

# MYTHIC



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# CHARACTERS





Mythic is about a world that's similar to Earth as it existed during ancient times. The world of Mythic shares many of the myths and legends of ancient Earth, but unlike Earth they aren't just myth and legend, they're very real. Also unlike Earth, in Mythic all the mythologies exist at roughly the same time. So, you can have heroes and adventures based on several different cultures and mythologies all in the same campaign.

The world that Mythic is set on doesn't actually have a name. For most people "the whole world" extends only as far as one can see on a clear and sunny day. The phrase "the Known World" is frequently used when referring to the collective parts of the world that an individual knows exists. For now this includes Pridith, Illosia, and Nisseri but other areas will be added in future Mythic expansion books. With regards to this and future Mythic books, whenever something refers to the world it'll use the phrase "the Known World".

Adventures in Mythic should be big and epic right from the start. This isn't a setting where fledgling heroes clear giant rats from the basement of an inn. Heroes in Mythic should be pitting their wits and strengths against ruthless warlords, deadly monsters, powerful supernatural creatures, and even the gods themselves. In Mythic adventuring should be about more than just collecting XP, amassing wealth, and beating up bandits. It should be about getting dragged into plots where the safety of the entire world is at stake, about performing deeds that bards will turn into songs and stories, about becoming famous across the Known World, and about becoming so legendary that your name is remembered throughout all of history.

Mythic is designed with smaller groups of heroes in mind, typically one to three is good. When you look at ancient myths and legends it's typically only a couple of heroes with maybe a handful of followers. Keeping the play groups small preserves this feel. That's not to say larger groups aren't perfectly fine, there will just be a very different feel to the campaign.

## ARCHETYPES

When creating a character most players will start with a general concept, which will then be fleshed out with stats, equipment, and possibly even a full backstory. Listed below are a few archetypes for characters commonly found in Mythic campaigns. This is far from an exhaustive list and both players and GMs are free to come up with their own unique character concepts.

**Berserker:** While some warriors rely on speed and skill to defeat enemies, berserkers rely on blind rage and brute strength. Their primal savagery allows them to shatter enemy defenses while shrugging off wounds that would have killed most other people. Of course berserkers in the heat of a blind rage can be as much of a threat to allies as they are to enemies.

**Courtesan:** For some, sexuality and charm are deadlier weapons than any sword or bow. Courtesans are masters of manipulation, stealth, and seduction, skills that can be used for simple entertainment, to acquire information, or even to get close enough for an assassination.

**Craftsman:** Craftsmen build structures, furniture, works of art, and many other items. A rare few craftsmen possess the unique ability to create items that combine both magic and science. These amazing devices can sometimes rival even the most powerful magic artifacts.

**Druid:** To the druids of Pridith the universe is something to be studied and understood in all it's magnificent glory. With understanding comes the power to manipulate the universe as the druid wills, for good or evil. Druids are also keepers of the lore and history of Pridith and the Pridithian clans.

**Explorer:** Much of the Known World remains undiscovered. You don't have to go far before coming across lush valleys untouched by human hands, or the ruins of an ancient city thought lost to time, or something truly bizarre that no human has ever seen before. Most explorers adventure for the thrill of discovery, however fame and wealth are also powerful incentives.



**Hekau:** To the hekau of Niserry words, symbols, and names all have power. By learning to use them properly the hekau can tap into the innate magical energy that infuses everything in the world. In addition to being accomplished wizards hekau oversee embalming rituals and entombments.

**Hunter:** The Known World is full of dangerous creatures. Hunters are those who know how to track and kill these monsters, either for the sport of it, or out of a belief that the world would be a better place with fewer of these dangerous creatures in it.

**Leader:** Using their charisma and a knowledge of battle tactics, leaders direct troops in battle, enhancing their fighting spirit and guiding them to victory. Some train their entire life to become good leaders, while others possess a natural talent for leadership and will often find themselves thrust into the role of the leader.

**Marksman:** Archery takes years to master and highly skilled marksmen are a rarity. The majority come from Niserry, which is known to have the largest number of expert marksmen in the Known World.

**Merchant:** A good merchant can sell sand to a Niserry. They're charming, manipulative, and very good at reading people, all skills they can use to get the best deal on an exchange, or con someone out of all their valuables.

**Noble:** Some young members of the upper class turn to adventuring out of boredom, a need to prove themselves, or just as a way to acquire their own power and wealth. Most of them don't survive long, but a few possess some actual skill and manage to survive long enough to become heroes.

**Nomad:** Some people don't feel comfortable in urban environments, instead preferring to wander the vast wildernesses alone, or maybe with a trusted animal companion. Nomads possess incredible survival skills, but typically don't do well in social situations, having spent more time alone or with animals than they have with other people.

**Performer:** Performers seek to entertain the masses through dance, song, story, and music. Many also seek to preserve and spread history and knowledge through their performances. Performers are also very good at influencing the emotions of others, lifting the spirits of allies and demoralizing enemies.

**Priest:** Although nearly everyone worships the various deities of the world in some way, priests dedicate their entire life to upholding the tenets of one or more deities. Some priests manage to attract the attention of their patron and are gifted with amazing powers.

**Sailor:** Travel by land is dangerous and takes a very long time. So, a lot of long distance travel is done aboard a ship. Sailors can be anyone with training in how to sail a ship, including members of a navy, fishermen, merchant crew, even criminals such as pirates and smugglers.

**Scholar:** While most scholars are content to spend all their time studying dusty books in schools and libraries, some prefer to do their studying out in the world. It's not enough to just read about such things, these scholars like to learn about things first hand, and test their theories in real world situations.

**Slave:** The life of a slave is a harsh one, and typically only the very strong and the very smart survive. Some may become totally obedient to the wishes of their master, while others seek to rebel and earn their freedom. Either way, slaves tend to be very resilient, and very skilled in specific areas of expertise.

**Soldier:** Soldiers can be current members of a military force, or be former members who have either retired from the military, or been forced to leave. Soldiers could also be mercenaries who hire out their skill to the highest bidder. Soldiers tend to be highly trained in both the use of weapons and in military tactics.

**Spy:** No matter where or when you are, information is power. Spies are trained to acquire information in a variety of different ways, including charm, stealth, even torture. No secret is safe from a skilled and determined spy.



**Thief:** Burglars, cutpurses, pickpockets, and other rogues are common in human settlements everywhere in the Known World. Some seek more adventurous lifestyles, lending a unique set of skills to bands of heroes, such as slight of hand, stealth, and keen perception.

**Warrior:** Not everyone who knows how to fight needs to be a soldier in one military or another. Warriors have no actual military training, but they can hold their own in a fight. Warriors can be guards, mercenaries, thugs, and those who just enjoy fighting.

**Witch:** Some worshipers of Hecate are granted access to her knowledge of magic. This form of magic is incredibly ancient, dealing with life, death, and the spirits of the dead. Most people fear this magic, considering both it and its practitioners to be pure evil. Witches of Hecate are often hunted and killed.

## MAKING CHARACTERS

### 1) Races

The only playable race available in Mythic is human.

### 2) Traits

#### Attributes

Your character starts with a d4 in each Attribute, and has 5 points with which to raise them. Raising an Attribute a die type costs 1 point.

#### Skills

You have 15 points for Skills. Each die type in a Skill costs 1 point up to the linked Attribute. Going over the linked Attribute costs 2 points per level.

The Driving and Piloting skills are not available in Mythic. To control animal drawn vehicles such as chariots and wagons, use Riding.

There are three primary Knowledge (language) skills in Mythic: Illosian, Niserrian, and Ogham. Other languages do exist, but will rarely be encountered. Most of these can be handled by a simple Common Knowledge

roll, however characters can have Knowledge (language) skills in more obscure languages if the GM allows. Each character starts off with one free Knowledge (language) skill at d4.

Some Knowledge specializations that are most appropriate for this setting include: Alchemy, Area Knowledge, Battle, History, Languages (Illosian, Niserrian, and Pridithian. Each includes their associated alphabets: illosian, hieroglyphics, and ogham), Law, Magic, Medicine, Religion, and Science.

### Derived Traits

**Charisma** is equal to the total bonuses or penalties given by Edges and Hindrances.

**Pace** is 6".

**Parry** is equal to 2 plus half Fighting.

**Toughness** is equal to 2 plus half Vigor. Go ahead and add the bonus granted by the armor worn on your torso to this value as well, for speed's sake, but remember it may not count if attacks target other parts of the body.

### 3) Edges and Hindrances

You gain Hindrance points for taking up to one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each).

#### For 2 Hindrance points you can:

- Gain another Attribute point, or
- Choose an Edge

#### For 1 Hindrance point you can:

- Gain another Skill point, or
- Increase starting funds by 100%

### 4) Gear

Your character starts with equipment totaling up to 500 in value. If your campaign is using the barter system (see pg. 6), then players should be encouraged to buy miscellaneous items so they have none of their 500 starting funds left over. Even if it's not useful, it's stuff that can be traded.

### 5) Background

Finish your character by filling in any history or background you care to. Ask yourself why your hero is where he is and what his goals are. Or you can just start playing and fill in these details as they become important.



## **HINDRANCES**

The penalty for All Thumbs also applies to Shooting and Lockpicking rolls.

Since eyeglasses don't exist in the world of Mythic, Bad Eyes is always considered to be a Major Hindrance.

In Mythic the supernatural and divine are so much a part of everyday life that it's nearly impossible to deny its existence. Doubting Thomas can remain available to characters if the GM wishes, but it is highly inappropriate and would be very difficult to pull off successfully.

Nearly everyone in the ancient world is illiterate, so this is the default for characters and the Illiterate Hindrance isn't available. A character becomes literate in a language by having at least a d6 in the appropriate Knowledge (language) skill (instead of the usual d4). Also, the Linguist Edge is not available in this setting.

### **Aversion to Armor (Minor)**

Armor is fairly uncommon in the Mythic world. Some people dislike wearing armor so much it actually affects their combat skills when they wear it. Whenever a character with this Hindrance wears torso, arms, or legs armor he suffers a penalty to his Agility, and all Agility-based skills, equal to the highest Armor value of the armor he's currently wearing.

### **Jingoistic (Minor or Major)**

Your character dislikes people from other cultures and believes his own culture to be far superior. He cannot help belittling other cultures at every opportunity. A character taking the Minor version has -2 Charisma among other cultures. The penalty increases to -4 for the Major Hindrance.

In both cases, the character may not use Command Edges with "foreigners" unless he has worked with them for at least one week.

### **Slow (Major)**

Your character draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edge (but not during character creation). For this character, Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

## **EDGES**

The following Edges aren't available in this setting: Ace, Mentalist, Rock and Roll!

### **Battle Cry (Combat)**

**Requirements:** Seasoned, Intimidation d8

As a Test of Will Action, this character can attempt to intimidate everyone in a given area, instead of a single target. Place the Large Burst Template adjacent to this character. Every creature within the template must roll to resist this character's Intimidate roll.

### **Controlled Rage (Combat)**

**Requirements:** Seasoned, Berserk

Some warriors have an animal rage inside them that they've learned to trigger consciously. A character with Controlled Rage may spend a Benny to activate his Berserk Edge.

### **Improved Controlled Rage (Combat)**

**Requirements:** Controlled Rage, Veteran

With sufficient willpower, a warrior who has learned to trigger his rage can restrain it as well. Improved Controlled Rage allows the warrior to ignore the -2 penalty to end his rage, and on a roll of 1 on his Fighting die, he will not hit an ally while Berserk (though he may still hit the wrong opponent or miss).

### **Desert Walker (Professional)**

**Requirements:** Novice

This character is specially adapted to survival in desert climates. This character gets a +4 bonus to Vigor rolls to resist intense heat. In addition, this character gets a +2 bonus to Survival rolls while in desert terrain.

### **Giant's Blood (Background)**

**Requirements:** Novice, Vigor d6



Characters with Giant's Blood are huge, towering head and shoulders over all their fellows. This character gets +1 Size, which increases his Toughness by 1.

### **Prophet (Background)**

**Requirements:** Novice, Spirit d8, Knowledge (religion) d6, Notice d8, Persuasion d6

Prophets are gifted with the ability to read special signs and portents in their immediate surroundings. This can be a natural talent, or a gift given to the individual by a deity or supernatural being.

Once per session a prophet can attempt to read local signs (see the Omens and Prophecy section).

### **Shield Expertise (Combat)**

**Requirements:** Seasoned, Agility d6+, Fighting d8+

Most warriors in the Known World don't wear much in the way of armor. This makes the shield a warrior's best defense against attacks.

A character with this Edge has learned how to make his shield into a very powerful tool for surviving combat. Shield's grant this character an additional +1 bonus to his Parry.

### **Shield Guardian (Combat)**

**Requirements:** Heroic, Shield Expertise

For some warriors, a shield is not just for personal defense, but also the defense of his allies. These warriors learn how to use their shield to protect allies as well as themselves.

At the start of his turn, a character with this Edge can declare an adjacent character to receive all of the same defensive bonuses he receives from his shield (Parry bonuses (including the bonus from Shield Expertise), cover, magical enhancements, etc); these bonuses are shared, not lost. If the declared target moves away from the Guardian, the bonuses are lost to the target (though not to the Guardian).

The shared defenses remain until the beginning of the Shield Guardian's next turn. A character can only benefit from one Shield Guardian at a time.

### **Shield Mastery (Combat)**

**Requirements:** Veteran, Shield Expertise, Two-Fisted, Fighting d10+

A true master with weapon-and-shield combat learns how to use his shield offensively while maintaining the defensive value of it. Shield Mastery allows the warrior to use his shield as a secondary weapon without losing the Parry bonus it confers. Medium and small shields do Str+d4 damage, while large shields do Str+d6. Off-Hand penalties still apply.

## **EQUIPMENT**

### **BARTERING AND CURRENCY**

In the Mythic setting currency is pretty much nonexistent. Items in the equipment lists still have numerical costs so GMs can use currency if they prefer to do so. However, the default for Mythic is a bartering system where goods and services are exchanged for other goods and services. Items of value can include pretty much anything: weapons and armor, foodstuffs, raw crafting materials, even livestock.

Instead of using the cost values on the tables, the GM must decide what a merchant is willing to trade for his wares. Different merchants will put different values on the things the characters are trying to trade. In big cities, merchants will be more likely to accept items such as gems, precious metals, exotic spices, etc. In smaller towns and villages merchants will be more likely to accept tools, basic foodstuffs, livestock, etc. Trades will also depend on the bartering skills of characters (and the players), and of the NPCs being bartered with.

### **PROTECTION**

**Bronze:** This armor is made from beaten bronze held in place with leather straps. A cuirass covers the front and back of the torso, bracers cover the forearms from the wrist to the elbow, and greaves cover the shins from ankle to knee. Bronze armor is difficult and costly to make, typically only owned by elite Illosian soldiers and officers.





**Chain Hauberk:** Made from interwoven links of iron, this armor is difficult to make and fairly rare. The Pridith invented this armor and typically only Pridith nobles and heroes own suits of it.

**Helmet, Cap:** This simple leather cap is lightweight and offers some minor protection for the head.

**Helmet, Open:** This helmet is made from beaten bronze. It offers superior protection for the head, however it does leave the face open.

**Leather:** This armor is made from either boiled leather or cured soft leather, all held in place with leather straps. A cuirass covers the front and back of the torso, bracers cover the forearms from the wrist to the elbow, and greaves cover the shins from ankle to knee.

**Scale Cuirass:** This is a leather cuirass with bits of metal or stone sewn onto it. The trade-off for this extra protection is that this armor tends to be much heavier than plain leather.

**Shields:** Shields are wooden frames with faces made from wood, woven wicker, stretched leather, or a very thin sheet of bronze. Small shields are about a foot and a half across. Medium shields cover from the knee to the shoulder. Large shields cover all the way from the feet to the chin.

## MELEE WEAPONS

**Claymore:** These two handed swords are made from iron, forged using techniques that only the people of Pridith know. These weapons are fairly rare, mostly owned by heroes and chieftains.

**Spatha:** Spatha are long spears that give greater reach than regular spears, but require both hands to use. These weapons are becoming very popular in Illosia, but are rarely seen elsewhere.

**Sicklesword:** These brutal weapons were invented in Nisserri and are rarely seen anywhere else. These weapons have a long blade like a regular sword, but it's curved into a crescent shape.

**Whip:** A whip can be used to initiate a Grapple maneuver at a range of 1". Escaping is the same as a normal Grapple attack. In addition, a whip can be used as a rope, enabling the wearer to swing over short gaps (4" or less).

## RANGED WEAPONS

**Net:** A popular weapon for capturing prey, the net is basically a rope mesh with a line for control, lead sinkers to provide weight, and barbed fishhooks to prevent easy escape.

On a successful hit with a net, the target is entangled. He must succeed at an Agility roll at -2 or a Strength roll at -2 (his choice) to free himself. Success frees the target but consumes the action - a raise frees him immediately.



### Optional Rule: Throwing Distances

Instead of fixed values, range bands for thrown weapons can be based on the strength of the thrower. The medium range band for a thrown weapon is determined first. Short range will then be  $\frac{1}{2}$  medium range (rounded down), and long range will be twice medium range. This will normally be noted as  $\frac{1}{2}/\text{Str}(+/-\#)/x2$ . For Strength values higher than d12 round fractions down.

Throwing axes, javelins, throwing knives, and nets all have ranges of  $\frac{1}{2}/\text{Str}/x2$ . Slings have ranges of  $\frac{1}{2}/\text{Str}+2/x2$ . Improvised weapons have ranges of  $\frac{1}{2}/\text{Str}/x2$  for small weapons,  $\frac{1}{2}/\text{Str}-2/x2$  for medium weapons, and  $\frac{1}{2}/\text{Str}-4/x2$  for large weapons.

The minimum range for thrown weapons is  $1/2/4$ , no matter the Strength of the thrower and the modifier of the weapon.

appropriate to a specific culture. So an Illosian cosmetic kit will contain white lead, a Pridith one will contain woad, a Niserrian one will contain kohl and henna, etc.

**Grappling hook and line:** A grappling hook is attached to a light line of variable length but usually no more than 15 yards in length. The user throws the hook just as if he were attacking a target. It has a range of 3/6/12. If it “hits,” the hook has set and can hold up to 200 pounds of weight.

**Lantern:** A lantern provides light in a 4” radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped, and a 1 in 6 chance it sets normal combustibles alight (see Savage Worlds Deluxe).

**Lockpicks:** A character who tries to pick a lock without these tools suffers a -2 penalty to his roll.

**Mirror:** These small mirrors are made from highly polished copper.

**Oil (1 pint):** Besides providing fuel for lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight.

## MUNDANE ITEMS

**Candle:** A candle provides clear light in a 2” radius for two hours. A candle blows out in a strong wind or whenever the character holding it runs.

**Cosmetic Kit:** Each kit will contain, in addition to standard cosmetics, makeup

Protection	Armor	Weight	Cost	Notes
Leather Cuirass	+1	7	25	Covers Torso
Leather Bracers	+1	3	10	Covers Arms
Leather Greaves	+1	5	15	Covers Legs
Scale Cuirass	+2	12	130	Covers Torso
Bronze Bracers	+2	5	70	Covers Arms
Bronze Greaves	+2	8	100	Covers Legs
Chain Hauberk	+2	18	200	Covers Torso and Arms
Breastplate	+3	25	400	Covers Torso
<b>Helmets</b>				
Cap	+1	1	5	Covers Head
Open	+2	4	50	Covers Head
<b>Shields</b>				
Small	--	8	25	+1 Parry
Medium	--	12	50	+1 Parry, provides light cover
Large	--	20	200	+2 Parry, provides medium cover



Lighting a fuse requires 1d6 rounds with flint and steel (only 1 round with open flame), so it's best to light the fuse before a fight starts (a fuse stays lit for 10 minutes).

The flask's range is  $\frac{1}{2}/\text{Str}/x2$ . Anything it hits suffers 1d10 damage immediately and may catch fire based on its flammability as per the core rulebook.

**Rope (15 yards):** Rope can safely handle 300 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks.

**Tent:** A waterproofed leather canvas shaped into an upside down "V" with three poles to form a basic frame. It sleeps two in comfort.

**Torch:** A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These last half as long, however.

**Winter Gear:** Characters without warm cloaks and boot covers suffer -2 to their Fatigue rolls in cold weather.

Melee Weapons	Damage	Weight	Cost	Notes
Battle Axe	Str+d8	10	300	
Claymore	Str+d10	12	400	Parry -1, 2 hands
Club (1)	Str+d4	1	10	
Dagger	Str+d4	1	25	
Great Axe	Str+d10	15	500	AP 1, Parry -1, 2 hands
Hand Axe	Str+d6	2	200	
Mace	Str+d6	8	250	AP 1 vs Rigid Armor
Maul	Str+d8	20	400	AP 2 vs Rigid Armor, Parry -1, 2 Hands
Sicklesword	Str+d8	8	300	
Spatha	Str+d6	5	100	Reach 1, Parry +1, 2 hands
Spear	Str+d6	3	75	Reach 1
Staff (1)	Str+d4	8	10	Reach 1, Parry +1, 2 hands
Sword	Str+d6	4	200	
Whip	Str+d4	4	35	Reach 1, See notes

(1) This is for a crafted weapon. Improvised clubs and staves are treated as Improvised Weapons.

Ranged Weapons	Range	Damage	Cost	Weight	Min Str	Notes
Axe, Throwing	3/6/12	Str+d6	75	2	-	
Bow	12/24/48	2d6	250	3	d6	
Composite Bow	15/30/60	2d6	300	5	d8	
Javelin	3/6/12	Str+d6	100	5	d6	
Knife, Throwing	3/6/12	Str+d4	25	1	-	
Net	3/6/12	Entangle	10	5	-	
Sling	4/8/16	Str+d4	10	1	-	

Ammunition	Weight	Cost	Notes
Arrows (1)	1/5	1/2	
Sling Stone	1/10	1/20	Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain

(1) If it's important, arrows can be recovered on a d6 roll of 4-6



Mundane Items	Weight	Cost
Backpack	2	50
Bedroll	4	25
Blanket	4	10
Candle	1	1
Cosmetic Kit	5	300
Crowbar	2	10
Flask (ceramic)	1	5
Flint and steel	1	3
Grappling hook	2	100
Ink and Quill	1	20
Lantern	3	25
Lockpicks	1	200
Manacles	2	15
Mirror	1	10
Oil (for lantern; 1 pint)	1	2
Parchment (per sheet)	1/20	1
Quiver (holds 20 arrows / bolts)	2	25
Rope (10")	15	10
Hammer, Pick, Shovel	5	5
Soap	1/5	1
Metal Spikes (10)	10	10
Tent	10	300
Tool Kit	5	200
Torch (1 hour, 4" radius)	1	5
Waterskin	1	5
Whetstone	1	5
Whistle	--	2
<b>Clothing</b>		
Normal clothing	--	20
Formal clothing	--	200
Winter clothing	3	200
<b>Food</b>		
Cheap meal	1	5
Good meal	--	15+
Trail rations (5 meals; keeps 1 week)	5	10
<b>Animals &amp; Tack</b>		
Horse	--	300
War Horse	--	750
Saddle	10	10

## MAGIC

There are three Arcane Backgrounds available in Mythic: Miracles, Magic, and Weird Science.

**Miracles:** Some people are destined for greatness. Deities and supernatural entities are drawn to such individuals and are likely to grant them various special powers. Of course, in order to keep these powers the individuals must maintain the favor of their patron.

Individuals who possess powers granted to them by deities and supernatural beings always have the Miracles Arcane Background. The player and GM should work together to come up with a specific list of Sins for the patron. This book includes example Sins for deities from the three core cultures of the Known World.

**Magic:** Many individuals throughout the Known World have learned how to manipulate the universe in order to produce a variety of magical effects. Messing with the fabric of reality can generate some fantastic results, but at the same time it can be dangerous for the caster.

Individuals who learn how to manipulate the universe to generate magical effects have the Magic Arcane Background. Although there are numerous independent mages, there are three groups in the Known World that are the largest and most well organized.

The druids of Pridith spend the better part of their life trying to figure out the mysteries of the universe. The more universal secrets a druid unlocks, the more control they have over their magical powers. Druidic magic tends to focus on manipulating and controlling the forces of nature.

The witches of Illosia are worshipers of Hecate that have been granted access to the goddess' magical secrets. This ancient form of magic deals with the spirits of the dead, including communication, summoning, and control.

The hekau of Nisserri have learned how to use names, numbers, and symbols to generate magical effects. Hekau magic tends to focus on spells that allow the caster to control and manipulation objects and people.



**Weird Science:** Throughout the Mythic world there are unique individuals who are able to combine magic and science to create marvelous inventions, infuse mundane items with magical powers, or brew up alchemical substances and items. These inventions can bestow great powers upon their operators, but they do tend to be highly unstable.

Those who can make magical or scientific items are very rare, but those that do exist will possess the Weird Science Arcane Background.

## POWER NAMES

In the Mythic setting players are encouraged to give their Powers more colorful names based on their character's backgrounds, the trappings chosen for their Powers, and the specific visual effects they want their character's Powers to have. So, for example, the Bolt spell could be renamed to something like The Fires of Ra or Apollo's

Golden Arrows. Players just need to make it clear which name goes with which Power.

## POWERS

### Boost/Lower Charisma

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts

**Duration:** 3 (1/round)

**Trappings:** Glowing aura, captivating voice, enhanced appearance

This power allows a character to increase the target's Charisma by +2 for a standard success, or by +4 with a raise.

This power can also be used to lower an opponent's Charisma. This is an opposed roll against the target's Spirit. Success lowers the target's Charisma by -2, a raise lowers it by -4.

This power stacks with Edges and Hindrances that affect Charisma, but not with itself. If this power is cast on the same target multiple times only the most recent casting will apply.

### Corpse Senses

**Rank:** Seasoned

**Power Points:** 2

**Range:** Smarts x 100 yards

**Duration:** One hour (1/hour)

**Trappings:** Chanting, staring into a mirror

This power allows the caster to use nearby undead as a set of roving senses. The power only works on corpses the caster has animated himself or has total control over. If he has multiple undead under his control, he may switch between them as a free action, but only once per round.

For the duration of the spell, the caster uses the senses of the target as if they were his own. He sees what the undead sees, hears what it hears, and so on. The power provides no control over the corpse, nor does it let the caster speak through it. Should the target wander out of range, the connection is instantly severed.





### **Grave Speak**

**Rank:** Seasoned

**Power Points:** 4

**Range:** Touch

**Duration:** 3 (1/round)

**Trappings:** Runes carved on bodily remains, black candles, “leather” books.

In order for this power to work, it must be directed toward a particular soul. The caster must either know the name of the deceased or possess a personal item, which includes their corpse, or any part of it at least, as well as a treasured item.

If the power succeeds, a ghostly voice makes itself known and may be questioned. One question may be asked for each round the power is active.

The spirit contacted is not necessarily friendly and can lie, but it may not refuse to answer or make guesses. The Game Master must decide what information the entity knows—the spirit is not omnipotent and typically knows only what it knew in life up to the moment of its death.

A roll of a 1 on the caster’s arcane skill, regardless of Wild Die, may summon up a demon or other hostile entity. While these spirits cannot usually affect the caster when contacted in this way (they’re not summoned), it may try to convince him it is the person he sought, then feed him inaccurate or dangerous information to lead the character to his death.

### **Learn True Name**

**Rank:** Veteran

**Power Points:** 10

**Range:** Smarts x 100 yards

**Duration:** One hour (2/hour)

**Trappings:** Chanting, praying, drawing complex symbols

With a successful casting roll, the caster is able to learn the true name of the targeted object or creature. If the target is unwilling it can attempt to oppose the casting roll with a Spirit roll. The caster retains the true name for the duration of the power, at the end of which the name will be completely forgotten. The name cannot be written down or told to anyone else.

If the casting roll succeeds the target, if it is alive, will become aware that someone has learned it’s true name, and know who learned it. A raise on the casting roll means the target is oblivious. The caster will know if the target becomes aware or not.

Learning a true name might be required for some part of an adventure, such as a powerful ritual or as part of a creature’s Weakness, but it also gives other benefits. If a creature wishes to make a hostile action against an enemy who knows its true name it must first pass a Spirit roll at -2. In addition, a creature will suffer a -2 penalty to its Spirit roll to resist the Puppet power when it’s cast by someone who knows the creature’s true name.

### **Nightmares**

**Rank:** Veteran

**Power Points:** 4

**Range:** Smarts x 1 mile

**Duration:** Special

This insidious spell causes the victim to suffer terrible nightmares. The caster must know the name of the victim and possess something which belonged to him (like a lock of hair or item of clothing), but need not know his exact location.

When the victim next goes to sleep, he must make a Spirit roll at -2, or -4 if the caster scored a raise. With a raise the caster can also implant specific scenes or themes into the victim’s nightmares!

If the target succeeds at the Spirit roll, he tosses and turns but there is no lasting effect. Should he fail, the dreamer receives no rest (see Hazards: Sleep, in *Savage Worlds: Deluxe*).

If the victim rolls a 1 on his Spirit die, he must also roll on the Fright Table!

### **Rage**

**Rank:** Seasoned

**Power Points:** 4

**Range:** Touch

**Duration:** 3 (1/round)

**Trappings:** Chanting, prayer, smearing blood onto the skin



A simple touch is all it takes for this power to turn even the most gentle soul into a raging monster. With a successful arcane skill roll the target gains a +2 bonus to Fighting, Strength, and Toughness. The target ignores all Wound modifiers, but cannot use any skills, Edges, or maneuvers that require concentration, including Shooting and Taunt, but not Intimidation. Any time the target's Fighting die is a 1 (regardless of his Wild Die), he hits a random adjacent target (not the original target). The attack may hit friend or foe. If there are no adjacent targets the attack simply misses. Unwilling targets can oppose the arcane skill roll with a Spirit roll.

The effects of this power do not stack with the effects of the Berserk Edge. This power will end immediately if the target goes berserk.

**Additional Targets:** This power may affect an additional target for every additional Power Point spent, up to a maximum of five targets.

## OMENS AND PROPHECY

When a deity wants to contact a mortal they rarely do so directly. Instead they will use methods such as signs, omens, and prophecies. These tend to take the forms of visions, dreams, and rarely even physical manifestations. These messages are almost always vague and cryptic, but those who can decipher their meaning can discern valuable information about future events.

