?" His face is bruised, his clothes torn and there are tears in his eyes.

With the mood set, read the next section aloud ...

The man is Farmer Gregor of Shelmere. He is a vegetable farmer and, if the players decide that their characters would approach him, he will implore them to find his daughter. A Normal Intuition Check from any of the characters will reveal that he is talking very openly and honestly, but also that he is far too injured himself to go back out searching for her.

He will offer 1 gp to each of the characters if they can find his daughter. As they leave, he will add "and make that 2 gp if you can bring her back to me alive!"

Try and encourage the players to find a reason for their characters to want to help him. It could be out of kindness, duty or even just for the sake of the money. Once they agree, proceed to the next chapter.

CHAPTER 2

On the Path to the Castle

Gregor will explain to the characters that he was on his way back from the Castle Market when he and his daughter were set upon. He

had been driving his cart, with his daughter sat in the back, when the attack happened. The horse bolted and the cart was smashed though and he made his way to the inn on foot.

Ask the players how their characters would go about finding the site of the attack. An Easy Deduction Check or an Easy Nature Check will allow them to find the site of the attack by following Gregor's heavy footprints.

Alternatively, if the players have their characters ask the way to the castle, it is as simple as following the path.

If they do not ask the direction, roll any dice, if the answer is odd then they went the right way, if it is even then they went the wrong way.

If they go the wrong way then by midnight they find themselves approaching the docks. Tell them their characters would realise they have gone the wrong way and turn around to try the other direction.

When they reach the site of the attack, there are shards of the wooden cart scattered

all over the road and the two enormous cartwheels are lying in the hedges at the side.

A Normal Deduction Check will reveal a few key things:

- The cart was smashed by a heavy hammer weapon.
- The child and the stolen goods were taken into the forest towards a set of old ruins.
- The footprints of the attackers do not look like they were made with boots. They look more like animal footprints.

If the players do not choose for their characters to investigate the remains of the cart they have the option to go west or east from the path. West leads deep into the forest, east leads to the set of old ruins on a small hillock.

Travelling west into the forest they encounter a hunting pack of 4 wolves which will attack them immediately, perceiving them as threatening.

WOLVES					
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+1	+2	+1	-4	+1	-2
12	15	12	3	12	6
Armor Class	Hit Points	Speed			
13	11	12.5 m			
ATTACKS					
<ul style="list-style-type: none">• If the target is a creature, it must succeed on a Normal Brawn Check or be knocked to the ground• Bite: Melee Attack, +4 to hit, 2d4 + 2 damage					

Travelling east, if any of the characters can succeed on a Normal Intuition Check then they can make out the sounds of small footsteps nearby, although they do not see any sign of what is making the sounds.

CHAPTER 3

Investigating the Ruins

The ruins are ancient, made from crumbling grey stone that has covered much of the ground around. There is still a clear opening though and as the characters approach, they can make out two figures on guard in front of it.

If they want to get more information about the guards, the characters must either succeed on a Hard Stealth Check to approach

them without being spotted or on a Hard Intuition Check to try and make them out from a distance.

Either way they would identify the two figures at the door as being Kobolds.

Alternatively, they can choose to approach without working out what the guards are first. If so, the Kobolds will hold their daggers threateningly and demand that the characters leave their fortress.

If the players say that their characters either refuse to or that they rush in without talking in the first place, the Kobolds will call inside for backup. In this case, combat begins with the adventuring party vs. 4 Kobolds and 2 Goblins.

If the characters have approached stealthily they can surprise the guards and gain a round of actions before the Kobolds can call for help. If they have spied them from the distance they may also do this but with ranged attacks. Either way, if they can defeat the Kobolds in one round, they can not and do not call for help and the characters need only defeat 2 Kobolds.

KOBOLDS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-2	+2	-1	-1	-2	-1
7	15	9	8	7	8

Armour Class: 12 Hit Points: 5 Speed: 10 m

ATTACKS

- Kobolds can use any small weapons that are light enough that a human child could wield them but, as standard, use daggers and slings
- **Dagger:** Melee Attack, +4 to hit, 1d4 + 2 damage
- **Sling:** Ranged Attack, +4 to hit, 1d4 + 2 damage

GOBLINS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-1	+2	+0	+0	-1	-1
8	14	10	10	8	8

Armour Class: 15 Hit Points: 7 Speed: 10 m

ATTACKS

- Goblins can use the same weapons as humans but, as standard, use short swords and bows
- **Short Sword:** Melee Attack, +4 to hit, 1d6 + 2 damage
- **Short Bow:** Ranged Attack, +4 to hit, 1d6 + 2 damage

CHAPTER 4

In the Den of the Beast

Inside the ruins, the characters will immediately see the young girl tied up, surrounded by kobolds.

The room itself is dimly lit by many mis-matched torches and lanterns stolen from the surrounding towns and villages.

The floor is mostly damp earth and stone and is littered with odds and ends and make-shift beds.

If the characters took out the guards before they could call for backup, the room contains 8 Kobolds and 3 Goblins. Otherwise, if some went out to help, the room contains 6 Kobolds and 1 Goblin.

The inhabitants will attack the characters immediately.

CHAPTER 5

End of the Road

As soon as there are only 2 enemies left in the main room of the ruins (2 Kobolds, 2 Goblins or one of each), they will call for “Grandad” (an angry Orc that will come storming through from a second chamber further inside the ruins.

Add him to the initiative order without breaking combat and continue the fighting until all enemies are defeated.

Once all the Kobolds, Goblins and the Orc have been defeated, the girl may be rescued without impediment.

ORCS					
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	+1	+3	-2	+0	+0
16	12	16	7	11	10
Armour Class		Hit Points		Speed	
13		15		10 m	
ATTACKS					
<ul style="list-style-type: none">• Orcs can use the same weapons as humans but, as standard, use large axes and throw javelins• Axe: Melee Attack, +5 to hit, 1d12 + 3 damage• Javelin: Ranged Attack, +5 to hit, 1d6 + 3 damage					

CONCLUSION

Once the characters return the girl to her father read the following aloud ...

Tears of joy pour down the man's face as he hugs his daughter and thanks you over and over again for your great deeds. He gladly pays you each the money promised and the two of them leave for home.

Finally, congratulate your players on a job well done!



WRITING YOUR OWN ADVENTURES

Now that you have completed your first Adventure in Mithrym it's over to you to continue guiding your players on their journeys through the many countries, continents and locations that Mithrym has to offer.

On their travels they could encounter more people like the farmer and his daughter, or possibly brigands, highwaymen, pirates and other enemies.

They could also encounter the wildlife of the region they are in, such as the wolves in the forest of Angmark. This

could mean finding lions, tigers, monkeys, kangaroos, devils and all sorts of others!

They may even encounter more of the abominations of Immu, like the Kobolds, Goblins and Orcs!

Have a read of the Lore, History and Geography of Mithrym and start planning your own adventures.

Remember that a good quest is one that will challenge the players to think about how to go about it, where there is a sense of peril but always the hope of success!



LORE

The world of Mithrym is an ancient one, filled with fantastic creatures and steered by a pantheon of deities known as The Crafters. Mithrym was created in the beginning by the divine consciousness: Een. The humans of Mithrym will sometimes refer to themselves as the Children of Een.

All the people of Mithrym have a Crafter to whom they pray and by whose teachings they were raised. Each of the main pantheon represents either Order or Chaos, and their followers behave

accordingly. There is one other Crafter, named Immu, who is not considered part of the main pantheon and the worship of whom is considered evil and wicked. Nevertheless, the Cult of Immu is well founded and moves underground through all societies and civilisations.

THE BOOKS OF LORE

There are three main stories told to all the Children of Een. These cover the creation of Mithrym, the Fall of Immu and the Coming of the Crafters.



Book 1: Een's Forge

The Creation of Mithrym

It has always been told, every father to his daughter, every mother to her son, how the world was formed in the beginnings of time.

The void was dark and Een worked alone in the forge. The floor was cold and the lofty roof was filled with silence. Een looked at the Anvil, the Hammer and the Furness and dreamt of what might be.

Standing up and taking to the bellows, Een pumped breath after breath into the embers which ignited into flames so

bright and so hot that all around was illuminated.

The warmth felt good and the sparks began to shoot out in all directions, filling the air even up to the darkest of the rafters high above.

This is why the sun that shines on us is called the Furness of Een. It's light and warmth are driven by the hands of the creator and its children, flung far into the void of space, are the stars that guide us in the night.

Next, Een took from the Furness one whole nugget of molten metal, held in a great crucible. It glinted with the fire of the Furness and shone

out into the workshop with a gentle glow. Walking to the Anvil, the metal began to cool as Een poured in spices and settings that spun into the mixture forming shapes and forms that shone in the light of the Furnace. And so it was that Mithrym was formed and we call it Een's Orb, lit by the sun with moving masses of land and water on its surface.

Then Een took up the Hammer and struck the Orb to shape it finely with ridges and valleys, peaks and troughs and the still soft metal began to pour this way and that as it filled the voids. And so it was that Een sent the dragons of old to the surface of Mithrym and they beat the ground with their great wings and scorched the earth with their hot fires and formed the hills, the mountains, the rivers and the lakes that make the world.

This is why the dragons are called the Hammer of Een, although they have not been seen for many an age.

Last of all Een looked upon the Orb and smiled for it was beautiful to behold. Placing hands upon it, Een began to caress it carefully and traced

out the shapes upon its surface. Each finger placed upon that shining metal began to change it. So it is that the Crafters came to Mithrym, the hands of the Creator placed upon creation.

But that, they would say as the eyes of their child grew heavy and the light of the Furness of Een set beyond the horizon bringing with it the night, that, is another story.



BOOK 2: THE CUSTODIANS

The Fall of Immu

In the first days of Mithrym, when Een had only just shaped its many mountains and valleys, had only just set the stars in the sky and when the sun still burnt its hottest, it was that the first of the Crafters was sent to the world. Een knew well that the finest details of creation could not be finished without a presence in the world and so Een created Immu (the first born).

Immu was tasked with the handling of the dragons. Great red beasts that flew at speeds unmatched by even

the four winds. Immu roared upon a particularly swift and beautiful dragon that was named Addu. For while it was the case that all of the Hammers of Een wore red scales, Addu's were by far and away the most red and the most beautiful.

Immu and Addu together lead the dragons to all the corners of Mithrym and they sparked life from fire, shaping the trees and the grasses, the jungles and the swamps, the pastures and the plains.

Immu looked upon the work they had done and was pleased.

The sun rose and set upon the world many times while

Immu nursed its young gardens until one day when Een spoke to Immu in a dream.

“Build me a place that my children might live.”

Now, this confused Immu, for Een had no children save for the dragons and Immu. So, Immu thought “this world is for me, I shall build stables for my dragons and a hall for myself for we are the Children of Een.”

And so they set about the task and constructed an enormous hall with many great stables filled with soft hay beds for the beasts to sleep upon and a high tower from which Immu could look upon the world. But later Een spoke again to Immu in a dream.

“Why have you not done as I asked? Prepare a home for my children to live in.”

Immu was puzzled again, for if not the dragons or Immu then who were the Children of Een? “Perhaps there are to be more like me. I shall build more halls for my brothers and sisters to live in.”

And so Immu built a great city of houses for more of the Hands of Een to dwell in.

Each was set with a high tower to look upon the world and speak with their neighbour. But again Een spoke to Immu in a dream.

“Why do you not do as I ask? You build only for yourself. Prepare a home for my children.”

This time Immu spoke back. “But who are your children if not me and my dragons?”

“You are my hand, the dragons are my hammer. My children shall come to live in Mithrym and they shall be custodians of it, for it was made for them not you.”

At this Immu became fiercely jealous. “For them? Then what is mine? I have worked so hard! Am I to have nothing?!”

“This world is not for you, Immu. Even now my children are waking.”

Immu looked in horror as from the Earth shapes began to form. Eyes opened and looked upon the world, with its beautiful trees laden with ripe fruits and newly formed hands reached out to pluck them. Lips tasted the first fruits of the young world and

the Children of Een began to explore creation.

Immu burned with anger. "But this is mine! Not theirs!" The shouts echoed about the entire world. "They will not have what is mine!"

"You shall not harm them, Immu, I forbid it."

And for all that Immu tried to hurt the Children of Een, it would not happen for Een's blessing was upon them. "If I cannot hurt them then I shall teach them to hurt themselves!"

Immu then began to whisper into the ears of the Children of Een and told them lies and taught them evil. Some Immu even convinced to call themselves the Children of Immu and they did the dark bidding of their new master.

This saddened Een, who called down to Immu in the living daylight so that all would hear.

"Enough! Be gone from the world! Sit in your hall and be frozen! Leave my children be! I shall find Crafters more loyal!"

And so it happened just as Een commanded. Immu was

banished to the frozen wastes and the Children of Een were left to live. But the whispers of Immu stayed with them. For an idea cannot be banished so easily.

And in that frozen hall it is said that Immu lives still, crafting monstrous children in mockery of the Children of Een. Goblins, Orcs, and many much fouler things.

It is said too that the Children of Een that called themselves Children of Immu did not die but instead became the slaves of the Corrupter, doomed to serve for all time.

The dragons then left the world of Mithrym. Called back to Een. Though it is said that Addu, proudest of the beasts, stayed behind to sleep at the feet of its dark master and wait for a chance to fly again.



Book 3: The Crafters

The Deities that Built Civilisation

Some time after Immu's banishment, Een looked upon the world to see how the Custodians were caring for it. Some could be seen to be farming and tilling the earth to make it grow ordered life that fed them with the seasons. Others could be seen to be protecting the wild plants so that they could grow as they wished, producing fruits at their own whim and not by command of the Children of Een. This pleased Een, who smiled upon Mithrym.

"I shall send them new Crafters, each in pairs, like them. One will teach them order, shaping their method and growing their mastery of routine. The other will teach them chaos, sharpening them to the unexpected and granting them mastery of the unknown."

And so it was that the Hands of Een came to Mithrym again. This time as pairs, two to each of the major continents.

To the North, which is now called Terrania, came Ibis and Castilla. Ibis was wise and knowledgeable. She spoke in the hearts of the people there and taught them

to reason and debate. By her wisdom they learned to form senates and universities by which to govern and grow. From her came too the beasts of Terrania that serve the people there. Cows, pigs, chickens, horses and deer.