Usually deities contact mortals when and if they want to, but some mortals possess the gift of prophecy and can attempt to contact particular entities in the hopes of getting an answer. Either way, messages from deities and supernatural beings should be very rare, in fact finding a prophet should be an adventure in and of itself. Ultimately it's up to the GM to decide when a deity or supernatural being is going to contact a character and how much information they provide. When such contact occurs, the receiver must make a Smarts roll. The more raises gained, the more information the recipient gleans from the divine contact. In other words, the recipient

draws one card for each success and raise gained on the Smarts roll. Keep the highest card, discard the rest, then compare it to the table below. Deities and supernatural beings don't like repeating themselves, being asked to clarify themselves, or being asked for more information. So, only one draw may be attempted for each instance of contact and for each subject being contacted about (one total, not one per character).

**Deuce:** The reading says certain ill omens of the future are predetermined. The character cannot spend Bennies for the remainder of this game session. (He effectively discards them and cannot gain more this session.)

**3-10:** The character gains vague information relevant to his questions or quest.

**Jack-King:** The character gains significant information relevant to his questions or quest. He also gains a Benny, representing how he might alter future events thanks to the warning he was given.

**Ace:** As above, but the character receives very specific information and two Bennies.

**Joker:** As Ace, but the character receives an additional warning as well. After receiving an injury (whether it's a mere Shaken result or multiple wounds), or a critical failure of some sort (whether by actual die roll or circumstance), he can use his warning to negate it. This benefit may only happen once per reading, and is thereafter gone.

## REPUTATION

As characters perform noteworthy deeds they'll earn experience points, which in turn will occasionally raise their Rank. As a character's Rank increases their deeds will become more well known, and more widely known. By the time a character becomes Legendary they are likely to be so famous, or infamous, that knowledge of their great deeds have spread throughout the Known World.

It's nearly impossible for a character to keep his deeds a secret. Even if they do everything they can to prevent people from learning of their



deeds, someone somewhere will know about it, even if it's just a legend or rumor. Because of this, every character will have a reputation, even those who do everything they can to keep their deeds hidden.

In addition to the normal benefits, a character's Rank also determines how easy they are to recognize. Even in an age where most settlements have very little contact with each other, a character's description and deeds can spread quickly throughout the Known World.

Whenever a character of at least Seasoned Rank encounters a new group of people for the first time, such as a group of travelers or a new village, the group of people can make a collective Smarts roll. This roll has a bonus of +1 for every Rank the character has over Seasoned (so +1 for Veteran, +2 for Heroic, and +3 for Legendary). If the roll succeeds then the character is recognized.

How people react to a character they recognize depends on how they feel about the character's deeds. If the character has a reputation for killing indiscriminately then people who recognize him may try to avoid him, or even try to imprison him. On the other hand if the people are big fans of the character's deeds they could treat him as a celebrity.

Apart from the roleplaying aspects, being recognized can also give a bonus or penalty to the character's Charisma when dealing with people who recognize him (GM's discretion). People tend to be more willing to deal with famous heroes than they are with infamous villains.



*Jaxius led the way down the narrow corridor, shield raised and spear at the ready. The Illosian warrior always insisted on being out in front. A young Niserrian woman followed close behind, bow drawn and arrow knocked.*

*Jaxius glanced back and sighed in exasperation. "How many times have I told you, Kiya, wait for me to check a new area before you follow me."*

*"You always take too long." Kiya snapped back.*

*A giant of a man dressed in a simple brown robe came up behind his companions and rumbled low in his throat. "Quiet both of you, we don't need to attract unwanted attention."*

*"Sorry Connar." Jaxius said. "OK, let's keep moving."*

*The trio continued down the narrow, crumbling corridor. Every dozen feet or so a dark doorway opened into a small empty room. The corridor also twisted and turned in an erratic and confusing fashion.*

*Kiya was the one who finally broke the silence. "Are you even sure the artifact is here Connar? We've been exploring this ruin for hours now and we haven't encountered any traps, or guardians, or even a mural to give any indication that what we seek is here."*

*Connar was just about to reply when Jaxias noticed the flash of torchlight glinting off of something metallic. He raised his shield just in time to deflect a dagger that would have embedded itself in Kiya's heart.*

*"Ambush!" Jaxius cried out as two sections of wall, one ahead of the group and one behind, suddenly swung open. From the secret doors several serpentmen armed with spears and daggers poured into the corridor.*

*Jaxius swung around and used his spear and shield to hold off the serpentmen ahead of them. Kiya and Connar turned to face*





the attackers coming up from the rear. Kiya let loose two arrows before the first had even struck its target, while Connar focused on his own hand and began reciting words in a strange and ancient language. As Kiya let loose another arrow Connar spoke a final word then flung out his hand, throwing bolts of fire into the oncoming serpentmen.

"There are too many." Jaxius said through gritted teeth. "We have to get out of this corridor."

Kiya dropped her bow, drew a pair of thin curved swords, and launched herself towards the nearest serpentmen. Connar prepared another barrage of fiery darts, but as he did so he looked around at the corridor. There was an open doorway not far behind them. Connar remembered that the room beyond had another doorway on the opposite wall. There was no telling where the doorway went, but it had to be better than staying here, hopefully.

"Follow me!" Connar shouted and unleashed his fiery darts to clear the path to the doorway. Kiya was first through, grabbing up her bow on the way, then Connar followed and finally Jaxius.

The trio paused for just a moment as Connar once again spoke in his strange language and raised his hands towards the doorway leading back to the ambush site. A section of the floor in front of the doorway melted, rose up, then re-solidified into a solid stone wall.

"That wont hold them for long." Connar said. "We need to move."

The trio rushed through the second doorway, Jaxius in the lead, Kiya in the middle, and Connar lagging behind. Using his druidic magic was exhausting, and the giant Pridithian wasn't sure how much more he had in him.

The second doorway opened into a corridor much like the last, narrow and cramped. The trio hurried down it, but kept their eyes peeled. They watched the

floor for traps, the darkened doorways for hidden attackers, and the walls for secret doors. They found nothing, and eventually the corridor opened into a massive hall supported by thick pillars.

Hieroglyphics and murals covered the walls, but they were too faded and broken to make out what they said or depicted. At the far end of the room sat a massive altar of stone made to look like a coiled snake rearing up to strike. Resting in the snake's coils was a breastplate made of some kind of white material that shimmered like opal.

"There it is, the artifact we came for. Watch out for traps, and for more of those snakemen." Connar said in a low voice that still managed to echo through the hall.

The trio didn't encounter any surprises as they made their way up to the altar, although the breastplate itself rested on a pressure plate trap that Kiya easily disabled.

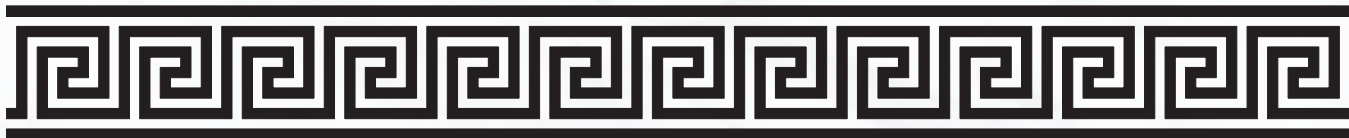
Jaxius carefully lifted the breastplate, which was much lighter than he expected. "Ok, we have what we came for. Let's see if we can find a way out of..." His sentence was cut off abruptly as several snakemen entered the hall from various doorways.

"There's nowhere for us to fall back to this time." Connar noted as the trio readied their weapons and spells. "Jaxius, any suggestions regarding a plan?"

"Fight our way out." Jaxius said, the hint of a smile tugging at the corners of his mouth. "Oh and try not to die."

Connar and Kiya both smiled as the snakemen rushed forward. The heroes had met worse odds before and survived, and they would get themselves into many more tight spots over the years. It was the nature of being a hero in the Known World. whether you live or die, all that really matters is that your name and deeds be remembered throughout history.





# ILLOSIA



In the earliest days of the world the land was wild, chaotic, and very dangerous. Ruling over this land were the Titans: manifestations of primal and elemental forces. The king of the Titans was Cronus, master of time itself.

Cronus had six children with his wife Rhea: Hera, Poseidon, Hades, Hestia, Demeter, and Zeus. But, Cronus was paranoid that one day his children would overthrow him. Each time Rhea gave birth Cronus would swallow the child whole, thus removing it as a threat. He swallowed the first five of his children, but when Rhea became pregnant a sixth time she couldn't bear to see any more of her children swallowed up. When she gave birth, she tricked Cronus into swallowing a rock dressed in swaddling clothes. She then hid her child, which she named Zeus, in a cave and tasked a small group of nymphs with looking after him and raising him.

Once Zeus had grown to adulthood he decided that he would free his brothers and sisters. He went to Rhea first and asked for her help. Rhea greatly missed her children and desperately wanted to see them again, so she agreed. Zeus gave Rhea a cup of poisoned wine, which she gave to Cronus that very night. The mixture didn't prove to be fatal, but it did make Cronus very sick and he vomited up his five children, now all fully grown. Rhea gathered up her children and escaped before Cronus could recover.

Rhea took her children to Mount Olympus where they could recover. Although safe for now, Zeus knew it was only a matter of time before Cronus came after them. He soon came to the conclusion that their best chance of surviving

was to defeat Cronus and the other Titans. Wasting no time Zeus and his siblings, now calling themselves Olympians after their new home, prepared themselves for battle.

The war between the Olympians and Titans lasted for ten long years. The battles caused storms to rage, the ground was torn by earthquakes, and the seas boiled. Zeus feared that the land and its inhabitants would be obliterated, so he sought a way to win the war quickly and decisively. Fortunately, it didn't take long for Zeus to find his answer. Trapped within the earth he found new allies: the giants, cyclopes, and hecatoncheire. With their help the Olympians mounted one final all-out attack against Cronus and his Titans.

The final battle was a bloody one, but eventually Zeus fought his way through the Titan army and confronted Cronus himself. The two fought savagely and for a time there was no way to tell who would be the victor. In the end it was Zeus who proved the better as he first castrated Cronus then knocked him unconscious. With their leader defeated, the surviving Titans surrendered.

## Build Suggestions

Illosians see everyone who aren't native Illosians to be nothing more than savage barbarians. Because of this, most Illosians tend to have Hindrances such as Jingoistic and Arrogance. Illosians prize knowledge and education, so even soldiers and commoners will often have at least one Knowledge skill, as well as Edges like Scholar, Jack of all Trades, etc.



With the war finally over Rhea retreated from the world, hiding herself in some secret corner of existence. Cronus and the surviving titans who fought for him were locked away in the deepest part of Tartarus, a nightmarish realm in the underworld. The Olympians then took over as the new rulers of Illosia, with Zeus as their king.

After the war it took many years for the land to become fully healed and for everything to become peaceful and calm. Zeus sat on his throne, completely bored to tears. Desperate to relieve his boredom, Zeus came up with a plan to create a new race of mortals, a race that would provide much entertainment for himself and the other Olympians. For this special task he went to the Titan Prometheus, one of the few Titans who had sided with the Olympians during the war. Prometheus gladly accepted the challenge, and immediately went to work. It took some time, but eventually Prometheus created a race of mortals that were very similar to the Olympians in both appearance and behavior. This race, the humans, far exceeded the expectations of Zeus and have proved to be a source of both frustration and amusement for the Olympians.

The Olympians taught these early humans all about crafts, law, warfare, science, agriculture, and many other things they felt the humans would need to create a civilization for themselves. And create a civilization they did. In a short period of time the mighty kingdom of Illosia was formed, named after its first king, a great hero named Illosian.

Illosian united his people and headed a long line of strong and benevolent kings. Unfortunately every golden age must come to an end eventually. A general by the name of Crossas became corrupted by his desire for wealth and power. He staged a successful military and political coup, taking over all of Illosia. What followed was a series of tyrants obsessed with expanding the Illosian empire.

Life was miserable under the rule of the tyrants. Several Olympians wanted to intervene, but Zeus forbade it. He was far too interested to see if the mortals could sort things out on their own, without divine intervention. This didn't stop some of the Olympians from helping in secret, but for the most part humanity was left to deal with the situation on it's own.

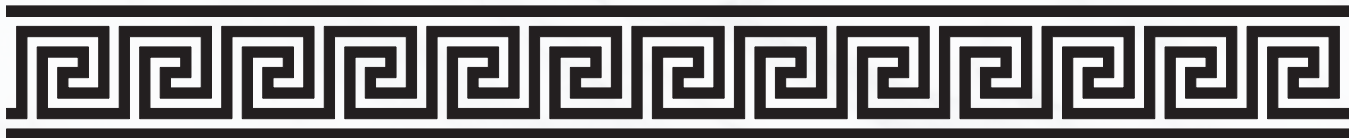
The line of tyrants came to an abrupt end with a man simply known as the Mad King. His fate was sealed when he ordered an entire village put to the sword. His only reason for doing this was because he found the village to be too smelly. This one act sparked open rebellion all over the kingdom. After many bloody uprisings the Mad King and his entire family were killed by an assassin. The line of tyrants had been toppled and the rebellion ended in victory.

Refusing to go back to a monarchy, the people of Illosia created a new form of government, a democracy, where the kingdom is ruled by its own people. The Olympians are very interested to see how this experiment turns out. So far it's working out very well, and many Illosians claim

### Common Illosian Names

**Male:** Acroneos, Agenor, Alpheos, Antaeus, Aristocles, Atreus, Bardas, Castor, Cineas, Damianos, Dexios, Elatreus, Ephialtes, Eumenes, Eurypylos, Hektor, Herodotus, Illyrius, Kalchas, Kriton, Lukos, Maleos, Memnon, Midas, Nestor, Orestes, Paris, Phaidon, Philomenes, Pleistos, Ponteus, Protus, Sisyphus, Tebaeus, Theodotus, Thessalos, Timon, Xanthos

**Female:** Adeia, Aethre, Alcestis, Althea, Andromeda, Anysia, Ariadne, Atalanta, Athis, Callianeira, Chryse, Circe, Cybele, Dione, Dorothea, Enyo, Galatea, Harmonia, Heliadora, Hippolyta, Iola, Irene, Cassandra, Kydilla, Kyra, Maia, Melanie, Metis, Neaera, Nysa, Orthia, Penelope, Phaedra, Philea, Phryne, Pylia, Raisa, Sophia, Thais, Theresa, Timandra, Zoe



the current era to be a second golden age. Illosia has become a leader in numerous areas, including military, science, philosophy, and the arts.

## GEOGRAPHY

The Illosian landscape is broken by numerous mountain ranges, thick forests, and swift-moving rivers. Right in the middle of Illosia is Mount Olympus, quite possibly the tallest mountain in all the Known World. This rough terrain, and lack of good roads, makes overland travel difficult. Most travel is done by boat, both along the coast and along the rivers. This is also why most settlements in Illosia are located along the coast.

Off the southern coast of Illosia is a small cluster of islands. Most are small and uninhabited but for some animals and monsters. A handful of the larger islands have small settlements on them, usually nothing more than fishing villages or trade ports.

The weather in Illosia is fairly mild. In the middle of winter it sometimes gets cold enough to snow in the northern reaches, but never enough to settle on the ground for long. Summers tend to be hot and dry, while spring and autumn tend to be warm and rainy.

## ARCHITECTURE

Illosian settlements typically follow a fairly standard layout. Near the center of the settlement is a raised area known as the Acropolis. It's here that you'll find all the settlement's most important temples and government buildings. Residential areas surround the Acropolis, usually split into districts separating the upper, middle, and lower classes. Close to the main entrance of the settlement is a large marketplace, known as the Agora, where local and foreign merchants sell all kinds of mundane and exotic wares. The Agora is also a place where people can hang out,

socialize, and enjoy some light entertainment. Every Illosian settlement also includes a theatre, which is basically an open-air semi-circle of tiered seating that looks down onto a large stage. The largest and most grandiose theatre in Illosia is in the city of Aelos. Apollo himself has played instruments at the Aelos theatre on a number of occasions.



Illosian architecture also follows standard patterns. Since the weather is so mild, most of Illosian life takes place outside. Homes tend to be small, with large open doors and windows covered by curtains. Buildings of all kinds are surrounded by porches or colonnades that open into wide courtyards. Nearly all structures are treated as pieces of art, being covered in elaborate sculptures and murals. Temples are particularly impressive, and those on an Acropolis can be viewed and appreciated for quite a distance.



## PLACES OF NOTE

### AELOS

Aelos is Illosia's center for the arts, whether it be sculpting, painting, acting, singing, or anything else. Its main claim to fame however, is that it has the largest theatre in all of Illosia. This theatre has been used by some of the worlds greatest entertainers, even Apollo himself. Artists and entertainers from all across the Known World aspire to move to Aelos and become famous.

For all it's glitz and glamour, Aelos has a darker side. Not everyone who comes to this city becomes famous, so poverty and crime are especially high here. The opulent lifestyle of it's citizenry has also given rise to rampant overindulgence. To some, Aelos is a city of artistic beauty and world renown, but to others it's a city of corruption and decay.

### AREIOS

Areios is the largest city of Illosia. It used to house the kings of Illosia, and even though they're long gone, Areios still functions as Illosia's capitol. The city is also well known for it's scholars and philosophers, and is said to be the most educated city in Illosia, possibly the entire Known World.

Under the city is a labyrinth of sewers, catacombs, and ancient crypts. Rumor says that a king's ransom in treasure is scattered throughout the labyrinth. Many have gone down to seek their fortune, but so far they've either returned empty handed, gotten lost forever, or fallen victim to the many traps, minotaur tribes, and other hazards of the labyrinth.

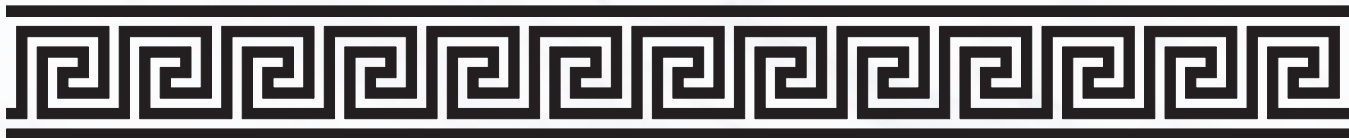
Athena has taken a great interest in this city. She not only helped plan out it's defenses and train it's military, but she also helped set up its many schools and libraries.

### CYRIAN SWAMP

The Cyrian Swamp is a massive swamp surrounding the ancient ruined city of Cyra. Soon after it was founded Cyra was attacked and destroyed by a mysterious army. No one knows where the army came from, or where it went afterwards. Cyra remained abandoned and eventually the nearby swamp expanded to engulf it.

People say the city is still filled with ancient treasures, and the lost souls of all those who have died there. The swamp itself is also one of the most dangerous places in all of Illosia, filled with disease, quicksand, venomous snakes, giant crabs, and deadly hydras.

Upper Case Lower case (name) - English letter	M μ (mu) - M
A α (alpha) - A	N ν (Nu) - N
B β (Beta) - B	Ξ ξ (xi) - X
Γ γ (gamma) - G, J	O ο (omicron) - O as in "doll"
Δ δ (delta) - D	Π π (pi) - P
E ε (epsilon) - E as in "met" (E is used for the letter H when at the start of a word)	P ρ (rho) - R
Z ζ (zeta) - Z	Σ σ (sigma) - S
H η (eta) - Ee as in "feet"	T τ (tau) - T
Θ θ (theta) - Th	Υ υ (upsilon) - U, Y
I ι (iota) - I	Φ φ (phi) - Ph, F
K κ (kappa) - K, C	X χ (chi) - Ch as in "achmed"
Λ λ (lambda) - L	Ψ ψ (psi) - Ps as in "upset"
	Ω ω (omega) - O as in "stone"



## MOUNT OLYMPUS

Mount Olympus is located in the center of Illosia and is likely the tallest mountain in the Known World. The mountain is so tall that no mortal can reach the top without divine assistance. Also, the top of the mountain is a lot larger than it should be, with enough room for a massive palace and an expansive garden. It's here that the majority of the Olympians make their home.

It's always sunny and warm at the top of Mount Olympus, almost like an eternal spring. The only time the weather changes is when Zeus is in a bad mood, which causes thunder storms to form above the mountain.

## MYTAEA

Mytaea, also known as the Forges of Hephaestus, is a massive city built inside a volcano. The entire city is built from stone and metal, carefully crafted to look as if it grew naturally from the volcano itself. Rivers of lava snake through the city, providing both heat and light.

There are forges all over the city, and the sound of hammers ringing on metal can be heard all day, every day. Metalsmiths from all over Illosia and beyond gather here to learn, teach, and create. Some become master artists and builders, while others create some of the best weapons and armor in all of Illosia.

Mytaea is built around the site where Hephaestus lived before he moved back to Mount Olympus. His forge and workshop still exist here, and he even comes back to use it every now and then.

## NASSIA

Nassia is a large temple dedicated to Apollo. It's the home of his most powerful prophets. Their leader is the Oracle, probably the most powerful prophet in the Known World. When one Oracle dies another is chosen to take her place, always a woman.

The temple isn't the easiest to get to. Not only is it in a remote part of Illosia, but it's also perched on a huge chunk of land that floats about a hundred feet in the air. Only a single golden bridge connects this floating island to a path that winds down a nearby mountain. The temple is also protected by a number of elite human soldiers that have been given great strength and toughness by Apollo. The temple's most powerful guardian, however, is a monstrous serpentine dragon known as Python. This deadly creature has been bound to the temple by Apollo himself to serve as its eternal guardian. As long as the temple stands, Python cannot be permanently killed: he will simply return to life exactly one week after he "dies".





## SYRNA

Syrna is a city that has found a way to flourish despite having very little access to its own natural resources or farmable land. The city has developed one of the most powerful armies in all of Illosia, if not the entire Known World. Through the use of this army Syrna has conquered smaller nearby settlements, which now supply Syrna with all the resources and supplies it needs.

As soon as a Syrnan boy is old and strong enough to hold a spear they enter military training. The only way a man can become a full citizen of Syrna is if they first serve at least 4 years in the military. Most Syrnan men end up making the military their career. Women aren't required to serve in the military, but they can join if they wish. Women who are pregnant or have children are forbidden from entering the military.

Unlike most of the rest of Illosia, the people of Syrna have adopted Ares as their patron. Syrnan soldiers pray to Ares in the hopes of gaining strength and courage during battle. Unfortunately this also tends to make them very aggressive and reckless.

## PEOPLE

Illosians are of average height (about 5'5" for a male. Women are several inches shorter). Women tend to be very pale, in fact most like to wear white lead powder to make themselves look even paler. Men spend a lot more time outdoors doing work or exercising, so they tend to be more well-tanned. Hair and eye color are mostly black or dark brown. Blonde hair does exist but is extremely rare. Blondes also have lighter colored eyes such as gray and blue. Blond hair is considered to be very attractive and many women will lighten their hair color by putting vinegar in it and then sitting out in the sun. Men usually have beards and short curly hair. Women grow their hair long, although most tie it up into a bun.

The standard form of clothing is the chiton (ki-tan), a rectangle of light cloth folded across the body, pinned or buttoned at the shoulders,

and held shut with a linen or leather belt. For men the chiton usually only reaches to the knees or mid-thigh, but for women the chiton reaches all the way to the ankles. Some people wear a heavier himation (him-at-ee-on), either over their chiton or by itself. A himation is another rectangle of cloth wrapped around the body with both ends draped over one shoulder and sometimes fastened together with a brooch. Both men and women wear jewelery, typically as a show of status and wealth. This includes all manner of rings, brooches, necklaces, etc. Illosians typically walk around barefoot. Wealthier individuals wear leather sandals, shoes, or boots, but only while outside. When entering a building an Illosian will always take off their footwear.

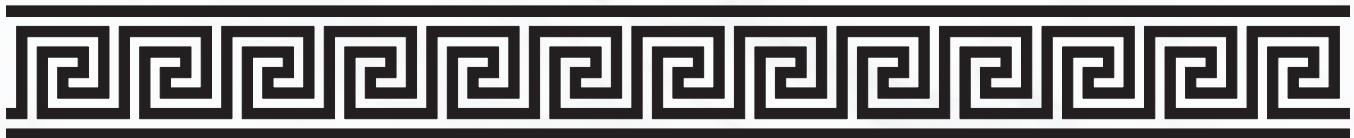
Nudity is quite common in Illosia, more so with men than with women. Men and boys will often exercise, work, and compete in sports completely naked. Women and girls, on the other hand, are expected to spend most of their time modestly clothed, typically only going naked while exercising. Some areas of Illosia will have different customs when it comes to nudity.

## GOVERNMENT

Illosia is unique in that it's not ruled by a king or emperor. Instead, it's ruled by its own people as the world's first, and so far only, democracy. When a governmental matter comes up all land owning, non-foreign males in Illosia are allowed to vote on it. Although there are a handful of laws and customs that are shared by all Illosians, each major city is given great freedom to govern itself and its surrounding territory. This has given rise to many local laws and customs unique to each given city. Voting is typically only done by people from the city calling the vote, however when a matter affects all of Illosia then everyone eligible in Illosia can vote.

## THE AFTERLIFE

When an Illosian dies their spirit is instantly transported to the bank of the river Styx in the underworld. The only way to cross is to take a



ferry owned by an entity known as Charon. Since spirits are ferried across a small group at a time, some spirits have to wait decades, if not centuries, before they can cross.

Once on the far side of the river the spirit encounters a massive wall with only one gate. This gate is guarded by Cerberus, a huge three headed dog. Cerberus allows spirits to pass in through the gate, but he will stop any trying to escape back out.

On the other side of the gate is Hades, the realm of the dead ruled by the god of the same name. The spirits of good people, and those who are to be rewarded in the afterlife, will quickly make their way to the eternal paradise of the Elysian Fields. The spirits of bad people, and those to be punished in the afterlife, will eventually find themselves in the eternal nightmare of Tartarus.

## THE OLYMPIANS

Hera, Poseidon, Hades, Hestia, Demeter, and Zeus were the original Olympians. Since the end of the Titan War, many other deities have joined the ranks of the Olympian pantheon. Listed below are some of the major Olympian deities. This isn't a complete list of every deity that exists in Illosia, just the ones that are most likely to be encountered in a Mythic campaign.

### **APHRODITE**

Aphrodite is the Goddess of love, sexual pleasure, and beauty. When Cronus was castrated his severed genitals were thrown into the sea. From the mixture of blood and sea foam rose Aphrodite, fully grown and riding to shore on a giant clam shell.

Aphrodite has always been a promiscuous goddess, enjoying the company of mortal and Olympian men alike. When Hephaestus was allowed to return to Mount Olympus he was given Aphrodite to be his wife, an arrangement she was none too happy with. Even after the marriage Aphrodite continued to have numerous affairs. Despite this, the two remain together. Hephaestus is either very tolerant of his wife's dalliances, or he's oblivious to them.

Although she's quiet a laid-back and friendly goddess, Aphrodite is also very vain. Any unfavorable comment about her beauty can cause her to become infuriated. Punishments vary, but common ones include striking the offender blind, disfiguring the offender, and making the offender fall in love with someone or something dangerous.

Aphrodite appears as an incredibly beautiful, scantily clad woman with long blond hair.

**Duties of the Priesthood:** Priestesses of Aphrodite nurture and protect all forms of beauty and love. In the city of Aelos priestesses of Aphrodite work as temple prostitutes, exchanging sexual acts for offerings to the temple and to Aphrodite.

#### **Sins:**

- **Minor** - fighting unnecessarily, going more than a month without having sex at least once, destroying an irreplaceable object of incredible beauty.
- **Major** - refusing to help lovers be together.
- **Mortal** - breaking up a couple who are truly in love with each other.

### **APOLLO**

Apollo is God of the sun, prophecy, medicine, music, and poetry. He's also an amazing archer, almost as good as his twin sister, Artemis. Apollo's arrows are terrible things that can create deadly plagues wherever they land.

Apollo doesn't like getting involved in the affairs of mortals. He will occasionally take an interest in a person who shows great talent for music or poetry, and sometimes he'll give the gift of prophecy to favored mortals. Apollo isn't always so kind, however. He can become ruthless when angered and has been known to wipe out entire villages to get at a single enemy.

Apollo appears as a beardless young man with short-cut blonde hair. He rarely wears clothing, most likely to show off his perfect physique.

**Duties of the Priesthood:** Priests of Apollo are physicians trained to use both skill and magic to heal the sick and injured. High ranking priests are gifted with the power of prophecy. It's





their job to distribute the prophecies handed to them by Apollo. Priests take every opportunity they can to keep themselves in peak physical and mental condition.

**Sins:**

- **Minor** - refusing to heal a person in need, not welcoming the sun each morning, destroying a music instrument.
- **Major** - withholding a prophecy from its intended target, permanently blinding someone.
- **Mortal** - telling a false prophecy.



## ARES

Ares is the God of war and brute strength. He's a thug who cares for nothing but the chaos and destruction of combat. He doesn't even care who wins, in fact he'll often switch sides in a conflict just to make sure it lasts as long as possible.

Of course, even though Ares acts tough, he's actually quite a coward. He never gets involved in the fighting personally, instead preferring to get others to fight for him.

Ares is typically worshiped by warlords, thugs, murderers, and other brutal killers. Some soldiers in the Illosian army also worship Ares, however this is thought to be a very dangerous practice as it can lead to a breakdown in discipline and order. Soldiers caught worshiping Ares are dealt with very harshly, but that doesn't stop many of them from doing so in secret.

Ares appears as a young man dressed in armor and armed with at least one weapon, usually a spear.

**Duties of the Priesthood:** Priests of Ares do all they can to create conflict, strife, and all out war. Many priests of Ares are also warriors who dedicate their lives to hunting down enemies worthy of being challenged to one-on-one duels.

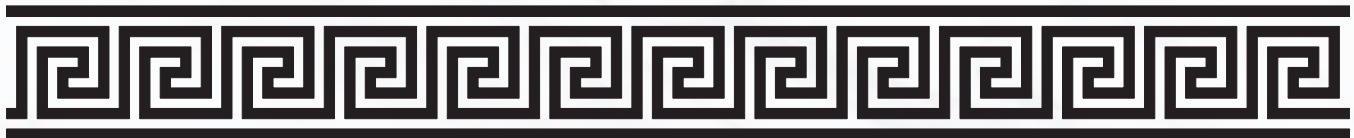
**Sins:**

- **Minor** - showing mercy to an inferior foe, being beaten in combat by an equal or more powerful foe, bringing peace to warring people.
- **Major** - fleeing from an inferior enemy, being beaten in combat by an inferior enemy.
- **Mortal** - surrendering without a fight.

## ARTEMIS

Artemis is the Goddess of hunting, wild animals, the moon, and childbirth. She's older than her twin brother, Apollo, by several minutes and even assisted in her own brother's birth. Like her brother, Artemis is an amazing archer who also possesses arrows that can create deadly plagues wherever they land.

Unlike the other Olympians, Artemis doesn't live on Mount Olympus. Instead she prefers to spend her time running and hunting in the forests of Illosia. The only times she's ever found on Mount Olympus is if she has been summoned by one of the other Olympians.



Artemis is a private goddess who tries to avoid contact with humans and her fellow Olympians as much as she can. She does sometimes come out of seclusion to help with particularly difficult or important births.

Artemis appears as a wild young woman armed with a bow and dressed in animal skins.

**Duties of the Priesthood:** Artemis only accepts female priestesses, male priests are not allowed. Priestesses of Artemis must remain virgins, those who loose their virginity are immediately banished from the priesthood. Priestesses of Artemis are all trained midwives who assist in childbirth for both humans and animals.

**Sins:**

- **Minor** - refusing to aid in childbirth, mistreating an animal, allowing acts of cruelty against defenseless animals, allowing an infant or pregnant woman to be harmed.
- **Major** - torturing wild animals, harming an infant or pregnant woman.
- **Mortal** - having sex.

## ATHENA

Athena is the Goddess of wisdom, war, and crafts. One day Zeus developed a terrible headache then his head split open. From the wound stepped Athena, fully grown and dressed in full battle gear. After the wound sealed back up, Zeus adopted Athena as one of his children.

Athena is very knowledgeable, and is a master of battlefield tactics and strategy. She will frequently offer advice and aid to heroes, generals, and even other deities. She particularly favors those who value knowledge and who prefer to think their way out of problems rather than rely on brute force.

Athena is patron of the Illosian military. Under her tutelage the Illosians learned about strategy and tactics, turning a gang of undisciplined brutes into an organized and formidable army.

Athena appears as a tall, beautiful woman dressed in armor and armed with a spear and shield. Sometimes she's seen with an owl on her shoulder.

**Duties of the Priesthood:** Priests of Athena are scholars and advisors. They not only collect and preserve knowledge, but also dispense it to those in need. Priests also serve as military advisors, or are officers themselves, providing strategy and tactics to their respective armies.

**Sins:**

- **Minor** - allowing knowledge to be destroyed or concealed, allowing knowledge to be twisted, not correcting an inaccuracy of importance.
- **Major** - concealing important knowledge, refusing to teach someone.
- **Mortal** - destroying important knowledge.

## DEMETER

Demeter is the Goddess of agriculture, the earth, and the weather. She's a very peaceful goddess, more than willing to come to the aid of a settlement that's having trouble with their crops. Both mortals and Olympians do their best to keep her this way, because whenever she's upset or angry crops will start to fail and the weather will turn dangerous.

The most angry Demeter ever got was when her daughter, Persephone, was kidnapped by Hades and forced to become his wife. As Demeter's fury grew, famine and destructive weather spread all through Illosia, threatening to end all mortal life. Fortunately Demeter and Hades were able to reach a compromise. As Demeter calmed down she restored the crops and mild weather, much to the relief of mortals and Olympians alike.

Demeter appears as a mature, motherly woman.

**Duties of the Priesthood:** Priests of Demeter are mostly found in smaller villages and towns, using their blessings to protect and maintain crops, and to keep their communities well fed and healthy.

**Sins:**

- **Minor Sins** - refusing to help harvest or plant crops, allowing crops to be destroyed.
- **Major Sins** - polluting farmland, refusing to give food or shelter to those in need.
- **Mortal Sins** - destroying crops.



## DIONYSUS

Dionysus is the God of wine, merriment, and madness. This makes him a very erratic god. Sometimes he can be kind and generous, but other times he can be chaotic and brutal. It's never possible to know what Dionysus is going to be like at any given moment, and his personality can change suddenly and without warning. Those who worship Dionysus are at risk of being "gifted" with a similar madness, and women in particular are at risk of completely losing control of themselves and becoming insane bacchae.

Dionysus spends very little time on Mount Olympus. Most of his time is spent traveling around Illosia partying with an entourage of satyrs, nymphs, and mortals. These revels can last for months, sometimes even years, non-stop.

Dionysus appears as a thin, clean shaven, young man with messy brown hair.

**Duties of the Priesthood:** Priests of Dionysus provide entertainment and merriment to their communities. They also work the vineyards and wineries attached to most of Dionysus' temples.

### Sins:

- **Minor** - going more than a week without drinking at least one glass of an alcoholic beverage, breaking up a party early, turning down an invitation to a party, allowing grapevines or wine to be destroyed (consumption doesn't count as being destroyed).
- **Major** - going more than a month without drinking at least one glass of an alcoholic beverage.
- **Mortal** - destroying grapevines.

## HADES

Hades is the God of wealth and the dead. Hades rules all of the underworld and spends nearly all his time there, preferring it to Mount Olympus. In fact, Hades only really concerns himself with matters involving his own domain, and will only leave the underworld if he really has to. Because of this, he has very little interaction with the other Olympians, and only deals with mortals after they've died.

Hades is very controlled, some might even say cold and emotionless. He spends most of his time trying to keep some semblance of order in the afterlife. Anything that goes against this order tends to irritate him, like when a soul attempts to escape his domain, or when someone tries to steal something from him, or when someone tries to cheat death.

Hades appears as a dark-skinned man with neatly trimmed black hair and beard. He wears a crown that allows him to become invisible.

**Duties of the Priesthood:** Priests of Hades are responsible for performing funeral rites and looking after burial sites.

### Sins:

- **Minor** - receiving magical healing, refusing to give a proper burial rites to a corpse, desecrating a burial place, refusing to destroy an Extra undead.
- **Major** - refusing to destroy a Wild Card undead.
- **Mortal** - attempting to cheat death (such as by becoming an undead).

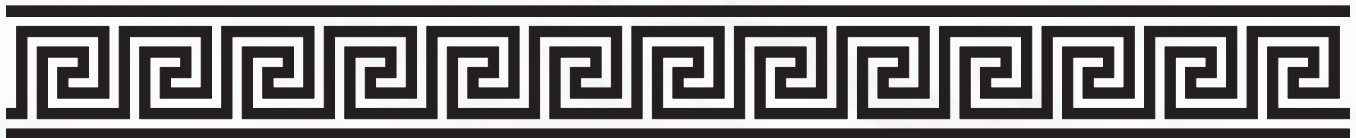
## HECATE

Hecate is the Goddess of darkness and magic. She's actually a Titan, one of the few who sided with Zeus during his war with Cronus. Now she spends most of her time wandering Illosia with her pack of cerberan hounds, searching for lost souls and guiding them to the underworld where they belong. Hecate is also very protective of children and will not hesitate to attack anyone she catches mistreating a child.

Followers of Hecate are typically called witches and some are granted magical powers. Other Illosians have come to see this form of magic as dark and evil, so witches tend to be looked upon with fear and even hatred. Because of this, most of those who practice the magic of Hecate do so in secret.

Hecate appears as a beautiful woman with three heads and long dark hair. She typically wears a black robe and carries a pair of lit torches.

**Duties of the Priesthood:** Priests of Hecate are tasked with protecting the ancient secrets



of witchcraft. They also help those who are lost (living or dead) find their way to their destination.

**Sins:** Hecate doesn't grant AB: miracles, she only teaches her followers witchcraft (AB: Magic).

## HEPHAESTUS

Hephaestus is the God of fire, construction, and smithing. When he was born, Hephaestus was small and sickly, his body twisted and malformed. His parents, Hera and Zeus, were so horrified by his appearance they exiled him from Mount Olympus and forbade him from ever returning.

During his exile Hephaestus crafted many fine objects of metal and stone, including a magnificent golden chair. Once the chair was completed, Hephaestus returned to Mount Olympus and presented it to Hera as a peace offering. The moment Hera sat in the chair the trap was sprung and she became stuck. All attempts to free Hera failed. Hephaestus only released Hera after she agreed to allow him to return to Mount Olympus.

Since his return to Olympus, Hephaestus has crafted many magical artifacts for both his fellow Olympians and for worthy mortals.

Hephaestus appears as a disfigured man with a hunchback, a bushy beard and a clubbed foot.

**Duties of the Priesthood:** Priests of Hephaestus are master smiths and inventors. They strive to learn new smithing techniques and improve smithing technology. They also pass on their skills and knowledge to anyone who wishes to learn.

**Sins:**

- **Minor** - destroying a one-use magic item (consumption through use doesn't count), crafting something of inferior quality, damaging a forge (including putting out it's fire), allowing a forge to be destroyed.



- **Major** - destroying a forge, refusing to teach someone blacksmithing.
- **Mortal** - destroying a unique magical artifact.

## HERA

Hera is the Goddess of marriage and the sky. She's the wife of Zeus, however the two have a strained relationship at best. Hera is constantly trying to keep Zeus faithful to his marriage vows, but he continues to have very open affairs with many mortals and Olympians. Hera isn't powerful enough to confront Zeus directly, so instead she punishes any woman she even suspects of having had an affair with her husband.

Hera is stubborn and argumentative, making her very difficult to deal with. She dislikes interacting with mortals, and usually only gets



involved with matters that directly relate to her. She does particularly enjoy punishing mortals who have broken a vow or contract, coming down hardest on those who break marriage vows.

Hera appears as a stern but majestically beautiful woman with pale skin and light brown hair tucked up in a sensible bun.

**Duties of the Priesthood:** Priests of Hera oversee marriage ceremonies and act as witnesses for minor contracts and vows.

**Sins:**

- **Minor** - refusing to seek vengeance for a betrayal, refusing to perform a marriage ceremony, disturbing a wedding, helping someone commit adultery or otherwise break up their marriage.
- **Major** - abusing a woman, breaking a binding agreement.
- **Mortal** - committing adultery.

## HERMES

Hermes is the God of travel, trade, and language. His main duties are to guide souls to the underworld and to be the herald and messenger of the Olympians. Hermes has the unique ability of being able to travel to any place he wishes to go. Nothing and no one can stop him from entering or leaving a place as he wishes. Hermes even has the ability to travel outside of Illosia whenever he wishes, usually to run some errand or deliver a message, without any diminishing of his powers, which is not normal for most gods.

Hermes is a trickster and loves a good practical joke, to the annoyance of the other Olympians. Most people see him as a witless fool, but Hermes is actually very cunning and intelligent. Fortunately he greatly enjoys how nearly everyone underestimates him.

Hermes appears as a handsome young man wearing a pair of winged sandals that give him the ability to fly.

**Duties of the Priesthood:** Priests of Hermes spend their time establishing contact between communities, and keeping roads safe for merchants and travelers. Priests of Hermes also help develop commerce, both within Illosia and with neighboring cultures.

**Sins:**

- **Minor** - destroying maps or signposts, failing to deliver a message on time, allowing a message to be destroyed or tampered with, refusing to help a fellow traveler.
- **Major** - misdirecting a traveler, refusing to deliver a message.
- **Mortal** - destroying or tampering with a message.

## HESTIA

Hestia is the Goddess of the hearth, home, and family. It's her job to make sure that every home in Illosia is safe for those who live there. She also looks over entire settlements, making sure they're safe from the dangers of the untamed wilderness. Each time a new settlement is built in Illosia one of the very first things done is to light the ceremonial Hestia's Hearth in the middle of the settlement's polis. This is meant to attract Hestia's attention to the new settlement so that she may bless it and protect it.

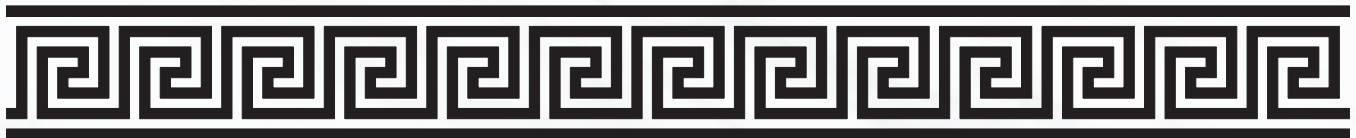
Hestia is a peaceful and laid back goddess who prefers to avoid conflict as much as possible. Although she lives on Mount Olympus she rarely gets involved in the antics of her fellow deities. She spends most of her time looking after humanity and looking out for potential threats to human settlements.

Hestia appears as a plain but attractive woman, modestly clothed with her head covered by a veil.

**Duties of the Priesthood:** Priests of Hestia help found, protect, and grow new settlements.

**Sins:**

- **Minor** - entering a home uninvited, damaging a hearth (including putting out it's fire), allowing a hearth to be destroyed, refusing to help build a home.
- **Major** - destroying a hearth, extinguishing a Hestia's Hearth.
- **Mortal** - harming a family in their own home.



## POSEIDON

Poseidon is God of the sea, earthquakes, and horses. Poseidon is a mean-tempered god who regularly vents his rage by creating terrible storms and earthquakes, or by calling up terrible monsters from the depths of the ocean. Many coastal settlements have been destroyed for no other reason than Poseidon just felt like destroying them.

Poseidon does have a more benevolent side, occasionally granting a ship safe passage to its destination, or rescuing a ship that's in trouble. The proper praise and sacrifices can also get an individual, or an entire settlement, onto his good side. This doesn't always work however, and there's no telling how long Poseidon's good mood will last.

Poseidon appears as a huge, heavily-muscled, bearded man armed with a massive trident.

**Duties of the Priesthood:** Priests of Poseidon are often found on or near large bodies of water. They not only help protect ships and their crew, but they also help build and repair ships.

### Sins:

- **Minor** - allowing a horse or hippocampus to be harmed, polluting a river or stream that feeds into the sea.
- **Major** - killing a horse or hippocampus, not undertaking a sea voyage of at least a week duration once a year.
- **Mortal** - polluting or destroying a water source.

## ZEUS

Zeus is the God of weather, nobility, and law. He's the leader of the Olympians and is by far the most powerful of them. Zeus is a fierce enforcer of law and order, and will punish both mortal and Olympian crimes very harshly. For the most part he's a fair and just ruler, but sometimes his temper can get the best of him.

Although he is the most powerful of the Olympians, Zeus can sometimes be very childlike and oafish. Both Olympians and mortals have taken advantage of these flaws to get the better of Zeus. This is a very dangerous thing to do however; if Zeus finds out he's being manipulated or taken advantage of his fury will be terrifying and his vengeance will be swift.

Zeus appears as a tall, well-built man with white hair and a bushy white beard. Zeus always carries around a couple lightning bolts in case he needs to punish someone, or he just gets bored.

**Duties of the Priesthood:** Priests of Zeus are often advisors to kings and powerful nobles. This position also allows them to create and enforce laws.

### Sins:

- **Minor** - denying someone a fair hearing, making an arbitrary judgment in a legal dispute, disobeying orders or instructions from a superior.
- **Major** - allowing a miscarriage of justice to go unpunished, making false accusations.
- **Mortal** - committing a deliberate miscarriage of justice.





# NISERRI



Originally, the land that would become known as Niserrri was a barren wasteland, completely devoid of life. It was nothing more than a vast desert with a few jagged mountains. One small river, the river Nun, flowed through this land. It was from this river that the god Amun Ra emerged, fully grown. He wandered by himself for a while, but soon became very lonely. One day he decided that he didn't want to be alone any more, so he spat into the air and transformed the spit into two new deities: Shu and Tefnut. Amun Ra gave his creations the task of bringing life to the land, which they did by giving birth to two deities of their own: Geb and Nut. Geb became one with the land, making it green and fertile, while Nut became the sky, shielding the new land from the chaos of the heavens. As all this was going on, two more deities emerged from the river Nun: Thoth, the god of knowledge and magic, and Ma'at, the goddess of law and order. These two deities married, but didn't have any children of their own.

Geb and Nut spent all their time in each other's embrace, populating the land with many forms of life, and giving birth to four other deities: Osiris, Isis, Seth, and Nephthys. Unfortunately, Geb and Nut's constant lovemaking threatened to destroy all the life they'd created. Amun Ra ordered Shu to step between Geb and Nut and keep them separated. Shu remains between his children to this day.

With Niserrri in proper working order Amun Ra became pharaoh of the gods and goddesses of Niserrri, collectively named the Pesedjet. Everything was perfect, except that Amun Ra

felt something was still missing. He came up with the idea of a race of mortals who would be able to properly worship the Pesedjet. He created a list of traits this new race should have, but since Amun Ra could only create divine beings, he was unable to create the race himself. So instead he created the god Khnum, whose sole task was to create the new race, and gave him the list of traits. Khnum took clay from the river Nun and molded it to Amun Ra's specifications. The result was humans, a race similar to the Pesedjet, but mortal. These humans possessed free will, but were also dedicated to the worship of the Pesedjet.

Over the centuries Amun Ra became increasingly disinterested with the world and his duties as pharaoh of the Pesedjet. The Niserrrians noticed Amun Ra pulling away and began to get frustrated and angry. Like children throwing

## Build Suggestions

Niserrrians have long ago adapted to the extreme heat of their desert homeland, which means many will have the Desert Walker Edge. Niserrrians are well known for being the best archers in the world. To uphold this tradition, most ranged characters will focus pretty heavily on Edges that enhance their archery, such as Marksman, Trademark Weapon, etc. They will also seek to max out their Shooting Skill as quickly as possible. Niserrrians also prize cleanliness, believing that to be unclean is to invite chaos into one's life. Most Niserrrians will have a Quirk that requires them to remain as clean as they possibly can at all times.

a tantrum, the Niserrians became more and more violent and destructive. Amun Ra was so outraged by the actions of what he saw as spoiled and ungrateful mortals that he decided to teach them a lesson in respect. He plucked out his own eye and turned it into the goddess known as Sekhmet. Amun Ra then sent the newly created goddess to lay waste to Niserri.

Sekhmet did as she was commanded, but as she cut a path of destruction across Niserri she was overcome with bloodlust. The people of Niserri cried out for mercy but nothing they did could calm her. As Sekhmet continued to burn and kill her way across Niserri, Amun Ra recognized the error he had made and ordered Sekhmet to stop. Surprisingly, Sekhmet refused to follow Amun Ra's order and continued her rampage. Amun Ra went to Thoth for guidance and together they came up with a plan to mix drugged beer into a small river. When Sekhmet came upon this river she was suddenly overcome with thirst and stopped to take a drink. Once sufficiently calmed by the beer Sekhmet transformed into Hathor, the goddess of love and beauty.

After everything that had happened, Amun Ra decided to step down as pharaoh of the Niserrian pantheon. Both Shu and Geb fought to become the new pharaoh, but in the end Amun Ra named Osiris as his successor. Shu and Geb were at first outraged for being passed over in

favor of such a young god, but soon came to accept Amun Ra's decision.


Osiris turned out to be an incredible pharaoh, better by far than Amun Ra. Osiris was strong but fair. Nearly all the gods, goddesses, and mortals under Osiris' rule loved and adored him. There were exceptions however, such as Osiris' own brother, Seth. Seth was jealous of his brother's power and popularity, so he plotted to take over as pharaoh. He gathered up a number of allies and together they ambushed and killed the unsuspecting Osiris. Knowing that Isis and a number of other deities possessed the power to resurrect Osiris, Seth tore his brother's body into fourteen pieces, which he then scattered across Niserri and beyond. Without the entire body, Osiris could not be resurrected.

As Seth took over as pharaoh of the Pesedjet he became increasingly corrupt and cruel. Niserri began to suffer in many ways. The land darkened, became uncomfortably hot all the time, and it stopped raining altogether. Rivers dried up and vegetation withered and died. Plague and famine swept across the land, killing dozens of Niserrians every day. Western Niserri became a lifeless desert, and all Niserrians feared it was only a matter of time before all life in Niserri was extinguished.

Fortunately, there was still hope. When Seth made his move to take over as pharaoh, Isis was

Hieroglyphic - English letter	
	- A as in "ah"
	- A as in "ay"
	- B
	- K, X, C as in "cat"
	- S, C as in "society"
	- D
	- E as in "keep", Y
	- F, V
	- hard G as in "gold"
	- J
	- H
	- I
	- L
	- M
	- N
	- O as in "wood"
	- P
	- Q
	- R
	- T
	- U as in "jump", W
	- Z





heavy with child. The child, who Isis named Horus, was born soon after Seth killed and dismembered Osiris. Fearing Seth would come after them next, both mother and child hid in a small human village. Once Horus was old enough to look after himself, Isis ventured out to gather up the pieces of her husband.

Nephthys, Seth's wife, spotted Isis and figured out what she was doing. Already disgusted by her husband's actions, Nephthys left Seth and joined Isis in her hunt. The two goddesses eventually collected up all but one of Osiris' parts, missing only his phallus. Unfortunately, with the body incomplete, Isis was unable to fully bring Osiris back to life. Osiris remained in Duat, the afterlife, and took over it's rulership from the god Anubis.

While Isis and Nephthys were looking for Osiris' body parts, Horus had left his hiding place and sought out Seth, vowing to punish his uncle for all his many crimes. Not being one for subtlety, Horus raised an army and launched an all-out attack against Seth and his followers. The fighting went on for many years, costing many Niserrians their lives. When Horus and Seth finally met, the battle was fierce and lasted for several months. During the fight Seth managed to blind one of Horus' eyes, but Horus replied by castrating Seth. With the fight locked in stalemate, the deities Thoth and Ma'at stepped in to settle the dispute. It was the only way to prevent the two gods from destroying everything and everyone in Niserri.

Ultimately Seth was found guilty of all his numerous crimes, including betraying and murdering his own brother. His punishment was to be exiled to the deepest parts of the western desert, not fully in the land of the living, but also not fully in Duat. Horus received a much kinder judgment. He was found to possess similar qualities as his father and was made the new pharaoh of the Pesedjet.

Horus has since proven himself to be just as capable a pharaoh as his father. A little more headstrong and strict, but otherwise an excellent leader. Meanwhile, Seth still lurks in the depths of the desert, plotting his return and the downfall

of Horus and the entire Pesedjet. The Niserrians have proven their resilience by rebuilding their empire and making it better than it ever was. It's a time of growth, peace, and calm for the Niserrians, but such times rarely last forever.

## GEOGRAPHY

Niserri is almost entirely a barren desert, with only a small region of fertile land in the east where the Nemeta river flows from the mountains to the sea. The majority of settlements in Niserri are built along the banks of this river, however small villages have been built up around the few rare oases in the western desert. The further west you go the fewer settlements you'll find, until there's nothing but barren desert. If you travel far enough into the western desert eventually you'll enter Duat, the land of the dead.

Deep beneath Niserri lies the shadowy realm of the Underworld where all the demons and cursed spirits reside. Several secret paths lead from Niserri to the Underworld, but the entrances to these paths are well hidden, difficult to get to, and very well guarded. These entrances were designed to keep the demons and cursed spirits of the Underworld from escaping, so it's usually easier to get into the Underworld than it is to get back out.

Niserri is a very hot, dry land. Even during the winter it never actually gets cold enough to snow. However, the winter season does bring more rain than what Niserri sees for the entire rest of the year. At night, even during summer, the temperature can drop fairly low. In fact it can drop dangerously low for anyone traveling across the desert with no way of finding shelter or making a fire.

## ARCHITECTURE

Most buildings in Niserri are made from sun-dried mud bricks, with larger and more important structures being made of stone. Wood is very rare and not really used as a construction material. At most it will be used as decoration for larger, wealthier homes.

The walls and columns of nearly all Niserrian structures are covered in hieroglyphics, murals, and painted carvings. Although mostly decorative, these were sometimes used to tell stories and record historic events.

## PLACES OF NOTE

### ASTIS

Astis is the capitol of Niserri and its largest city. As such it is home to the pharaoh and many noble families. A large part of the city is the Temple District, an area with nothing but places of worship for all of Niserri's major deities (except Seth, who's worship is banned). To the west of the city is the Royal Necropolis, which contains the tombs of many of Niserri's royalty and nobility. The necropolis is protected by traps, guardians, a large tribe of anubites, and even many of those entombed within the necropolis.

### KHURA

Khura is the center of worship for Amun-Ra. Fire pits surrounded by reflective bronze panels are located all over the city. These pits burn with flames that never go out. At night these fire pits make the entire city glow with a warm light. This city was once much larger, in fact it was the capitol of Niserri a very long time ago. Ever since Amun Ra stepped down as pharaoh of the Pesedjet and Khura stopped being the capitol, the population of this city has dropped to a fraction of what it was. Huge sections of Khura now stand abandoned.

### MEDJU

Medju is a fairly small and ordinary town on the surface. However, beneath the streets lie a massive warren of tunnels, crypts, and burial chambers. A well-hidden chamber located somewhere deep within the warrens contains the physical remains of Osiris himself. The warrens are also home to the largest tribe of anubites in



Niserri. In addition to the anubites, the tunnels are filled with ancient traps and guardians.

### SAQQAR

Saqqar was once the capitol of Niserri. It wasn't the capitol for long however, because soon after the city was built a plague wiped out many of its inhabitants and forced the survivors to flee. Somehow the plague didn't spread beyond Saqqar. This cursed city is now an empty ruin inhabited by shadows, angry undead, and horrible monsters. Popular rumor is that the city is still filled with treasure that was left behind when it was abandoned.

### THE SHADOWED LAND

The Shadowed Land lies deep in western desert. This is where Seth finally came to rest after being exiled from the Pesedjet. This large valley is always dark, overcast, and uncomfortably hot.

Terrible monsters live in the valley and hunt all who enter. In the heart of the valley there's a massive stone palace. This palace was the home of a noble family who lived a very long time ago. The entire family was wealthy, powerful, and pure evil. After the family tore itself apart in a night of bloodshed and savagery, the palace was sealed up and left to rot. When Seth was banished to the desert he found this palace instantly, almost as if it had been calling out to him.

## TOSEK

Tosek is partially built on the east bank of the Nemeta river and partially built on the river itself. Buildings on the river are built on stilts and man-made islands made of stone and sand. Instead of roads, Tosek has canals running between blocks of buildings. Crocodiles are a common sight in this city, not really surprising considering Tosek is the center of worship for Sobek. His primary temple is built far out onto the river, with the bottom levels completely submerged.

## PEOPLE

Niserriians have slender bodies of average height (about 5'5" for a male Niserriian. Women tend to be several inches shorter). They tend to be darker skinned, from a rich bronze color to darker brown. Niserriians have very dark hair and dark eyes, usually either black or brown. Men are typically clean shaven with very short hair. Women wear their hair a bit longer, but usually only down to the shoulder or a bit

below. Wealthier Niserriians, both men and women, prefer to shave their heads and wear wigs. Noblemen also like to wear square-ended fake beards. Priests and priestesses are always completely shaved from head to toe and don't wear wigs (in fact, going more than a couple days without shaving is considered a Minor Sin for characters with AB: Miracles).

Because of the heat of the desert, Niserriian clothing is minimal. Men usually wear nothing but a simple loincloth or a kilt that reaches the knees. Women wear dresses made from a single rectangle of cloth wrapped around the body from just below the breasts to just above the ankles. These dresses can sometimes be held up with straps or be made longer so the top corners can be draped over the shoulders and tied in the front, covering the chest. Wealthier individuals can afford clothing made from cloth that's so thin it's almost transparent. Both men and women sometimes wear a cape which is basically a circle of cloth or beads with a hole in the middle. The head goes through the hole so the cape hangs down both in front and behind. Children are allowed to run around completely naked until they reach puberty. Niserriians are usually barefoot. If traveling over rougher terrain, simple sandals made from papyrus or leather are worn to protect the feet.

Men and women of all classes cover themselves with jewelry, including rings, brooches, anklets, bracelets, necklaces and circlets made from gold, silver, and copper, all studded with precious gems. Ankhs, scarabs, eyes, and hawk heads

### Common Niserriian Names

**Male:** Ahmose, Amenhotep, Ankhef, Ankhu, Besenmut, Djehuty, Djoserkare, Ebana, Harkhebi, Hesire, Imhotep, Iuseneb, Khaemhet, Kheruef, Ma'nakhtuf, Mekhu, Meryamun, Meryre, Nebhotep, Nebnefer, Nefermenu, Nespatytawy, Padiamenet, Paneb, Pashedu, Pennestawy, Psenmin, Ramessu, Sawesit, Senemut, Setne, Sneferu, Tenermentu, Userhet, Wenamun, Yanhamu

**Female:** Ahwere, Anhay, Ankhesenaten, Baktre, Esemkhebe, Henut, Hetepheres, Inihue, Ipu, Isetnefret, Kawit, Maharet, Mayati, Mekhare, Meryetamun, Nebnofret, Neferet, Neferure, Nitetis, Nofritari, Nyla, Ruia, Senebtisi, Sennuwu, Sitre, Taheret, Tairetdjeret, Tamin, Timat, Weret

are often carved into jewelry to promote good health. Women decorate their hair and wigs with gold tubes and discs, as well as various types of beads. Henna is used by women as body paint. Commoners can only afford to paint their lips, palms, and feet, while nobles paint henna designs all over their bodies. Men will sometimes use henna as well, but typically it's only used by nobles and pharaohs to paint their nails. Both men and women also use henna in their hair, both natural and wigs, to give it more of a reddish color. Niserrians also line their eyes with a black makeup called kohl, and nobles often brush gold dust on their skin.

## GOVERNMENT

All of Niserrri is ruled by the pharaoh. Wealthy noble families have some power, but even the most powerful of these families have to answer to the pharaoh. The pharaoh is more than just a man: upon taking the position, a ritual is performed where the pharaoh of the Pesedjet, currently Horus, imbues the human pharaoh with incredible powers. Horus will watch over the life of a pharaoh, but won't get involved in his life unless the pharaoh does something that threatens Niserrri, it's people, or the Pesedjet. In these cases Horus will strip the pharaoh of his powers and position, or have the pharaoh killed. When this happens a new pharaoh must be found as soon as possible.


Nearly all of Niserrri's pharaohs have been male, however a small handful have been female. Women only become pharaohs if there are no legitimate male heirs, so it doesn't happen very often. The current pharaoh of Niserrri is male: Pharaoh Suthek III. He only recently rose to this position after his father died in a sudden sand storm. Although still learning the ropes, Pharaoh Suthek has proven to be fair and just, although maybe a bit too hot headed.

## THE AFTERLIFE

All Niserrians are made of three parts: the body, the Ka, and the Ba. The Ka is mindless life force, which floats free of the body after death. This Ka remains near it's original body, but it doesn't really do anything except occasionally eat and drink. Nothing of the original personality remains with the Ka after death. The Ba is the person's personality and this is what travels to Duat, the afterlife, upon the person's death.

If a person isn't properly entombed the Ba will have to make the trip through Duat alone. This can take a long time and sometimes Ba become lost or are attacked by demons. If the body is entombed properly, Anubis will appear and guide the person's Ba through Duat. Niserrian burials are complex affairs with lengthy rituals, embalming of the body, and entombment in large





elaborate tombs. This is all done to give the Ba the best chance of passing through Duat quickly and safely. These tombs are grouped together in large “cities of the dead” known as necropolises.