Castilla was fiery and fierce. He spoke in the guts of the people and taught them to argue and to war. By his strength they came to build armies and guilds by which to do battle and to trade. From him too came the wild beasts of Terrania that serve no master. Wolves, bears, rats, rabbits and hunting birds. Ibis and Castilla loved the Children of Een greatly and so gave them too pets. One fashioned a large hunting creature to be named Dog.

The other a smaller but cunning creature to be called Cat. To this day though, the Children of Een still cannot determine which wrought which.

In the Great Central Continent, now called Arrenia, came Orha and Ankha. Orha was intelligent and keen. He spoke in the minds of the people and taught them a cleverness of

numbers and shapes. By his teachings they learned to build great machines and construct giant structures. Great pyramids, monoliths, halls and temples. From him came the beasts that can be tamed. Zebras, elephants, oxen and jungle fowl.

Ankha was swift and harsh. She spoke in the dreams of the people and drove them to hunger and to hunt. By her call were the first tribes formed and driven by desire to dominate the land. From her came the wild beasts that hunt and hunger also. Lions, tigers, cheetahs, bats and snakes. Together they formed a single beast that would both hunt and quarrel but also question and learn. They called it Monkey.

Finally, to the South came Hokki and Bamma. They surveyed the great land and the many islands that surround it, the place now called Pulvisia, and they quarrelled over how they would craft it, for so much of it was still barren. Together they made many beasts. Some for the dusty lands. Kangaroos, dingoes, millipedes and quokkas. Some for the forests. Koalas,

wombats, spiders, ants and crocodiles.

As they argued over order and chaos their fury formed a single beast which they called Devil. Unlike their kin, Hokki and Bamma never took the form of the Children of Een but rather they flew over their lands in the shape of two great eagles. And they did not teach the Children of Een by speaking to them but rather by making for them places of order and places of chaos so as to teach them of both through action rather than word. It was never known who represented which and this made them happy.



IBIS AND CASTILLA

The Crafters of Terrania

"Ibis and Castilla loved the Children of Een greatly and so gave them too pets. One fashioned a large hunting creature to be named Dog. The other a smaller but cunning creature to be called Cat. To this day though, the Children of Een still cannot determine which wrought which."

IBIS, also known as: *Mother of Wisdom, The Loremaiden*

Ibis appears to humans as a woman, tall and beautiful. Sometimes she will appear as an old lady, sometimes as a young maiden. She is drawn by debate and favours those who apply logic and reason to argument.

CASTILLA, also known as: *Father of War, The Guildmaster*

Castilla appears to humans as a man, strong and fierce. Sometimes he will appear as an aged warrior, sometimes as a young soldier. He is drawn by conflict and excitement and favours those who act on instinct.



ORHA AND ANKHA

The Crafters of Arrenia

"Together they formed a single beast that would both hunt and quarrel but also question and learn. They called it Monkey."

ORHA, also known as: *Lord of Numbers. The Hand that Turns the Wheel*

Orha appears to humans as a man. Often he will appear old and bent, with a long white beard and a bald head. Sometimes though, he will appear as a young scholar. He is drawn by numbers and designs and favours those who calculate and engineer.

ANKHA, also known as: *Queen of Dreams. The Huntress. Lady of the Spear*

Ankha appears to humans as a woman. Usually she will appear as a tall, strong hunter carrying a spear and shield. Sometimes though, she will appear as a spectral hound, encouraging humans to the hunt. She is drawn by a longing for adventure and favours those with great ambition.



HOKKI AND BAMMA

The Crafters of Pulvisia

"They did not teach the Children of Een by speaking to them but rather by making for them places of order and places of chaos so as to teach them of both through action rather than word. It was never known who represented which and this made them happy."

Also known as: The Wings of Fortune, The Watchers

Hokki and Bamma are known as a pair and are indistinguishable to humanity. They never take human form but always appear as great eagles flying across the landscape. Followers choose whether their devotion is ordered or chaotic and, knowing they will be tested either way, are

sometimes jumpy whenever they see a large bird overhead. Hokki and Bamma fly individually around Pulvisia setting up tests of order (requiring logical, rational thinking) and chaos (requiring instinct and gut reactions). These tests may be found in clearings or deep forests alike and can involve animals, humans or difficult routes.



EEN

The Creator

"The void was dark and Een worked alone in the forge. The floor was cold and the lofty roof was filled with silence. Een looked at the Anvil, the Hammer and the Furness and dreamt of what might be."

Also known as: Father of All, Mother of All, the Blacksmith

Een is the creator of Mithrym and, while having never appeared to the people there, is popularly characterised as a blacksmith who formed the world by casting it in a great furnace then shaping and crafting it into its current form. The sun is known as the Furnace of Een and the Crafters are known as the Hands of Een.

Sometimes portrayed as a man, sometimes portrayed as a woman, the oldest texts in Mithrym give no specific gender to the creator. There are no temples dedicated to Een in particular and there are no clerics specifically devoted to Een as their deity however phrases such as "For Een's sake!" and "For the love of Een!" are often spoken.

IMMU

The Corrupter

"Immu then began to whisper into the ears of the Children of Een and told them lies and taught them evil. Some Immu even convinced to call themselves the Children of Immu and they did the dark bidding of their new master. This saddened Een, who called down to Immu in the living daylight so that all would hear. 'Enough! Be gone from the world! Sit in your hall and be frozen! Leave my children be! I shall find Crafters more loyal!'"

Also known as: The First Born, The Corrupter, Lord of Dragons, Father of Beasts, Mother of Monsters, The False Creator

Immu was the first of the Crafters to be created by Een and had responsibility over the Dragons that shaped the world when it was young. Immu's arrogance and reluctance to hand over the world to humanity resulted in banishment to the Frozen Wastes at the very south of Mithrym. Before being banished, Immu moved among humanity, taking human form and sometimes appearing as a man, sometimes as a woman. Immu taught humanity hatred and sadism out of a desire to destroy them. The Cult of

Immu was formed by those that agreed to turn from Een and worship Immu as their creator instead. Clerics of Immu are adept at Necromancy and all those that follow Immu (calling themselves "Children of Immu") are promised eternal life but are doomed to become undead monsters after death.

Immu takes delight in corrupting humans into becoming undead but also fashioned Kobolds, Goblins and Orcs in the style of humanity as an insult and a taunt with which to task them.



TIMELINE – THE FIRST ERA

The forming of the world and the ancient beasts

BC: Before the Crafters

Year	Events
6500 BC	Een creates Mithrym Een creates Immu and the Red Dragons and sends them into Mithrym Immu and the dragons begin to shape the mountains, hills and valleys
6000 BC	Immu begins to walk through Mithrym, creating the plants
5500 BC	Immu creates animals in the style of the dragons. Humans on Mithrym will later refer to these creatures as the Ancient Beasts: Stegosaurus, Triceratops, Ankylosaurus, Pterodactyl, Velociraptor, Allosaurus and Tyrannosaurus.
4500 BC	The Ancient Beasts are wiped from Mithrym by Een



TIMELINE — THE SECOND ERA

The coming of Humans and the fall of Immu

BC: Before the Crafters

Year	Events
4200 BC	Een comes to Immu in a dream and commands that Mithrym be prepared for the "Children of Een" Immu builds his palace on the southern-most continent Een comes to Immu in another dream and scolds him for being selfish Immu builds more palaces for other Crafters Een comes to Immu in a final dream and explains that humans will be the "Custodians of Mithrym" Een calls humans into being from the soil The earliest tribal communities form Immu takes human form and begins moving through the communities Immu creates the Old Beasts in order to task humanity: Mammoths, Sabre-Toothed Cats, Thylacosmilus and Archaeotherium

Year	Events
4100 BC	The Cult of Immu is formed
3770 BC	Humans reach the far north of what will become Richten
3710 BC	Tribal families in Khanath begin to war with each other
3625 BC	Humans arrive on the island that will later become Callin and Angmark
3580 BC	Humans reach the southern coast of Arrenia and begin to cross the sea to Pulvisia Those that don't cross to Pulvisia, remaining in the south of Arrenia, establish the ancient Kingdom of Orrona
3300 BC	Communities in Terrania form vast farming societies, establishing the first Kingdoms of Espon, Tillio and Gallio
3200 BC	Humans form permanent settlements around the coast of Ozza
3100 BC	Humans from Gallio cross the sea to the north looking for resources Gallion forces war with the native inhabitants but establish a settlement in the south of the island Fleeing north from the Gallion invasion, native tribes form the Kingdom of Cellin
3000 BC	Humans reach the island of Aterra
2980 BC	The Kingdom of Richten is formed at the north of Terrania
2970 BC	Gallions to the south of Cellin secede from Gallio and form the Kingdom of Angmark
2710 BC	Hunting communities in Inga form into small townships and city states
2610 BC	The First Peace begins in Khanath under the Warrior Kings
2540 BC	The First Peace ends in Khanath due to civil war in the kingdoms
2490 BC	The Second Peace / The One-Year Peace happens in Khanath under Ka the Emperor Ka is murdered by his councillors Khanath returns to war
2250 BC	The Third Peace begins in Khanath under the Dynastic Kingdoms
2050 BC	The last of the two ruling families of Khanath marry and the Empire of Khanath is formed
2000 BC	Een speaks to the world and banishes Immu to the southernmost continent, cursing it to be a frozen wasteland The dragons leave Mithrym



TIMELINE – THE THIRD ERA

The time of the Crafters and the rule of magic

Year	Events
0	Een creates the Crafters and sends them in to Mithrym The Crafters destroy the last of Immu's animals and create the modern animals The Crafters begin appearing to humans The first temples are built Devout followers of the Crafters begin to learn to channel magic through them Other humans, observing magic, begin to study it scientifically Through the Crafters, humans learn to smelt metals
1000	Wizarding communities begin to form throughout Mithrym
1100	The first wizard-kings begin to take power
1500	All political power has been siezed by wizarding families
2000	Artisans in Khanath construct the first fire wands
2040	Fire wands are increased in size to produce two-handed staves and siege turrets

Year	Events
2475	Magical researchers in Richten identify Ice and Lightning as serviceable for wands, staves and turrets
2500	Wardens begin to be issued with magical firearms to be used for peace-keeping
2600	Terranian explorers begin charting Mithrym
2610	Terranian settlers form colonies in Arrenia
2615	Terranian colonies in Khanath are destroyed by the empire
2617	Ambassadors from Angmark negotiate trade with Khanath
2700	Terranian settlers reach Pulvisia
2710	James, Nelson and Hubert Smith form Governorships of the islands in Pulvisia
2750	The empire of Orrona is overthrown by Terranian colonists The council of Eporra divides power for the country between the barons Construction begins on the parliament of barons building in central Eporra
2965	Leonardo Giuseppe becomes king of Tillio
2972	Owais becomes Emperor of Khannath
2977	Maria becomes Queen of Espon
2979	Jason Smith becomes Governor of Ozza
2980	Civil War begins in Espon, lead by the rebel Carlos Pérez
2981	Brigitte of Gallio is crowned as Queen
2984	King Harold and Queen Mary become rulers of Angmark
2985	Carlos Pérez dies at the Siege of ??? The Espon Civil War ends Queen Maria begins dividing civic power to local leaders
2987	Ginara is crowned Emperor of Inga Naimh becomes Queen of Cellin
2988	Douglas Smith becomes Governor of Attera
2995	Baron Jacobs becomes leader of the Orennan Parliament
2996	Heinrich becomes Crown Prince of Richten at the age of 15 Gunter Weiss is named as Lord Protector of Richten
2999	Gordan Smith becomes Governor of Devils Land
3000	Present day Mithrym

GEOGRAPHY

THE WORLD OF MITHRYM

The world of Mithrym consists of three major inhabited continents. To the north, Terrania. Crossing the equator, Arrenia. To the south, Pulvisia.

Far to the south of the three major continents lies a frozen land of ice and snow. It is said that deep in the coldest, darkest cave Immu is held in ice, waiting for a chance to return.





TERRANIA

Continent of the Kings

Terrania is a continent in the northern hemisphere of Mithrym. It stretches from the colder northern seas, through temperate regions all the way to the northern end of Arrenia. The continent consists of six major countries, some with well defined borders between them and others surrounded by wilderness. Those in the north of Terrania are subject to heavy snowfall in winter with some permafrost. The temperate zone enjoys mild weather with minimal change from Winter to Summer. And those in the south enjoy a warm climate with wet Winters.

CELLIN

Along with its sister nation of Angmark, Cellin forms the northern half of an island in the west of Terrania. The landscape is dominated by mountains and hills with deep valleys in between often with long, deep lakes at the bottom. Much of the country is covered in snow and ice for about nine months of the year with some patches of permafrost.

The people of Cellin are hard and resilient. The modern kingdom was formed out of a clan system which was united by the first king many centuries ago. Due to the harsh environment, towns and villages are formed either by building wooden houses and halls around the lakes, making use of the thick forests for cover, or by constructing large, stone castles built into the mountain tops with passages and tunnels running deep into the earth to provide safe shelter from the harsher seasons.

Capital City: Dundaen

ANGMARK

To the south of Cellin, making up the rest of the island, is the kingdom of Angmark. Originally covered in rolling forests, the modern country has had much of its woodland stripped away to build large towns and cities, leaving behind rolling fields that have been turned to farming. While some larger hills can be seen around the country, it is for the most part quite flat, running down to the sea where long, stony beaches have given way to teaming dockyards.

The people of Angmark are tenacious although not well suited to harsher environments due to their own quite temperate setting. Towns and cities are large and nebulous with successive generations expanding ancient settlements to their modern size.

Capital City: Eofric

GALLIO

Central to the main land mass of Terrania, Gallio sits just across a channel of water from Angmark. Stretching from the northern coast right down to the southern, Gallio enjoys a temperate climate in its north and a hot, dry climate in its south. This gradient of temperature and humidity has leant the nation to a variety of farming and brewing, making it famous for its prepared foods such as cheese and its brewed drinks such as wine and brandy.

The people of Gallio are relaxed and generally quite calm although they are still fiercely defensive of their homeland. Cities are formed around large castles and manor houses occupied by the aristocracy with smaller villages dotted about the countryside, usually built by/for a single extended family group.

Capital City: Luissia

RICHTEN

Far to the north of Terrania, stretching down to the centre of the continent, the kingdom or Richten is cold and hard with many mountains and hills climbing out of deep, thick forests. The northern most parts of the country are covered in snow and ice with large areas of permafrost. Most of the population live further south, among the forests of the more temperate region.

The people of Richten are hard and usually very serious-minded with a keen cultural identity of engineering and precision. Settlements are formed around large, hilltop castles in which the ruling class live while the serving class live in tall, wooden houses built around.

Capital City: Burlburg

ESPON

Well placed in the south-west of Terrania. The kingdom of Espon enjoys a warm climate and a vast coastline. Much of the north is covered in thick forests while the south includes some small arid, desert areas. The kingdom has a large fleet of ships it uses to trade with the empires of Arrenia to the south and is frequently at war with any other Terranian nations that attempt to do likewise.

The people of Espon are hard working and determined. Many of the larger settlements are formed at the coast around the large docks of the navy. Inland towns and villages are sparse but densely built with many tall houses side by side with narrow streets in between.

Capital City: Barrasolla

TILLIO

Set in the south east of Terrania, Tillio enjoys a warm climate but without the arid environments of its western counterpart, Espon. Vast plains with rich, green grass give way to tall mountains and hills with snow at their high peaks.

The people of Tillio place a high cultural importance on religion and tradition. Cities and towns are almost exclusively formed in walled settlements atop the hills and mountains with large, lonely farmsteads formed on the plains.

Capital City: Rema



ARRENIA

Continent of the Emperors

Arrenia is a large continent that crosses the equator of Mithrym. Climates range from dry deserts to lush plains, to thick jungles.

KHANATH

The empire of Khanath was formed millennia ago by warring families that finally formed a union establishing two families as rulers of all nations. All those opposed were quickly enslaved and over the course of a century that slave labour was used to build enormous structures including pyramids and far-seeing watchtowers. Modern Khanath has begun to form local democracies however

the ruling emperor is still a descendant of that original union of families.

The empire stretches over many smaller countries however almost all of them are built in desert environments with small towns formed around natural wells and springs and large cities built with enormous underground ceramic pipes running water to great reservoirs in their centres.

Capital City: Apephis

INGA

The empire of Inga was formed over many centuries with the establishment of treaties and agreements between many small countries and town-states. The emperor of Inga became an administrative position granted to a chosen politician however even now the majority of laws are local and not federal with most agreed laws between states being focused around trade and protection from Khanath to the west and Orrona to the south.

Much of the empire consists of either thick jungles or wide prairies with very fertile soil. Some cultures are entirely vegetarian, living off the naturally growing fruits and vegetables, while some others are almost entirely carnivorous, hunting zebras, elephants, warthogs and even big cats for food. Settlements are generally formed on the plains, with large protective walls built to keep out wild animals.

Capital City: Adooma

ORRONA

The empire of Orrona was formed in recent centuries by explorers and settlers from Terrania who invaded and conquered the existing towns and cities of the region and formed their own colonial governments. More recently, a union of these local governments has formed the independent empire-state of Orrona and declared independence from any Terranian kingdom.

Being at the south of the continent the climate in Orrona is hot but temperate and the towns and cities that comprise it are largely new, being built of stone and timber houses and deep set stone roads. While the empire does not recognise any Terranian rule, it does trade heavily with them, with many major docks and ports around the southern coast.

Capital City: Eporra



PULVISIA

Continent of the Wild

Pulvisia consists of one major landmass and a number of surrounding islands ranging in size. No large settlements have yet been built however the lands are effectively ruled by three governors, descended from three siblings sent to bring law and order to the wild frontier. Many emigrate to the lands of Pulvisia from other nations of Mithrym however there is a large population of people whose ancestors lived here many millennia before any outsiders arrived.

OZZA

Ozza is the largest land mass in Pulvisia consisting of hot, sunny beaches surrounding thick forests and swamps inside of which, comprising the majority of the land mass, is an enormous area of arid desert. A tall plateau stands in the very centre and is believed to have a deep, magical, mystical significance however everyone that has attempted to study it has disappeared.

The nation's capital was named for its first governor, James Smith, from whom all current governors are descended.

Capital City: James

ATERRA

Aterra is a large island covered in mountains and forests. In amongst the forests many extraordinarily large insects and spiders may be found which are all, in their own special way, extremely dangerous.

The nation's capital was named for its first governor, Nelson Smith, from whom all current governors are descended.

Capital City: Nelson

DEVILS' LAND

Devils' Land was so named as, while it was the smallest of the islands to be made its own state, it was the largest amount of work to colonise owing to the abundance of the extraordinary local creatures simply known as "devils" ... These animals are fierce and chaotic and many regions in which they live are simply left alone by humans.

The nation's capital was named for its first governor, Hubert Smith, from whom all current governors are descended.

Capital City: Hubert



ANIMALS

On each of the continents of Mithrym, the Crafters made many creatures - both wild and tame - to suit their climate and to help or to hinder humanity in order to teach the Children of Een and help them grow.

In the earliest days of Mithrym, Immu created great beasts in the fashion and manner of the dragons. Later, after the Children of Een were created but before Immu's banishment to the Frozen Wastes, when humanity was still very young and primitive, Immu created beasts with which to task the young humans. While they are no longer seen in Mithrym, any whose journey might take them back in time has the chance of meeting some.

BEASTS OF TERRANIA

When a group is travelling through the wilderness of Terrania, usually plains or forests, they have a random chance of encountering wildlife that they may hunt or that might hunt them, roll 1d6 and look at the table below to see what they find ...

Dice	Encounter	Dice	Encounter
1	6 (Wild) Horses	4	8 Rats
2	12 Rabbits	5	6 Wolves
3	8 Deer	6	2 Bears

BEARS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+4	+0	+3	-4	+1	-2
19	10	16	2	13	7
Armour Class	Hit Points	Speed			
11	34	12.5 m			

ATTACKS

- Bears make two attacks per round: one with their bite and one with their claws
- **Bite:** Melee Attack, +5 to hit, 1d8 + 4 damage
- **Claws:** Melee Attack, +5 to hit, 2d6 + 4 damage

BIRDS (GULL)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-3	+4	+0	-4	-2	-2
4	18	10	3	6	7
Armour Class	Hit Points	Speed			
12	8	20 m (fly)			

ATTACKS

- **Peck:** Melee Attack, +3 to hit, 1d1 damage

BIRDS (SMALL)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-5	+1	+0	-4	+1	-2
1	12	10	2	12	6
Armour Class	Hit Points	Speed			
11	3	10 m (fly)			

ATTACKS

- **Peck:** Melee Attack, +2 to hit, 1d1 damage

CATS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-4	+2	+0	-4	+1	-2
3	15	10	3	12	7
Armour Class	Hit Points	Speed			
12	2	12.5 m			

ATTACKS

- **Claws:** Melee Attack, +0 to hit, 1d1 damage

Cows

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	-1	+2	-4	+0	-2
16	8	14	2	10	6
Armour Class	Hit Points	Speed			
10	22	12.5 m			

ATTACKS

- Ram: Melee Attack, +5 to hit, 1d6 + 3 damage

CHICKENS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-4	+0	-1	-4	+1	-3
3	10	8	2	12	4
Armour Class	Hit Points	Speed			
10	2	7.5 m			

ATTACKS

- Peck: Melee Attack, +1 to hit, 1d4 - 2 damage

DOGS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+0	+2	+1	-3	+1	+1
11	14	12	4	12	12
Armour Class	Hit Points	Speed			
12	5	12.5 m			

ATTACKS

- Bite: Melee Attack, +2 to hit, 1d6 + 1 damage

DEER

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+0	+3	+0	-4	+2	-3
11	16	11	2	14	5
Armour Class	Hit Points	Speed			
13	4	15 m			

ATTACKS

- Bite: Melee Attack, +2 to hit, 1d4 damage

FISH (RIVER)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-3	+2	+0	-5	-2	-5
4	14	11	1	6	1
Armour Class	Hit Points	Speed			
12	7	10 m (swim)			

ATTACKS

- Bite: Melee Attack, +0 to hit, 1d1 damage

FISH (SEA)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-1	+1	+2	-5	-2	-5
8	12	14	1	6	1
Armour Class	Hit Points	Speed			
12	9	7.5 m (swim)			

ATTACKS

- Bite: Melee Attack, +0 to hit, 1d1 damage

HORSES

Strength Dexterity Constitution Intelligence Wisdom Charisma

+3	+0	+1	-4	+0	-2
16	10	12	2	11	7

Armour Class

Hit Points

Speed

10	13	20 m
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ATTACKS

- **Hooves:** Melee Attack, +5 to hit, 2d4 + 3 damage

PIGS

Strength Dexterity Constitution Intelligence Wisdom Charisma

+1	+0	+1	-4	-1	-3
13	11	12	2	9	5

Armour Class

Hit Points

Speed

10	5	10 m
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ATTACKS

- *Perceiving danger, a pig will run away*

RABBITS

Strength Dexterity Constitution Intelligence Wisdom Charisma

-5	+1	-2	-4	+0	-4
1	13	7	2	10	3

Armour Class

Hit Points

Speed

11	3	12.5 m
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ATTACKS

- **Bite:** Melee Attack, +3 to hit, 1d1 damage

RATS

Strength Dexterity Constitution Intelligence Wisdom Charisma

-4	+0	-1	-4	+0	-3
2	11	9	2	10	4

Armour Class

Hit Points

Speed

10	1	5 m
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ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

SHEEP

Strength Dexterity Constitution Intelligence Wisdom Charisma

+1	+0	+0	-4	+0	-3
12	10	11	2	10	5

Armour Class

Hit Points

Speed

10	3	10 m
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ATTACKS

- *Perceiving danger, a sheep will run away*

WOLVES

Strength Dexterity Constitution Intelligence Wisdom Charisma

+1	+2	+1	-4	+1	-2
12	15	12	3	12	6

Armour Class

Hit Points

Speed

13	11	12.5 m
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ATTACKS

- *If the target is a creature, it must succeed on a Normal Brawn Check or be knocked to the ground*
- **Bite:** Melee Attack, +4 to hit, 2d4 + 2 damage

BEASTS OF ARRENIA

When a group is travelling through the wilderness of Arrenia, usually plains, deserts or jungles, they have a random chance of encountering wildlife that they may hunt or that might hunt them, roll 1d6 and look at the table below to see what they find ...

Dice	Encounter	Dice	Encounter
1	6 Hares	4	6 Lions
2	12 Jungle Fowl	5	6 Tigers
3	8 Warthogs	6	4 Snakes

BATS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-4	+2	-1	-4	+1	-3
2	15	8	2	12	4
Armour Class	Hit Points	Speed			
12	1	10 m (fly)			

ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

BIRDS (HUNTING)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-2	+4	+0	-3	-1	-1
6	18	10	5	8	9
Armour Class	Hit Points	Speed			
13	8	30 m (fly)			

ATTACKS

- **Claws:** Melee Attack, +5 to hit, 2d4 damage

CHEETAHS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+3	+1	-4	+1	-1
15	16	12	3	12	8
Armour Class	Hit Points	Speed			
15	30	12.5 m			

ATTACKS

- **Bite:** Melee Attack, +5 to hit, 1d10 + 3 damage
- **Claws:** Melee Attack, +5 to hit, 1d10 + 3 damage

ELEPHANTS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+6	-1	+3	-4	+0	-2
22	9	17	3	11	6
Armour Class	Hit Points	Speed			
12	76	12.5 m			

ATTACKS

- **Gore:** Melee Attack, +8 to hit, 3d8 + 6 damage
- **Stomp:** Melee Attack, +8 to hit, 3d10 + 6 damage

FISH (RIVER)

Strength Dexterity Constitution Intelligence Wisdom Charisma

-3	+1	+0	-5	-2	-5
5	13	10	1	6	1

Armour Class

Hit Points

Speed

12	7	7.5 m (swim)
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ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

FISH (SEA)

Strength Dexterity Constitution Intelligence Wisdom Charisma

-1	+0	+2	-5	-2	-5
9	11	14	1	6	1

Armour Class

Hit Points

Speed

12	9	10 m (swim)
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ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

HARES

Strength Dexterity Constitution Intelligence Wisdom Charisma

-4	+1	-1	-4	+0	-4
3	12	8	2	11	3

Armour Class

Hit Points

Speed

12	3	12.5 m
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ATTACKS

- **Bite:** Melee Attack, +3 to hit, 1d1 damage

JUNGLE FOWL

Strength Dexterity Constitution Intelligence Wisdom Charisma

-3	+0	-1	-4	+1	-3
5	11	9	3	12	4

Armour Class

Hit Points

Speed

11	2	10 m
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ATTACKS

- **Peck:** Melee Attack, +1 to hit, 1d4 - 2 damage

SNAKES

Strength Dexterity Constitution Intelligence Wisdom Charisma

-4	+3	+0	-5	+0	-4
2	16	11	1	10	3

Armour Class

Hit Points

Speed

13	2	10 m
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ATTACKS

- *Bitten creatures must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well*
- **Bite:** Melee Attack, +5 to hit, 1d1 damage

OXEN

Strength Dexterity Constitution Intelligence Wisdom Charisma

+4	+2	+1	-4	+1	-3
18	14	12	2	12	5

Armour Class

Hit Points

Speed

11	22	17.5 m
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ATTACKS

- **Gore:** Melee Attack, +6 to hit, 2d8 + 4 damage
- **Hooves:** Melee Attack, +6 to hit, 1d12 + 4 damage

MONKEYS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-3	+2	+0	-2	+1	-2
5	15	10	6	12	7
Armour Class	Hit Points	Speed			
12	2	10 m			

ATTACKS

- **Bite:** Melee Attack, +4 to hit, 1d1 damage

LIONS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	+2	+1	-4	+1	-1
17	15	13	3	12	8
Armour Class	Hit Points	Speed			
12	26	17.5 m			

ATTACKS

- **Bite:** Melee Attack, +5 to hit, 1d8 + 3 damage
- **Claws:** Melee Attack, +5 to hit, 1d6 + 3 damage

TIGERS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	+2	+2	-4	+1	-1
17	15	14	3	12	8
Armour Class	Hit Points	Speed			
12	37	12.5 m			

ATTACKS

- **Bite:** Melee Attack, +5 to hit, 1d10 + 3 damage
- **Claws:** Melee Attack, +5 to hit, 1d8 + 3 damage

WARTHOGS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+1	+0	+1	-4	-1	-3
13	11	12	2	9	5
Armour Class	Hit Points	Speed			
11	11	12.5 m			

ATTACKS

- **Tusk:** Melee Attack, +3 to hit, 1d6 + 1 damage

ZEBRAS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	+0	+2	-4	-2	-1
16	10	14	2	7	8
Armour Class	Hit Points	Speed			
10	13	20 m			

ATTACKS

- **Hooves:** Melee Attack, +5 to hit, 2d4 + 3 damage

BEASTS OF PULVISIA

When a group is travelling through the wilderness of Pulvisia, usually rocky plains or thick forests, they have a random chance of encountering wildlife that they may hunt or that might hunt them, roll 1d12 and look at the table below to see what they find ...