Once a Ba reaches the end of Duat it enters the Hall of Judgment where it meets with the goddess Ma’at. Ma’at will then judge the Ba by placing its heart on a golden scale and weighing it against a feather. If the scales balance then the Ba is granted access to paradise, known as the Fields of Hotep. If the Ba’s heart weighs more than the feather, the heart will be fed to a demon known as Ammut and the Ba will be tossed into the Underworld to wander forever as a lost soul.

Ba that are cast down into the Underworld where they remain trapped forever. The Underworld is a place of everlasting darkness and chaos, filled with all manner of vile demons.

Ba that go to the Fields of Hotep can actually return to the living world by inhabiting the embalmed body it possessed in life. When this happens the Ba rejoins with the Ka and they both return to the body, creating an Akh, an animated mummy. The Ba can always return to the Fields whenever it wants. However, if a body is destroyed the Ba will become trapped wherever it’s currently located, unable to cross back and forth between the Fields of Hotep and the living world. Ba trapped in the land of the living in this way are completely unable to affect the material world in any way. This will often drive the Ba mad, or cause it to fade away to nothing.

## THE PESEDJET

Listed below are some of the major Pesedjet deities. This isn’t a complete list of every deity that exists in Niserry, just the ones that are most likely to be encountered in a Mythic campaign.

### **AMUN RA**

Amun Ra is god of the sun. He was the first pharaoh of the Pesedjet and ruled for a very long time before finally deciding to step down. He has mostly withdrawn from the world now, focusing almost solely on his duty as god of the sun. Every day he rides his sun barge, Manjet, across the

sky. At night Manjet turns into the funeral barge Mesektet, which Amun Ra guides through the Underworld. The next morning Mesektet turns back into Manjet and the cycle begins all over again.

Amun Ra used to make his journey through the Underworld with three bodyguards, Osiris, Seth, and Bastet. Now, however, Seth has been exiled and Osiris has become lord of Duat, leaving Bastet as Amun Ra’s only bodyguard. Fortunately, Bastet has become a very powerful goddess, powerful enough to be all the protection Amun Ra needs.

Amun Ra appears as a large, muscular man with the head of a hawk.

**Duties of the Priesthood:** Priests of Amun Ra provide safe havens for those seeking shelter or protection. More adventurous priests head out into the world to fight the forces of darkness and chaos.

#### **Sins:**


- **Minor** - not welcoming the sun each morning, refusing to fight the forces of darkness and chaos.
- **Major** - permanently blinding someone, killing a bennu bird and preventing it’s rebirth.
- **Mortal** - aiding the forces of darkness and chaos.

### **ANUBIS**

Anubis is the god of embalming and judgment. He was once ruler of Duat, but gave up that position to Osiris. Now, Anubis spends his time guiding the souls of the dead through Duat so they can eventually reach the Hall of Ma’at and be judged.

Anubis is a very mysterious god who likes to keep to himself. He rarely speaks and prefers to hang back in the shadows. He doesn’t really care about the intrigues of deities and mortals, doing his best to stay out of what he considers to be “pointless wastes of time”. All he cares about is doing his job, and doing it well.

Anubis appears as a dark-skinned man with the head of a jackal.



**Duties of the Priesthood:** Priests of Anubis perform funerary rights, everything from the preparation and embalming of the body to final internment in a tomb. Priests also work alongside tribes of anubites to help maintain and protect burial sites.

**Sins:**

- **Minor** - damaging a burial place, stealing from a burial site, allowing a burial place to be damaged.
- **Major** - desecrating a burial place, refusing to give proper burial rites to a corpse.
- **Mortal** - damaging an embalmed corpse.

## BASTET

Bastet is the goddess of pleasure, protection, and cats. She was created by Amun Ra to be his personal bodyguard as he passes through the Underworld each night. In addition to protecting Amun Ra, Bastet also acts as a bodyguard for human pharaohs and helps defend Niserrian homes against a variety of threats, especially snakes and evil spirits.

Although she can be a fierce warrior with a nasty temper, Bastet also knows how to relax and have fun, which she does every chance she gets. It takes a lot to anger her, but once her ire has been raised she becomes a fury of death and destruction.

Bastet appears as a beautiful young woman with the head of a cat.

**Duties of the Priesthood:** Priests of Bastet are often found working with Amun Ra to provide safe havens for those seeking shelter or protection. Some work as guards, protecting important individuals, trade caravans, even entire communities.

**Sins:**

- **Minor** - allowing a cat to be harmed, refusing to give protection to someone in need.
- **Major** - allowing someone under your protection to be harmed, killing a cat.
- **Mortal** - killing someone you've sworn to protect.

## GEB

Geb is god of the earth. He was a wild and temperamental man during his youth, but in his old age he has mellowed out somewhat. Geb is married to Nut, whom he is deeply in love with. In the beginning the two spent all their time locked in each other's embrace. Geb and Nut's lovemaking became so destructive that Shu was forced to separate the two and keep Nut well out of Geb's reach. Geb would do anything to get rid of Shu and have Nut in his arms once again, even if it means the destruction of Niserrri.

Geb appears as a giant man with earthy-brown skin and hair.

**Sins:** Geb doesn't interact with humanity and so doesn't grant AB: Miracles.

## HATHOR

Hathor is the goddess of love, beauty, and music. Hathor was once the goddess Sekhmet, created by Amun Ra to punish humanity. Once she was sufficiently calmed she transformed into her current form: a kind-hearted goddess, always quick with a smile that can bring joy to even the coldest heart. It didn't take long for her to become one of the most popular deities amongst the people of Niserrri.

Hathor despises those who harm children and will often seek out and punish anyone who would dare to do such a thing. However, she always tries to manage her temper, afraid that if she ever loses control she may transform back into Sekhmet and go on another rampage of destruction.

Hathor appears as a voluptuous young woman with the head of a cow.

**Duties of the Priesthood:** Priests of Hathor are frequently asked to perform wedding ceremonies. Many are also highly trained negotiators who attempt to bring peace to warring people.

**Sins:**

- **Minor** - fighting unnecessarily, going more than a month without having sex at least once, destroying an irreplaceable object of incredible beauty.



- **Major** - refusing to help lovers be together.
- **Mortal** - breaking up a couple who are truly in love with each other.

## HORUS

Horus is the current pharaoh of the Pesedjet. He's also the god of nobility, justice, and revenge. Horus has been a very successful pharaoh, although he can become a bit tyrannical, especially when it comes to upholding the law.

Horus is the son of Isis and Osiris, although he doesn't really know them very well. Osiris died and became lord of Duat before Horus was even born. Isis only stayed with Horus until he was able to look after himself, then she went off in search of Osiris' scattered body parts. Despite this, Horus cares deeply for his parents.

Horus and Seth have a longstanding feud, however Horus can't attack Seth directly, not

since Thoth and Ma'at declared their war officially over. That doesn't stop Horus from taking more of a passive aggressive position, recruiting others to foil the plans of Seth and his minions.

Horus appears as a muscular man with the head of a hawk.

**Duties of the Priesthood:** Priests of Horus are judges and arbiters. Some take it upon themselves to hunt down criminals and either bring them to justice or execute them on the spot.

### Sins:


- **Minor** - denying someone a fair hearing, making an arbitrary judgment in a legal dispute, refusing to seek vengeance for a betrayal.
- **Major** - allowing a miscarriage of justice to go unpunished, making false accusations.
- **Mortal** - committing a deliberate miscarriage of justice.

## ISIS

Isis is the goddess of magic and motherhood. Isis knows the true name of every deity, object, and creature in existence. Amun Ra's true name proved to be the most difficult for her to get. No matter how she begged and bargained, Amun Ra refused to give up his true name. But then one day Amun Ra spat onto the ground. Isis gathered up the spit and fashioned it into a snake. Isis let the snake loose and it bit Amun Ra, injecting a poison made from his own essence. As Amun Ra lay dying, Isis stepped forward and tried to use her magic to heal him. When the ritual failed Isis claimed she needed Amun Ra's true name to make it work. After giving her several abbreviated names Amun Ra finally gave Isis his full true name and she saved his life.

Isis is married to Osiris and currently lives with him in Duat. However, unlike her husband, she isn't trapped there and is free to pass between Duat and the land of the living whenever she wishes. She will often return to the land of the living to





visit her son, Horus, however these visits are very rare and often very short.

Isis appears as a woman with a classical beauty.

**Duties of the Priesthood:** Priests of Isis protect some of the most important, and most powerful, secrets of heka.

**Sins:** Isis doesn't grant AB: miracles, she only teaches her followers heka (AB: Magic).

## KHNUM

Khnum is the god of childbirth and pottery. Amun Ra created Khnum out of river clay so that he would in turn create the humans of Niserri. Since then Khnum has become the god of silt, clay, and pottery. It's Khnum's job to make sure enough silt flows down the rivers to keep the banks of the rivers fertile.

Khnum is also a protector of pregnant women and is often given offerings by expecting mothers in the hopes that he will keep the unborn child safe and healthy. There is a limit to how much Khnum can actually interfere though.

Although he doesn't make humans any more, Khnum is responsible for making their Ka. He crafts the Ka on his potters wheel before merging it with the unborn child (Ba develop naturally over time, formed by humans themselves).

Khnum appears as a man with the head of a ram.

**Duties of the Priesthood:** Priests of Khnum are trained midwives who also have at least a basic level of training in medicine.

**Sins:**

- **Minor** - allowing an infant or pregnant woman to be harmed, inflicting a wound on a creature when other options are available.
- **Major** - refusing to aid in childbirth, taking the life of a living creature.
- **Mortal** - harming an infant or pregnant woman.

## MA'AT

Ma'at is the goddess of balance, law, and order. She resides in Duat where she, Anubis, and sometimes Osiris, judge the souls of the dead.

Those found lacking have their hearts fed to her pet Ammit demons and are forever damned to the darkest parts of the Underworld. Those who are found worthy are allowed to keep their heart and eventually make their way to the paradise of the Fields of Hotep.

Ma'at is very strict when it comes to upholding the law. She's often called upon to mediate disputes between deities and mortals alike. Her decisions are final and not even Amun Ra would question one of her rulings.

Ma'at is married to Thoth, but the two rarely see each other. Even though they're both almost as old as Amun Ra they've never had any children of their own. Their relationship can be called cold at best, although it's difficult to tell for certain since neither are good at showing emotion.

Ma'at appears as an attractive but stern woman. She always has an ostrich feather (a representation of truth) in her hair.

**Duties of the Priesthood:** Priests of Ma'at often take positions as advisors and counselors to establish and maintain the government.

**Sins:**


- **Minor** - disobeying orders or instructions from a superior, breaking a minor law, allowing a law to be broken.
- **Major** - attacking a superior, breaking a major law.
- **Mortal** - aiding a rebellion against a government.

## NEPHTHYS

Nephthys is the goddess of wealth, darkness, and sorrow. She was once married to Seth, but was so disgusted by his betrayal and murder of Osiris that she left him. She helped her sister, Isis, gather up Osiris' body parts and even helped raise Isis' child, Horus. In fact, Nephthys has spent more time helping to raise Horus than she's spent raising her own children.

Ever since Nephthys left Seth she has spent most of her time wandering secluded and barren areas of Niserri, especially favoring tombs and necropolises. Nephthys has become the guardian of such places, including the treasures and the dead they contain.





Nephthys appears as an attractive young woman. She never smiles and many consider her to have a very depressed personality.

**Duties of the Priesthood:** Priests of Nephthys assist priests of Anubis in performing funerary rites and entombing bodies. Many also work with anubite clans to help protect burial sites.

**Sins:**

- **Minor** - laughing, telling a happy joke (dark or morbid jokes are OK), use of a minor light source (like a candle), allowing someone to steal or destroy items from a tomb.
- **Major** - use of a major light source (like a torch or bonfire), stealing from a tomb.
- **Mortal** - destroying the contents of a burial place.

## NUT

Nut is goddess of the sky. Nut loves her husband Geb just as much as he loves her. She dearly wishes to be in his embrace again, but fears what that would do to Niserry and it's inhabitants. Nut is a very protective goddess, caring for mortals, the spirits of the dead, and even the other deities of the Pesedjet, just like a mother cares for her children.

Nut appears as a tall, skinny woman with skin as dark as the night sky. Her skin sparkles as if covered in hundreds of tiny stars.

**Sins:** Nut doesn't interact with humanity and so doesn't grant AB: Miracles.

## OSIRIS

Osiris is the god of agriculture, civilization, and the dead. Osiris was the second pharaoh of the Pesedjet. After he was killed by his own brother, Seth, and then partially resurrected by his wife, Isis, Osiris took over as lord of Duat. Even in his new position, Osiris remains the god of agriculture and civilization.

Osiris has never forgiven Seth for his betrayal and murder, but has decided that it's not a grudge worth pursuing. Osiris is happy with how things turned out in the end. He's lord of Duat, he has his wife at his side, and their son, Horus, is the current pharaoh of the Pesedjet. Besides, since

he's unable to leave Duat, it's impossible for him to personally seek vengeance against his brother.

Osiris appears as a green-skinned man wrapped in bandages like a mummy.

**Duties of the Priesthood:** Priests of Osiris are most commonly found in small farming communities where they use their blessings to help crops grow healthy and plentiful.

**Sins:**

- **Minor** - refusing to help harvest or plant crops, allowing crops to be destroyed.
- **Major** - polluting farmland, refusing to give food or shelter to those in need.
- **Mortal** - destroying crops.

## SETH

Seth is the god of trickery, chaos, storms, and the desert. For the crimes of murdering his own brother and stealing his position as pharaoh, Seth has been banished to the furthest reaches of the desert. This banishment cost Seth much of his power, but during his time in exile he has become a master of deception and corruption.

Seth uses his newfound talents to put his various plans and schemes into action. To most people these small plots seem random and disconnected, but some suspect that they're all actually part of some larger and more elaborate plan to get revenge against those who banished him and return himself to the position of pharaoh of the Pesedjet. Seth has become very good at planning things out for the long term.

Seth appears as a man with the head of a typhon (a composite of an aardvark, a donkey, and a jackal).

**Duties of the Priesthood:** Priests of Seth infiltrate settlements and either destroy it from within or convert it to the worship of Seth. Priests prefer to use covert methods such as assassinations, bribes, and espionage so no one realizes what's going on until it's far too late.

**Sins:**

- **Minor** - telling the whole truth, allowing someone to know something of your true identity, not using a Trick at least once per combat if an opportunity to do so presents itself.

- **Major** - not betraying a supposed ally when the chance occurs, going more than six months without being in a desert.
- **Mortal** - refusing to attempt to corrupt someone.

## SHU

Shu is god of the air. When Niserry was young Shu's two children, Geb and Nut, were locked in each other's embrace. The throes of Geb and Nut's passion threatened to tear the land and its inhabitants apart. To save Niserry, Shu stepped between his children and forced them apart. Shu remains between Geb and Nut to this day.

Shu is normally a very calm person and usually has a very calming influence on others. However, his calming influence doesn't always work. Not long ago he had a terrible argument with his wife, Tefnut, which ended with her leaving Niserry. Unable to leave his spot between Geb and Nut, Shu couldn't chase after his wife. Thoth took it upon himself to leave Niserry, bring Tefnut back, and help her and Shu mend their relationship.

Shu appears as a handsome man, usually with up to four ostrich feathers in his hair.

**Sins:** Shu doesn't interact with humanity and so doesn't grant AB: Miracles.

## SOBEK

Sobek is the god of strength, the rivers of Niserry, and crocodiles. He's a very destructive god who is both feared and respected. He's prone to sudden and unpredictable violent outbursts which makes him dangerous to deal with. However, as a god of rivers he also brings fertility and life to the land of Niserry. He's also very popular amongst soldiers and warriors as a patron of strength and power.

Sobek doesn't get along with his father, Seth. He sees his father's reliance on trickery and deceit as signs of weakness and cowardice. Sobek even helped Isis by recovering the pieces of Osiris that



had fallen into Niserry's rivers. He didn't do this because he particularly cares for Isis or Osiris, he just saw it as an opportunity to defy his father.

Sobek appears as a muscular man with the head of a crocodile.

**Duties of the Priesthood:** Priests of Sobek look after the Nemeta river and its crocodile inhabitants. Primarily they track when the next major flood is due to happen. Priests of Sobek are also warriors who use their blessings to enhance the Niserry army.

### Sins:

- **Minor** - polluting a river, allowing a crocodile to be killed, showing mercy to an inferior foe, being beaten in combat by an equal or more powerful foe.
- **Major** - killing a crocodile, being beaten in combat by an inferior enemy.
- **Mortal** - surrendering without a fight.



## TEFNUT

Tefnut is the goddess of rain and atmospheric moisture. Unlike her husband, Shu, Tefnut is a very emotional goddess and can be prone to violent outbursts. Usually Shu is able to keep her emotions in check but it doesn't take much to get them to flare up. When Tefnut left Niserry after a particularly heated argument with Shu, Niserry suffered one of the worst droughts in its entire history. This drought didn't end until Thoth finally persuaded Tefnut to come back. Despite this, everyone fears the next time Tefnut gets so angry she leaves Niserry.

Tefnut appears as a woman with the head of a lion.

**Sins:** Tefnut doesn't interact with humanity and so doesn't grant AB: Miracles.

## THOTH

Thoth is the god of wisdom, knowledge, and magic. He invented hieroglyphics, created the form of magic known as Heka, and developed numerous fields of science. All these gifts he shared with humanity. However, Thoth doesn't share everything with humanity. He is a collector of knowledge and secrets. He shares some, but

most he keeps to himself. In fact, no mortal or deity can keep a secret from Thoth. Thoth and Isis are the only ones who know the true names of every deity, creature, and object in Niserry.

Thoth is usually very busy making sure the universe is working the way it's supposed to, but sometimes helps his wife, Ma'at, judge disputes and weigh the hearts of the deceased. He has an amazing ability to break ties and has been brought in on many occasions when a dispute has bogged down in a stalemate.

Thoth appears as a man with the head of an ibis.

**Duties of the Priesthood:** Priests of Thoth collect and preserve knowledge. They're caretakers for some of the best libraries and schools in all of Niserry.

### Sins:

- **Minor** - allowing knowledge to be destroyed or concealed, allowing knowledge to be twisted, not correcting an inaccuracy of importance.
- **Major** - concealing important knowledge, refusing to teach someone.
- **Mortal** - destroying important knowledge.





# PRIDITH



The immortal Tuatha first arrived on the island of Pridith through a portal from their home, the Otherworld, an ever-shifting dimension of chaos and dreams. The strange new land of Pridith proved to be very different from the Otherworld, both frightening and alluring at the same time. The Tuatha were so fascinated with this strange place that they decided to stay, explore and settle. It was these first settlers who named the island Pridith.

While exploring their new home, the Tuatha encountered a native race of beings known as the Fomorians. The Tuatha attempted to make peaceful contact with the Fomorians, but those attempts failed. When the Fomorians launched a series of sudden attacks the Tuatha were taken completely by surprise. The Tuatha were easily defeated and the survivors were enslaved. It was during these attacks that Nuada, the king of the Tuatha, lost his hand. Although it was

later replaced by a magical silver hand, only one who is whole and unblemished can rule the Tuatha, so Nuada was forced to step down. Bres, a Fomorian, replaced him as the new king of the Tuatha.

The Fomorians ruled Pridith for many years, and the Tuatha despaired that their torment would never end. But, one day a healer replaced Nuada's silver hand with one made of flesh and blood. Whole and unblemished once again, Nuada reclaimed his title as king of the Tuatha and chased Bres and his Fomorian minions back into the sea.

The victory was short lived however, as Bres came back leading a massive army of Fomorians. This time there would be no enslavement, Bres wanted the Tuatha dead. The two armies met on the field of battle at dawn, and the carnage was unlike either army had ever seen.

As the battle raged on through the day, one of the Fomorians greatest champions came upon Nuada. The Fomorian was known as Balor the One-Eye because he had one giant eye. It took nine attendants to open, but when it was open it could instantly kill anyone Balor's gaze fell upon. The two mighty warriors fought for hours. In the end it was Nuada who lay bleeding and mortally wounded on the ground.

The death of their king caused the entire Tuatha army to falter, and it looked like the Fomorians were going to win. But then, a shining light to the west caused both armies to pause. Standing on a hill overlooking the battle was a young Tuatha named Lugh, the Shining One. Lugh issued a challenge to the one who

## Build Suggestions

Pridithians are huge people, taller and bulkier than people from other cultures of the Known World. Many Pridithians will have Edges like Brawny and Giant's Blood. Pridith is well known for its berserkers, warriors who paint themselves in woad and attack their enemies with an animal savagery. Edges like Berserk, Frenzy, and Sweep are common among these warriors. Pridithians tend to be loud, uncouth, dirty, and aggressive, so most non-Pridithians dislike being around them for any length of time. Because of this, most Pridithians will have the Outsider Hindrance.



killed Nuada. In response, Balor ordered his eye opened. There was no time for Lugh to reach Balor, so as the giant eye opened he picked up a discarded javelin, took aim, and threw. The javelin arched across the battlefield and struck Balor right through his half-opened eye, killing him instantly.



With their spirits renewed, the Tuatha army surged forward. Lugh himself led the Tuatha in the all-out charge that smashed the Fomorian army asunder. As Fomorians died by the hundreds, Lugh caught up to the retreating Bres. He was about to strike Bres down but the Fomorian king begged for his life. He offered secrets that would benefit the Tuatha greatly, if he would be allowed to live.

Bres and the surviving Fomorians fled back into the sea, thoroughly defeated. Only a small

handful of Tuatha survived the war, and most of those retreated back to the Otherworld. The few who remained in Pridith made their homes in hidden or remote locations: in caverns deep underground, in the hearts of ancient forests, on tiny islands, etc. Although Lugh was offered the position of king of the Tuatha for his part in the war, he turned down the offer and instead gave the honor to Dagda.

The first human didn't set foot on Pridith until many years after the defeat of the Fomorians. They came in great ships, several clans displaced from the mainland and looking for a new home. They found Pridith to be green, fertile, and seemingly uninhabited.

At first the Tuatha weren't sure what to make of the humans. Would these new invaders be friendly, or would they be conquerors just like the Fomorians? In the end the Tuatha decided to reveal themselves to these humans. Respecting the power and history of the Tuatha, many humans began to worship them as gods. The Tuatha didn't seem to mind this, in fact some even encouraged it.

Of the six original Pridithian clans, only five still exist, although dozens of smaller clans have emerged and vanished over the years. The sixth original clan was the Glenmarren clan. Legend says they made a pact with a small group of Fomorians. The Fomorians would help the Glenmarrens take over the other Pridithian clans, and in exchange the humans would share Pridith with the Fomorians. Of course both sides planned to betray the other in the end. Fortunately the Glenmarrens and Fomorians greatly underestimated their enemies. The other five Pridithian clans joined together and crushed the alliance handily. The Glenmarren clan was nearly wiped out, with the few remaining survivors vanishing from Pridith, most likely taken away by the Fomorians. This was the first, and only, real attempt to unite the clans under one king. Since then others have



made similar attempts, but met with even less success.

Most people from the mainland see Pridithians as a race of savage and primitive barbarians, but this couldn't be further from the truth. Pridithians may live tribal and simple lives, but they are more advanced than they appear. They're the first culture to start using iron as a replacement for bronze, for example. Although the Pridithian culture may be very young when compared to cultures on the mainland, it's come a long way in a very short time. Pridith is quickly becoming a major player in the world, and may some day come to rival it's mainland neighbors in a number of different areas, including culture, military, the arts, and others.

## THE SIDHE

Sidhe (pronounced as "she") is a catchall term used to refer to many of the supernatural beings that reside in Pridith. Even the Tuatha are commonly referred to as the most powerful of the Sidhe.

Soon after the humans first arrived in Pridith many of the Sidhe divided into two courts, each with a very different view of humanity. Sidhe who support humanity are members of the Seelie Court, while those who are antagonistic towards humanity are members of the Unseelie Court. The line between Seelie and Unseelie is a blurry one. A Sidhe shouldn't be automatically trusted just because it's Seelie, and sometimes even an Unseelie Sidhe can be helpful. Many Sidhe remained indifferent towards humanity

and haven't sided with either court. Typically, these Sidhe either don't have a lot of contact with humanity, or they just don't care enough about humans to have formed an opinion about them either way. Sidhe who haven't sided with a court can be difficult to deal with, and be highly unpredictable.

Although Sidhe is normally reserved for supernatural beings from Pridith, it can also be used to refer to certain beings from the mainland.

## GEOGRAPHY

Pridith is a large island that sits North-West of the mainland. Much of the northern and southern parts of Pridith are mountainous with sheer cliffs along the coast. The middle strip of the island is rolling hills and wide grasslands. There are forests scattered all across the island. Some are small, sparse, and young, while others are big, ancient, and densely packed.

The climate is very mild in Pridith. In the summer winds blow in from the ocean and keep things nice and cool. Although winters can get cold, they rarely get cold enough to snow. On the rare occasions it does snow it wont stay on the ground for long.

There are a number of localized areas within Pridith where the weather can be different from the rest of the island. Most of these are areas that have been enchanted with Sidhe magic, but this also occurs in areas where numerous or long lasting portals to the Otherworld have opened. There aren't many areas like this, and they tend

### Common Niserrian Names

**Male:** Aedan, Alan, Angus, Baird, Beagan, Blair, Brendan, Cailean, Cathbad, Ceallach, Culin, Connor, Cowan, Darby, Devlyn, Donahue, Doyle, Eamon, Erin, Fearghus, Flynn, Galvin, Gradey, Hoyt, Keagen, Keiran, Laughlin, Liam, Mackinnley, Mairtin, Meallan, Murphy, Nolan, Owain, Quinn, Riordan, Seamas, Sheridan, Sullivan, Tiernan, Tyrone, Ultan, Vaughn

**Female:** Abaigeal, Aileen, Alannah, Alyson, Badb, Bernadette, Breana, Briana, Cait, Cecily, Cliona, Dana, Deirdre, Eileen, Erin, Evelyn, Fiona, Glenna, Gweneth, Keena, Kiana, Lavena, Maeve, Meagan, Moira, Morgan, Myrna, Nessa, Onora, Ranait, Riley, Rowena, Shannon, Siobhan (shi-vawn), Treasa, Una, Vivienne



to be very small and very remote. For example: a small clearing in the middle of a dense forest may have been enchanted long ago by a group of Sidhe to always have spring-like weather.

## ARCHITECTURE

Pridithian buildings tend to be fairly plain and simple. Most are of “dry-stone” construction, which is simply a bunch of rocks piled up to form walls with no mortar to hold the rocks together. If done correctly such construction can be completely water-proof. Buildings can either be completely dry-stone, usually formed into a kind of beehive shape, or they can have thatched roofs.

Fortifications for settlements tend to be pretty light, usually no more than a ditch and embankment. Even military forts have little more than this level of protection. Some larger

settlements can be protected by wooden palisades, either instead of the ditch and embankment, or in addition to.

The Pridithian don't build large extravagant temples, in fact the only large buildings they build tend to be meeting halls and the homes of rich nobles. Instead, Pridithians worship their deities at sacred sites and massive henges, circular formations made from freestanding stones. Smaller henges can be created with simple manpower, but larger ones require the aid of Sidhe, powerful magic, or both.

## PLACES OF NOTE

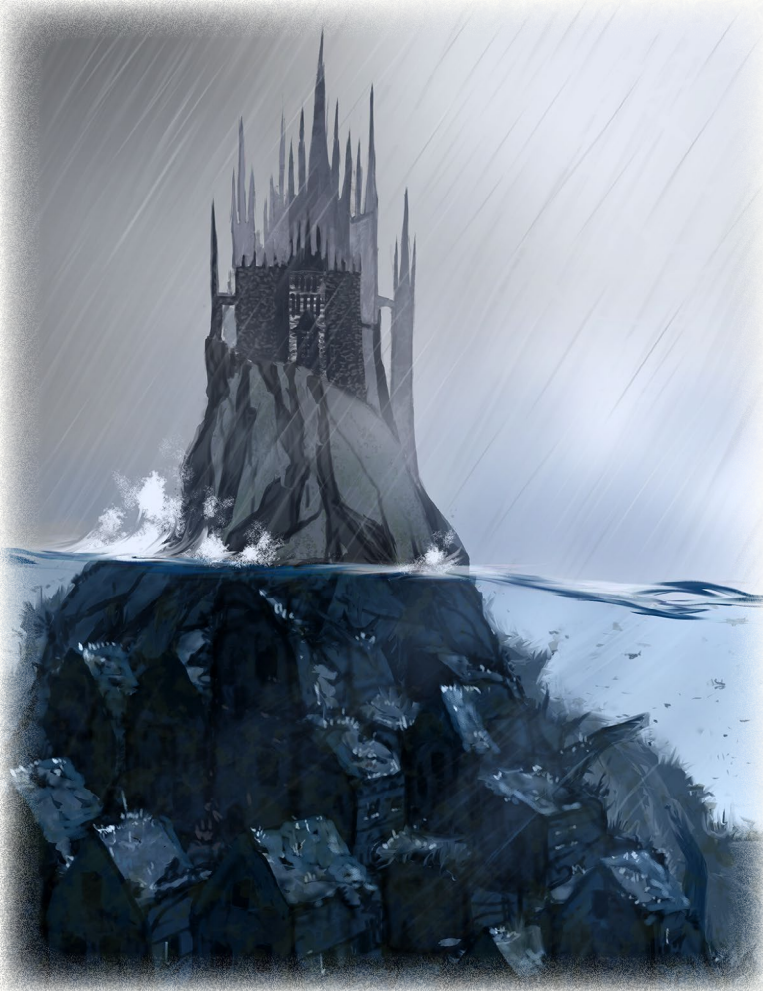
### **FIACLA BRISTE**

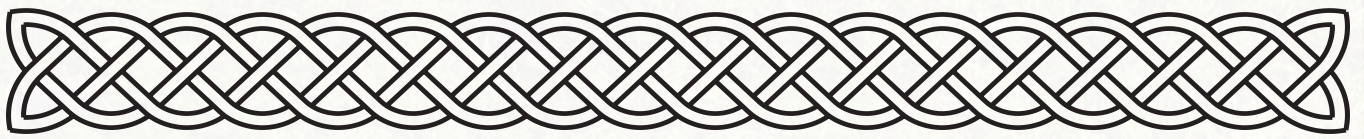
Fiacla Briste, or the Broken Teeth, is a string of small mountainous islands off the southwestern shore of Pridith. Fomorians live in the waters surrounding all of Pridith, with these islands being the closest thing they have to a capitol city. The majority of the Fomorians here live under the water in a sprawling city of crude buildings. Some, however, live above the water in dark and crooked strongholds built into the sides of the island's mountains.

The strongholds of Fiacla Briste also act as prisons and work camps for the numerous Sidhe and Pridithian slaves the Fomorians have taken over the years. These prisons are infamous for never once having a successful escape.