Dice	Encounter	Dice	Encounter
1	12 Quokkas	7	1 Crocodile
2	3 Cassowaries	8	8 Dingoes
3	8 Ants (Giant)	9	4 Kangaroos
4	6 Wombats	10	2 Devils
5	6 Emus	11	14 Quolls
6	2 Eagles	12	4 Spiders (Giant)

ANTS (GIANT)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+1	+2	-5	-1	-4
15	13	15	1	9	2
Armour Class	Hit Points	Speed			
14	52	12.5 m			

ATTACKS

- *Giant Ants make two attacks per round: one with their bite and one with their sting*
- **Bite:** Melee Attack, +4 to hit, 1d8 + 2 damage
- **Sting:** Melee Attack, +4 to hit, 1d8 + 2 damage

BIRDS (SMALL)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-5	+2	+1	-4	+0	-3
1	14	12	2	10	4
Armour Class	Hit Points	Speed			
11	3	12.5 m (fly)			

ATTACKS

- **Peck:** Melee Attack, +2 to hit, 1d1 damage

CASSOWARIES

Strength Dexterity Constitution Intelligence Wisdom Charisma

+1	+2	+1	-3	+2	-3
13	15	12	4	14	5

Armour Class	Hit Points	Speed
11	15	15 m

ATTACKS

- **Peck:** Melee Attack, +4 to hit, 1d6 damage

CROCODILES

Strength Dexterity Constitution Intelligence Wisdom Charisma

+2	+0	+1	-4	+0	-3
15	10	13	2	10	5

Armour Class	Hit Points	Speed
12	19	7.5 m (walk) 10 m (swim)

ATTACKS

- *Bitten creatures are grappled until they succeed on a Normal Brawn Check*
- **Bite:** Melee Attack, +4 to hit, 7 (1d10 + 2) damage

DEVILS

Strength Dexterity Constitution Intelligence Wisdom Charisma

+0	+1	+2	-4	+1	-2
10	13	14	2	13	6

Armour Class	Hit Points	Speed
14	6	7.5 m

ATTACKS

- *Devils make three attacks per round: one with their bite and two with their claws*
- **Bite:** Melee Attack, +3 to hit, 1d4 damage
- **Claws:** Melee Attack, +3 to hit, 1d4 damage

DINGOES

Strength Dexterity Constitution Intelligence Wisdom Charisma

+0	+3	+1	-4	+1	-3
10	16	12	3	12	5

Armour Class	Hit Points	Speed
13	11	12.5 m

ATTACKS

- **Bite:** Melee Attack, +4 to hit, 1d6 damage

EAGLES

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-2	+2	+0	-4	+2	-2
6	15	10	2	14	7
Armour Class	Hit Points	Speed			
12	3	20 m (fly)			

ATTACKS

- **Talons:** Melee Attack, +4 to hit, 1d4 + 2 damage

EMUS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+2	+1	-3	+2	-2
15	14	12	4	14	6
Armour Class	Hit Points	Speed			
12	19	17.5 m			

ATTACKS

- *Emus make two attacks per round: one with their beak and one with their claws*
- **Beak:** Melee Attack, +5 to hit, 1d6 + 2 damage
- **Claws:** Melee Attack, +5 to hit, 1d10 + 2 damage

FISH (RIVER)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-1	+1	+1	-5	-3	-5
8	12	12	1	5	1
Armour Class	Hit Points	Speed			
12	7	12.5 m (swim)			

ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

KANGAROOS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+3	+2	-3	+0	-2
15	16	15	4	10	6
Armour Class	Hit Points	Speed			
15	26	20 m			

ATTACKS

- *Kangaroos make two attacks per round: one with their kick and one with their claws*
- **Kick:** Melee Attack, +5 to hit, 2d8 + 2 damage
- **Claws:** Melee Attack, +5 to hit, 1d8 + 2 damage

KOALAS

Strength Dexterity Constitution Intelligence Wisdom Charisma

-3	+1	+1	-4	+0	-2
4	12	12	3	10	6

Armour Class	Hit Points	Speed
12	3	5 m

ATTACKS

- **Claws:** Melee Attack, +0 to hit, 1d1 damage

MILLIPEDES (GIANT)

Strength Dexterity Constitution Intelligence Wisdom Charisma

-3	+2	+1	-5	-2	-4
5	14	12	1	7	3

Armour Class	Hit Points	Speed
13	4	10 m

ATTACKS

- **Bitten creatures** must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well
- **Bite:** Melee Attack, +4 to hit, 1d4 + 2 damage

PLATYPUS

Strength Dexterity Constitution Intelligence Wisdom Charisma

-4	+1	+0	-4	+1	-3
3	12	10	2	12	5

Armour Class	Hit Points	Speed
11	2	5 m (walk) 12.5 m (swim)

ATTACKS

- **Bitten creatures** must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well
- **Spur:** Melee Attack, +0 to hit, 1d1 damage

QUOKKAS

Strength Dexterity Constitution Intelligence Wisdom Charisma

-4	+0	+0	-4	-1	+1
2	11	10	2	8	12

Armour Class	Hit Points	Speed
10	2	7.5 m

ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

QUOLLS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-1	+1	+0	-3	+0	-2
8	12	11	4	10	6
Armour Class	Hit Points	Speed			
11	4	7.5 m			

ATTACKS

- **Bite:** Melee Attack, +1 to hit, 1d4 damage

SHARKS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+1	+1	-5	+0	-3
14	13	13	1	10	4
Armour Class	Hit Points	Speed			
12	22	12.5 m (swim)			

ATTACKS

- **Bite:** Melee Attack, +4 to hit, 1d8 + 2 damage

SPIDERS (GIANT)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+3	+1	-4	+0	-3
14	16	12	2	11	4
Armour Class	Hit Points	Speed			
14	26	10 m			

ATTACKS

- *Bitten creatures must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well*
- **Bite:** Melee Attack, +5 to hit, 1d8 + 3 damage

WOMBATS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-1	+0	+1	-4	-1	+0
8	10	12	3	8	10
Armour Class	Hit Points	Speed			
11	4	7.5 m			

ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

OLD BEASTS

ARCHAEOTHERIUM

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+1	+0	+1	-4	-1	-3
13	11	12	2	9	5
Armour Class	Hit Points	Speed			
11	11	15 m			

ATTACKS

- **Bite:** Melee Attack, +2 to hit, 1d4 + 2 damage

FISH (RIVER)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-3	+2	+0	-5	-2	-5
4	14	11	1	6	1
Armour Class	Hit Points	Speed			
12	7	10 m (swim)			

ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

FISH (SEA)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-1	+1	+2	-5	-2	-5
8	12	14	1	6	1
Armour Class	Hit Points	Speed			
12	9	7.5 m (swim)			

ATTACKS

- **Bite:** Melee Attack, +0 to hit, 1d1 damage

MAMMOTHS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+7	-1	+5	-4	+0	-2
24	9	21	3	11	6
Armour Class	Hit Points	Speed			
13	126	12.5 m			

ATTACKS

- **Gore:** Melee Attack, +10 to hit, 4d8 + 7 damage
- **Stomp:** Melee Attack, +10 to hit, 4d10 + 7 damage

SABRE-TOOTHED CATS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+4	+2	+2	-4	+1	-1
18	14	15	3	12	8
Armour Class	Hit Points	Speed			
12	52	12.5 m			

ATTACKS

- **Bite:** Melee Attack, +6 to hit, 1d10 + 5 damage
- **Claw:** Melee Attack, +6 to hit, 2d6 + 5 damage

THYLACOSMILUS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+1	+2	-4	+1	-2
14	13	14	3	12	7
Armour Class	Hit Points	Speed			
11	42	12.5 m			

ATTACKS

- **Bite:** Melee Attack, +4 to hit, 1d6 + 3 damage
- **Claw:** Melee Attack, +4 to hit, 1d6 + 4 damage

ANCIENT BEASTS

ALLOSAURUS

Strength Dexterity Constitution Intelligence Wisdom Charisma

+4	+1	+3	-4	+1	-3
19	13	17	2	12	5

Armour Class

Hit Points

Speed

13	51	20 m
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ATTACKS

- **Bite:** Melee Attack, +6 to hit, 2d10 + 4 damage
- **Claw:** Melee Attack, +6 to hit, 1d8 + 4 damage

ANKYLOSAURUS

Strength Dexterity Constitution Intelligence Wisdom Charisma

+4	+0	+2	-4	+1	-3
19	11	15	2	12	5

Armour Class

Hit Points

Speed

15	68	10 m
----	----	------

ATTACKS

- *A creature hit by a Tail attack must succeed on a Hard Brawn Check or be knocked to the ground*
- **Tail:** Melee Attack, +7 to hit, 4d6 + 4 damage

PTERODACTYL

Strength Dexterity Constitution Intelligence Wisdom Charisma

+1	+2	+0	-4	-1	-3
12	15	10	2	9	5

Armour Class

Hit Points

Speed

13	13	10 m (Fly)
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ATTACKS

- **Bite:** Melee Attack, +3 to hit, 2d4 + 1 damage

TRICERATOPS

Strength Dexterity Constitution Intelligence Wisdom Charisma

+6	-1	+3	-4	+0	-3
22	9	17	2	11	5

Armour Class

Hit Points

Speed

13	95	17.5 m
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ATTACKS

- **Gore:** Melee Attack, +9 to hit, 4d8 + 6 damage
- **Stomp:** Melee Attack, +9 to hit, 3d10 + 6 damage

STEGOSAURUS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+7	-1	+6	-4	+1	+0
24	8	22	3	12	10
Armour Class	Hit Points	Speed			
17	112	12.5 m			

ATTACKS

- A creature hit by a Tail attack must succeed on an Expert Brawn Check or be knocked to the ground
- Tail: Melee Attack, +10 to hit, 3d8 + 7 damage
- Stomp: Melee Attack, +10 to hit, 3d12 + 7 damage

TYRANNOSAURUS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+7	+0	+4	-4	+1	-1
25	10	19	2	12	9
Armour Class	Hit Points	Speed			
13	136	17.5 m			

ATTACKS

- Tyrannosaurus make two attacks per round: one with their bite and one with their tail
- Bite: Melee Attack, +10 to hit, 4d12 + 7 damage
- Tail: Melee Attack, +10 to hit, 3d8 + 7 damage

VELOCIRAPTOR

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-2	+3	+0	-4	+1	-2
7	17	10	3	13	6
Armour Class	Hit Points	Speed			
13	14	17.5 m			

ATTACKS

- Bite: Melee Attack, +5 to hit, 1d8 + 3 damage
- Claw: Melee Attack, +5 to hit, 1d6 + 3 damage



MONSTERS

Once banished, Immu began to create monsters in mockery of the Children of Een. First, Immu created Goblins. About the same height and shape as Humans and capable of using Human weapons and machines, goblins were created to oppose humanity by waging wars and forcing conflict. Next, Immu created Kobolds. About the size of Human children, kobolds were created to cause mischief and to sabotage Human works. Next, Immu created Orcs (sometimes also called

Giants). Far taller than Humans, about eight-to-nine feet high, Orcs were created to cause destruction and devastation.

Some time later, once humanity had begun to spread to the harsher climates of Mithrym, Immu also created Lizard Folk. Similar in size and ability to goblins, lizard folk were created to thrive in dry, arid environments. They need very little water to survive and often hide in deserts to attack Human travellers.

KOBOLDS

Strength Dexterity Constitution Intelligence Wisdom Charisma

-2	+2	-1	-1	-2	-1
7	15	9	8	7	8

Armour Class

Hit Points

Speed

12	5	10 m
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ATTACKS

- Kobolds can use any small weapons that are light enough that a human child could wield them but, as standard, use daggers and slings
- **Dagger:** Melee Attack, +4 to hit, 1d4 + 2 damage
- **Sling:** Ranged Attack, +4 to hit, 1d4 + 2 damage



GOBLINS

Strength Dexterity Constitution Intelligence Wisdom Charisma

-1	+2	+0	+0	-1	-1
8	14	10	10	8	8

Armour Class

Hit Points

Speed

15	7	10 m
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ATTACKS

- Goblins can use the same weapons as humans but, as standard, use short swords and bows
- **Short Sword:** Melee Attack, +4 to hit, 1d6 + 2 damage
- **Short Bow:** Ranged Attack, +4 to hit, 1d6 + 2 damage

ORCS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	+1	+3	-2	+0	+0
16	12	16	7	11	10
Armour Class	Hit Points	Speed			
13	15	10 m			

ATTACKS

- Orcs can use the same weapons as humans but, as standard, use large axes and throw javelins
- **Axe:** Melee Attack, +5 to hit, 1d12 + 3 damage
- **Javelin:** Ranged Attack, +5 to hit, 1d6 + 3 damage



LIZARDFOLK

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+0	+1	-2	+1	-2
15	10	13	7	12	7
Armour Class	Hit Points	Speed			
15	22	10 m			

ATTACKS

- Lizardfolk can use the same weapons as humans but they enjoy biting with their sharp teeth or throwing javelins
- **Bite:** Melee Attack, +4 to hit, 1d6 + 2 damage
- **Javelin:** Ranged Attack, +4 to hit, 1d6 + 2 damage

Not all humans worship Ee and the Crafters. Those who worship Immu are promised eternal life for their devotion however this is only achieved as they are denied entry into the afterlife of the faithful and, as such, their soul must remain with their body after death.

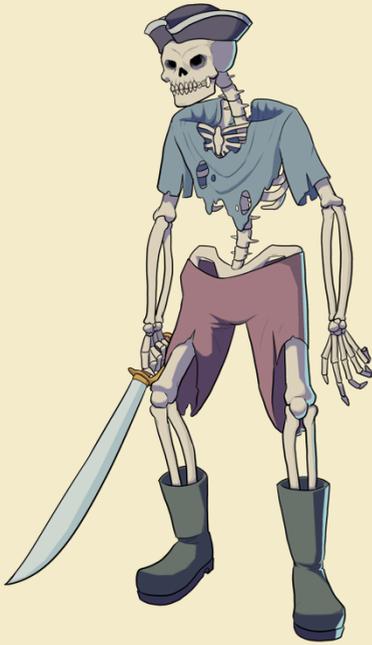
If a Cleric of Immu then animates the dead body it becomes a Zombie. Zombies have no real free will anymore though and must follow the commands of either the Cleric who animated them or whoever the Cleric tells them to follow. Over time a zombie will gradually lose its flesh

until it is just an animated skeleton. Some Clerics bypass this process by boiling the body and bleaching the bones before animating them.

Even a skeleton cannot last forever though and when the bones finally wear down to dust the undead becomes a ghost. Ghosts cannot influence the world anymore but they are fully visible and can observe the world around them, acting as lookouts and spies then reporting back to their commanders. Some Clerics achieve this final immediately by cremating a body before animating it.

ZOMBIES					
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+1	-2	+3	-4	-2	-3
13	6	16	3	7	5
Armour Class	Hit Points	Speed			
10	22	7.5 m			
ATTACKS					
<ul style="list-style-type: none"> Zombies are able to use standard weapons if commanded to do so Hand: Melee Attack, +3 to hit, 1d6 damage 					





SKELETONS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-1	+1	+3	-4	-2	-3
9	12	16	3	7	5
Armour Class	Hit Points	Speed			
13	13	10 m			

ATTACKS

- Skeletons are able to use standard weapons if commanded to do so
- Hand:** Melee Attack, +4 to hit, 1d6 damage

GHOSTS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
-5	+4	+3	-4	-2	-3
0	18	16	3	7	5
Armour Class	Hit Points	Speed			
N/A	N/A	12.5 m			

ATTACKS

- Ghosts cannot attack or be attacked, they consist of the dust of their former bodies



In the dawn of time Een created the Red Dragons to help form Mithrym into its correct shape. Immu commanded the Red Dragons but they were recalled to Een when Immu was banished. Addu, the greatest of the Red Dragons remained with Immu

and in its form Immu fashioned the Black Dragons. Legend has it that the Red Dragons will return at the end of time. Until then, Immu sends the Black Dragons out to destroy human settlements.

RED DRAGONS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+8	+0	+7	+3	+1	+5
27	10	25	16	13	21

Armour Class	Hit Points	Speed
19	256	15 m (walk) 25 m (fly)

ATTACKS

- Red Dragons make three attacks per round: one with their bite and two with their claws
- **Bite:** Melee Attack, +14 to hit, 2d10 + 8 damage
- **Claw:** Melee Attack, +14 to hit, 2d6 + 8 damage



BLACK DRAGONS

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+6	+2	+5	+2	+1	+3
23	14	21	14	13	17

Armour Class	Hit Points	Speed
19	195	15 m (walk) 25 m (fly)

ATTACKS

- Black Dragons make two attacks per round: one with their bite and one with their claws
- **Bite:** Melee Attack, +11 to hit, 2d10 + 6 damage
- **Claw:** Melee Attack, +11 to hit, 2d6 + 6 damage



CLASSES AND SUB-CLASSES

There are four main classes within Mithrym, each includes a set of sub-classes. Fighters include fierce warriors, battle-hardened soldiers, tenacious wardens and rugged labourers. Clerics include zealous Paladins, caring Healers, righteous Priests and fastidious Administrators. Wizards include learned Mages, wild Sorcerers, clever Artisans and fiery Politicians. Rogues include deadly Assassins, sly Thieves, cunning Diplomats and keen Hunters.

Mithrym does not include multi-classing however all

weapon and non-weapon proficiencies are universally available to all classes and sub-classes alike. Each class and sub-class also include their own unique bonuses and abilities.

CLERICS

Clerics are the loyal and devoted followers of the Crafters. Each has joined a monastery of their chosen deity and trained hard to learn the ways of their teachings. In all the lands of Mithrym there are four types of Cleric ...

Paladins: A Paladin is a warrior-monk who has sworn to lead the charge for their deity, figuratively and literally. Typically seen in armour and carrying a weapon these zealous Clerics are loyal, devoted and strict in their discipline and their outlook on life.

Priests: A Priest is a Cleric that has devoted their life to study and self-betterment. They have spent many years learning all the writings and lore of their own deity and likely of the whole pantheon. They are keen historians and devoted to the study of their own deity's powers and gifts.

Healers: A Healer is a Cleric that, whilst remaining at their monastery or temple, has devoted their life to helping others. They are well versed in the ways of medicine and work as

surgeons and hospitallers. Their pursuit of knowledge whilst more focused on the practical than the abstract, is no less strong than that of the Priests.

Administrators: An Administrator is a Cleric that has devoted their life to serving others. They have learnt literacy and numeracy and use them both to help individuals, enterprises and governments to keep ordered and proper records that enable the smooth running of the world.

All clerics have a hit dice of: d8

Class Bonuses

Level	Bonus
1	SYMPATHETIC EAR: You gain +1 to your Persuasion skill.
3	DEVOUT: You gain +3 to initiative when fighting against undead (or alongside them for followers of Immu).
5	NOT TODAY!: Once per day, if you fail an Ability Check you may choose to succeed it instead.

Sub-Class Bonuses

Paladin (From Level 1)

HOLY SHIELD: By invoking the name of their deity, a paladin can make a spectral shield appear on their arm giving a bonus of +1 to their AC. If they are hit by an attack, they must succeed on a DC 10 Constitution check or lose focus. If the check is failed the shield disappears for a minimum of three rounds.

Paladin (From Level 3)

HOLY LIGHT: Experienced Paladins, may cause a light to shine from an object they own. This is caused by an attunement made over time and so applies only to a named object. If that object is lost, stolen or destroyed, this bonus is lost.

Paladin (From Level 5)

HOLY WEAPON: A Paladin that achieves this bonus can, as a bonus action, cause a spectral weapon to appear in their hand. The weapon can take whatever shape they choose however it performs as a Melee weapon and does $1d8 + 2$ damage on a successful hit. When combat ends, the weapon disappears.

Healer (From Level 1)

SURGEON'S BAG: The surgeon's bag allows a Healer to produce the same number of minor healing potions per day as their level.

Healer (From Level 3)

APOTHECARY'S TOOLKIT: An experienced Healer is able to produce the same number of doses of antidotes per day as their level.

Healer (From Level 5)

INVIGORATING TONIC: An experienced Healer is able to produce a tonic that gives the drinker 5 temporary hit points. The Healer can produce the same number of doses per day as their level.

Priest (From Level 1)

(Ibis and Castilla)

DIVINE FORESIGHT: A Priest of Ibis or Casilla may pray for foresight once per level per day. The answer given will indicate whether a planned action is likely to be good or bad for the Priest.

(Orha & Ankha)

DIVINE KNOWLEDGE: A Priest of Orha or Ankha may pray for knowledge about an item or place once per level

per day. The answer given will be objectively factual and will not contain any opinions or notions of good or evil.

(Hokki & Bamma)

FAMILIAL FORM: A Priest of Hokki or Bamma can transform themselves into an animal form for ten minutes per level per day. Each Priest chooses their animal form when they begin their training and may only transform into that animal.

(Immu)

SKELETAL MINION: A novice Priest of Immu is given the skeletal remains of another novice that died in training. They can command it up to two times a day for a maximum of half an hour. When not in use, the bones are kept in a bag or trunk.

Priest (From Level 3)

(Ibis & Casilla)

DIVINE INSIGHT: A Priest of Ibis or Casilla may pray for insight once per level per day. The answer given will indicate whether another person is being truthful or lying. If the person in question is unaware that

what they said is not true, this will still be perceived as truth by the Priest.

(Orha & Ankha)

DIVINE UNDERSTANDING: A Priest of Orha or Ankha may pray for understanding about a craft or activity once per level per day. For 10 minutes they will have an uncanny knowledge of how to perform that craft or how to complete the given activity.

(Hokki & Bamma)

FAMILIAL FRIEND: A Priest of Hokki or Bamma over time forms a spiritual connection with a creature they have met on their journeys. This creature will follow them wherever they go and, with a Normal Nature check, the Priest may issue commands to the creature. If the creature is killed then this bonus is lost. If the creature is separated from the Priest, it will find its way to them as quickly as it is able to.

(Immu)

ANIMATE DEAD: Accomplished priests of Immu may begin to reanimate anyone who had converted to worshiping Immu. The body may be

prepared in order to create a Skeleton (taking 1 hour) or animated as-is to create a Zombie (taking 1 minute). At higher levels, a priest may do so with multiple bodies at a time (2 at level 4, 3 at level 5, and so on). The undead remain under the command of the priest (or an alternate commander they have named) until successfully turned by another Cleric.

Priest (From Level 5

(Ibis & Casilla)

DIVINE DIRECTION: A Priest of Ibis or Casilla may pray for direction once per day. Doing so, they must name a location to which they are trying to get and for 30 minutes they will see a spectral line showing them the way there.

(Orha & Ankha)

DIVINE POSESSION: A Priest of Orha or Ankha may pray once per day that they complete a single task. Immediately they become possessed by their god and complete the task without requiring any ability checks. Once complete, they have no memory of how they did it or what transpired during the

execution of the task. Tasks must be for a single action or goal and cannot involve multiple named steps.

(Hokki & Bamma)

FAMILIAL TELEPATHY: A Priest of Hokki or Bamma, having come to know their familial animal friend well, gains a telepathic link to it. With this link they can see through its eyes and send commands at any distance. A Normal Nature check is still required to make sure the animal does as commanded.

(Immu)

RAISE DEAD: Highly accomplished priests of Immu may, in stead of creating an undead creature from a corpse, fully revive the human. Doing so requires their soul to be willing and will mean that they are marked as a follower of Immu (and may be raised as undead after they die again regardless of their previous faith/religion). Raising takes 8 hours to complete.

Administrator

(From Level 1)

LEDGER: Administrators of all orders are given a divine

ledger upon completion of their training. It automatically holds a history of conversations with full accuracy of wording. The ledger only holds direct speech spoken by or directly to the Administrator.

Administrator

(From Level 3)

MEMORY: Experienced Administrators can recollect details of a conversation without taking notes. While it is widely known that this is possible, it is not considered legally binding and so only benefits the Administrator when recollecting what to do, where to go or what is needed.

Administrator

(From Level 5)

RESTORE: A highly accomplished Administrator can restore a document, record or other written item whether it has been torn, shredded or even burnt.

Sub-Class Abilities

Paladin (From Level 1)

RIGHTEOUS ANGER: Advantage on attacks but disadvantage on defense. Righteous Anger begins as a

bonus action with effect shown on the next round. Righteous Anger ends when combat is finished however it can be ended by the Cleric as an Action.

Healer (From Level 1)

BIND WOUNDS: An action requiring two rounds, a Cleric may bind the wounds of a fallen ally that is unconscious but not dead, restoring them to 1 hit point. If the cleric takes damage before completing the second round of this ability they must start over on the next round.

Priest (From Level 1)

BLESSING: Requiring one round to complete, blessing offers advantage to all allies for the remainder of combat.

Administrator

(From Level 1)

OFFICE WORKER: +2 on all Intelligence checks.

Proficiency

Proficiency in a weapon adds +1 to attack rolls made using that weapon.

Skill proficiencies give +1 to the chosen ability (Academia, Brawm, etc).

Craft proficiencies give +1 to any check involving that craft. A full list of crafts can be found later in this book.

These numbers represent the total number of each proficiency at a given level, not the number of new proficiencies at that level.

Level	Weapons	Skills	Crafts
1	0	0	0
2	0	2	1
3	2	4	2
4	2	6	3
5	4	8	4
6	4	10	5



FIGHTERS

Fighters are the physical workers of Mithrym. They are strong and hardened by lives of manual labour and hard work. In all the lands of Mithrym there are four types of Fighter ...

Warriors: A Warrior is a lone Fighter, possibly

trained by a mentor but mostly they have learnt to fight through bar brawls and wild encounters. They are chaotic and self-determining with no major loyalty to any government or organisation.

Soldiers: A Soldier is an elite Fighter, trained in the barracks of a national or private army. They are orderly, disciplined and very loyal. They fight best in a group and are less accustomed to working alone.

Wardens: A Warden is a Fighter trained in peace keeping and investigation. They work for governments or private police companies. They are disciplined and lawful.

Labourers: A Labourer is a strong worker employed for heavy lifting, construction, farming and anything else requiring strength and endurance. They are obedient so long as the pay keeps coming and are often well known in their local communities, being settled in one place rather than moving around.

All fighters have a hit dice of: d10

Class Bonuses

Level	Bonus
1	GRAPPLING STRIKE: You can attempt to grapple an opponent as a bonus action. If you do so, your opponent must succeed on a Competitive Brawn check. If they fail, their movement is reduced to 0 and they cannot make any melee or ranged attacks until they succeed on a Competitive Brawn check as an action on their own turn.
3	SMART BRAWLER: After the first round of melee combat with an opponent, you gain +1 to all melee attack rolls against them as you learn how they fight and defend themselves.
5	TAKE A PUNCH: As a reaction to an attack you may divide incoming melee damage in half.

Sub-Class Bonuses

Warrior (From Level 1)

WEAPON OF CHOICE: A Warrior may pick a specific melee weapon in their inventory to which they are

closely bound, having used it to train and chosen it instinctively in past battles. Use of this weapon gives advantage on all attack rolls using it and disadvantage on all attack rolls with any other weapon. Ranged attacks are unaffected.

Warrior (From Level 3)

DOUBLE ATTACK: Experienced Warriors can perform two melee attacks per round as a single action.