### **LISMULLEN HENGE**

Lismullen Henge is the largest ring of standing stones in Pridith. Massive blocks of stone form a double ring of arches. The henge is surrounded by a ditch on the outside of a low earthen bank. With the proper rituals the henge can be used to open massive portals to the Otherworld, large enough to march an army through. The rituals needed to open and close these portals are extremely complex, and only a few know how to perform them.





In known history Lismullen Henge has only been used to open portals to the Otherworld three times. The first brought the Tuatha to Pridith for the very first time. The second was right after the war with the Fomorians when many of the surviving Tuatha returned to the Otherworld. The third time occurred only a couple decades ago and is a complete mystery. The portal opened by itself one day, stayed open for an entire week, then closed again. Nothing passed through during the time it was open. Most believe the portal just opened by itself due to a natural buildup of magical energy, but some believe it was opened for a mysterious purpose that will one day be revealed.

### LOCH BANNAGH

Loch Bannagh is the largest and deepest loch in Pridith. It's also the site of one of the fiercest battles to occur during the ancient war between the Tuatha and the Fomorians. During this battle a powerful Fomorian general was slain and his body tossed into the waters of the loch. Sidhe are drawn to Loch Bannagh because they believe being near the remains of the fallen general will allow them to soak up some of his residual power.

Of course, it's not really known whether the remains of the Fomorian general have any effect on nearby Sidhe. So far the only creature that seems to have been affected is the loch monster, which definitely has a greatly extended lifespan, and is bigger and more powerful than others of its kind. Regardless, this hasn't stopped numerous Sidhe, particularly of the Unseelie Court, from flocking to Loch Bannagh.

### OGHAM STONES

Ogham Stones are tall standing stones covered in the Ogham language. These stones can be found all over Pridith and are used to note boundaries, mark important sites, even tell short messages and tales.

The very first Ogham stone ever made was carved by Oghma himself. This stone was used to teach the early Pridithians the Ogham language. The current location of this Ogham stone is a closely guarded secret of the druids.

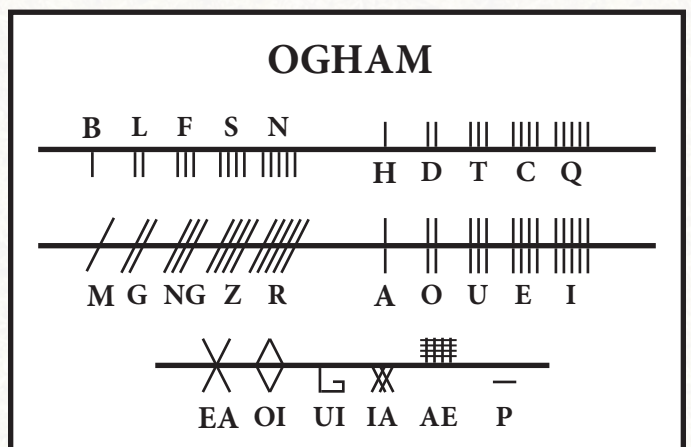
It's said that not only can one learn Ogham simply by glimpsing the stone, but careful study of the script can reveal the answers to many other secrets and mysteries of the universe. In the wrong hands this information can be used to devastating effect, which is why the stone's location is so closely guarded by the druids, a secret they're willing to give their lives to protect.

### OTHERWORLD

The Otherworld is an other-dimensional world that is home to the Tuatha and a few types of Sidhe. It's a chaotic, ever-shifting realm that doesn't obey the usual laws of reality. Time, weather, and even physical matter all work in very different ways than they do in the mortal world. The Tuatha and Sidhe who live there do have some control over the Otherworld, and more powerful ones can even shape it to suit their needs and desires.

For some reason no one has been able to figure out yet, portals to the Otherworld can only be created on the island of Pridith. Such portals tend to be short lived, most only lasting for a couple minutes, an hour at best. A rare few, however, can stay open for months, years, even decades. Otherworld energies can begin to seep through such long-lasting portals into Pridith, warping reality in the immediate area, often in very dangerous ways.

Most portals to the Otherworld can be opened and closed at will, if one knows how. Others are naturally occurring and will spontaneously open and close all by themselves.







## **RADGARTH**

Radgarth is home of the most powerful Pridithian clan, the Radgara. It is the largest permanent settlement in Pridith. A large number of Sidhe live in Radgarth as well, more than in any other Pridithian settlement. For the most part the Pridithians and Sidhe live together in peace, but sometimes misunderstandings or cultural differences can create conflict.

The Unseelie are particularly interested in escalating the conflict between the Sidhe and Pridithians of Radgarth, most likely to spark off a war between these two people. So far the kings and queens of Radgarth have been able to keep the peace and prevent any major conflicts.

## **TALGAN**

Talgan is the second largest permanent settlement in Pridith, with Radgarth being only slightly larger. It's the trade center of all of Pridith, with goods being shipped to the mainland, and coming in from both Illosia and Niserri.

It's also the place to go if travelers want passage between Pridith and the mainland. Talgan is considered neutral ground and contains people from all over the known world: Pridithians, Illosians, Niserrians, even Sidhe. Talgan is the only city with this mixture of population in all the Known World. However, this diverse mixture of people can cause problems, and conflict is common. Fortunately, most people respect the neutral ground policies of the city, so no major battles have ever occurred.

Unfortunately Talgan does tend to attract a large number of thieves, pirates, smugglers, and other criminal types. These people rarely respect the neutral ground policies of Talgan, but individuals who cause too much trouble are dealt with very harshly.

## **PEOPLE**

Pridithians tend to be tall and heavily built (about 6' for a male). All types of hair color exist, although red and blond hair are most common. Pridithians with lighter hair tend to have blue or gray eyes, those with red hair tend to have

gray or green eyes, and those with darker hair tend to have brown eyes. Pridithians are fair skinned, especially those with red hair, however a lot of time spent outside soon makes them well-tanned. Both men and women wear their hair long. Men will often shave their beards, but keep their mustaches.

Clothing usually consists of a pair of woolen trousers, a sleeved woolen tunic that reaches down to mid-thigh, a pair of leather boots or shoes, and a huge woolen cloak fastened at the neck by a brooch and draped over one shoulder. Women wear basically the same things except that they don't wear pants and their tunics reach all the way to the ground. Both men and women wear a lot of jewelry; golden arm and neck bands (torques), gold or silver brooches to hold the cloak at the neck, and numerous rings.

Pridithian men will often paint their bodies with a blue dye made from woad. Certain very rare magical woads, when painted in specific designs, can grant the wearer magical powers. Some warriors will go into battle wearing nothing but woad dye, whether it's actually magical or not.

To the Pridithian, honor is of utmost importance. Concepts such as loyalty, hospitality, honesty, justice, and courage must be upheld or it could result in loss of honor, which could in turn result in the individual being ostracized by his own community. Most Pridithians would rather die than lose their honor, and many who have lost it will seek an honorable death.

## **GOVERNMENT**

Pridith doesn't have a central government. Instead, the Pridithians are broken into a number of clans. Each clan is ruled by its own king or queen and can vary in size from a single town to a stretch of land encompassing dozens of settlements. Many clans form alliances with each other to encourage trade and mutual defense.

The largest and most powerful clan is the Radgara. Out of respect, and maybe a little fear, many other clans look to the Radgara for leadership and guidance, but none of them will

## **PRIDITH**



allow themselves to be ruled outright by the Radgara. Fortunately, the current Radgara king sees himself more as a father figure, seeing it as his job to help other clans but not rule them.

In the past would-be conquerors from both within Pridith and without have tried to unify the clans of Pridith. All such attempts have failed utterly. Not even the gods could force all the Pridithian clans to submit to a single ruler.

## THE AFTERLIFE

What happens to Sidhe when they die depends on the type of Sidhe. The most common fates are that they simply cease to exist, or they have their spirits merge with the land, or they have their spirits drawn back into the Otherworld. But other fates do exist.

The human Pridithian have a very different fate awaiting them when they die. When a Pridithian dies their spirit travels west to the coast, then across the water to the island of Annwn. On this island is a massive city, home of Arawn, lord of the underworld. Spirits stay in this city for a time before being allowed to move into the underworld itself. The island is impossible to find except by spirits and Arawn's minions. Not even the Fomorians or Mannan Mac Lir, God of the sea have been able to find it.

In addition to the spirits of the dead, the city is also inhabited by Arawn's ghostly minions and his spectral hunting hounds, both of which help protect the island and prevent any spirits from escaping.

## TUATHA DE DANNAN

Listed below are some of the major Tuatha De Dannan. This isn't a complete list of every deity that exists in Pridith, just the ones that are most likely to be encountered in a Mythic campaign.



### **AENGUS**

Aengus is the God of love and beauty. He's one of the youngest Tuatha, an illegitimate son of Dagda. He was raised in secret, but upon reaching adulthood he sought out his true father. It took many years, but eventually Angus was able to learn of his true heritage.

After finding his father, Aengus asked if he could live with the Tuatha. When he learned that there was no room for him, he asked to borrow Dagda's house for a day and a night. It took all of Aengus' charm and powers of persuasion, but eventually Dagda agreed. Of course, ancient Sidhe has no indefinite article, so "a day and a night" can also mean "day and night", in other words "for all time". By the time Dagda realized he had just given his home to Angus forever it was too late, the deal had already been made and Dagda was forced to abide by it.



Aengus appears as an amazingly handsome young man with flowing strawberry blonde hair and clear blue eyes.

**Duties of the Priesthood:** Priests of Aengus seek to nurture and protect all forms of beauty and love. Priests are often patrons of the arts, and are usually highly skilled artists, singers, and poets themselves.

**Sins:**

- **Minor** - fighting unnecessarily, going at least a month without having sex, destroying an irreplaceable object of incredible beauty.
- **Major** - refusing to help those in love be together.
- **Mortal** - breaking apart a couple who are truly in love with each other.

## ARAWN

Arawn is the God of the dead and lord of the underworld. He lives on Annwn, an island far out to sea off the west coast of Pridith that serves as the entrance to the underworld. Arawn spends most of his time on his island and rarely gets involved with the living world.

Arawn has been forced to leave Annwn on a number of occasions, usually to recover wayward or stolen spirits. Arawn also travels to Pridith once a year, for a week or two starting around the winter solstice, to go hunting with a pack of ghostly hounds known as the Cwn Annwn.

Arawn appears as a gaunt man with dark, sunken features. His prized possession is a cauldron that can magically animate corpses placed within it. Arawn doesn't like using the cauldron and will only do so in an extreme emergency.

**Duties of the Priesthood:** Priests of Arawn perform funerary rites. They also protect and tend to burial sites.

**Sins:**

- **Minor** - receiving magical healing, refusing to give a proper burial rite to a corpse, desecrating a burial place, refusing to destroy an Extra dead.
- **Major** - refusing to destroy a Wild Card undead.
- **Mortal** - attempting to cheat death.

## BELENUS

Belenus is the God of fire and the sun. He's one of the oldest and most widely worshiped Tuatha. His most important duty is to oversee an annual celebration called Beltane, which marks the end of winter and the start of spring. This celebration involves the lighting of great bonfires in settlements across Pridith. The celebration, and the bonfires, can last anywhere between a week and a month.

The Beltane fires are not only meant to chase away the cold and darkness of winter, but they also bring health and fertility to both the land and everyone who lives in Pridith. Many Pridithians drive their livestock between Beltane fires during the festival. This brings Belenus' blessing upon the livestock, improving their health and raising their overall quality.

Belenus appears as a powerful young man with flaming red hair and beard.

**Duties of the Priesthood:** Priests of Belenus are often asked to bless livestock, particularly cattle, to improve their health and protect them from diseases.

**Sins:**

- **Minor** - not welcoming the sun each morning, refusing to fight the forces of darkness.
- **Major** - permanently blinding someone, extinguishing a Beltane fire.
- **Mortal** - aiding the forces of darkness.

## BRIGID

Brigid is the Goddess of creative inspiration, smithing, and medicine. Originally, Goibniu and Dian Cecht were the Tuatha associated with smithing and healing respectively. When they both died from a terrible magical plague inflicted upon them by Fomorian warlocks it was Brigid who took over as both smith and healer for the Tuatha. Although still very young, she has excelled in both skills.

Brigid is a very protective goddess and many Pridithians give her offerings in the hopes that she will watch over their homes while they sleep. Like most of the Tuatha, Brigid is an accomplished warrior who has little trouble



dealing with anyone and anything that threatens someone under her protection.

Brigid appears as a muscular woman with fiery red hair.

**Duties of the Priesthood:** Priests of Brigid are master smiths who seek to preserve smithing techniques and teach them to others. Priests also have some medical training, from minor first aid skills to powerful healing magic

**Sins:**

- **Minor** - crafting something of inferior quality, damaging a forge (including putting out it's fire), allowing a forge to be destroyed, refusing to heal a good person in need.
- **Major** - destroying a forge, taking the life of a living creature.
- **Mortal** - taking the life of a defenseless creature.

## CERNUNNOS

Cernunnos is the God of hunting, wildlife, and forests. He is an ancient deity who had been living in the forests of Pridith long before the Tuatha arrived from the Otherworld. It's unknown how old Cernunnos is, in fact it's likely even he doesn't remember how old he is. Although Cernunnos is not actually a Tuatha he is just as powerful, in fact some say he may be even more powerful. Many Pridithians respect this power and treat Cernunnos like they do the Tuatha.

Cernunnos spends most of his time hunting in the oldest forests of Pridith. He doesn't like getting involved with Pridithians, Sidhe, or the Tuatha, and tries to avoid them as much as possible. If Cernunnos doesn't want to be found not even Dagda would be able to find him.

Cernunnos appears as a large man with long, dark hair and beard. A pair of stag's antlers grow on his head, each just above the temple on either side of his head.

**Duties of the Priesthood:** Priests of Cernunnos live in the wilderness where they protect the local animals and environment from unnecessary harm.



**Sins:**

- **Minor** - mistreating an animal, allowing acts of cruelty against defenseless animals.
- **Major** - torturing wild animals, hunting for sport or cruelty.
- **Mortal** - burning a forest or other natural area.

## DAGDA

Dagda is the God of agriculture, and he is one of the oldest of the Tuatha. After Nuada died during the war with the Fomorians, Lugh was approached to be the next Tuatha king. Surprisingly, he turned the position down and instead made Dagda king. Dagda had always been seen as a father figure by the other Tuatha, strict but fair, loving and strong, so they easily accepted Lugh's decision. Even after being made king, Dagda still acts more like the father figure, leading and guiding instead of ruling.



Dagda does have a temper, and can be vengeful when wronged, but he is a man of his word and would never do anything that might tarnish his honor.

Dagda appears as a muscular man wearing a rough brown tunic. He always carries around his prized possession, a magic club that can instantly slay anyone it hits. The handle of the club can be used to restore life to any corpse it touches.

**Duties of the Priesthood:** Priests of Dagda are most commonly found in small farming communities where they use their blessings to help crops grow healthy and plentiful.

**Sins:**

- **Minor** - refusing to help harvest or plant crops, allowing crops to be destroyed.
- **Major** - polluting farmland, refusing to give food or shelter to those in need.
- **Mortal** - destroying crops.

## DANU

Danu is the Goddess of the earth and water. Even though only a few Tuatha are actually directly related to Danu, most see her as mother to them all. Danu is very protective of all her children, as well as all the Sidhe and Pridithians. When the Tuatha first arrived in Pridith it was Danu who looked after them and guided them. Since then she's backed off considerably and now lets her children live their own lives, only getting involved if she absolutely must.

Danu is married to a Tuatha known as Bile, but he went back to the Otherworld after the war with the Fomorians. Now that she's begun to back away from the world many are starting to wonder if Danu is planing on returning to the Otherworld to seek out her long-lost husband.

Danu appears as a beautiful young woman with long blonde hair.

**Sins:** Danu doesn't interact with humanity and so doesn't grant AB: Miracles.

## EPONA

Epona is the Goddess of horses and travel. Horses are rare in Pridith and are regarded as valuable status symbols. They aren't simple

beasts of burden, they are instead the prized possessions of nobles, and mighty beasts of war used to carry cavalry and pull chariots. Anyone who owns horses, or regularly interacts with horses, will make frequent offerings to Epona so that she will keep the beasts healthy and safe.

People who regularly travel overland, especially on horseback or by horse drawn cart, will also make offerings to Epona in the hopes of having swift and safe journeys.

Epona appears as a young woman with long dark-brown hair. She's almost always seen with a horse, either walking it or riding it.

**Duties of the Priesthood:** Priests of Epona spend their time establishing contact between communities, and keeping roads safe for merchants and travelers.

**Sins:**

- **Minor** - allowing a horse to be killed or harmed, destroying maps or signposts, refusing to help a fellow traveler.
- **Major** - misdirecting a traveler, injuring a horse.
- **Mortal** - Killing a horse.

## LUGH

Lugh is the God of arts and crafts. He is the grandson of the now deceased Fomorian champion, Balor. When Balor learned his only child, his daughter, had been seduced by a Tuatha and had given birth to triplets he ordered the children killed. Lugh's brothers were both drowned, but Lugh himself survived and was washed away. He was discovered floating in the sea by Mannan Mac Lir, who adopted him and raised him as his own son.

Even though Lugh is a highly skilled warrior who led the Tuatha to victory over the Fomorians, he actually doesn't like to fight. Lugh is happiest when working at his forge or creating some artistic masterpiece.

Lugh appears as an attractive young man with blonde hair and a short-cut beard and mustache. He possesses a magic spear that never misses what it's thrown at.



**Duties of the Priesthood:** Priests of Lugh seek to master various forms of arts and crafts. They also seek to teach their skills to anyone else interested in learning.

**Sins:**

- **Minor** - going more than a month without creating a piece of art, allowing an irreplaceable piece of art to be destroyed, hiding a piece of art so no one else can see it.
- **Major** - going more than a year without creating a piece of art, making an item of inferior quality.
- **Mortal** - destroying an irreplaceable piece or art.

## MANANNAN MAC LIR

Manannan Mac Lir is God of the sea. He took over this position when his father, Lir, the original Pridithian god of the sea, decided to return to the Otherworld soon after the end of the war with the Fomorian.

Manannan dislikes coming onto land and tends to stick to the open seas as much as possible. He has great respect for anyone who can master the ocean, but won't go out of his way to help those who find themselves in trouble while on the high seas.

Sailors and fishermen often pay tribute to Manannan in exchange for calm seas and bountiful harvests. Sometimes Manannan will honor such tributes, but he doesn't like making things too easy and prefers it if people learn to handle the ocean on their own.

Manannan appears as a large man with dark hair and beard that constantly drip with water.

**Duties of the Priesthood:** Priests of Manannan Mac Lir are often found on or near large bodies of water. They not only help protect ships and their crew, but they also help build and repair ships.

**Sins:**

- **Minor** - mistreating an aquatic animal, allowing acts of cruelty against defenseless aquatic animals, polluting a river or stream that feeds into the sea.

- **Major** - torturing aquatic animals, not undertaking a sea voyage of at least a week duration once a year.
- **Mortal** - polluting or destroying a water source.

## MORRIGAN

Morrigan is the Goddess of war and strife. She has a very short temper and a strong sense of vengeance. Morrigan enjoys nothing more than flying over battlefields in her crow form, watching people fight and die. Sometimes she appears in human form, in full battle regalia, to join in the fighting. Usually she likes to join the side that's winning, but occasionally she'll be so overwhelmed with battle-lust that she just joins a side at random, or even fights both sides at once.

Morrigan has the ability to predict when a warrior is about to die in battle and will often appear to him soon before it's supposed to happen. Normally she does this by appearing by a body of water and washing the clothes of the soon to be dead warrior.

Morrigan appears as a woman with long raven-black hair and pale skin. She can also appear as an old crone and as a crow or raven.

**Duties of the Priesthood:** Priests of Morrigan are warriors who join up with armies and use their blessings to enhance the fighting abilities of their fellow troops. If there isn't a conflict to be fought priests of Morrigan won't hesitate to create one.

**Sins:**

- **Minor** - Showing mercy to an inferior foe, being beaten in combat by an equal or more powerful foe.
- **Major** - fleeing from an inferior enemy, being beaten in combat by an inferior enemy.
- **Mortal** - surrendering without a fight.

## OGMA

Ogma is the God of writing and wisdom. He invented a runic alphabet, called Ogham, that is used by the druids and the few other literate individuals among the Pridithians. Ogma is a master of words and prefers to solve problems



by thinking and talking. As good as he is with words, Ogma is also a highly skilled warrior who has no problems cracking heads with his huge club, if he has no other choice.

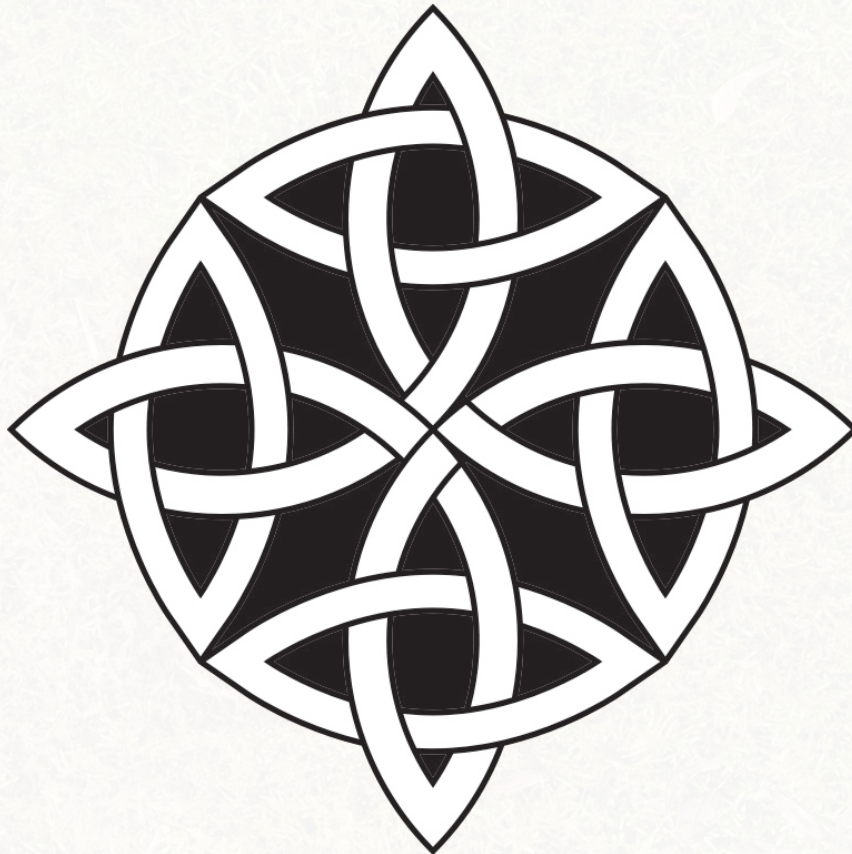
Ogma likes things done in a very particular way and can get very upset when things aren't done exactly the way he wants them. He becomes very frustrated when trying to deal with people who don't follow orders, are disrespectful, or are particularly inarticulate.

Ogma appears as an elderly, but still powerfully built man with long brown hair.

**Duties of the Priesthood:** Priests of Ogma collect and preserve knowledge. Many priests are also bards who travel the Known World, collecting and retelling stories of history and fiction.

**Sins:**

- **Minor** - allowing knowledge to be destroyed or concealed, allowing knowledge to be twisted, refusing to teach someone, not correcting an inaccuracy of importance.
- **Major** - concealing important knowledge, refusing to teach an illiterate person to read and write.
- **Mortal** - destroying important knowledge.





# BESTIARY



## SPECIAL RULES

### **ANIMALS FROM DELUXE**

A number of animals from the Savage Worlds Deluxe rulebook are appropriate for use in Mythic. Below is a list of such animals and their habitats.

**Brown Bear:** Throughout Illosia

**Bull:** Throughout Illosia and eastern Niserri

**Cat, Small:** Throughout the Known World

**Crocodile:** Eastern Niserri

**Dog/Wolf:** Dogs and wolves are common throughout the Known World. Hyenas and jackals are found throughout Niserri

**Horse (Riding and War):** Throughout the Known World

**Lion:** Throughout Illosia and Niserri

**Mule:** Throughout the Known World

**Snake, Constrictor:** Eastern Niserri

**Snake, Venomous:** Throughout Illosia and Niserri

### **COLD IRON**

Most Sidhe suffer additional damage when hit by weapons made from cold iron. Cold iron is iron that hasn't been heated in a forge before it's worked. As such, it contains no carbon and is therefore pure, but also brittle. Cold iron melee weapons cost twice as much as normal and shatter if the wielder rolls a 1 on his Fighting die.

### **GIANT ANIMALS**

The Savage Worlds rules already contain statistics for some mundane beasts, such as alligators, wolves, and lions, but what if you want

to make a truly huge specimen to terrorize your party? Classic myth is full of animals that have been increased to monstrous proportions. Most of these are creations of the gods, sent to punish or terrorize a particular group of humans. Others are unleashed upon the world simply to kill and destroy.

Here's a quick solution:

- Each point of Size adds +1 Toughness and increases Strength by one step. Strength over d12 increases by +1 per Size step.
- Increase Pace by 1 point every couple of Size steps if you want to represent a longer stride and more powerful leg muscles.
- For ease, assume a creature of Size +4 to +7 is Large, +8 to +9 is Huge, and +10 or higher is Gargantuan.
- Increase the creature's natural weapon damage by one step every couple of Size steps. Bigger creatures tend to have bigger teeth and claws.

### **NON-COMBAT SIDHE**

The Sidhe listed in this book are ones the heroes are most likely to fight, so they have the stats necessary for such encounters. There are numerous other Sidhe in Pridith, however. Some of these Sidhe may cross paths with heroes, either as allies, sources of assistance, or just annoyances. A couple such Sidhe are listed below:

**Gnomes** are small Sidhe with magical healing abilities. They live in hollowed out trees deep in the forest.

**Pixies** are small winged Sidhe who like to play harmless (mostly) pranks on humans. They're





found deep in forest playing among flower beds and mushroom rings.

**Brownies** are small Sidhe who help with chores around households in exchange for a bowl of milk or a piece of bannock (breadcake). They hate cats and sunlight, and will only live in a house that is cat free and has a rooster to warn of the approaching dawn. If mistreated a brownie will become angry and tear the household apart.

## **ALCHEMY**

Throughout the Known World, many magical creatures can be harvested for parts that can be turned into powerful magical artifacts. Harvesting such parts and creating such artifacts requires special knowledge and skill. One slip up can result in the destruction of the artifact and all the ingredients intended for it's creation.

Below are just a few of the items that can be created. The Gm and players are welcome to work together to come up with additional items that can be created.

### **HEALING DRAUGHT**

A Survival roll can be made to harvest the skin of a dead **amphisbaena**. Failing the roll destroys the skin. Each success and raise harvests enough usable skin to make 1 dose of healing draught, to a maximum of 5 doses. Each dose must be boiled down for 3 hours, after which the crafter must make a Knowledge (Alchemy) roll. Failure means the dose is ruined. Success means the dose can heal 1 Wound when drunk, while a success with a raise means the dose heals 2 Wounds.

### **DRAGON TEETH**

A Survival roll can be made to harvest the teeth of a dead **dragon**. Failing the roll destroys the teeth. Each success and raise harvests 1d3 usable teeth, to a maximum of ten teeth. Each tooth must then be carved with special runes for 3 hours, after which the crafter must make a Knowledge (Alchemy) roll. Failure means the tooth is ruined. Success means the tooth is successfully enchanted.

As an Action, a character can throw any number of enchanted dragon teeth to the ground.

Each tooth will then rise as a skeleton under it's creator's command. These skeletons last for 1 hour or until destroyed, and each tooth is good for only one use.

### **GOLDEN FLEECE**

A Survival roll can be made to skin the fleece of a dead **golden goat**. Failing the roll destroys the fleece. The fleece can be used fresh cut from the corpse, however such an item will rot away in just a few days. To make the fleece last longer, and make it more powerful, it must be tanned. The fleece must be scraped and dried on a tanning rack, which takes 24 hours. At the end of this time a Knowledge (alchemy) roll must be made. If this roll is failed the tanning process wasn't done correctly and the fleece is ruined.

A freshly cut fleece has 10 PP and the Healing Power (d8 casting die). If a fleece is successfully tanned it instead has 20 PP, the Healing and Greater Healing Powers, and a d10 casting die. Once all the PP of a fleece are spent it will disintegrate into dust.

### **HYDRA BLOOD POISON**

A Survival roll can be made to harvest the heart of a dead **hydra**. Failing the roll destroys the heart. A successfully harvested heart can then be boiled down for 6 hours, after which the crafter must make a Knowledge (Alchemy) roll. Failure means the mixture is ruined. Success means the mixture becomes 1d2+1 doses of a poisonous paste (lethal Poison) that can be applied to any weapon. Once applied, each dose lasts for 24 hours or until the weapon successfully hits something.

### **THOSEAN LION SKIN**

A Survival roll can be made to skin a dead **thosean lion**. Failing the roll destroys the skin. Only the claw of a thosean lion can cut the skin from the corpse. The skin can be used fresh cut from the corpse, however such an item will rot away in just a few days. To make the skin permanent it must be tanned. The skin must be scraped and dried on a tanning rack, which takes 24 hours. At the end of this time a Knowledge (alchemy) roll must be made. If this roll is failed

the tanning process wasn't done correctly and the skin is ruined.

Although a Thosean lion skin loses some potency when cut from the corpse, it still provides amazing protection for the wearer. Whether fresh cut or tanned, a thosean lion skin gives Armor +3 for the torso. This armor only applies to piercing and slashing damage. Thosean lion claws ignore this armor.

### WISP DUST

A Survival roll can be made to harvest special dust from a dead **will-o-wisp**. Failing the roll destroys the dust. Each success and raise harvests enough usable dust to make 1 dose of Wisp Dust, to a maximum of 5 doses. Each dose must be cooked and ground down for 2 hours, after which the crafter must make a Knowledge (Alchemy) roll. Failure means the dose is ruined.

Each successfully made dose is put into a small cloth pouch that can be thrown at an enemy (range 2/4/8). If an enemy is struck it must make a Fear check (at -2 if the Alchemy roll got a raise). Extras who fail become Panicked while Wild Cards must roll on the Fear Table.

## MONSTERS

### AMMIT

Also known as Devourers and Soul Eaters, these demons inhabit Duat far to the west of Niserri. As their names suggest, ammit hunt down and devour Ba's that are trying to travel through Duat to the afterlife. Ammit appear as giant creatures with the rear half of a hippo, the front half of a lion, and the head of a crocodile.