Warrior (From Level 5)

READIED ATTACK: So long as a Warrior is neither grappled nor lying down they may, as a reaction to a melee attack, make a single melee attack.

Soldier (From Level 1)

LONG MARCH: A Soldier has advantage on any Nature Checks involving travel.

Soldier (From Level 3)

UNITED FOCUS: Allies attacking the same enemy as the Soldier receive advantage to attacks when fighting. Both the allies and the Soldier must be making melee attacks. If the Soldier does not make an attack in

that round, this bonus does not apply.

Soldier (From Level 5)

ON GUARD: Experienced Soldiers gain a +5 to Initiative rolls.

Warden (From Level 1)

BADGE: All Wardens are issued with an identifying document, emblem or other device or object which they may use when identifying themselves to a non-player character in order to receive advantage on all Charisma and Persuasion rolls during that encounter.

Warden (From Level 3)

BACKUP: As a bonus action during combat, the Warden may call on allies for assistance. In doing so, all allies receive an additional 10 m on their next movement.

Warden (From Level 5)

DETECTIVE: Experienced Wardens gain 4 extra levels in Deduction.

Labourer (From Level 1)

DOUBLE SHIFT: Once per day a labourer may regain one hit-dice of hit-points without resting.

Labourer (From Level 3)

WHO NEEDS SLEEP: The Labourer can achieve a rest after only 4 hours.

Labourer (From Level 5)

I DON'T GET PAID ENOUGH: Experienced Labourers can disengage from melee combat without enemies gaining an attack of opportunity.

Sub-Class Abilities

Warrior (From Level 1)

RAGE: One extra attack per round and double damage while raging. Rage begins as a bonus action with effect shown on the next round. Rage ends when combat finishes or when no attack has been made for three consecutive rounds.

Soldier (From Level 1)

SHIELD WALL: Advantage to attacks when fighting side-by-side with allies. At least one ally must be within 3 m of the Soldier at the time of their attack for the effect to apply.

Warden (From Level 1)

CAUTION: Advantage on all Intuition Checks

Labourer (From Level 1)

HARD WORKER: a +2 bonus on Strength checks

Proficiency

Proficiency in a weapon adds +1 to attack rolls made using that weapon.

Skill proficiencies give +1 to the chosen ability (Academia, Brawm, etc).

Craft proficiencies give +1 to any check involving that craft. A full list of crafts can be found later in this book.

These numbers represent the total number of each proficiency at a given level, not the number of new proficiencies at that level.

Level	Weapons	Skills	Crafts
1	0	0	0
2	2	2	1
3	2	4	2
4	4	6	3
5	4	8	4
6	6	10	5

ROGUES

Adept at skills of persuasion, coercion and feats of dexterity, Rogues are often quite quiet, private people. They are good at managing situations and even better at making their escape. In all

the lands of Mithrym there are four types of Rogue ...

Assassins: An Assassin has spent their life building their body into a strong athletic specimen. While they are not as built as a Fighter, they are strong, fast and able to move silently. They use these skills to quietly and promptly kill. A job for which they are very well paid.

Thieves: A Thief is usually quite wiry and very quick with their hands. They are adept at finding ways into places and especially good at taking things without being seen.

Diplomats: A Diplomat has spent their life learning the art of persuasion. They are popular for use in negotiations between companies and always present for any treaty being made between nations.

Hunters: A Hunter is a solitary Rogue that has chosen to live away from civilisation. They are adept at tracking and very good with animals.

All rogues have a hit dice of: d8

Class Bonuses

Level	Bonus
1	DASHING FIGHTER: You may swap your strength modifier for your dexterity modifier on melee attacks.
3	CAREFUL AIM: As a bonus action, you give yourself advantage on your ranged attack that round.
5	UNCANNY DODGE: As a reaction to an attack you may divide incoming ranged damage in half.

Sub-Class Bonuses

Assassin (From Level 1)

DISGUISE: Assassins are adept at utilising objects and items nearby to create convincing disguises to avoid detection. An Assassin must state what object they are using but may then use it to get a temporary bonus of 2 to their Stealth. Disguise must be initiated in one round and is then in place for all future rounds until the Disguise has been shed.

Assassin (From Level 3)

QUICK EXIT: To enable quick escape from a kill, an experienced Assassin may

drop from a height of up to 15 m without taking fall damage.

Assassin (From Level 5)

TRUE AIM: Very experienced Assassins automatically hit with ranged weapon attacks if they have not yet been seen by the target.

Thief (From Level 1)

MAGIC HAND: Thieves, through long practice of their art, have developed an attunement to the magic of the world. As such they can conjure into being a spectral hand to appear up to 10 m away from them lasting for a maximum of 1 minute. The hand can be used to manipulate an object, open an unlocked door or container, stow or retrieve an item. The hand cannot attack, activate magic items, or carry more than 5 kg.

Thief (From Level 3)

ARSONIST: An experienced Thief has deepened their practice of natural magic and can create sparks by a flick of their wrist or a click of their fingers. As an action, these sparks can be used to ignite already flammable objects.

Thief (From Level 5)

SHADE AWAY: Very experienced Thieves, with a deep connection to natural magic, may move through dim light as if it were complete darkness.

Diplomat (From Level 1)

AUTHORITY: All Diplomats are issued with documents of authority which they may use when identifying themselves to a non-player character in order to receive advantage on all Charisma and Persuasion rolls during that encounter. If the non-player character is illiterate however, the Diplomat must first succeed on a Normal Persuasion Check for this Bonus to apply.

Diplomat (From Level 3)

SALARY: An experienced Diplomat is rewarded with a stipend of 10gp per week. They must be able to attend their town of employment to receive this however.

Diplomat (From Level 5)

HERALD: Proven diplomats are given a non-combatant assistant to go ahead and announce them (all ability scores are 10, they have no

skill levels, their AC is 10 and they have 12 HP, they cannot participate in combat but can perform tasks, carry messages and look after items).

Hunter (From Level 1)

ROUGH LIVING: 2 extra levels in Nature.

Hunter (From Level 3)

LONG STRIDE: Experienced Hunters can double their movement for one round without dashing but must move normally for the following round.

Hunter (From Level 5)

TRACKER: Very experienced Hunters may follow the trail of person or creature made within the last day without the need for a skill check.

Sub-Class Abilities

Assassin (From Level 1)

SILENT KILL: When attacking, if the Assassin has not yet been seen by an enemy they may make a Normal Stealth check which, if successful, results in a successful attack with double damage. If the enemy is still alive after the attack or if the check fails then combat begins as usual.

Thief (From Level 1)

PICK POCKET: 2 extra levels in Finesse.

Diplomat (From Level 1)

PERSUASIVE ARGUMENT: 2 extra levels in Persuasion.

Hunter (From Level 1)

ANIMAL FRIEND: Hunters know animals well, especially the animals of the continent they are from. They receive 1 extra level in Nature and get advantage on any rolls related to animals of the same continent they are from.

Proficiency

Proficiency in a weapon adds +1 to attack rolls made using that weapon.

Skill proficiencies give +1 to the chosen ability (Academia, Brawm, etc).

Craft proficiencies give +1 to any check involving that craft. A full list of crafts can be found later in this book.

These numbers represent the total number of each proficiency at a given level, not the number of new proficiencies at that level.

Level	Weapons	Skills	Crafts
1	0	0	0
2	2	4	1
3	2	4	2
4	4	8	3
5	4	8	4
6	6	10	5

WIZARDS

When Een created the world a power was woven into it to make all things in nature happen. Power by which grass grew, flowers bloomed, rivers ran and fires burned. Some early humans observed this and learned how to manipulate this power for their own ends. These people were called Wizards for they were wise in the ways of science and power. Over the millennia they came to form the ruling class of the world. Most Wizards come from wizarding families who, knowing that magic can bring wealth, do not wish the lower classes to gain power or influence. Sometimes though a gifted child of a non-wizarding family may show enough ability to be trained. In all the lands of Mithrym there are four types of Wizard ...

Mages: A Mage is a scholar of magic. They will have

attended a University and be well versed in lore and history. They are familiar with the laws of conservation of energy and wear charms or carry a specially crafted staff that enables them to perform spells without inadvertently damaging their surroundings.

Sorcerers: A Sorcerer is not affiliated with any institution nor were they formally taught how to cast spells. Their ability is innate and somewhat wild. They have learnt to channel magic but not to control it. When a Sorcerer casts a spell, the power for it is drawn from something nearby.

Artisans: An Artisan has studied magic with a particular focus on practicality. They have learnt to craft magical objects and devices and will often seek employment from a Mage to work with them as an engineer.

Politicians: A Politician is a Wizard who has studied magic in order to achieve or maintain their social status but either through disinterest or inability in magic itself has chosen rather to use their status to

achieve a higher social rank. They are the governors, royalty and emperors of the world.

All wizards have a hit dice of: d6

Class Bonuses

Level	Bonus
1	CYPHER: You can write and keep notes in your own hidden code.
3	I WON'T TELL: After a day of deliberate interaction with someone you gain 2 extra levels in Persuasion for checks against them as you learn their secrets.
5	SERVENT: You get an obedient non-combatant sidekick (all ability scores are 10, they have no skill levels, their AC is 10 and they have 12 HP, they cannot participate in combat but can perform tasks, carry messages and look after items).

Sub-Class Bonuses

Mage (From Level 1)

CHANNEL: A graduate Mage receives a device such as a staff, talisman or charm

which contains a system to balance the energy used in their spells. If it is lost or stolen then their spell casting has the same environmental effect as a Sorcerer.

Mage (From Level 3)

TELECAST: Experienced Mages are capable of doubling the range of the spells they cast.

Mage (From Level 5)

MULTICAST: Very experienced Mages are capable of casting two spells per round.

Sorcerer (From Level 1)

WILD LIVING: Having gained their magic without formal training, those Sorcerers that survive to adulthood gain a 2 extra levels in Nature.

Sorcerer (From Level 3)

QUIET CAST: Experienced Sorcerers, through their ability to avoid detection or capture, can cast spells without behind heard. As such, if they are already hidden, they may remain so whilst casting.

Sorcerer (From Level 5)

POWER DRAIN: Very experienced Sorcerers may regain a spell slot by drawing it from another Sorcerer or Mage of equal or lower level than themselves. This takes 1 round to complete.

Artisan (From Level 1)

THINGAMAJIG: In order to graduate, an Artisan must design and construct a device that can be used to perform a set first-level spell on their command. Each Artisan's Thingamajig is different in appearance and trigger mechanism but may only perform the one spell and do so only for two times the Artisan's level per day.

Artisan (From Level 3)

PRE-LOAD: As an action, experienced Artisans may embed a cantrip into an object and specify a trigger (such as proximity, touch or sound) which will cause the spell to happen. Spells that result in an attack, do so in this case aimed at the first person or creature to trigger the spell. Once cast, the object returns to its normal state.

Artisan (From Level 5)

TEACHER: Truly skilled Artisans may, as an action, embed a cantrip into a person. The recipient may then cast the cantrip at will. Once cast, the spell has left them and cannot be re-cast until an Artisan prepares them again.

Politician (From Level 1)

PUBLIC FACE: As a well known leader, Politicians gain 1 extra level in Persuasion but lose 1 level in Stealth. At character creation, if the character does not take any levels in Stealth then 1 skill point is forfeit to make up for the negative score.

Politician (From Level 3)

OFFICE: Established Politicians are granted a building in their town of employment containing a private office and accommodation for up to 4 people.

Politician (From Level 5)

SAFE SEAT: Whenever they are in a town or city, long established Politicians may, by the casting of a small charm, summon the aid of 4 Wardens. The Wardens will protect the Politician and

their allies but will not follow orders that would break the law. Each Warden has ability scores of 10, no skill levels, an AC of 12 and 18 HP. They attack using pole-axes (melee) with a +2 to hit and a damage of 1d8 + 2. The Wardens take 1d6 rounds to arrive and will leave if (or as soon as) the Politician is not in immediate physical danger.

Sub-Class Abilities

Mage (From Level 1)

LEVEL TEMPER: Having studied hard to maintain balance and composure during spell casting, a Mage gets 2 extra levels in Persuasion.

Sorcerer (From Level 1)

WILD MAGIC: A Sorcerer may give in to the power of the magic they are using and, as such, cast two spells per round. As a result though, they are less aware of their surroundings and enemies gain advantage on attack. Wild Magic may be entered into as a bonus action to begin the following round.

Artisan (From Level 1)

SABOTAGE: An Artisan may spend one round tinkering

with an enemy's magical device in order to Sabotage it. To do so they must be able to hold or touch the item without detection. If Sabotaged, the item will then have disadvantage when used.

Politician (From Level 1)

ORATOR: A Politician may give a ten minute inspiring speech after which all allies receive 5 temporary hit points. This ability cannot be used cumulatively.

Proficiency

Proficiency in a weapon adds +1 to attack rolls made using that weapon.

Skill proficiencies give +1 to the chosen ability (Academia, Brawm, etc).

Craft proficiencies give +1 to any check involving that craft. A full list of crafts can be found later in this book.

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Level	Weapons	Skills	Crafts
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3	2	4	2
4	2	8	3
5	4	8	4
6	4	10	5



CRAFTS

Crafts are skills learnt during a character's lifetime which allow them to produce something (tangible or intangible). Crafts can be taken to any overall level (e.g. a player gaining two crafts as part of levelling up may take both in Acting). A player may then make use of their craft by describing how they are using it in a particular scenario. In this case the DM will define the benefit given based on the level to which the character has progressed in that craft.

Acting: Impersonating other people, modifying voice, stance and appearance to suit characteristics of others.

Architecture: The design and knowledge of buildings of various sizes and constructions.

Brewing (Alcohol): The preparation of fruit, vegetable and honey then subsequent fermentation into alcoholic drinks.

Brewing (Herbs): The drying and preparation of herbs and their use in hot and cold draughts.

Camping: The preparation of ground for rough living, the creation of tents, dens and other shelters from natural resources.

Cartography: The drawing and scaling of maps for travel and exploration.

Comedy: Telling jokes, performing physical humour and pleasing a crowd or a small gathering.

Cooking: The preparation of meat, vegetables, fruits and grains for small meals and large banquets.

Crochet: The art of producing meshed garments from balls of yarn using a single hook.

Dance: Moving and contorting one's body to glow with rhythm and melody for entertainment and distraction.

Farming: The preparation of soil, sowing of seeds and growing of plants for good as well as the care and use of farm animals.

Jewellery: The creation of intricate and beautiful metal, wood and stone work to be worn as adornment.

Knitting: The art of producing meshed garments from balls of yarn using a pair of needles.

Leatherwork: The use of prepared leather to fashion small garments, fixings and devices. Advanced knowledge of the craft may allow the making of armour.

Metalwork: The creation of intricate and complex metal shapes and objects using soldering, welding, shaping and filing

Painting: The creation of beautiful works of art by the use of coloured mixtures on parchment, fabric or stone.

Poetry: Setting words to metre or verse to tell stories, evoke emotions and entertain people.

Pottery: Shaping clay into pots, bowls, cups, vases and other useful objects.

Sewing: Joining fabric with thread to make clothes, bags, sails and other textile items.

Singing: Controlling one's voice to make beautiful music to calm, invigorate or otherwise entertain people.

Spinning: The preparation of raw wool and flax into spun yarns and threads for use in sewing, knitting and crochet.

Tanning: The preparation of animal hide into leather and suede for use in garments and other items.

Weaving: Working threads of fabric back and forth to make simple and colour-worked garments, blankets and sheets.

Woodworking: Cutting, turning and shaping wood to make bowls, plates, furniture and simple weapons.

Writing: Setting words to a page to tell a story, keep an account or hold a register of events.



MAGIC

When Een first formed the world, the spices and settings that caused it to take shape ran through it as a seam of magic that caused plants to grow, water to run and the world itself to spin. When the Crafters came to Mithrym they taught their devout followers to channel this magic into spells. This is called Cleric Magic. Other humans witnessed this though and began to experiment and craft spells of their own. This is called Wizard Magic.



CLERIC MAGIC

For their devotion to the Crafters, the Clerics of Mithrym have been taught to manipulate the magic of the world.

TURNING UNDEAD

The undead of Mithrym fall into one of three forms. Zombies, Skeletons or Ghosts. In all cases the creature was once a human who was convinced to join the Cult of Immu. As such they were denied access to the afterlife by the other Crafters and must remain alive yet not alive and are answerable to a Priest or

Wizard of Immu. When commanded to, Zombies and Skeletons will attack. Ghosts are often used as spies and scouts. In any case, a Cleric may turn them away in one of two ways ...

CLERICS OF THE CRAFTERS

A Cleric of one of the six loyal crafters may attempt to convince the undead to come back to Een and denounce Immu. This requires a Charisma Check from the Cleric. Success means that the undead human passes over to the afterlife and their remains fall to the ground. If

the necromancer responsible for the undead creature is present then the Charisma Check should be competitive between the two.

CLERICS OF IMMU

A Cleric of Immu may attempt to gain control of the undead. This is done the same way as a Cleric of the Crafters (by a Charisma Check) but with the option that the Cleric of Immu may either command the undead to disengage (fall to the floor and play dead) or fight for them for the remainder of the battle. The latter requires concentration.

Concentration is lost if the cleric takes damage.

If concentration is lost then the undead returns to its hostile state. There is no limit to the number of undead a Cleric of Immu may perform this on in one battle however they may only turn one undead per round and if concentration is lost then all turned undead under their command become hostile again.

Undead	Charisma Check
Zombie	DC 15
Skeleton	DC 18

Ghost	DC 21
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An undead that has been turned by a Cleric of the Crafters will never re-animate. An undead that has been commanded to play dead by a Cleric of Immu will re-animate the following day.

SIMPLE SPELLS

All Clerics can perform small acts of divine magic by invoking the name of their god. This does not require preparation as these spells are so well learnt during their training that they require little-to-no recollection.

Level	Number of Simple Spells
1 to 3	2
4 to 6	4

RITUALS

Priests and Healers, as ministers of their churches, are able to perform particular spells as part of a formal ritual. These rituals require thirty minutes to be properly completed but a spell performed in this way may be done repeatedly without preparation or rest. If a Cleric performs

continuous rituals for more than sixteen hours without rest however, they will need to begin checking for fatigue.

Level	1 st Level	2 nd Level	3 rd Level
1	1	-	-
2	2	-	-
3	2	1	-
4	2	2	-
5	2	2	1
6	2	2	2

ALL SIMPLE SPELLS

CALM

Casting Time

Range

1 Action

Touch

EFFECT

- *By touching your hand against a character or creature that is under its effect, the effects of the Fear spell is ended immediately.*

CLEANSE

Casting Time

Range

1 Action

Touch

EFFECT

- *By touching your hand against a character or creature that has been poisoned, you may dispel the poison, ending its effect.*

FEAR

Casting Time

Range

1 Action

Touch

EFFECT

- *By touching your hand against a character or creature, they become terrified and must use their movement every round to move away from you. The spell ends after 1 minute or if dispelled with Calm.*

HEAL

Casting Time

Range

1 Action

Touch

EFFECT

- *By touching your hand against a character or creature, they restore 1d4 lost hit points.*

HOLD

Casting Time

Range

1 Action

Self

EFFECT

- *By invoking the name of your deity, you are immune to any attempt to push you or knock you to the ground. You may still move, attack and take damage however you can not be forced from your position by other characters or creatures.*

LIGHT

Casting Time

1 Action

Range

25 m

EFFECT

- *A bright light is emitted from an object you are carrying and illuminates a circle up to 25 m around you as if the area were lit by daylight.*

PURIFY

Casting Time

1 Action

Range

Touch

EFFECT

- *By touching your hand against an item of food or drink that was poisoned, you may cause it to become poison free to any who consume it.*

MESSAGE

Casting Time

1 Action

Range

100 m

EFFECT

- *You telepathically transmit a message of no more than 15 words to an ally within range. The recipient hears the message as if you had spoken it next to them however no sound is heard by any bystander.*

SHOUT

Casting Time

1 Action

Range

200 m

EFFECT

- *Your eyes begin to glow as your voice increases in volume so that you may be heard up to 200 m away through any other noise or commotion.*

POISON

Casting Time

1 Action

Range

Touch

EFFECT

- *By touching your hand against an item of food or drink, you may cause it to become poisonous to any who consume it. Casting this spell against an enemy, they must succeed on a DC 15 Constitution Check or become Poisoned. Once poisoned by this spell's effect, a creature takes 1d6 damage every minute until they are healed or they die.*

ALL 1ST LEVEL RITUALS

BLESS

DURATION

- *1 hour from the completion of the ritual*

EFFECT

- *You bless up to three creatures of your choice. Whenever a target makes an attack roll or an ability check before the spell ends, the target can roll a d4 and add the number rolled to the result.*

CURE WOUNDS

DURATION

- *Instantaneous upon completion of the ritual*

EFFECT

- *Up to 4 creatures you touch during the ritual regain 2d8 hit points each.*

INFLECT WOUNDS

DURATION

- *Instantaneous upon completion of the ritual*

EFFECT

- *The target magically takes 3d10 damage regardless of armour or other protection. The target must be contained within the area of the ritual for the full thirty minutes.*

ALL 2ND LEVEL RITUALS

AUGURY

DURATION

- *Instantaneous upon completion of the ritual*

EFFECT

- *By invoking and praising the name of your deity, you receive an omen from a ghostly entity about the results of a specific course of action that you plan to take within the next day after the completion of the ritual.*

SILENCE

DURATION

- *During the ritual*

EFFECT

- *For the duration, no sound can be created within or pass through a 10 m radius sphere centered on you. Any characters or creatures are deafened while entirely inside the sphere. Casting Shout inside this spell has no effect.*

WARDING BOND

DURATION

- *1 hour from completion of the ritual*

EFFECT

- *This spell wards a willing character or creature you touch and creates a divine connection between you and the target until the spell ends. While the target is within 20 m of you, it gains a bonus of 1 to its armour class and ability checks and it all damage taken is halved. If the target does take damage, you take the same amount. The spell ends if either of you drop to 0 hit points or if you and the target become separated by more than 20 m feet. It also ends if you cast the spell again. You may also dismiss the spell as an action.*

ALL 3RD LEVEL RITUALS

DISPEL MAGIC

DURATION

- *Instantaneous upon completion of the ritual*

EFFECT

- *Choose one character, creature, object, or magical effect within range. Any spell on the target ends.*

REMOVE CURSE

DURATION

- *Instantaneous upon completion of the ritual*

EFFECT

- *At your touch, all curses affecting one character, creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.*

SPRITUAL GUARDIAN

DURATION

- *During the ritual*

EFFECT

- *You call forth spirits to protect you. They flit around you to a distance of 5 m for the duration. If you are a Cleric of the Crafters, their spectral form appears angelic. If you are Cleric of Immu, they appear fiendish. When you cast this spell, you can designate any number of characters or creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a DC 11 Wisdom Check. On a failed check, the creature takes 3d8 damage. On a successful check, the creature takes half as much damage.*



WIZARD MAGIC

Through study and experimentation, the Wizards of Mithrym have learnt to manipulate the magic of the world.

All Wizards can perform small acts of crafted magic by channeling the magic of the world around them. This does not require preparation as these spells are so well practiced that they require little-to-no recollection.

Level	Number of Simple Spells
1 to 3	3
4 to 6	4

ADVANCED SPELLS

Mages and Sorcerers can manipulate the magic of the world to perform great spells. Each Mage / Sorcerer has a tome of spells from which they cast however they have a limited number of slots for each level of Advanced Spell which they may cast per day. For example, a level 1 Mage has 2 1st level spell slots and may choose from any of the 1st level spells to fill them, even casting the same spell twice. Once all slots have been used, the Wizard must rest to

ALL SIMPLE SPELLS

regain them. A higher level slot may be used to cast a lower level spell if desired (e.g. a 2nd level slot may be used to cast a 1st level spell).

When casting a spell, if a Mage has lost their Channel or if the spell is being cast by a Sorcerer then the energy necessary for the spell is drawn from a nearby object. For spells such as Light this may mean that nearby lanterns or fires go out. The GM will describe the repercussion of the spell once it is cast. In these cases the Wizard has no control over this side effect of their spell. Spells cast by Thingamajigs are balanced by the inner workings of the device itself and do not require a Channel.

SPELL SLOTS

Level	1 st	2 nd	3 rd
	Level	Level	Level
1	2	-	-
2	3	-	-
3	4	2	-
4	4	3	-
5	4	4	2
6	4	4	3

FLAME

Casting Time

Range

1 Action

10 m

EFFECT

- A dart of fire shoots from your hand towards an enemy or object. Items are automatically hit by this spell. If hit, an enemy or item is set on fire and will continue to take damage automatically each round until an action is used to extinguish it. For an enemy ... magical, +4 to hit, 1d8 damage, range 10 m. For an object ... the item is on fire.

FREEZE

Casting Time

Range

1 Action

10 m

EFFECT

- A dart of ice shoots from your hand towards an enemy or object. Items are automatically hit by this spell. If hit, an enemy or item is frozen and cannot move or be opened until a Normal Brawn Skill Check breaks the ice. For an enemy ... magical, +4 to hit, 1d8 damage, range 10 m. For an object ... the item is frozen.

ILLUSION

Casting Time

Range

1 Action

Within Sight

EFFECT

- You cause an image to appear in a space you can see. The image must be flat and no larger than 2 m in height or width. If objects or characters come into contact with it they pass through it with no ill effect.

LIGHT

Casting Time

1 Action

Range

25 m

EFFECT

- A bright light is emitted from an object you are carrying and illuminates a circle up to 25 m around you as if the area were lit by daylight.

POISON

Casting Time

1 Action

Range

Touch

EFFECT

- By touching your hand against an item of food or drink, you may cause it to become poisonous to any who consume it. Casting this spell against an enemy, they must succeed on a DC 15 Constitution Check or become Poisoned. Once poisoned by this spell's effect, a creature takes 1d6 damage every minute until they are healed or they die.

LOCK

Casting Time

1 Action

Range

Touch

EFFECT

- Placing your hand against a door or box you cause it to become magically locked. A DC 15 Strength Check is then necessary to force the lock open. Once opened, the spell is dispelled from the object until cast again.

PURIFY

Casting Time

1 Action

Range

Touch

EFFECT

- By touching your hand against an item of food or drink that was poisoned, you may cause it to become poison free to any who consume it.

MESSAGE

Casting Time

1 Action

Range

100 m

EFFECT

- You telepathically transmit a message of no more than 15 words to an ally within range. The recipient hears the message as if you had spoken it next to them however no sound is heard by any bystander.

SHOCK

Casting Time

1 Action

Range

10 m

EFFECT

- A dart of electricity shoots from your hand towards an enemy or object. Items are automatically hit by this spell. If hit, an enemy or item is electrocuted and will take double damage if wearing metal armour or standing in water. For an enemy ... magical, +4 to hit, 1d8 damage, range 10 m.

SHOUT

Casting Time

1 Action

Range

200 m

EFFECT

- *Your eyes begin to glow as your voice increases in volume so that you may be heard up to 200 m away through any other noise or commotion.*

ALL 1ST LEVEL SPELLS

CHARM

DURATION

- 1 hour

EFFECT

- *You attempt to charm another character or a humanoid monster you can see within 10 m. They must make a DC 11 Wisdom Ability check, and do so with advantage if you or an ally are fighting them. If they fail the check, they are charmed by you until the spell ends or until you or your allies do anything harmful to them. During the spell, they regard you as a friend.*

DISGUISE

DURATION

- 1 hour

EFFECT

- *You make yourself (including your clothing, armor, weapons, and other belongings on your person) look different until the spell ends or until you use an action to dismiss it. You must still appear as a human however you may imitate someone you have met or just alter your appearance so as to not look like yourself. Any additional height, width, clothing or items you make appear with this spell are purely illusions and cannot be touched. If, for example, you were to make yourself a foot taller, then if someone were to touch your higher apparent head then their hand would pass through it. Likewise, if you change your appearance to look as though you are wearing armour or carrying an item, a simple touch will reveal these to be illusions too.*

SHIELD

DURATION

- 1 minute

EFFECT

- *An invisible barrier of magical energy forms around you and protects you. Until it ends, you gain +5 to your AC.*

SLEEP

DURATION

- 1 minute

EFFECT

- This spell sends a character, creature or monster into a deep magical sleep. The target must succeed a DC 12 Constitution check or fall asleep for 1 minute.