**Habitat:** Throughout Duat

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d8

**Skills:** Fighting d10, Notice d6, Swimming d8, Tracking d6

**Pace:** 8; **Parry:** 7; **Toughness:** 12 (2)

**Edges:** Frenzy

### Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Thick Skin
- **Bite/Claws:** Str+d6
- **Large:** Attackers gain +2 to attack rolls against an Ammit due to its size.
- **Size +4**
- **Soul Eater:** Ammit can affect and damage Ethereal creatures as if they weren't Ethereal. Ammit also get a +2 bonus to Tracking when hunting creatures that possess the Ethereal Special Ability.

### AMPHISBAENA

Amphisbaena are venomous snakes with a head at both ends of their body. They're large for a venomous snake, growing to lengths of more than 15ft, slightly more intelligent, and a lot more aggressive. Despite the risks of hunting such a dangerous creature, amphisbaena have been driven to near extinction because their skin can be brewed into a potent healing draught.

**Habitat:** Eastern Niserri and southern Illosia

**Attributes:** Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d10

**Pace:** 4; **Parry:** 6; **Toughness:** 6

**Edges:** Quick

### Special Abilities:

- **Bite:** Str plus Poison (venomous)
- **Infravision:** Amphisbaena halve penalties for dark lighting against living targets (round down).
- **Multiple Heads:** Amphisbaena have two heads. Each head may make a Bite attack in a round without incurring a multi-action penalty.

### ANIMATED STATUES

Magically animated statues are found all over the Known World. They never sleep, don't need to eat, and don't age, making them perfect to use as guardians for important places, objects, and even people. Animated Statues can continue to protect their charge until the end of time, or until they're destroyed.



Although a few humans know how to create animated statues, most are created by various gods and goddesses. Hephaestus is particularly fond of creating animated statues and giving them to others as gifts and rewards.

## BRONZE BULL

Bronze bulls are magically animated statues made of bronze. Inside each bull is a hollow space that fills with fire when the bull is first animated. The bull can then breathe out this fire in a great fiery burst. The fire in the bull's belly will replenish itself as long as the bull remains intact and animated. These creatures are fairly rare, most commonly found guarding sites of great importance.

**Habitat:** Throughout Illosia

**Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d12+1

**Skills:** Fighting d10, Notice d6, Shooting d6

**Pace:** 7; **Parry:** 7; **Toughness:** 17 (5)

**Edges:** Improved Arcane Resistance

### Special Abilities

- **Armor +5:** Magically hardened metal body
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Bronze bulls are immune to Fear and Intimidation.
- **Fiery Breath:** Bronze bulls breathe fire using the Cone Template. The bull makes a Shooting roll at +2, then every target within the cone may make an Agility roll. Those who beat the Shooting roll dodge out of the flames unharmed, while those who fail suffer 2d10 damage and must check to see if they catch fire. A bronze bull cannot attack with its Horns in the round it breathes fire.
- **Horns:** Str+d6.
- **Gore:** Bronze bulls charge to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Large:** Attackers gain +2 to attack rolls against a bronze bull due to its size.
- **Size +4:** Bronze bulls are much larger than flesh and blood bulls

## BRONZE WARRIOR

These magically animated bronze statues are usually created as guardians for important locations. Their incredible skill at throwing large rocks makes them perfect for guarding beaches against intruding ships. Many ships have been traveling along a river only to be bombarded by rocks from a long forgotten bronze warrior.

**Habitat:** Throughout Illosia

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12+1

**Skills:** Fighting d10, Intimidation d10, Notice d6+2, Throwing d10

**Pace:** 6; **Parry:** 7; **Toughness:** 15 (5)

**Edges:** Alertness, Improved Arcane Resistance, Improved Sweep, Marksman

**Gear:** Thrown rock (½/Str-2/x2; Str+d6; -1 attack)

### Special Abilities:

- **Armor +5:** Magically hardened metal body
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Bronze warriors are immune to Fear and Intimidation.
- **Metal Fist:** Str+d6
- **Size +2:** Bronze warriors are massive solid bronze statues standing over 10ft tall

## METAL HOUNDS

These hounds are used to protect smaller objects and locations. Some people even use them as bodyguards. These hounds are normally made from precious metals, such as gold and silver. Over the years several clueless thieves have attempted to steal animated hounds only to find a very deadly surprise.

**Habitat:** Throughout Illosia

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d12

**Skills:** Fighting d8, Notice d10, Tracking d10

**Pace:** 8; **Parry:** 6; **Toughness:** 12 (5)

**Edges:** Improved Arcane Resistance

### Special Abilities

- **Armor +4:** Magically hardened metal body
- **Bite:** Str+d4.



- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Metal hounds are immune to Fear and Intimidation.
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Go for the Throat:** Metal hounds instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

**STONE GUARDIAN**

Stone guardians are the most common animated statues, found in important sites such as tombs and temples. They were the first kind of animated statue ever made. Stone guardians are normally a few feet taller than an ordinary human, but some can be truly massive, standing more than 20ft tall.

**Habitat:** Throughout the Known World

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

**Skills:** Fighting d10, Intimidation d8, Notice d6

**Pace:** 5; **Parry:** 7; **Toughness:** 13 (4)

**Edge:** Improved Arcane Resistance

**Special Abilities:**

- **Armor +4:** Magically hardened stone body
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Stone guardians are immune to Fear and Intimidation.
- **Size +1:** Stone guardians stand over 8ft tall.
- **Stone Fist:** Str+d6

**ANUBITE**

Anubites are jackal-headed humanoids covered in black or charcoal-gray fur. They're a bit taller than humans with similar builds. They live in small tribes near tombs and necropolises, protecting them from tomb-robbers and defilers.

**Habitat:** Throughout Niserry



**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d8+2, Stealth d8, Survival d8, Tracking d8

**Pace:** 8; **Parry:** 7; **Toughness:** 6

**Hindrances:** Vow (major, protect burial sites)

**Edges:** Alertness

**Gear:** Kopesh (Str+d8), medium shield (+1 Parry, light cover)

**Special Abilities:**

- **Fleet Footed:** Anubites roll a d10 when running instead of a d6.
- **Low Light Vision**

**ATHACH**

Athachs are giant carnivorous humanoids who have a third arm growing from their chests. These savage brutes possess immense strength but severely lack in intelligence. Tribes of Athach can be found near lochs and in deep gorges.



**Habitat:** Northern Pridith

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 13 (1)

**Hindrances:** Clueless

**Edges:** Ambidextrous, Improved Sweep

**Gear:** Skins or furs (+1), three large clubs (Str+d10)

**Special Abilities:**

- **Large:** Anyone attacking an athach gets a +2 bonus to their attack rolls.
- **Size +5:** Athachs are at least 18ft tall and weigh more than 2 tons.
- **Three Arms:** An Athach can make one free melee attack that doesn't count towards multi-action penalties for that round.

## BABOON

Baboons are primates that live in large groups called troops. Although not particularly aggressive, if a troop is in danger the baboons will attack en masse and fight to the death.

**Habitat:** Throughout Niserra

**Attributes:** Agility d10, Smarts d8 (A), Spirit d8, Strength d6, Vigor d8

**Skills:** Climbing d8, Fighting d6, Notice d6, Swim d6

**Pace:** 5; **Parry:** 5; **Toughness:** 5

**Special Abilities:**

- **Bite:** Str+d4
- **Size -1:** Baboons are slightly larger than human children.

## BAOBHAN SIDHE

Baobhan sidhe (pronounced buh-van she) appear as beautiful young women dressed in long green dresses. They roam the wilderness at night, approaching and seducing young travelers. Once their victims are sufficiently entranced the baobhan sidhe drain them of all their blood.

**Habitat:** Throughout Pridith

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

**Skills:** Fighting d8, Intimidation d8, Notice d6, Persuasion d10, Spellcasting d10

**Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

**Edges:** Frenzy, Very Attractive

**Special Abilities:**

- **Charm:** (15PP) Baobhan Sidhe can cast *puppet*
- **Claws:** Str+d4
- **Weakness:** Cold iron weapons do +4 damage to a baobhan sidhe.
- **Weakness (Sunlight):** Baobhan sidhe burn for 2d10 damage every round they're exposed to direct sunlight. Armor does not protect.

## BARGHEST

Barghest are huge black dogs with sharp teeth and claws. They're solitary creatures encountered along lonely stretches of road. Barghest typically aren't aggressive, they simply make an appearance and then vanish into the night. Seeing a barghest is considered extremely bad luck and a portent of coming death.

**Habitat:** Throughout Pridith

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 7

**Special Abilities:**

- **Bite:** Str+d6
- **Curse:** The first time the characters see an individual barghest, they must make a Spirit roll at -2 or suffer a curse. Those who fail lose all their bennies and cannot earn any more for the remainder of the session. If a character has no bennies left when he sees the barghest, he suffers a -2 penalty to all trait rolls for the rest of the session instead.
- **Fleet-Footed:** Barghest roll a d10 when running, instead of a d6.
- **Go for the Throat:** If a barghest gets a raise on its attack roll, it hits the target's most weakly armored location.
- **Size +1:** Barghests average 7' in length and stand as much as 4' high.

## BENNU BIRD

Bennu birds look like herons with bright red and orange plumage. They've been hunted to near extinction because every part of their body contains magical power.



After a bennu bird dies it will be reborn exactly one year later, but only if it's body is in a special temple in the Niserrian city of Khura. On that day it's body will burst into flame and it'll be reborn as an egg from the ashes. If a bennu bird's body doesn't make it to this temple within one year of it's death it will die permanently.

**Habitat:** Eastern-most edge of Niserra

**Attributes:** Agility d10, Smarts 10 (A), Spirit d8, Strength d6, Vigor d10

**Skills:** Fighting d6, Notice d10, Spellcasting d12

**Pace:** 2; **Parry:** 5; **Toughness:** 6

**Special Abilities:**

- **Bite/Claws:** Str+d4
- **Flight:** Pace 12
- **Magic:** (35 PP) Bennu birds possess the following powers: *barrier*, *blast*, *bolt*, *burst*, *greater healing*, *healing*, and *light*.
- **Rebirth:** If a bennu bird is killed, it explodes into flame filling a Medium Burst Template. Creatures within the Template suffer 2d10 damage and have a chance of catching fire. During the explosion, the body of the phoenix transforms into an egg. A new bennu bird hatches one year later, but only if the egg is within the special temple in Khura. If the egg isn't in the temple before the year is up it will burn away to ash.
- **Size -1:** Bennu birds are about the size of large herons.
- **Tail Feathers:** Every bennu bird has 35 magical tail feathers, each acting as a one-shot spell. Each of the thirteen yellow feathers contain *bolt* (one bolt, 3d6 damage), the twelve orange feathers have *burst*, and the ten red feathers hold *blast* (3d6 damage in Medium Burst Template). The powers are cast using the phoenix's Spellcasting - all the user need do to activate the power is throw the feather at the target (as an action). Removed tail feathers do not grow back. Furthermore each lost feather permanently reduces the bird's Power Points by one. When the last feather is removed, the bird explodes (as above) but is not reborn.

## BIRD OF PREY

Birds of prey may not be big, but their talons can rip through flesh with ease. The stats presented here can be used for eagles, hawks, and any hunting birds.

**Habitat:** Throughout the known world

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Notice d12+4, Stealth d8

**Pace:** —; **Parry:** 5; **Toughness:** 3

**Special Abilities:**

- **Blind:** When attacking large prey (such as characters), birds of prey go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, means he suffers the Blind Hindrance instead.
- **Claws:** Str+d6.
- **Flight:** Pace 8
- **Size -2:** Birds of prey measure up to 2' in height.
- **Small:** Attackers suffer a -2 penalty to attack rolls because of the beast's size.

## BOAR

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded.

**Habitat:** Throughout Pridith, Illosia and eastern Niserra

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

**Skills:** Fighting d6, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7

**Special Abilities:**

- **Berserk:** When a boar is Shaken, it goes berserk as per the Edge.
- **Gore:** Boars charge to gore their opponents with their sharp tusks. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Tusks:** Str+d4.



## BRONZE BIRD

The claws, beaks, and feathers of these creatures are all made of a bronze-like material that is just as strong as the actual metal. Flocks of bronze birds nest in trees and tall reeds near rivers and lakes. They're aggressive hunters, but are easily startled by sudden loud noises.

**Habitat:** Throughout Illosia

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d10, Stealth d8, Throwing d8

**Pace:** 2; **Parry:** 5; **Toughness:** 6 (2)

**Hindrances:** Phobia (Major; loud noises)

**Special Abilities:**

- **Armor +2:** Bronze feathers
- **Bronze Beak/Claws:** Str+d6
- **Bronze Feathers:** Thrown weapons (½/Str/x2; Str+d6; RoF 2)

- **Flight:** Pace 8
- **Size -1:** Bronze birds are 3' high

## CAMEL

Camels are not as comfortable to ride as horses, but they're better suited to travel and survival in arid regions. They do tend to be ornery creatures with a nasty habit of spitting without warning.

**Habitat:** Throughout Niserri

**Attributes:** Agility d6, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 8

**Special Abilities:**

- **Camel:** Camels do not start making Vigor rolls for dehydration until the 8th day after water runs out.
- **Kick:** Str.
- **Ornery:** Camels are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- **Sand Walker:** Camels treat deserts as normal terrain.
- **Size +2:** Camels are only slightly larger than riding horses.

## CAT

Cats of all sizes, from house cats to mighty lions tend to be fast, agile, and deadly predators.

### MID-SIZE CAT

These stats are for leopards, desert cats, and other mid-sized cats that combine both agility and strength.

**Habitat:** Throughout Niserri

**Attributes:** Agility d10, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d8, Fighting d8, Notice d8, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- **Bite or Claw:** Str+d6.
- **Pounce:** Mid-size cats often pounce on their prey to best bring their claws to bear. It can leap 1d6" to gain a +4 to its next Claw attack and damage rolls. Its Parry is reduced by

-2 until its next turn when performing the maneuver however.

## CHEETAH

Cheetahs are the fastest land animal, capable of short bursts up to 70 mph.

**Habitat:** Throughout Niserra

**Attributes:** Agility d10, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d8, Fighting d8, Notice d8, Stealth d10

**Pace:** 10; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- **Bite or Claw:** Str+d6.
- **Fleet Footed:** Cheetahs roll a d12 running die, instead of a d6. This die can Ace.
- **Pounce:** Cheetahs often pounce on their prey to best bring their claws to bear. It can leap 1d6" to gain a +4 to its next Claw attack and damage rolls. Its Parry is reduced by -2 until its next turn when performing the maneuver however.

## CENTAUR

Centaurs have the lower body of a horse and the upper body of a human. These savage brutes live in nomadic tribes that can range from a single small family to several dozen members. They spend most of their time getting drunk, crashing parties, and stealing away human women.

**Habitat:** Throughout Illosia

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d8

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Gear:** Club (Str+d4) and bow (12/24/48, 2d6)

**Special Abilities:**

- **Fleet Footed:** Centaurs roll a d8 when running, instead of a d6.
- **Hooves:** Str
- **Size +2:** Centaurs are the same size as riding horses.

## CERBERAN HOUND

Cerberan hounds appear as large black dogs with two heads. They roam in packs throughout

certain parts of Hades, particularly Tarterus, attacking the spirits of the dead and ripping them to shreds. Hades and Hecate like to keep cerberan hounds as pets and guard dogs.

**Habitat:** Throughout Hades

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d8, Tracking d10

**Pace:** 8; **Parry:** 6; **Toughness:** 7

**Special Abilities:**

- **Bite:** Str+d6
- **Fear**
- **Fleet Footed:** Cerberan hounds roll 1d10 when running, instead of a d6.
- **Go for the Throat:** Cerberan hounds instinctively go for an opponent's soft spots. With a raise on the attack roll, it hits the target's most weakly-armored location.
- **Multiple Heads:** Cerberan hounds have two heads. Each head may make a Bite attack in a round without incurring a multi-action penalty.
- **Size +1**

## CERBERUS (WC)

Cerberus is a cerberan hound that has been enchanted by Hades. This enchantment makes the cerberan hound bigger, stronger, and much more powerful. Cerberus' job is to guard the gates to Hades and make sure no souls escape. The current Cerberus isn't the first to be made. When a Cerberus dies Hades chooses a new cerberan hound and gives it the same enchantment. For the most part all Cerberus' are the same, but sometimes the enchantment creates unique mutations. The current Cerberus grew a third head and a mane of venomous snakes. The next Cerberus may get similar mutations, or different ones, or none at all.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12

**Skills:** Fighting d12, Intimidation d10, Notice d10+2

**Pace:** 8; **Parry:** 8; **Toughness:** 14 (2)

**Edges:** Alertness, Arcane Resistance, Combat Reflexes, Nerves of Steel





### Special Abilities:

- **Armor +2:** Supernaturally tough skin
- **Bite:** Str+d6
- **Fleet Footed:** Cerberus rolls 1d10 when running, instead of a d6
- **Go for the Throat:** Cerberus instinctively goes for an opponent's soft spots. With a raise on the attack roll, it hits the target's most weakly-armored location.
- **Hardy:** Cerberus does not suffer a wound from being Shaken twice.
- **Invulnerability:** Cerberus can only be Shaken by non-magical attacks, not Wounded.
- **Large:** Anyone attacking Cerberus gets a +2 bonus to their attack rolls.
- **Multiple Heads:** Cerberus has three heads. Each head may make a Bite attack in a round without incurring a multi-action penalty.
- **Size +4**
- **Snake Mane:** The writhing snake mane of Cerberus can attack all adjacent foes with no multi-action penalty. The bites inflict d6+2 damage plus Poison (venomous).

## CHIMERA

Chimera are ferocious and bloodthirsty predators. They have sleek feline bodies covered in dirty and matted fur. One of their heads looks like that of a lion, a second looks like that of a goat, and their snake-like tail ends in a fanged maw. Chimera revel in death and destruction and will often attack travelers and small settlements just for the fun of it.

**Habitat:** The mountains of Illosia

**Attributes:** Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8

**Skills:** Fighting d8, Notice d8, Shooting d6

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Edges:** Improved Frenzy

### Special Abilities:

- **Bite/Claws:** Str+d6
- **Fiery Breath:** Chimera breathe fire using the Cone Template. The chimera makes a Shooting roll at +2, then every target within the cone may make an Agility roll. Those who beat the Shooting roll dodge out of the flames unharmed, while those who fail suffer

2d10 damage and must check to see if they catch fire. A chimera cannot attack with its Bite, Claws, or Snake Bite in the round it breathes fire.

- **Multiple Heads:** A chimera may attack with its Bite/Claws and its Snake Bite in the same round with no multi-action penalty.
- **Size +2:** Chimera weigh over 500 pounds.
- **Snake Bite:** d4+2 plus Poison -1 (venomous)

## CWN ANNWN

Cwn annwn are the ghostly spirits of massive dogs that serve Arawn as guard dogs, attacking intruders and making sure no spirits escape the island of Anwyn. Arawn also takes a pack of cwn annwn with him each year when he goes on his hunting trip.

**Habitat:** The Island of Annwn

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d8, Tracking d10

**Pace:** 8; **Parry:** 6; **Toughness:** 7

### Special Abilities:

- **Bite:** Str+d6
- **Ethereal:** Cwn annwn are immaterial and can only be affected by magical attacks. They can move through physical barriers without hindrance (but not magical barriers like those created by the Barrier power), and they are not affected by difficult terrain.
- **Fleet-Footed:** Cwn annwn roll a d10 when running, instead of a d6.
- **Go for the Throat:** If a cwn annwn gets a raise on its attack roll, it hits the target's most weakly armored location.
- **Size +1:** Cwn annwn average 7' in length and stand as much as 4' high.

## CYCLOPS

Cyclopes are a race of giants that have a single eye in the middle of their foreheads. They used to be a highly advanced race with a knack for smithing, but over the years they've devolved into a barbaric and savage race. Although cyclopes herd sheep and goats for food, they won't hesitate to eat any humans they happen to catch.



**Habitat:** The foothills of Illosia

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d6, Throwing d8

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Gear:** large club (Str+d10), thrown rock (½/Str-2/x2; Str+d6; -1 attack)

**Special Abilities:**

- **Lightning Bolts:** A rare few cyclopes still have the ability to forge lightning bolts. Such cyclopes often keep a couple lightning bolts on hand just in case. (Lightning bolt: ½/Str-2/x2; 3d6; Small Burst Template)
- **One Eye:** Due to their lack of depth perception cyclops suffer a -2 to Shooting and Throwing.
- **Size +2:** Cyclops stand over 8ft tall.

## DAUGHTERS OF ARACHNE

The original Arachne was a beautiful Illosian princess. She once boasted she was a better weaver than the goddess Athena. To prove her claim she challenged Athena to a weaving contest. The goddess accepted the challenge, hoping to teach the upstart mortal a lesson in humility. As expected, Athena won the contest with ease. Athena punished Arachne by turning her into a monstrous creature. Arachne's upper half remained human, but from the waist down she became a hideous giant spider.

Arachne has had many children since her transformation. Most hatch as giant, but otherwise normal spiders. A rare few, however, hatch as human/spider hybrids (always female), known as the Daughters of Arachne. These Daughters have spread throughout Illosia, creating new nests and having many children of their own.

**Habitat:** Throughout Illosia

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

**Skills:** Climbing d12, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d8

**Pace:** 8; **Parry:** 6; **Toughness:** 8 (1)

**Gear:** Bow (12/24/48, 2d6 plus poison (paralytic))

**Special Abilities:**

- **Bite:** Str+d4 plus Poison (paralytic)

- **Size +1:** Daughters of Arachne measure 7' in length.

- **Webbing:** Daughters of Arachne can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

## DIOMEDES HORSE

Many years ago a giant by the name of Diomedes fed his horses a steady diet of human flesh. The giant was killed by heroes, but several of his horses escaped into the wild. These monsters still mostly look like ordinary large-breed horses, however their blackened skin is stretched tight across their bones, and their mouths are filled with jagged teeth.

**Habitat:** The foothills of Illosia

**Attributes:** Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d10

**Skills:** Fighting d8, Notice d8

**Pace:** 10; **Parry:** 6; **Toughness:** 10

**Special Abilities:**

- **Bite/Kick:** Str+d6
- **Fleet Footed:** Diomedes horses roll a d10 when running instead of a d6.
- **Size +3**

## DRAGON (WC)

Dragons are among the most powerful creatures in the Known World. Fortunately they're also extremely rare.

## PRIDITHIAN

Pridithian dragons are huge lizard-like creatures with four legs and a pair of wings. They were originally from the Otherworld and came through with the first Tuatha. After the war with the Fomorians many dragons returned to the Otherworld. Some decided to remain behind so they could continue to protect Pridith and all its inhabitants.

**Habitat:** Throughout Pridith

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12



**Skills:** Fighting d10, Intimidation d12, Notice d12, Shooting d10

**Pace:** 6; **Parry:** 7; **Toughness:** 20 (4)

**Edges:** Improved Arcane Resistance, Improved Frenzy, Level Headed

**Special Abilities:**

- **Armor +4:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear -2:** Otherworld dragons are frightening creatures to behold.
- **Fiery Breath:** Otherworld dragons breathe fire using the Cone Template. The dragon makes a Shooting roll at +2, then every target within the cone may make an Agility roll. Those who beat the Shooting roll dodge out of the flames unharmed, while those who fail suffer 2d10 damage and must check to see if they catch fire. A dragon cannot attack with its claws or bite in the round it breathes fire.
- **Flight:** Pace 24
- **Hardy:** Otherworld dragons do not suffer a Wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when attacking an Otherworld dragon due to its massive size.
- **Size +8:** Otherworld dragons are massive creatures, over 40' long from snout to tail.
- **Tail Lash:** An Otherworld dragon can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength -2.

## ILLOSIAN

Illosian dragons are monstrous serpents with lizard-like heads. They're just as comfortable in the sea as they are on land. Illosian dragons seem to be instinctively drawn to locations of great importance, which they will then guard with their life.

**Habitat:** Throughout Illosia. Aquatic versions are found in the waters between Illosia and Pridith.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d6, Swimming d8

**Pace:** 6; **Parry:** 6; **Toughness:** 19 (4)

**Edges:** Improved Frenzy, Quick

**Special Abilities:**

- **Aquatic:** Pace 8
- **Armor +4:** Scaly hide.
- **Bite:** Str+d8 plus Poison -2 (venomous)
- **Constrict:** Serpentine dragons bite as normal when they succeed on a Fighting roll, but if they score a raise they will entangle instead. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d8+d6. The prey may attempt to escape on his Action by getting a raise on an opposed Strength roll. Given its large size, a serpentine dragon may constrict one foe and bite another, suffering the standard multi-action penalty.
- **Fear**
- **Hardy:** Serpentine dragons do not suffer a Wound from being Shaken twice.
- **Huge:** Anyone attacking a dragon gets a +4 bonus to their attack rolls.
- **Infra-vision:** Serpentine dragons halve penalties for dark lighting against living targets (round down).
- **Size +8:** Serpentine dragons grow up to 60ft long but have fairly skinny bodies

## DULLAHAN (WC)

Dullahan look like emaciated humans riding giant jet-black stallions. In one hand they carry a long whip made from human spines, and in the other they carry their own severed head. Although most dullahan are male, a few female ones do also exist.

Many mistakenly believe dullahan are spirits come back to haunt the living. Actually, they are evil Sidhe who possess a particularly strong hatred of humans. Most dullahan live in the Otherworld. When one breaks through onto Pridith it will immediately travel from settlement to settlement, slaughtering all in its path.

**Habitat:** Throughout the Otherworld and Pridith  
**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d10, Intimidation d10, Riding d10

**Pace:** 6; **Parry:** 7; **Toughness:** 7



**Hindrances:** Phobia (Major, gold)

**Edges:** Arcane Resistance, Combat Reflexes, Improved Counterattack, Improved First Strike, Improved Frenzy, Level Headed

**Gear:** Spine whip (Str+d6, Reach 1; can be used to Grapple up to 1" away; targets hit must make a Vigor roll or become Blind, as per the Hindrance, for 1d6 hours)

**Special Abilities:**

- **Curse:** As an Action, a dullahan can speak the name of a human it can see. It automatically knows the name, even if it's never heard it or been told it. The chosen target must make a Spirit roll at -2 or suffer a curse. Those who fail lose all their bennies and cannot earn any more for the remainder of the session. If a character has no bennies left when the dullahan speaks his name, he suffers a -2 penalty to all trait rolls for the rest of the session instead.
- **Fear -2:** Dullahan are frightening creatures to behold.
- **Mount:** The dullahan's mount counts as a warhorse (see the Savage Worlds Deluxe rulebook for stats). The dullahan can summon or dismiss their mount as an Action, however they can only ever have one mount at any given time. If a mount dies the dullahan can just summon a new one.
- **Weakness:** Gold weapons do +4 damage to a dullahan

## DUST DEVIL

Dust devils look like swirls of sand, almost indistinguishable from the natural phenomena that shares their name. These strange creatures spawn randomly deep in the desert then spend the rest of their existence traveling around and slaughtering every living creature they encounter.

**Habitat:** The deserts of Niserri

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d8, Shooting d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Edges:** Extraction, Improved Frenzy

**Special Abilities:**

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Immunity:** Non-magical attacks only inflict half damage against dust devils
- **Sand Blast:** Dust devils can project directed blasts of sand using the Cone Template. The dust devil makes a Shooting roll at +2, then every target within the cone may make an Agility roll. Those who beat the Shooting roll dodge out of the sand blast unharmed, while those who fail suffer 2d8 damage. A sand elemental cannot Slam in the round it projects sand.
- **Seep:** Dust devils can squeeze through small gaps as if it were Difficult Ground. There must be an actual space the dust devil can travel through, such as a keyhole or a large crack.
- **Whirlwind:** As long as the dust devil does not move on its turn it may attempt to pick up a foe. Make an opposed Strength check. If the dust devil wins, its foe is pulled into the swirling maelstrom of its sandy body. The victim may attempt to free itself by making an opposed Strength check against the dust devil. While trapped, the target is at -2 on all rolls (including damage, to hit, and Strength rolls to free himself), and suffers 2d6 damage per round. The dust devil cannot move as long as it wants to keep foes trapped inside its form. Any successful attack made against a dust devil in whirlwind form has a 50% chance of hitting the trapped victim instead of the dust devil.

## FACHAN

Fachan are bizarre giant humanoids with one leg, one enormous eye, and one arm growing out of the center of their chest. They're distantly related to atach and live in similar areas, like by lochs and in deep gorges. Sometimes fachan and atach can even be found living together in the same tribe.

**Habitat:** Northern Pridith

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d12



**Skills:** Fighting d10, Intimidation d10, Notice d6

**Pace:** 6; **Parry:** 8; **Toughness:** 12

**Edges:** Block, Combat Reflexes, Frenzy, Sweep

**Gear:** Large club (Str+d8)

**Special Abilities:**

- **Claws:** Str+d4
- **Large:** Anyone attacking a fachan gets a +2 bonus to their attack rolls.
- **One Eye:** Due to their lack of depth perception fachan suffer a -2 to Shooting and Throwing.
- **Size +4:** Fachan are at least 15ft tall.
- **Trouble Standing:** If a fachan is knocked prone it must make an Agility roll to stand up. On a success, it regains its footing but cannot act this round. With a raise, it may stand and take actions as normal.

## FOMORIAN

Fomorians are an ancient race of humanoids who live in the sea west of Pridith. Most fomorian are human size, but some are much smaller, and some grow to be giants. All fomorians are hideously deformed and share an intense hatred of all creatures that live on dry land.

**Habitat:** The waters surrounding Pridith

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d6, Intimidation d8, Notice d6, Stealth d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Gear:** Spear (Str+d6; Reach 1), medium shield (Parry +1, light cover)

**Special Abilities:**

- **Aquatic:** Pace 6
- **Fear:** Fomorians are hideous creatures, terrifying to behold
- **Size +1**

## FURY

Furies appear as women with large feathery wings growing from their backs. Furies are normally found in Tarterus, torturing the souls of the damned, but sometimes an Olympian will send them, always in groups of three, to the living world to punish mortals for major transgressions. For all their viscousness, furies rarely kill. They prefer to extend the torment of

their victims by torturing and harassing them for years, even decades.

**Habitat:** Throughout Tarterus

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8

**Skills:** Fighting d6, Intimidation d6, Taunt d8

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

**Edges:** Arcane Resistance

**Gear:** Scourge (Str+d6; ignores armor, shields, and cover; causes non-lethal damage)

**Special Abilities:**

- **Armor +1:** Supernaturally tough hide.
- **Berserk:** Furies can become Berserk at will.
- **Claws:** Str+d4
- **Flight:** Pace 8

## GHILLIE DHU

Ghillie dhu are elusive Sidhe with black hair, green skin, and long arms. They wear clothing made from moss and leaves, and guard woods and thickets (especially birch). The behavior of Ghillie dhu can be erratic. Sometimes a ghillie dhu will help a lost traveler (especially if it's a child), but other times it'll attack living creatures on sight.

**Habitat:** Deep in the forests of Pridith

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d6

**Skills:** Fighting d8, Intimidate d10, Notice d8+2, Persuasion d8, Stealth d12, Survival d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Special Abilities:**

- **Camouflage:** While not moving, ghillie dhu blend in almost perfectly with forested terrain. Characters actively searching for danger suffer -4 to their Notice rolls to spot hidden ghillie dhu. Ghillie dhu who aren't detected strike with surprise, getting the Drop on their unsuspecting foes.
- **Claws:** Str+d6; Reach 1
- **Remove Spirit:** A ghillie dhu can try to remove the spirit of an incapacitated or helpless living creature it can reach. The ghillie dhu makes a Spirit roll opposed by the victims Vigor roll. If the ghillie dhu wins the victim's spirit is removed and added to its Spirit Swarm. This effectively kills the



victim. When a ghillie dhu dies all its spirits are released to their respective afterlives.

- **Spirit Swarm:** Ghillie dhu are usually surrounded by a swarm of spirit slaves. These spirits can't do anything on their own, but as long as the ghillie dhu has access to its spirit swarm it gains the following benefits (already included in the ghillie dhu's stats): +2 Notice and the ghillie dhu is always considered to be aware, even while asleep; all attacks made against the ghillie dhu suffer a -2 penalty; and the ghillie dhu has the Fear ability. If the ghillie dhu loses its Spirit Swarm it loses all these benefits until it either regains its spirit swarm or creates a new one.
- **Weakness:** Cold iron weapons do +4 damage to a ghillie dhu

## GHOST

Known by many names (specters, shades, ba, wraiths, etc.), ghosts are spirits of the dead that can be found populating the afterlives of the various cultures of the Known World. For a variety of reasons, some can also be found in the world of the living. They could have escaped their respective afterlife, become lost on their way to the afterlife, or been summoned back to the world of the living. Many ghosts are perfectly harmless, while others are filled with an intense hatred for all living things.

**Habitat:** Throughout the known world.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidate d12+2, Notice d12, Stealth d12+4, Throwing d12

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Special Abilities:**

- **Ethereal:** Ghosts are immaterial and can only be affected by magical and ethereal attacks. They can move through physical barriers without hindrance (but not magical barriers like those created by the Barrier power), and they are not affected by difficult terrain.

- **Fear -2**
- **Fearless:** Ghosts are immune to Fear and Intimidation.
- **Ghostly Touch:** A ghost's touch is soul-chillingly cold. If it succeeds at a Fighting touch attack it rolls its Spirit for damage. This damage ignores non-magical armor.
- **Telekinesis:** As an Action ghosts can pick and throw any object within 6". This counts as an improvised thrown attack that uses the ghost's Spirit instead of Strength for determining range and damage.

## GIANT

Giants are huge brutish humanoids. They live in small tribes, in caves or simple huts scattered throughout the hills and mountains of Illosia. Giants enjoy the taste of human flesh and will often attack travelers and raid nearby



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settlements. Sometimes they even do this for the simple pleasure of it.

**Habitat:** The hills and mountains of Illosia and Pridith

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d6, Throwing d8

**Pace:** 8; **Parry:** 6; **Toughness:** 13 (1)

**Hindrances:** Clueless

**Edges:** Improved Sweep

**Gear:** Skins or furs (+1 to torso), large club (Str+d10), thrown rock (½/Str-2/x2; Str+d6; -1 attack)

**Special Abilities:**

- **Large:** Anyone attacking a giant gets a +2 bonus to their attack rolls.
- **Size +5:** Most giants are about 20ft tall. Some giants are much bigger, while others are only a couple feet taller than an average human.

## GIANT CRITTERS

Some critters are too small to be much of a threat on their own, however larger versions can be very dangerous. Fortunately critters of monstrous size tend to be very rare or limited to very remote locations.

## GIANT CRAB

Surprisingly, giant crabs don't live on beaches with their smaller brethren. Instead, they're found deep in fetid swamps where they tend to be prey for hungry hydra.

**Habitat:** The swamps in Illosia

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Notice d8, Stealth d10, Swim d8

**Pace:** 8; **Parry:** 6; **Toughness:** 10 (3)

**Special Abilities:**

- **Armor +3:** Giant crabs have thick shells.
- **Claws:** Str+d6.
- **Grapple:** A crab may grapple a foe with one or both claws. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape.

- **Size +1:** These creatures weigh over 400 pounds.

## GIANT SCORPION

Unlike their normal-size cousins, giant scorpions are fierce predators.

**Habitat:** Western Niserri

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d10

**Skills:** Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8

**Pace:** 8; **Parry:** 6; **Toughness:** 11 (3)

**Special Abilities:**

- **Armor +3:** Chitinous skin.
- **Grapple:** A scorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2, +4 if the victim is held in both pincers.
- **Pincers:** Str+d4.
- **Stinger:** Str+d6 plus Poison (venomous)
- **Size +1:** Giant scorpions measure 7' in length.

## GIANT SPIDER

Giant spiders are usually about the size of large dogs, however much larger ones do exist. They frequently go hunting in packs when prey is scarce in their home territory. The cocoons that are scattered throughout giant spider dens are filled with the treasures of the spider's victims.

**Habitat:** Throughout the known world

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

**Skills:** Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 5

**Special Abilities:**

- **Bite:** Str+d4 plus Poison (-2, venomous)
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.
- **Webbing:** Spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must



cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

## GOLDEN GOATS

High up in remote mountain regions there are small herds of goats. These goats are special for two reasons: the first is their huge size and the second is their fleece which is made of fine threads of actual gold. In addition to being worth a small fortune, each fleece contains powerful magical healing properties.

**Habitat:** The mountains of Illosia

**Attributes:** Agility d8, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d10

**Skills:** Fighting d8, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 9

**Special Abilities:**

- **Gore:** If a golden goat can move at least 6" before making a Horns attack, it adds +4 to its damage total.
- **Horns:** Str+d6
- **Mountain Beast:** Golden goats ignore penalties for Difficult Terrain in mountainous regions.
- **Size +2**

## GORGON

At first glance gorgons appear to be beautiful women. Closer inspection reveals scaly skin and snakes instead of hair. Of course closely inspecting a gorgon can prove to be a fatal mistake. Meeting the eyes of a gorgon for even an instant is enough to turn any living creature into solid stone. All gorgons are female but they can mate with human men. These unfortunates are often turned to stone shortly afterwards.

**Habitat:** Throughout Illosia

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d6, Intimidation d10, Notice d8, Shooting d8, Stealth d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Gear:** Short sword (Str+d6), composite bow (15/30/60; 2d6)

**Special Abilities:**

- **Petrify:** The visage of a gorgon is deadly to behold. In combat, a character may avert his eyes by taking a penalty to his attack roll. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a failure, he catches sight of the gorgon's face and is turned to stone - permanently. A character Surprised by a gorgon may make an Agility roll at -4 to avert his gaze.
- **Snake Hair:** The writhing snake hair of a gorgon can attack all adjacent foes with no multi-action penalty. The bites inflict d4+2 damage, and also delivers a venomous Poison.
- **Poison Arrow:** As an action, a gorgon may drip venom from a snake onto an arrow. The venomous Poison is good for one shot.

## GRIFFIN

Griffin have feline bodies with the feathery head, wings, and forelegs of a bird of prey. Although they eat all sorts of meat, they prefer to eat the flesh of horses. If someone happens to be riding the horse at the time then the griffin will simply get a larger meal.

**Habitat:** The mountains of Illosia and Niserri

**Attributes:** Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d8, Intimidation d8, Notice d12, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 9

**Edges:** Improved Frenzy

**Special Abilities:**

- **Bite/Claws:** Str+d6
- **Flight:** Pace 12
- **Horse Terror:** Horses have developed an instinctual fear of griffin. Horses seeing a griffin must make a Fear roll or become Panicked.
- **Size +2:** Griffin weigh over 500 pounds.
- **Swoop:** Griffins often swoop on their prey to pin it to the ground. If a griffin can fly at least 6" before coming into contact with its target, its first attack against that target gains





+4 to its attack and damage rolls. Its Parry is reduced by -2 until its next turn when performing the maneuver, however.

## GRIFF HOUND

Griff hounds are distantly related to griffin. They have similar head, wings, and forelegs of a bird of prey but their bodies are more canine. They're also much smaller than regular griffins, and not as aggressive. Griff Hounds are even kept as pets by particularly wealthy nobles.

**Habitat:** Eastern Niserra

**Attributes:** Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 4

**Special Abilities:**

- **Bite:** Str+d4
- **Fleet Footed:** Griff Hounds roll a d10 when running instead of a d6.

• **Flight:** Pace 8

• **Size -1:** Griff Hounds are about the same size as a large dog.

## HAG

These Sidhe may look like frail old women, but they actually possess incredible strength and potent magical powers. Their preferred meal is raw human flesh, the younger the better.

**Habitat:** Throughout Pridith

**Attributes:** Agility d4, Smarts d10, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d6, Intimidate d8, Knowledge (arcana) d6, Notice d6, Persuasion d12, Spellcasting d10, Taunt d8

**Pace:** 5; **Parry:** 5; **Toughness:** 6

**Special Abilities:**

- **Claws:** Str+d6
- **Fear**
- **Magic:** (20 PP) Hags possess the following Powers: *armor* (iron skin), *disguise*, *fear* (hideous cackle), *lower trait* (curse), *obscure* (dark cloud), *puppet* (persuasive words), *quickness* (superhuman reflexes)
- **Weakness:** Cold iron weapons do +4 damage.

## HARPY

Harpies look like large birds of prey with female human heads and breasts. They are filthy creatures with long stringy hair and grime encrusted talons.

The name harpy is derived from an Illosian word that means "snatcher", which is fitting because harpies love to swoop down out of the sky and snatch up food, trinkets, weapons, and other small items. These objects are all taken back to the harpy's lair and hidden away.

**Habitat:** Throughout Hades and the rocky mountains of Illosia.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d6, Stealth d6

**Pace:** 2; **Parry:** 5; **Toughness:** 5

**Edges:** Improved Extraction



**Special Abilities:**

- **Claws:** Str+d4
- **Flight:** Pace 8
- **Snatch Object:** Harpies don't suffer called shot penalties when making Disarm attempts. If the disarm is successful the harpy can immediately take hold of the item.

## HATORI

Hatori look like giant crocodiles, only they have flippers instead of legs. They swim through the sand with incredible speed and stealth, popping up right under prey before it even knows it's in danger.

**Habitat:** The deserts of Niserra

**Attributes:** Agility d4, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d12

**Skills:** Fighting d10, Notice d6, Stealth d8

**Pace:** 2; **Parry:** 7; **Toughness:** 14 (2)

**Special Abilities:**

- **Armor +2:** Scaly hide
- **Bite:** Str+d8
- **Burrowing:** Pace 8
- **Large:** Anyone attacking a Hatori gets a +2 bonus to their attack rolls.
- **Rollover:** Like crocodiles, hatori are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims in their mouth. If one of these large amphibians hits with a raise, it causes an extra 2d4 rollover damage to its prey in addition to its regular Strength damage.
- **Size +4:** Hatori are over 20ft long

## HECATONCHEIRE (WC)

These enormous humanoids each possess a hundred arms and fifty heads. They were invaluable allies of the Olympians in their war against the Titans. Hecatoncheire are not only highly skilled fighters but they can also throw a hail of boulders with deadly accuracy. When the war ended and the Titans were imprisoned it was the hecatoncheire who were made their gaolers. They aren't too fond of having to live in Tartarus, but they understand the importance of their responsibility.

**Habitat:** Throughout Tartarus

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+7, Vigor d10

**Skills:** Fighting d10, Intimidate d10, Notice d8+2, Throwing d12

**Pace:** 8; **Parry:** 7; **Toughness:** 17 (2)

**Edges:** Alertness, Improved Arcane Resistance, Combat Reflexes, Counterattack, Danger Sense, Improved First Strike, Level Headed, Marksman, Mighty Blow, Nerves of Steel

**Special Abilities:**

- **Armor +2:** Supernaturally tough skin
- **Fear -2**
- **Fearless:** Hecatoncheire are immune to Fear and Intimidation.
- **Hail of Blows:** Hecatoncheire have one hundred arms, allowing them to make a Fighting attack against all adjacent foes with no multi-action penalty. These blows inflict Str+2d8 damage.
- **Hardy:** Hecatoncheire do not suffer a Wound from being Shaken twice.
- **Huge:** Anyone attacking a hecatoncheire gets a +4 bonus to their attack rolls.
- **Rain of Stone:** Hecatoncheire can hurl dozens of rocks at a time as a Throwing attack ( $\frac{1}{2}$ /Str-2/Str; Str+d8; Medium Burst Template).
- **Size +8**

## HIPPOCAMPUS

The front half of a hippocampus is very horselike, while the back half is like a large fish. They are completely covered in blue and green iridescent scales, even their horse half. Hippocampus are peaceful creatures and have even been known to help drowning humans get safely to dry land. Hippocampus try to avoid combat if at all possible, only fighting if cornered and there's no other choice.

**Habitat:** The sea

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d4, Notice d6, Swimming d8

**Pace:** --; **Parry:** 4; **Toughness:** 8

**Special Abilities:**

- **Aquatic:** Pace 8



- **Hooves:** Str
- **Size** +2

## HIPPOPOTAMUS

Forget lions and crocodiles, the most dangerous animal in Niserri, in terms of killing humans, is the river dwelling hippopotamus. Hippos are extremely territorial. They're also very aggressive, and have been known to capsize passing river-boats.

**Habitat:** Eastern Niserri

**Attributes:** Agility d6, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d8

**Skills:** Fighting d6, Intimidation d8, Notice d6, Stealth d8, Swimming d8

**Pace:** 8; **Parry:** 5; **Toughness:** 11 (1)

### Special Abilities:

- **Armor +1:** Blubbery hides.
- **Berserk:** Hippos immediately go berserk if they sense intruders in their territory, as per the Edge. The hippo gains the Hardy ability while berserk.
- **Bite:** Str+d6.
- **Capsize:** Hippos can capsize small boats. The hippo makes a Strength roll and compares the total to the boat's Toughness (including Armor). If the hippo's total is higher, it has capsized the boat, dumping the passengers into the river. Boats with Heavy Armor cannot be capsized by a hippo.
- **Dehydration:** Hippos must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't automatically gain a Fatigue level each day until they are Incapacitated. The day after that, they perish.
- **Large:** Attackers gain +2 to attack rolls against a hippo due its size.
- **Semi-Aquatic:** Pace 8. Hippos can stay submerged for about 5 minutes.
- **Size +4:** Hippos weigh up to four tons.

## HYDRA

Hydra are massive creatures with thick serpentine bodies and multiple heads on long necks. The number of heads a hydra has varies from one beast to the next, but it's always at least

five. Hydra live deep in fetid swamps where they prey on giant crabs and other swamp denizens.

**Habitat:** The swamps of Illosia

**Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d6, Intimidation d10, Notice d6

**Pace:** 5; **Parry:** 5; **Toughness:** 13 (2)

### Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6; Reach 1
- **Invulnerability:** The body of a hydra is immune to all forms of damage, healing even the most grievous of wounds instantly. The only way to kill a hydra is to cut off all its heads.
- **Large:** Anyone attacking a hydra gets a +2 bonus to their attack rolls.
- **Multiple Heads:** Hydras have numerous heads, each of which may make a Fighting attack in a round without incurring a multi-action penalty, though no more than four heads may attack a single target, regardless of its size. Every head has 1 Wound and is severed if it is Incapacitated. Damage caused to heads does not affect the hydra, though it dies when the last head is severed.
- **Regeneration:** Each round after a head is severed the hydra makes a Vigor roll. On a success, each of it's severed heads is replaced by two new ones. Fire-based damage prevents the severed head from regenerating, as does cauterizing the wound before the new heads grow. Cauterizing a stump requires a successful Fighting roll with a torch or other flaming object.
- **Size +5:** Hydra are large creatures over 20ft long and weighing over 10,000 pounds.

## KELPIE

Kelpie look like large white horses with golden manes and tails. They live near deep lakes and rivers. Kelpie prefer to avoid direct combat with their prey. If a drowning attempt fails the kelpie will attempt to run and hide so it can find easier prey.

**Habitat:** The lakes of Pridith



**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d8, Notice d6, Swimming d10

**Pace:** 8; **Parry:** 6; **Toughness:** 9

**Edges:** Quick

**Special Abilities:**

- **Aquatic:** Pace 10
- **Bite/Kick:** Str+d4
- **Drowning:** As soon as someone mounts a kelpie they will become stuck to its back. A Strength roll at -4 is required to dismount from a kelpie. The kelpie can release its rider at any time. If the kelpie dies its rider is immediately freed. Once someone is stuck to its back, the kelpie will dive into the nearest body of water and try to drown its rider.
- **Fleet Footed:** Kelpie roll a d8 when running instead of a d6.
- **Lure:** Each time someone looks at a living kelpie they must make a Spirit roll. Those who fail will attempt to mount the kelpie. Every time the victim suffers a Wound or a Fatigue level from any source, he gets another Spirit roll at -2 (made after the wounds or fatigue levels are applied) to realize his peril and break the spell.
- **Size +2**

## KORRED

Korred are small Sidhe with goat legs and long, unkempt hair. Although their voices are quite gentle their laugh is so loud it can shatter eardrums. Most korred are male, with only a few females ever having been seen.

Korred love to dance and spend most of their time doing so. They don't mind having humans join in on their dancing, in fact many korred even encourage humans to join in. What korred don't seem to realize is that their dancing has a dangerous effect on humans. Humans who start dancing with korred find they can't stop. Some humans have even danced themselves to death.

**Habitat:** Throughout Pridith

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d10, Persuasion d8, Taunt d8

**Pace:** 6; **Parry:** 5; **Toughness:** 4

**Gear:** Club (Str+d4)

**Special Abilities:**

- **Dance:** Humans participating in a korred's dance must make a Spirit roll. Failing this roll means the victim can't stop dancing. Every hour spent dancing forces the victim to make a Vigor roll or suffer a level of Fatigue. Each time the victim gains Wounds or Fatigue he or she can make an additional Spirit roll (made after the Wounds or Fatigue levels are applied) to stop dancing. If the korred's stop dancing then trapped humans will also stop dancing. Fatigue levels gained from dancing are removed once the victim rests for at least half an hour. A human Incapacitated by dancing will die from exhaustion.
- **Laugh:** Once per round a korred can emit a very loud laugh as an action. Anyone within 12" (24 yards) must make a Vigor roll. Those who pass or become Shaken, and become deafened for 2d10 minutes.
- **Size -1**
- **Weakness:** Cold iron weapons do +4 damage to korred.

## LAMIA

Lamia look like stunningly attractive humans from the waist up, but are serpentine from the waist down. Male lamia are very rare, with only a handful being born to any given generation.

Lamia drink blood for sustenance. Although the blood of any animal will suffice, they do prefer human blood, the younger the better. Infant blood is considered quiet the delicacy.

**Habitat:** Underground in Illosia

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d10, Persuasion d8, Stealth d6

**Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6/10

**Edges:** Improved Frenzy, Very Attractive

**Special Abilities:**

- **Claws:** Str+d4 plus Poison (paralytic)



## LOCH MONSTER

Loch monsters are massive creatures that live in murky lochs and deep rivers. They have thick bodies, a small head perched at the end of a really long neck, a stubby tail, and flippers instead of legs. Although they spend most of their time in the water, they can come up on land for short periods. Although they mostly eat fish loch monsters have been known to eat other animals and even humans.

**Habitat:** Lochs and deep rivers in Pridith

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d12+8, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d6, Swimming d12

**Pace:** 4; **Parry:** 6; **Toughness:** 13

**Edges:** Quick

**Special Abilities:**

- **Aquatic:** Pace 12
- **Bite:** Str+d8; Reach 2
- **Large:** Anyone attacking a loch monster gets a +2 bonus to their attack rolls.
- **Size +6:** Loch monsters measure over 30' long, but typically over a third of that length is the neck

## MAENAD

Human women who worship Dionysus will sometimes fall into a permanent state of ecstatic frenzy. At that moment the unfortunate woman stops being human and turns into something monstrous. Their appearance becomes feral, their nails grow into razor sharp claws, and their teeth lengthen into jagged fangs.

Maenad wander in packs, constantly dancing and drinking, not needing to sleep or rest. Their behavior is very unpredictable. When they encounter humans maenad are equally likely to have sex with them as they are to rip them apart and devour them.

**Habitat:** Throughout Illosia

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8+2, Vigor d8

**Skills:** Climbing d6, Fighting d6+2, Intimidate d6, Notice d6

**Pace:** 6; **Parry:** 3; **Toughness:** 8

**Gear:** Dagger (Str+d4)

**Special Abilities:**

- **Maenad Fury:** Maenad's are permanently Berserk, gaining a -2 penalty to Parry and a +2 bonus to all Fighting, Strength, and melee damage rolls, and to Toughness (all modifiers already included in the stats). Any time a maenad rolls a 1 on her Fighting die (regardless of the Wild Die) she hits a random adjacent target instead of the intended target. This rage cannot be ended.

## MINOTAUR

Minotaur are savage humanoids with heads and feet similar to those of a bull. They stand a good foot or two taller than humans and are more heavily built. They're often found in small tribes living in labyrinths of twisting tunnels and caverns deep underground.

**Habitat:** Underground in Illosia

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

**Skills:** Fighting d10, Intimidate d12, Notice d10, Throwing d6

**Pace:** 8; **Parry:** 6; **Toughness:** 11/15 (1)

**Hindrances:** Bloodthirsty

**Edges:** Improved Sweep

**Gear:** Leather girdle (+1 to torso), great axe (Str+d10; AP 1, Parry -1, requires 2 hands) or spear (Str+d6; Reach 1)

**Special Abilities:**

- **Fleet Footed:** Minotaur roll a d10 running die instead of a d6.
- **Gore:** If a minotaur can move at least 6" before making a Horns attack, it adds +4 to it's damage total.
- **Horns:** Str+d4
- **Navigation:** Minotaur never get lost, and always know which direction is north, even deep underground.
- **Size +2:** Minotaurs stand over 9' tall

## MUMMY

Mummies are embalmed corpses animated by the spirits of their previous owners. Sometimes this spirit is forcibly bound to it's corpse using powerful magics, preventing it from ever



traveling to the afterlife. Other times the embalmed corpse acts as a conduit that allows its spirit to freely move back and forth between the land of the dead and the living world.

**Habitat:** Throughout Niserri

## SERVANT

These creatures are poorly embalmed and not very powerful. Typically servants and priests when they were alive, in death their only job is to serve as a first line of defense against tomb robbers.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4

**Pace:** 4; **Parry:** 5; **Toughness:** 7

### Special Abilities:

- **Fearless:** Mummies are immune to Fear and Intimidation.
- **Fist:** Str
- **Shuffling Gait:** Mummies only roll a d4 running die, instead of a d6
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots
- **Weakness (Fire):** Fire-based damage gets a +4 bonus against Mummies. They also catch fire on anything but a 1, rather than only on a 6.

## TOMB GUARDIAN

These creatures are usually former soldiers and palace guard. They retain their expert combat training and combine it with powerful supernatural bodies. These mummies can usually be found guarding the most important chambers of a tomb.

**Attributes:** Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Intimidation d8, Notice d6

**Pace:** 4; **Parry:** 6; **Toughness:** 10

**Edges:** Arcane Resistance

**Gear:** Sicklesword (Str+d8)

### Special Abilities:

- **Fear**
- **Fearless:** Mummies are immune to Fear and Intimidation.

- **Fist:** Str+d6
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” (long-term chronic disease, minorly debilitating).
- **Shuffling Gait:** Mummies roll a d4 running die, instead of a d6
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots
- **Weakness (Fire):** Fire-based damage gets a +4 bonus against Mummies. They also catch fire on anything but a 1, rather than only on a 6.

## LORD (WC)

Only the most powerful individuals become mummy lords, including pharaohs, high priests, and nobles. They are the best embalmed mummies, with all manner of gems and other treasures contained within their wrappings. Mummy lords retain all the personality and intelligence they possessed in life, and gain incredible supernatural powers.

**Attributes:** Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

**Skills:** Fighting d10, Intimidation d10, Notice d8, Spellcasting d10

**Pace:** 4; **Parry:** 7; **Toughness:** 10

**Edges:** Improved Arcane Resistance

### Special Abilities:

- **Fear -2**
- **Fearless:** Mummies are immune to Fear and Intimidation.
- **Fist:** Str+d6
- **Invulnerability:** Some mummy lords are so powerful they're immune to physical, and sometimes even magical, attacks. Such attacks can cause a mummy lord to become Shaken, but will never cause Wounds. Such mummy lords must have some Weakness that can cause real damage, or a way to strip them of their Invulnerability.
- **Magic:** (30 PP) Mummy lords possess the following powers: *barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield



of swirling skulls), *fear* (unearthly cry), *obscurement* (area of darkness), and *zombie* (ritual preparation)

- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” (long-term chronic disease, minorly debilitating).
- **Shuffling Gait:** Mummies roll a d4 running die, instead of a d6
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots
- **Weakness (Fire):** Fire-based damage gets a +4 bonus against Mummies. They also catch fire on anything but a 1, rather than only on a 6.

## Mummified Animals

The Niserri didn't just mummify humans. They also mummified cats, ibises, baboons, crocodiles, and other animals. How do you make a creature, or a monster, into a mummy? Just apply the following modifications to the regular stats and you've got a mummy ready to go.

- Reduce Agility by two steps (min d4).
- Increase Spirit by one step
- Increase Strength four steps
- Increase Vigor by two steps.
- Add the Arcane Resistance Edge.
- Add the Fear Special Ability if you want them to be really scary.
- Add the Fearless Special Ability.
- Add the Shuffling Gate Special Ability (which reduces Pace by 2, and gives a d4 running die).
  - Add the Undead Special Ability.
  - Add the Weakness (Fire) Special Ability.

## NUCKELAVEE (WC)

Nuckelavee (pronounced noo-keh-LAA-vee) are very powerful and very evil Sidhe. They appear as horse-like creatures with the upper body of a humanoid growing out of their back. Their humanoid heads are hugely oversized, with one big red eye in the middle of their forehead. Their arms are so long they almost reach all the way to the ground. Nuckelavee have no skin, showing off their pale flesh, black veins, and writhing sinews. These foul creatures are constantly surrounded by a nauseating stench and can breath a cloud of disease that blights crops and kills living creatures.

Nuckelavee spend most of their time sleeping in secret locations all along the coast of Pridith. Occasionally one will wake up and come ashore to devastate coastal settlements before returning to it's watery lair to sleep once again.

**Habitat:** Along the coast of Pridith





**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d12

**Skills:** Fighting d12, Intimidate d10, Notice d8, Stealth d6, Swimming d12

**Pace:** 8; **Parry:** 8; **Toughness:** 11

**Edges:** Alertness, Arcane Resistance, Combat Reflexes, Frenzy, Mighty Blow

**Special Abilities:**

- **Aquatic:** Pace 12
- **Claws:** Str+d6; Reach 1
- **Diseased Breath:** As an action Nuckelavee can breath out a cloud of disease using the Cone Template. Any plants withing the template instantly wither and die. Living creatures must make a Vigor roll at -2 or contract a long term chronic, majorly debilitating disease. Only a successful application of the Healing or Greater Healing Powers will cure this disease. Victims who die as result of this disease wither and melt into a pile of goo.
- **Fear -3:** Nuckelavee are terrifying creatures to behold
- **Fleet Footed:** Nuckelavee roll a d8 when running, instead of a d6.
- **Immunity (Poison and Disease):** Nuckelavee are immune to all poisons and diseases
- **Regeneration (Fast):** Nuckelavee roll to regenerate each round. Wounds caused by cold iron weapons can't be regenerated.
- **Size +3**
- **Stench:** Living creatures must make Vigor rolls each round they remain adjacent to a Nuckelavee or become Shaken.
- **Weakness (Fresh Water):** Fresh water acts like acid on a nuckelavee. A nuckelavee splashed with fresh water is Fatigued. When immersed in fresh water the nuckelavee will take 2d10 damage each round it remains immersed.
- **Weakness:** Cold iron weapons do +4 damage to a nuckelavee.

## NYMPH

Nymphs are nature spirits bonded to natural features such as trees and lakes. They appear as beautiful human women, although their coloring

is influenced by what they're bonded to. Nymphs are shy spirits, and will avoid humans when possible. However, they wont hesitate to fight if the feature they're bonded to is threatened.

## DRYAD

Dryads have a brown or green tint to their skin and hair. Dryads see themselves as protectors of their forest homes, and of the animals who live there. This often brings them into conflict with humans who usually don't think twice about chopping down trees and hunting animals.

**Habitat:** The forests of Illosia

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d4, Notice d10, Persuasion d8, Shooting d10, Spellcasting d10, Stealth d10

**Charisma:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges:** Attractive, Marksmen

**Gear:** Dagger (Str+d4), bow (12/24/48; 2d6)

**Special Abilities:**

- **Bonded:** Dryad's share their soul with a particular tree. They must remain within 36" of the tree or their magic does not work. If the tree dies or becomes unhealthy, so does the dryad (and vice versa).
- **Magic:** (30 PP) Dryads possess the following powers: *armor* (bark skin), *barrier* (wall of thorns), *beast friend*, *deflection* (tree branches get in the way), *entangle*, *healing*, *shape change*, *stun*, and *succor*

## NAIAD

Naiads have a blue or teal tint to their skin and hair. Naiad rarely reveal themselves to humans, preferring to remain invisible and hidden until the humans leave. A naiad will only reveal herself if the humans do something to harm her bonded body of water.

**Habitat:** The lakes of Illosia

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d4, Notice d10, Persuasion d8, Shooting d8, Spellcasting d10, Stealth d10, Swimming d10

**Charisma:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5





**Edges:** Attractive, Marksman

**Gear:** Dagger (Str+d4), bow (12/24/48; 2d6)

**Special Abilities:**

- **Aquatic:** Pace 10
- **Bonded:** Naiads share their soul with a particular pool or similar small body of water. They must remain within 36" of the water or their magic does not work. If the pool is polluted, the naiad must make a Vigor roll each day or suffer a Fatigue level until the taint is cleared. If the pool is drained the naiad will die.
- **Magic:** (30 PP) Naiads possess the following powers: *barrier* (wall of water), *beast friend* (aquatic only), *entangle* (bound by water), *healing*, *invisibility* (assumes a watery, translucent form), *shape change* (aquatic only), *stun*, and *succor*

## PEGASUS

Pegasi are white horses with large feathery wings. Herds of them live high up in the mountains. Even though many seek out pegasi to use as mounts, they're nearly impossible to capture and are very difficult to train.