HOLD

DURATION

- 1 minute

EFFECT

- A character, creature or monster you can see within 20 m must succeed on a DC 13 Wisdom check or be paralyzed for 1 minute, unable to move or take any actions or bonus actions.

ALL 2ND LEVEL SPELLS

CLIMB

DURATION

- 1 hour

EFFECT

- Until the spell ends, one willing character you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving their hands free, at the same speed and with the same ease as if they were walking on normal ground.

INVISIBILITY

DURATION

- 1 hour

EFFECT

- A character, creature or monster you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on their person. The spell ends if the target makes an attack or casts a spell.

DARK

DURATION

- 10 minutes

EFFECT

- Magical darkness spreads from a point you choose within 20 m of you and fills a 5 m sphere for the duration. Any light within the sphere, that was cast as a Simple Spell by a Wizard or Cleric, is dispelled.

ALL 3RD LEVEL SPELLS

DISPEL MAGIC

DURATION

- Instantaneous

EFFECT

- Choose one character, creature, object, or magical effect within range. Any spell on the target ends.

FLY

DURATION

- 10 minutes

EFFECT

- A character, creature or monster you touch gains a flying speed of 20 m per round until the spell ends with no maximum altitude. If the target is still flying when the spell ends, they fall.

SPEED

DURATION

- 1 minute

EFFECT

- A character, creature or monster you touch triples their speed until the spell ends. This spell may be cast with Fly to produce a flying speed of 60 m per round.

SHOW

DURATION

- Instantaneous

EFFECT

- Any magically invisible characters, creatures, monsters or items within 20 m of you become visible.



FORBIDDEN MAGIC

Within the world of Mithrym all people worship - and in the case of Clerics are endorsed by - the Crafters. The Crafters are incarnations of Ee the Creator which were sent into Mithrym to shape it and to guide the humans there, helping them to learn and to grow. The first of the Crafters was called Immu. His fall from Grace is widely known in Mithrym and he is characterised as the most evil and most wicked and is credited with the creation of all monsters. Followers of Immu, after they die, do not pass on but rather their

spirits remain with their bodies. A Cleric of Immu gains certain abilities around the raising and control of the dead however Mages and Sorcerers that worship Immu may also gain particular spells as well.

The Necromancer's Spellbook is a real item within the game world and if a player chooses to build a character as a Mage or Sorcerer that worships Immu they have a copy of the spellbook on their person at all times. They may have gained this by membership of the Cult of Immu (a

widespread, underground association of people throughout Mithrym) or – if they began worshipping Immu by themselves – they will at some point be gifted with a vision from the Fallen Crafter during which they unwittingly write the spells out while they sleep.

Worship of Immu is illegal in all nations of Mithrym and the observed casting of these spells as well as possession of the spellbook itself are both grounds for arrest and are punishable by death. It is therefore important that players consider how their character would go about avoiding this fate and practicing their dark art secretly, avoiding law enforcement.

It is also worth noting that the practice of Sorcery is widely illegal throughout Mithrym too as it is considered “wild magic” without training or regulation. This is a civil matter though and while a Sorcerer may be arrested or detained for casting magic without proper registration it is a civil matter and may be handled with fines or exile rather than a death sentence.

NEGROTIC SIMPLE SPELLS

DRAIN LIFE

Casting Time

1 Action

Range

Touch

EFFECT

- *Necrotic energy flows from your hand into a character, creature or monster you touch. The target takes 1d8 damage and you regain the same number of hit points. Additionally, the target cannot take a reaction until the start of their next turn.*

NEGROTIC SHIELD

Casting Time

1 Action

Range

3 m

EFFECT

- *A shimmering barrier of necrotic energy appears in front of you, 1.5 m wide and 3 m high. The wall blocks all spell attacks as well as physical ranged attacks. If a person or creature passes through the barrier (including attacking through it) they take 1d8 damage.*

NEGROTIC SPLASH

Casting Time

1 Action

Range

20 m

EFFECT

- *You shoot out a ball of necrotic energy. Choose one creature within range, or choose two creatures within range that are within 1 m of each other. A target must succeed on a DC 12 Dexterity check or take 1d8 damage.*

NECROTIC 1ST LEVEL SPELLS

DECOY

Casting Time

1 minute

Duration

Until killed or dispelled

EFFECT

- A creature you touch is transformed into your likeness. While in this form you control its movement and may have it speak in your voice. You cannot experience any of its senses though and if it moves more than 25 m away from you then it stands idle until you come near again. If attacked, the creature retains its original Armour Class and may make an unarmed attack based on its own natural melee attacks.

NECROTIC 2ND LEVEL SPELLS

SOUL SWAP

Casting Time

1 Action

Duration

Instantaneous

EFFECT

- A soul trapped with Soul Trap may be transferred to another human. The person must be willing or fail on a DC 15 Wisdom check. The soul of the human upon whom this is cast is then held within the Soul Trap instead.

MINION OF THE EARTH

Casting Time

1 minute

Duration

Until destroyed or dispelled

EFFECT

- Through ritual chanting, you bring humanoid form to a patch of earth. Rising to stand and await command, the creature may be directed to perform simple tasks with a Strength of 10 and a Dexterity of 8. The creature has no intelligence and no real awareness of its own. If commanded to attack, it makes a single melee attack per round with its arms, +0 to hit, doing 1d4 damage. The creature has an Armour Class of 10, 8 hit points and a speed of 3 m per round.

SOUL TRAP

Casting Time

1 Day (to create)
1 Action (to activate)

Duration

Until disarmed or destroyed

EFFECT

- Requires the preparation in advance of a Trap. The trap can take any shape but traditionally would be a straw doll or a precious stone. The Trap takes 1 day to prepare and may hold one soul. The Trap is activated in one round and will then trap the soul of the first human to touch it. The Trap may be disarmed by the caster or destroyed with fire. If a soul is contained therein, it is freed if dispelled by the caster or destroyed if burned with fire.

NEGROTIC 3RD LEVEL SPELLS

DOMINATE

Casting Time

1 Action

Duration

1 minute

EFFECT

- *You attempt to beguile a human you can see within 20 m. They must succeed on a DC 15 Wisdom check or be charmed by you for the next minute. While the target is charmed, you have a telepathic link with them. You may use this telepathic link to issue commands to them while you are conscious (no action required), which it does its best to obey. You may specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the target completes the order and does not receive further direction from you, they defend and preserve themselves to the best of their ability.*

SECOND LIFE

Casting Time

1 Reaction

Duration

Instantaneous

EFFECT

- *As a reaction to your hit points dropping to 0 you may regain your full hit points but become fatigued. The spell may be cast only once before a rest regardless of available spell slots.*



MONEY

By agreement of the global council for trade and commerce, the precious metals Copper, Silver and Gold were identified on Mithrym as universally valuable. As such, every kingdom and empire mints their own coins from these metals to a uniform weight.

1 Copper Piece (1cp) is the smallest amount of money

10 Copper Pieces (10cp) = 1 Silver Piece (1sp)

10 Silver Pieces (10sp) = 1 Gold Piece (1gp)

Some Common Values ...

Amount	Item
1 cp	A loaf of bread
2 cp	A pint of beer at a tavern
5 cp	A cold meal
10 cp / 1 sp	A warm meal
2 sp	A room for one night at a hostel
5 sp	A room for one night at a cheap hotel
10 sp / 1 gp	A room for one night at a good hotel
2 gp	A horse
5 gp	A servant or labourer for one week
10 gp	A skilled worker for one week
20 gp	Two horses and a small carriage
50 gp	Four horses and a large carriage
100 gp	Eight horses and a stage coach
1,000 gp	A small house
2,000 gp	A large house / A small house in a good school district
5,000 gp	A large house in walking distance of the shops and good transport links
10,000 gp	A small castle
100,000 gp	A small county
1,000,000 gp	Your own private island with a small castle on it and a year's staff



EQUIPMENT

Most of the inhabitants of Mithrym will have some form of weapon, at least for their own protection. Most warriors and soldiers will use standard Melee weapons as well as conventional ranged weapons. Some soldiers, as well as wardens tasked with peace-keeping, will be issued magical ranged weapons capable of projecting fire, ice or lightning at their opponents.

COMMON ITEMS

Common items such as sacks and backpacks, bedrolls and other travelling gear may

either be taken as a given for a character or, in agreement between the players and the GM, may be decided on in advance along with associated costs based on the table of Common Values in the previous chapter on Money.

MELEE WEAPONS

Melee weapons are used in hand-to-hand combat and require an opponent to be within 1.5 m to be used. Some weapons require two hands to be wielded, others only require one hand. One-handed weapons allow for the

wielder to also be holding and using a shield.

Weapon	Cost	Damage	Hands
Knife	1 gp	1d4	1
Dagger	2 gp	1d4	1
Walking Stick	1 gp	1d6	1
Short Sword	10 gp	1d6	1
Long Sword	15 gp	1d8	1
Spear	5 gp	1d6	1
Glaive	10 gp	1d8	2
Pole-Axe	15 gp	1d8 + 2	2
Trowel	1 sp	1d4	1
Pitchfork	5 sp	1d6	2
Shovel	10 sp	1d6 + 2	2

RANGED WEAPONS

Ranged weapons are used in combat to attack from a distance and allow for an opponent to be within varying distances from the shooter. Some weapons require two hands to be wielded, others only require one hand. One-handed weapons allow for the wielder to also be holding and using a shield. Ballistas require a team of three to be used.

Weapon	Cost	Range	Damage	Hands
Short Bow	25 gp	up to 50 m	1d4	2
Long Bow	30 gp	up to 100 m	1d6	2
Light Crossbow	40 gp	up to 25 m	1d6	1
Heavy Crossbow	80 gp	up to 50 m	1d8	2
Ballista	200 gp	up to 150 m	1d10 + 2	6

All ranged weapons require ammunition, each according

to their type. Once a character has run out of ammunition they can no longer make attacks using that weapon.

Ammunition	For Use With	Cost Each
Arrows	Bows	10 cp
Quarrels	Crossbows	1 sp
Bolts	Ballistas	10 sp

MAGICAL RANGED WEAPONS

Artisans of Mithrym long ago devised methods to build magical charges into devices that could then discharge them on command. A wand is a single handed device, sometimes shaped with a curve and a trigger to be held like a pistol. A staff, being larger, requires a second hand to steady it but takes much the same shape. A turret is freestanding and discharges a loaded cartridge as soon as anyone or anything moves directly in front of it within 20 m or it is triggered by an operator.

All devices use pre-built cartridges containing the magical charge. Once used, a cartridge is burnt out and cannot be re-used or re-filled. Charges take one action to be poured into the

weapon from their cartridge and another action to be used.

Use of a Ranged Magical Weapon requires the enemy to roll a DC 15 Dexterity check. If successful, any other creatures in range must also roll the same check until the range of the weapon has been reached or a solid object is in the way.

Objects hit by Ranged Magical Weapons are set on fire, frozen or electrified according to the weapon used.

Weapon	Cost	Damage	Hands	Range
Fire Wand	100 gp	1d10	1	20 m
Fire Staff	250 gp	2d10	2	40 m
Fire Turret	1,000 gp	3d10	0	60 m
Ice Wand	100 gp	1d10	1	20 m
Ice Staff	250 gp	2d10	2	40 m
Ice Turret	1,000 gp	3d10	0	60 m
Lightning Wand	100 gp	1d10	1	20 m
Lightning Staff	250 gp	2d10	2	40 m
Lightning Turret	1,000 gp	3d10	0	60 m

All ranged weapons require ammunition, each according to their type. Once a character has run out of ammunition they can no longer make attacks using that weapon.

Item	For Use With	Cost Per Item
Fire Cartridge (Small)	Fire Wand	1 gp
Fire Cartridge (Medium)	Fire Staff	2 gp
Fire Cartridge (Large)	Fire Turret	5 gp
Ice Cartridge (Small)	Ice Wand	1 gp
Ice Cartridge (Medium)	Ice Staff	2 gp
Ice Cartridge (Large)	Ice Turret	5 gp
Lightning Cartridge (Small)	Lightning Wand	1 gp
Lightning Cartridge (Medium)	Lightning Staff	2 gp
Lightning Cartridge (Large)	Lightning Turret	5 gp

PROTECTION AND HEALING

Many professions in Mithrym require the use of protective clothing including leathers and plate armour. Warriors, soldiers and wardens will also often carry a shield to help protect them from attack. In addition to protection, many potions of healing and antidotes to poisoning are also available.

PROTECTIVE EQUIPMENT

Protective equipment includes clothing, armour and shields. One of each can be used together (e.g. clothes + leather armour + a small metal shield) however multiple armours and shields cannot be stacked. The given AC modifier should be applied to a character's AC. If a character is using a two-handed weapon then they cannot hold a shield as well.

N.B. A naked human has an Armour Class of 10 (in all cases).

<i>Item</i>	<i>AC Modifier</i>	<i>Cost</i>
Clothes	+1	10 sp
Leather Armour	+1	10 gp
Chain Armour	+3	50 gp
Plate Armour	+5	150 gp
Small Wooden Shield	+1	1 gp
Medium Wooden Shield	+2	3 gp
Large Wooden Shield	+3	7 gp

Small Metal Shield	+2	5 gp
Medium Metal Shield	+4	10 gp
Large Metal Shield	+6	20 gp
Pavaise	+7	50 gp

POTIONS

Potions can be brewed by any Wizards, although they will often have their own way of doing it. Sometimes the wizard will sell them, sometimes they will supply a shop or general store with them. There are two main types of potion that are readily available in Mithrym: Healing potions and Antidotes.

<i>Item</i>	<i>Effect</i>	<i>Cost</i>
Minor Healing Potion	Restores 1d10 Hit Points	100 gp
Major Healing Potion	Restores 2d10 Hit Points	150 gp
Legendary Healing Potion	Restores 4d10 Hit Points	200 gp
Antidote	Neutralises any Poison or Venom	50 gp



JIMMY
GLEPHANE





polar bear
RPG

JIMMY
CLEPHANE



DUNGEON
RUNE