**Habitat:** The mountains of Illosia

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 8

**Special Abilities:**

- **Flight:** Pace 12
- **Kick:** Str
- **Size +2:** Pegasi weigh around 800 pounds.

## REDCAP

Redcaps are bloodthirsty Sidhe who look like elderly humans with jagged teeth, long claws, and large fiery-red eyes. Despite their frail appearance redcaps are very strong and tough. Redcaps wear caps that they dip in the blood of their victims, hence their name. Redcaps can be found living in ruins, particularly those with a bloody history.

**Habitat:** Throughout Pridith

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

**Skills:** Fighting d10, Intimidate d10, Notice d6, Taunt d8

**Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

**Hindrances:** Bloodthirsty

**Edges:** Berserk, Combat Reflexes, Improved Frenzy, Improved Nerves of Steel, Improved Sweep

**Gear:** Leather armor (+1), battle axe (Str+d8)

**Special Abilities:**

- **Bite/Claws:** Str+d4
- **Fear**
- **Infra-vision:** Redcaps halve penalties for dark lighting against living targets (round down).
- **Weakness:** Cold iron weapons do +4 damage to redcaps

## SATYR

Satyr appear as human men with goat legs and tiny horns growing from their foreheads. They're smaller than humans, but powerfully built. Satyr spend all their time eating, drinking, and having sex with nymphs (when they can catch them). They enjoy the odd drunken brawl but otherwise they try to avoid combat as much as possible.

**Habitat:** Throughout Illosia

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d4, Gambling d8, Notice d10, Persuasion d8, Shooting d6, Stealth d10

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Gear:** Bow (12/24/48, 2d6)

**Special Abilities:**

- **Head Butt:** Str+d4
- **Magic Pipes:** (d8 casting die, 10PP) A satyr's pipes can be used to produce the Fear and Puppet Powers. Usually, only one or two satyr in a particular group will possess a set of magic pipes.

## SEDJA

Sedja have feline bodies with spotted fur like a leopard. Their long necks and small heads are scaled and snake-like. They usually hunt alone or in small groups. Their favorite tactic is to ambush potential prey and paralyze it with their venom. The sedja will then drag their paralyzed prey up a nearby tree or rocky outcropping then swallow



it whole. Because of this, when fighting creatures too large to swallow the sedja will attack with claws and bite to incapacitate or kill their foe, then try to run away.

**Habitat:** Throughout Niserri

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

**Skills:** Climb d8, Fighting d8, Notice d8, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- **Bite:** Str plus Poison (paralytic); Reach 1
- **Claws:** Str+d6
- **Fleet Footed:** Sedja roll a d10 when running instead of a d6
- **Infravision:** Sedja halve penalties for dark lighting against living targets (round down).
- **Pounce:** Sedja often pounce on their prey to best bring their claws to bear. It can leap 1d6" to gain a +4 to its next Claw attack and damage rolls. Its Parry is reduced by -2 until its next turn when performing the maneuver however.

## SERPENT FOLK

Serpent folk have serpentine bodies with humanoid arms and either dark brown or tan scales. They are intelligent and cruel, with no regard for the lives of others. They greatly enjoy devising new ways to torture other living creatures, and will often try to use their paralytic poison to take enemies alive.

**Habitat:** Throughout the desert of Niserri

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d8, Intimidate d8, Notice d8, Stealth d8, Survival d6, Tracking d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Edges:** Combat Reflexes, Quick

**Gear:** Sicklesword (Str+d8)

**Special Abilities:**

- **Bite:** Str+d4 and Poison (paralytic)
- **Infravision:** Serpent folk halve penalties for dark lighting against living targets (round down).

## SHADOW SERPENT

Shadow serpents are demons from the darkest parts of the underworld of Niserri. These monsters appear as large cobra-like snakes made of solid shadow. Their bite injects a horrible poison that causes the flesh of their victims to rot away. Fortunately these creatures are rarely seen outside the underworld.

**Habitat:** The Underworld of Niserri

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Notice d12, Stealth d12

**Pace:** 4; **Parry:** 6; **Toughness:** 4

**Edges:** Quick

**Special Abilities:**

- **Bite:** Str plus Poison -2 (venomous)
- **Invisibility:** While in dim lighting a shadow serpent becomes nearly invisible. Notice rolls made to detect the shadow serpent suffer a -4 penalty. Once detected, attacks made against the shadow serpent also suffer a -4 penalty. While in dark lighting the shadow serpent becomes completely invisible and the penalties are increased to -6.
- **Night Vision:** Shadow serpents ignore penalties for Dim and Dark lighting, and can even see in pitch darkness without penalty.

## SIREN

Sirens are large birds with human heads. They nest on small rocky islands and in caves along coastal cliff faces. Sirens are carnivores and particularly enjoy the taste of human flesh. Whenever a ship passes close to a siren nesting site the sirens will use their enchanting song to mesmerize the crew and trick them into running their ship onto the rocks. The sirens will then swoop down and begin feasting on the drowning sailors. Particularly unlucky individuals will be carried back to the siren's nest where they will be held captive until they're devoured alive.

**Habitat:** Along the coast of Illusia

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d6, Persuasion d8



Aquatic races may fall victim to the siren song as well, but since they can't drown, they'll simply be torn to shreds.

## SKELETON

Typically, animated skeletons are created by magic, like from thrown Dragon Teeth, however some do spontaneously rise from ancient tombs and long forgotten burial sites. However they're created, skeletons are nothing more than walking piles of dusty bones: there's nothing left of the person the skeleton was in life. Skeletons also share an intense hostility towards all living creatures. They won't go out of their way to hunt down living creatures, but they will kill anything that intrudes upon their haunting grounds.

**Habitat:** Throughout the Known World

**Attributes:** Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4, Shooting d6

**Pace:** 7; **Parry:** 5; **Toughness:** 7

**Gear:** Varies, although skeletons created from Dragon Teeth will have a short sword (Str+d6) and medium shield (+1

Parry, light cover)

**Special Abilities:**

- **Bony Claws:** Str +d4
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots

## SPHINX

Sphinx have human heads (and breasts if female), a pair of huge feathered wings, and a feline body covered in light brown fur.

Each Sphinx has a different riddle. They ask this riddle to any travelers they meet and if none of them give the correct answer the sphinx will attack and devour them. The first known riddle asked by a sphinx was: "you look upon a shadow. It has four legs at dawn, two legs at noon, and

**Pace:** 2; **Parry:** 5; **Toughness:** 5

**Edges:** Frenzy

**Special Abilities:**

- **Claws:** Str+d4
- **Flight:** Pace 8
- **Siren Song:** A siren's song is like a narcotic for humans. Despite common belief it works on both genders, not just men. When first heard, the victims must make Spirit rolls. Those who fail attempt to get closer to the siren. Once near a siren the victim will fall to his knees and become completely compliant. Every time the victim suffers a Wound or a Fatigue level from any source, he gets another Spirit roll at -2 (made after the Wounds or Fatigue levels are applied) to realize his peril and break the spell. Those who do are quickly savaged by the watching sirens.



three legs at twilight, what is casting this shadow?” The answer to the Sphinx’s question was “man”. As a baby he crawls on all fours, as an adult he is two-footed, and as he grows old he gains a third foot in the form of a cane.

**Habitat:** Niserri and southern Illosia

**Attributes:** Agility d8, Smarts d12+1, Spirit d10, Strength d10, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d12

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Special Abilities:**

- **Claws:** Str+d6
- **Flight:** Pace 12
- **Riddles:** Rather than immediately attack sentient prey, sphinxes prefer to enter into riddle contests. If the prey loses, it gets eaten. Riddle contests are conducted as an opposed Smarts roll (or you can come up with an actual riddle to ask your players).
- **Size +2:** Sphinxes are the same size as lions.
- **Strong Willed:** As masters of trickery, sphinxes gets a +2 bonus on Tests of Will.
- **Wise:** Sphinxes are renowned for their wisdom. They get +2 to all Common Knowledge rolls and roll a d8 for all Knowledge skills.

## SPITTING SNAKE

Spitting cobras are venomous snakes that attack by actually spitting a toxin into a creature’s eyes, blinding them. Once the victim is blinded the snake can either make it’s escape, or bite with their fangs and inject a dose of the venom that is lethal to even creatures of human size.

**Habitat:** Throughout Niserri

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

**Skills:** Fighting d8, Notice d12, Shooting d8, Stealth d8

**Pace:** 4; **Parry:** 6; **Toughness:** 2

**Edges:** Quick

**Special Abilities:**

- **Bite:** Str plus Poison (venomous)
- **Size -2**
- **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

- **Spit:** Spitting cobras can spray blinding venom to a Range of 1/2/4. A raise on the attack means the victim has been struck in the face. He must make a Vigor roll at -2 or be blinded for 2d6 hours. While blinded, he suffers a -6 penalty to all physical trait rolls.

## SPRIGGAN

Spriggans are small, greedy, thieving Sidhe who live in ancient ruins, which is also where they hide their collections of stolen treasures. Anyone trying to steal these treasures will find the spriggan lairs filled with deadly traps. Spriggan prefer to use tricks and traps to deal with threats, but when required they can grow to giant size and smash their enemies.

**Habitat:** Throughout Pridith

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d10

**Skills:** Climbing d6, Fighting d8, Lockpicking d10, Notice d6, Stealth d8

**Pace:** 5; **Parry:** 5; **Toughness:** 6

**Hindrances:** Greedy (major)

**Edges:** Quick

**Gear:** Short sword (Str+d6)

**Special Abilities:**

- **Size -1**
- **Size Change:** Spriggans can increase their Size to +4 as an action. While enlarged the spriggan’s Strength is increased to d12+2, and his Toughness becomes 11. The spriggan’s sword also increases in size so that it does Str+d10 damage. The sword will return to normal size if the spriggan drops it or returns to Size -1. Enlarged spriggans are considered to be Large: anyone attacking an enlarged Spriggan gets a +2 bonus to their attack rolls.
- **Weakness:** Cold iron weapons do +4 damage to spriggans.

## SWARMS

Some creatures are no match for a party of heroes one-on-one, but in large groups they can be a serious threat. In great enough numbers even lowly rats and spiders can be deadly.



Unless otherwise stated, all swarms start out covering an area equal to a Medium Burst Template.

### **RAT SWARM**

Rats are prolific and can adapt to almost any environment. Trade ships have even brought them to Pridith. A large swarm of hungry rats can easily strip a full grown human to the bone in seconds. Rats are also known to carry nasty diseases that can infect anyone bitten.

**Habitat:** Throughout the known world

**Attributes:** Agility d10, Smarts d6 (A), Spirit d12, Strength d8, Vigor d10

**Skills:** Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 7

**Special Abilities:**

- **Bites:** Rat swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Infection:** Anyone Shaken or Wounded by a rat swarm must make a Vigor roll or be infected with a Disease (short term, debilitating).
- **Split:** Rat swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds or thousands of creatures, cutting and piercing weapons do no real damage. Area effect attacks work normally, and a character can stomp to inflict Strength damage each round.

### **SCARAB SWARM**

Scarab swarms can burrow just below the surface of the desert, bursting up under the feet of unsuspecting victims. Scarab swarms are also found deep in tombs, helping to keep them clear of small vermin and tomb robbers.

**Habitat:** Throughout Niserri

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d10

**Skills:** Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 8

**Special Abilities:**

- **Armor +1:** Tough carapace
- **Bites:** Scarab swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune). If a victim is Incapacitated by a scarab swarm he or she will immediately be devoured until there is nothing left but bones. Inorganic items carried by the victim will be left intact.
- **Burrowing:** Pace 8
- **Split:** Scarab swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 6 each).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds or thousands of creatures, cutting and piercing weapons do no real damage. Area effect attacks work normally, and a character can stomp to inflict Strength damage each round.

### **SCORPION SWARM**

A swarm of scorpions can inject enough poison into a human to mean almost instant death. Scorpions in large swarms are aggressive hunters and will actively hunt down prey, even prey much bigger than they are.

**Habitat:** Throughout the desert of Niserri

**Attributes:** Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

**Skills:** Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 8

**Special Abilities:**

- **Armor +1:** Tough carapace
- **Stings:** Scorpion swarms inflict hundreds of tiny stings every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune). These stings are also enough to inject a Poison (venomous) into victims.



- **Swarm:** Parry +2; Because the swarm is composed of hundreds or thousands of creatures, weapons and natural attacks do no real damage. Area effect attacks work normally, and a character can stomp to inflict Strength damage each round.

## SPIDER SWARM

Spider swarms typically don't attack prey too large to eat, but they will aggressively attack anything that disturbs their nests. The dozens of bites inflicted by a spider swarm delivers enough poison to kill a human in moments.

**Habitat:** Throughout Niserri

**Attributes:** Agility d8, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

**Skills:** Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 7

**Special Abilities:**

- **Bites:** Spider swarms inflict hundreds of tiny stings every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune). These stings are also enough to inject a Poison (paralytic) into victims.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds or thousands of creatures, weapons and natural attacks do no real damage. Area effect attacks work normally, and a character can stomp to inflict Strength damage each round.

## THOSEAN LION

Thosean lions are huge, bloodthirsty, mean tempered lion-like creatures with gold-colored fur. Their claws are so sharp they can slice through bronze armor as if it were paper. Hunting groups of thosean lions have been known to attack travelers and caravans. Sometimes they've even attacked small settlements, slaughtering the inhabitants and gorging themselves on human flesh.

**Habitat:** Throughout Illosia

**Attributes:** Agility d8, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d10

**Skills:** Fighting d10, Notice d8

**Pace:** 8; **Parry:** 7; **Toughness:** 11

**Edges:** Improved Frenzy

**Special Abilities:**

- **Bite/Claws:** Str+d6
- **Immunity:** The skin of a Thosean lion is impervious to slashing and piercing attacks. Such attacks can cause the Thosean lion to become Shaken, but they can't inflict Wounds. Blunt attacks can harm a Thosean lion normally. The claws of a Thosean lion are the only weapons that can cut through the skin of a Thosean lion, doing damage normally.
- **Large:** Anyone attacking a Thosean lion gets a +2 bonus to their attack rolls.
- **Low Light Vision:** Thosean lions ignore penalties for Dim and Dark lighting.
- **Pounce:** Thosean lions often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain a +4 to its next Claw attack and damage rolls. Its Parry is reduced by -2 until its next turn when performing the maneuver however.
- **Size +4**

## TYPHON

Typhon, also known as seth beasts, are skinny jackal-like creatures with squared-off ears and an elongated head kind of like that of an anteater. Their fur is reddish brown in coloration but can be darker, almost black.

Packs of typhon can be found deep in the desert, guarding sites important to Seth, the god who created them soon after he was exiled to the desert.

Typhon have a vicious nature and greatly enjoy hunting down and devouring sentient prey. These creatures are surprisingly intelligent and some (typically only one or two per pack) can even cast spells.

**Habitat:** The deserts of Niserri

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d8, Notice d10

**Pace:** 8; **Parry:** 6; **Toughness:** 5

**Special Abilities:**

- **Bite:** Str+d4 plus Poison (venomous)



- **Fleet Footed:** Set beasts roll a d10 when running instead of a d6.
- **Magic:** (20 PP) Set beasts that can cast spells possess the following Powers: *Bolt* (cursed missile), *Blast* (fireball), *Fear*, and *Smite* (deathtouch). These set beasts have Spellcasting d10 and a Smarts of d8.
- **Size -1:** Set beasts are about the same size as jackals.

**Habitat:** Rivers and lakes in Pridith

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d6, Notice d10, Stealth d8, Swimming d6

**Pace:** -; **Parry:** 5; **Toughness:** 10

**Special Abilities:**

- **Aquatic:** Pace 6
- **Bite:** Str+d6
- **Engulf:** Water leapers can swallow prey as large as Size +2 whole. While engulfed, the target is grappled as per the core rulebook with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection.
- **Large:** Anyone attacking a water leaper gets a +2 bonus to their attack rolls.
- **Leaping:** Water leapers can't use their wings to actually fly. Instead they can use them to jump up to 8"
- **Shriek:** Water leapers can emit a terrible shriek that can stun potential prey. Once per round a water leaper can emit a very loud shriek as an action. Anyone within 12" (24 yards) must make a Vigor roll or become Shaken, and become deafened for 2d10 minutes.
- **Size +4**
- **Tongue:** A water leaper can use its sticky tongue to try and entangle an opponent. This is a melee touch attack that has Reach 3. If the water leaper scores a success on its Fighting roll, it has grappled its prey. Unless the foe can escape, the water leaper Engulfs him on its next action. On a raise, the victim is grappled and Engulfed in the same action.



## WATER LEAPER

Waterleapers, or llamhigynydwyr (pronounced thlamheegin er door), look like giant frogs with small leathery wings, a long tail, and no legs. Their wings aren't big enough for actual flight, but they do allow the water leaper to leap out of the water and glide for short distances.

## WILL-O-WISP

Will-o-Wisps appear as small faintly glowing balls of light. They're usually found in areas of dangerous terrain such as swamps and unstable underground tunnels. Wisps will use their ability to enchant living creature to lure them



into natural hazards. The wisps will then feed off the energy created by the victim's fear.

**Habitat:** Throughout Pridith

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Skills:** Notice d10

**Pace:** 8; **Parry:** 2; **Toughness:** 3

**Special Abilities:**

- **Charm:** By swaying from side to side and pulsating, wisps can charm prey into following them. This requires a Spirit roll opposed by the victim's Smarts. If the victim ever loses sight of the wisp, the charm is broken.
- **Hover:** Will-o-wisps hover several feet off the ground. They can't actually fly, but they ignore difficult terrain and can't be knocked prone.
- **Size -2:** Wisps measure 1ft in diameter.
- **Small:** Anyone attacking a wisp suffers a -2 penalty to their attack rolls.

## WINGED SERPENT

The Allaf Mountains that mark the eastern border of Niserri are home to a species of giant winged vipers. These serpents are extremely aggressive, so much they even regularly attack and kill their own kind. Although they are sometimes encountered in small groups, winged serpents are typically solitary creatures. Groups rarely last for long before the serpents turn on each other and fight until only one is left alive.

**Habitat:** Throughout eastern Niserri

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Notice d12, Stealth d8

**Pace:** 4; **Parry:** 6; **Toughness:** 5

**Edges:** Frenzy, Quick

**Special Abilities:**

- **Bite:** Str plus Poison (venomous)
- **Flight:** Pace 8



## NPCS

### ASSASSIN

These highly trained killers will eliminate anyone, for the right price. Some assassins act independently, while others work in teams or are even members of expansive guilds. Not all assassins are trustworthy, so be careful when dealing with them. Some act more like mercenaries, turning on their employer if their target ends up with deeper pockets.

**Habitat:** Throughout the Known World

### TYPICAL ASSASSIN

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d8, Streetwise d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Various

**Edges:** Alertness, Assassin, First Strike

**Gear:** Short sword (Str+d6), throwing knives (3/6/12; Str+d4)

**Special Abilities:**

- **Poison:** The quickest way to kill someone is with poison. Many assassins coat their weapons in venomous poison (good for one successful hit).

### MASTER ASSASSIN (WC)

Assassins who hone their skills to perfection, and manage to live long enough, can claim the title of Master. These assassins charge small fortunes for their services, but they're worth every penny. They are reliable, trustworthy, and typically able to complete even the most dangerous and difficult of contracts.

**Attributes:** Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d12, Intimidation d8, Notice d10, Shooting d6, Stealth d12, Streetwise d8, Throwing d10





**Pace:** 6; **Parry:** 9; **Toughness:** 5

**Hindrances:** Various

**Edges:** Acrobat, Alertness, Assassin, Block, First Strike, Marksman, Level Headed, Quick Draw

**Gear:** Short sword (Str+d6), throwing knives (3/6/12; Str+d4)

**Special Abilities:**

- **Poison:** The quickest way to kill someone is with poison. Many assassins coat their weapons in venomous poison (good for one successful hit). Master assassins use a more potent form of poison, giving a -2 penalty to Vigor roll to resist it.

## BANDIT

These criminals rarely have much in the way of actual combat skill, and usually aren't that smart, but they do tend to operate in large groups. They live in the wilderness where they prey on passing travelers and merchants. Large enough groups will sometimes even raid small settlements for valuables, prisoners, and supplies.

**Habitat:** Throughout the Known World

### TYPICAL BANDIT

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Greedy, Mean

**Gear:** Leather armor (+1), short sword (Str+d6), spear (Str+d6; Reach 1), bow (12/24/48; 2d6)

### BANDIT CHIEF (WC)

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d10, intimidation d8, Notice d6, Shooting d10, Stealth d8, Throwing d8

**Charisma:** -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (1)

**Hindrances:** Greedy, Mean

**Gear:** Leather armor (+1), battle axe (Str+d8), spear (Str+d6; Reach 1), bow (12/24/48; 2d6)

## BERSERKER

In all cultures of the Known World there are warriors who can fly into berserk rages during

combat. Woad warriors of Pridith, certain worshipers of Ares, and many others all fit this category. While in this state of battle frenzy such warriors gain near superhuman levels of combat prowess and resilience.

### TYPICAL BERSERKER

**Habitat:** Throughout the Known World

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Aversion to Armor, Bloodthirsty

**Edges:** Berserk, Sweep

**Gear:** Battleaxe (Str+d8)

### RIASTRAD BERSERKER

Some Pridithian berserkers are able to tap into the primal rage of the universe itself. This energy, called riasrad, or "warp spasm", fills the warrior when he berserks and turns him into a monstrous killing machine.

**Habitat:** Throughout Pridith

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d10, Intimidation d10

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Aversion to Armor, Bloodthirsty

**Edges:** Berserk, Controlled Rage, Frenzy, Two-Fisted

**Gear:** 2x battleaxes (Str+d8), magic woad (any one type)

**Special Abilities:**

- **Riasrad:** When a riasrad berserker goes berserk the Fighting, Strength, and Toughness bonuses are all doubled (to +4), as is the Parry penalty (to -2). Also, a riasrad berserker will hit a random adjacent target on a Fighting roll of 1-2, not just on a 1.

### Magic Woad

Some Pridithian druids know the secrets of infusing woad paint with magical properties. Of course you can't enchant any old woad. Every four hours spent searching in an ancient woodland on Pridith allows for a Survival roll at -4. Each success and raise finds enough special woad for one application. Each application must



then be boiled down into a thick paste, which takes 2 hours, after which the crafter must make a Knowledge (alchemy) roll.

If the roll fails the woad is ruined. If the roll succeeds the woad is enchanted with one of the effects listed below (creator's choice). Once chosen, the effect cannot be changed. A character can only benefit from one type of woad at any given time and each application lasts for 24 hours or until it's washed off.

#### **Woad Effects:**

**Arcane Resistance** (Improved Arcane Resistance with a raise on the Knowledge (alchemy) roll)

**Armor +2** (+4 with a raise on the Knowledge (alchemy) roll)

**-2 to be hit** (-4 with a raise on the Knowledge (alchemy) roll)

**Boost Strength 1 die type** (two die types with a raise on the Knowledge (alchemy) roll)

### **HOPLITE**

Hoplites combine offensive and defensive techniques to make themselves incredibly versatile soldiers. They've perfected the shieldwall technique where soldiers use their shields to protect both themselves and their allies.

**Habitat:** Throughout Illosia

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d10, Intimidation d8, Notice d6, Throwing d8

**Pace:** 6; **Parry:** 9; **Toughness:** 9 (3)

**Edges:** Combat Reflexes, Shield Expertise, Shield Guardian

**Gear:** Bronze breastplate (+3), short sword (Str+d6), spear (Str+d6; Reach 1), medium shield (+1 Parry, light cover)

### **HORSEMAN**

Skilled horsemen are fairly rare in the Known World. Not many people can afford a horse, let alone a trained warhorse. Nobles often keep horses as status symbols, but a trained warrior riding a horse is a thing to be both feared and respected.

**Habitat:** Throughout the Known World

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Notice d6, Riding d8, Shooting d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Edges:** Rich, Steady Hands

**Gear:** Leather armor (+1), short sword (Str+d6), spear (Str+d6; Reach 1), bow (12/24/48; 2d6), warhorse

### **MAGE**

Mages are unique individuals who possess the ability to command great magical powers. Unlike those who draw power from deities and supernatural beings, mages draw power from themselves and their understanding of the universe. Although there are many types of mages, each culture has one primary group of magic users.

#### **HEKAU**

**Habitat:** Throughout Niserri

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Shooting d6, Spellcasting d8

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Various

**Edges:** Arcane Background (Magic), New Power, Power Points, Wizard

**Gear:** Dagger (Str+d4)

**Special Abilities:**

- **Spells:** (15 PP) *Barrier* (wall of stone), *elemental manipulation*, *stun* (curse the target's true name), *summon ally* (animate object)

#### **DRUID**

**Habitat:** Throughout Pridith

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Knowledge (Arcana) d8+2, Knowledge (History) d8+2, Notice d8, Shooting d6, Spellcasting d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Various



**Edges:** Arcane Background (Magic), New Power, Power Points, Scholar

**Gear:** Staff (Str+d4; Reach 1, Parry +1, 2 hands)

**Special Abilities:**

- **Spells:** (15 PP) *Armor* (bark skin), *burst* (fire breath), *entangle* (roots and vines), *healing*

## WITCH OF HECATE

**Habitat:** Throughout Illosia

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8+2, Knowledge (Arcana) d8, Notice d8, Spellcasting d8, Stealth d6, Taunt d6+2

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Various

**Edges:** Arcane Background (Magic), New Power, Power Points, Strong Willed

**Gear:** Sickle (Str+d4)

**Special Abilities:**

- **Spells:** (15 PP) *darksight*, *deflection* (guardian spirit), *fear* (images of death), *grave speak*

## SHIP'S CREW

Every ship needs a crew. The stats here can represent legitimate crews such as navy or merchants, or they can represent criminal crews such as smugglers and pirates.

**Habitat:** Throughout the Known World

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d6, Climbing d6, Fighting d4, Notice d4, Stealth d4, Swimming d6

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Gear:** Knife (Str+d4)

## SOLDIER

Soldiers have spent the better parts of their lives honing their military skills. They can be active members in a military, mercenaries for hire, highly trained guards, etc. Groups of soldiers are often armed with the same weapons and armor. Thus, one finds units of spearmen, archers, and so on.

**Habitat:** Throughout the Known World

## TYPICAL SOLDIER

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** Various.

**Gear:** Leather armor (+1), various weapons.

## CAPTAIN (WC)

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d6, Fighting d12, Intimidation d10, Knowledge (Battle) d10, Notice d8, Riding d8, Shooting d10, Stealth d6, Throwing d10

**Pace:** 6; **Parry:** 9; **Toughness:** 7 (1)

**Hindrances:** Various.

**Edges:** Block, Combat Reflexes, Command, Fervor, Hold the Line

**Gear:** Leather armor (+1), various weapons.

## THIEF

Thieves earn a living by stealing from others. In larger cities and towns thieves often assemble into guilds. Despite being tricky customers, thieves' guilds are often excellent sources of information - if you can find them.

**Habitat:** Throughout the Known World

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Taunt d6, Throwing d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Various

**Edges:** Thief

**Gear:** Leather armor (+1), short sword (Str+d6), throwing knives (½/Str/x2; Str+d4)

## TOWN GUARD

Most settlements of the Known World, from tiny villages to massive cities, have some form of local guard that not only protects the settlement against threats, but also act as law enforcement. These guards can be highly trained warriors, or simple townsfolk with basic combat training.

**Habitat:** Throughout the Known World



## TYPICAL TOWN GUARD

These are average town or city guardsmen. They are competent and brave, but not suicidal.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6

**Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

**Gear:** Leather armor (+1), spear (Str+d6; Reach 1), small shield (+1 Parry), some are equipped with bows (12/25/48; 2d6)

## CAPTAIN (WC)

Captains command a squad of town or city guards and answer only to the ruling authority.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Intimidation d10, Notice d8, Riding d8, Shooting d8, Stealth d6

**Pace:** 6; **Parry:** 9; **Toughness:** 7 (1)

**Edges:** Block, Combat Reflexes, Command

**Gear:** Leather armor (+1), short sword (Str+d6), spear (Str+d6; Reach 1), medium shield (+1 Parry, light cover), some are equipped with bows (12/25/48; 2d6)

## MILITIA

Militia are employed in smaller towns and in large villages. Though they are tasked with defending the area in case of emergency, it isn't their primary job, and they are not particularly skilled.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d4, Notice d4, Shooting d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Gear:** Spear (Str+d6; Reach 1), sling (4/8/16; Str+d4)

## WORSHIPER

Many deities and supernatural beings have worshipers, even those who see humanity as nothing more than something to be wiped out or enslaved. The truly dedicated often form into cults whose sole job is to enact the will of their patron, for good or for evil.

## TYPICAL WORSHIPER

**Habitat:** Throughout the Known World

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Loyal (to cult)

**Gear:** Ceremonial robes, dagger (Str+d4)

**Special Abilities:**

- **Fanatical:** If a worshiper is adjacent to one of their leaders, he takes the blow for his master. Any attack against the leader is instead made against the worshiper.

## PRIEST

Worshippers who have proven their loyalty and dedication to a particular deity or supernatural being are often granted special powers by their patron.

**Habitat:** Throughout the Known World

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d8, Spellcasting d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Arrogant

**Edges:** Arcane Background (Magic), Power Points

**Gear:** Ceremonial robes, ceremonial dagger (Str+d4 damage; +1 Fighting, wounds can only be healed naturally).

**Special Abilities:**

- **Magic:** (15 PP) *Bolt* (screaming skull), *fear* (unearthly shriek), *obscure* (cloud of darkness), *puppet* (hypnotic voice), *smite* (balefire along blade)

# MYTHIC

Name: \_\_\_\_\_  
 XP: \_\_\_\_\_ Rank: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_

## Attributes

- d \_\_\_\_\_ Agility
- d \_\_\_\_\_ Smarts
- d \_\_\_\_\_ Spirit
- d \_\_\_\_\_ Strength
- d \_\_\_\_\_ Vigor

Charisma

Pace

Parry

Toughness

**Possessions:** \_\_\_\_\_  
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Max Weight      Current Weight      Enc Penalty

**Hindrances:** \_\_\_\_\_  
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**Edges:** \_\_\_\_\_  
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## Skills

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**Armor**      Protection      Weight

Torso \_\_\_\_\_

Arms \_\_\_\_\_

Legs \_\_\_\_\_

**Powers**      Cost      Range      Duration

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## Attacks

Damage      ROF      Range      Weight      Notes

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## Wounds

-1      -2      -3

## Fatigue

Inc.      -2      -1